

## EMPIRES OF THE VOID

### Free Downloadable Promo: Capital Cities

**Capital City Rules:** During game setup, give each player one Capital City card. At the end of a player's turn, he collects either one Ambassador or one Photon Bomb and places it on the card. Use Credit and Victory Point tokens to represent Photon Bombs and Ambassadors as indicated on the card. Take care not to mix them up with actual Credits and Victory Points.

Any time a player rolls for diplomacy, he may decide to spend the "Ambassadors" on his Capital City to add to the roll, discarding the tokens and adding 1 to the roll per token. He may roll first and then decide to spend the Ambassadors.

Any time a player rolls for attack, he may spend the "Photon Bombs" on his Capital City to add to the roll, discarding the tokens and adding 1 to the roll per token. He may roll first and then decide to spend the Photon Bombs.

A player may never have more than four tokens total on the Capital City card.