

# EUROPA 1945-2030 QUICK START RULES

## Learn to Play in just 5 minutes

Read the following and you can quickly begin to play. For more details during the course of play, refer to the corresponding section in the Rule Book.

### OVERVIEW

The game of Europa is played in 4 turns. Each player represents a European Political Party which will attempt to win as many elections as possible, alone or in collaboration with other players. During turns 3 & 4, after the fall of the Berlin Wall, players must roll the dice to determine the **Risks of War**.

Throughout the game, each player gains **Political Points** each time he wins an election. A player receives **Victory Points** whenever he wins an election, participates in a successful peace action, or is elected President of the EU (European Union). Players may also lose Victory Points if they fail to provide enough support when a peace action is necessary. *Note:* During play, you should *not* show other players how many Victory Points you have.

### OBJECT OF THE GAME

All players share the common goal of bringing as many countries into the EU as possible. On an individual level, the player with the most Victory Points wins the game.

### SETUP

Set up the game board as shown in the diagram. For games with 6 players, each player begins the game with 20 Political Points. 5 players get 24 Points each, 4 players get 30 Points each, 3 players get 40 Points each. The round wooden markers are used to indicate the Political Points of each player on the Political Ladder that surrounds the map of Europe.

### PHASES OF PLAY

Each turn is divided into five distinct phases which always occur in the same order:

**Turn Order Phase:** For the first turn of the game, each player rolls a die, highest roll going first. On all subsequent turns, play proceeds in order of Political Points, highest first (roll a die to break ties). The Turn Order remains the same for the entire turn.

**Recruitment Phase:** To determine the number of European Pawns available to each player, take the player's Political Points and divide them by 10 (rounding down). *Example:* 69 Political Points = 6 Pawns.

**Election Order Phase:** Shuffle the Country Cards available for that turn and deal them face up on the Card Track. Then place the Election Counters onto the corresponding countries on the map. The turn in which each card enters the game is indicated on the card. In each turn the cards of the new countries attempting to join the EU are added to the deck of countries that have not yet joined the EU during preceding turns.

**Risks of War Phase:** On turns 3 and 4 only, roll both ten-sided dice six times to determine where tension and war breaks out. The players must then deal with the situation (see below). Pawns committed to peace-making are *not* available for the following phases.

**Placement Phase:** Following the Turn Order, each player places half (rounded up) of his remaining Pawns on the different countries where the elections are going to take place. When all players have done so, they then place their remaining pieces using the same Turn Order. On turn 1, players may place their Pawns in any of the available countries. Countries covered by an Historic Overlay are not available. On subsequent turns, players can only place their Pawns in non-EU countries that share a border with (or are connected by a dotted line to) an EU country.

**Elections Phase:** Start with the country that is in space Number 1 on the Card Track and proceed in ascending order until all elections have been held. On each Country Card are two numbers:

- **The White Number** indicates the number of Political Points that country is worth.
- **The Black Circled Number** indicates the minimum vote needed to defeat the Nationalists opposing the EU.

Each time the Europeans win an election, that country joins the EU and a corresponding Puzzle Piece is added to the board. The country's Political Points award is divided equally among the winning coalition (rounding up), and each of those players receives one Victory Point. Each winner may now move one of his Pawns from that country into a non-EU country neighbouring the newly-expanded EU where elections have not yet taken place this turn. The remaining Pawns are returned to the box. Once all elections are over, a new turn begins. During turns 2 and 3, remove the Historic Overlay that corresponds to the new turn.

## ELECTIONS

The elections are divided into two steps:

- **Campaigning (Negotiating):** Players present in a country at the time of the election propose coalitions. These coalitions must consist of 1-3 parties, and the number of Pawns in the coalition must be equal to or greater than the country's Black Circled Number. It may happen that no such coalition is possible even though there are plenty of Pawns present.
- **Voting:** In Turn Order, each eligible player announces his proposed coalition. The other eligible players must then respond to this proposal by saying Yea or Nay. If any proposal receives a majority of the European votes (one vote per Pawn present), it wins and no other proposals are heard. If all proposals are defeated, the Nationalists win. *Note:* You will find a detailed example of elections on page 10 of the Rule Book.

## RISKS OF WAR

This Phase takes place only during turns 3 and 4. The Phase is divided into 3 parts:

**A. Six rolls of the dice:** A random player rolls the two ten-sided dice. Using the sum rolled, refer to the table on the Game Board. If a non-EU country is rolled, place a “Tension” Marker in that country. If the designated country already has a “Tension” Marker, flip it over to the “War” side. If the country already has a “War” Marker, the War spills over into the neighbouring countries (dotted lines do *not* connect in this case). Place a “Tension” Marker on all non-EU countries that border the country in question. If a neighbouring country already has a “Tension” Marker, it is flipped over to “War”. Neighbours that are already at War are not affected.

**B. The General Level of Conflict:** Each country with a “Tension” Marker represents 1 Conflict Point. Each country at “War” represents double its Black Circled Number in Conflict Points. The total of all Conflict Points gives you the General Level of Conflict.

**C. European Intervention:** Each player must now decide how much aid he will provide in a joint European effort to end ongoing conflicts. Each player secretly places a number of his Pawns into his hand. *IMPORTANT:* These Pawns may *not* be used in the following phases. All players open their hands simultaneously. The Pawns are placed on the Dove of Peace. There are two possible results:

1. The number of Pawns is equal to or greater than the General Level of Conflict. Bravo! All “Tension” and “War” Markers are removed from the board. The player with the largest number of Pawns on the Dove is awarded 4 Victory Points. The Second largest gets 2, and the third gets 1. In case of tie, the player with the least total number of Pawns wins.

2. The number of Pawns is less than the General Level of Conflict. The player who kept the largest number of Pawns for the next phase loses 4 Victory Points. The second largest number loses 2, the third loses 1. In case of tie, the player with the largest total number of Pawns loses. Once the penalties are applied, the player who has the most Pawns on the Dove must first resolve the “Wars” and then the “Tensions”. Ending a “War” requires a number of Pawns equal to twice the Black Circled Number of the country. To eliminate “Tension” in a country, one Pawn suffices.

In both cases, all Pawns on the Dove of Peace are then returned to the box.

**Consequences of Tension and War on the Elections:** In a country with “Tension”, the Black Circled Number needed to defeat the Nationalists is increased by 1. If a country is at “War” it is impossible for an election to take place. The Country Card is put aside until the following turn.

## END OF PLAY

At the end of turn 4, the player with the most Political Points is elected the President of the European Union and receives 3 Victory Points. In case of tie, there is a President and a Vice-President, for 2 Victory Points each. In case of multiple ties, there is a President and several Vice-Presidents, for 1 Victory Point each. All players then add up their Victory Points. The player with the most Victory Points wins the game. In case of tie, the player with the most Political Points wins.