

SOLO MODE CAMPAIGN MAP

MARCH ACROSS THE GLOBE

March Across the Globe is a solo campaign module that can be added alongside the standard solo campaign rules of Imperium. It locates each of the now thirty civilizations in their historic homes around the globe and then uses these locations to help players sequence their campaign opponents.

HOW TO PLAY

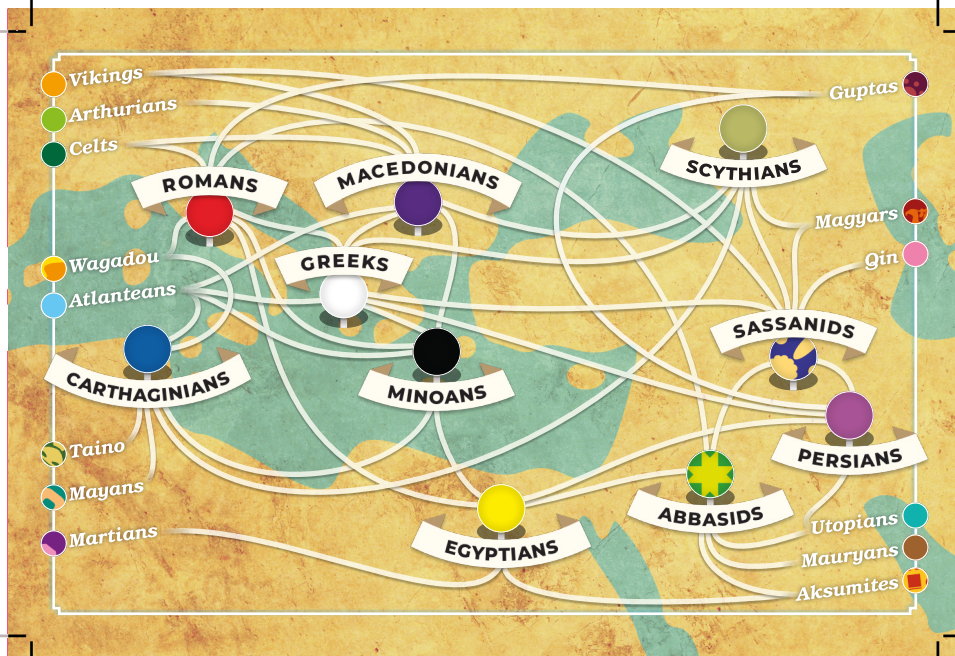
For your first game in the campaign, choose your nation. Then choose a nation for the bot from among the nations geographically connected to your own (represented with a white line on the map or in the opposite column of the chart). If you win, you "move" into that bot's location on the map and may choose as your next opponent any of nations that are connected to their location. However, if you lose, you must choose a different opponent from the ones still connected to your location. By losing repeatedly at the same location, you may well run out of options entirely. When this happens, you have lost the campaign.

For instance, say that you begin your campaign playing as the Atlanteans. Your choice of first opponent is either Taino, Celts, Macedonians, Greeks, Minoans, Carthaginians, or Martians. Let's say that you choose the Carthaginians and beat them. Well done! For your next opponent, you begin at the Carthaginians' location and may choose any nation connected to the Carthaginians (except the Atlanteans of course). In this case, your choices are Scythians, Minoans, Wagadou, Mayans, and Taino. Want to challenge the Mauryans? Great! Fight your way out of the Mediterranean first!

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ORIGIN	CONNECTED			
Abbasids	Aksumites	Egyptians	Mauryans	
	Romans	Sassanids	Utopians	
Carthaginians	Atlanteans	Minoans	Mayans	
	Scythians	Taino	Wagadou	
Egyptians	Abbasids	Aksumites	Martians	
	Minoans	Romans	Persians	
Greeks	Atlanteans	Macedonians	Minoans	
	Persians	Romans	Sassanids	
	Scythians			
Macedonians	Arthurians	Atlanteans	Celts	
	Greeks	Minoans	Scythians	
	Vikings			


































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ORIGIN	CONNECTED			
Minoans	Atlanteans	Carthaginians	Egyptians	
	Greeks	Macedonians	Romans	
Persians	Egyptians	Greeks	Guptas	
	Sassanids	Utopians		
Romans	Abbasids	Celts	Egyptians	
	Greeks	Guptas	Minoans	
	Wagadou			
Sassanids	Abbasids	Greeks	Magyars	
	Persians	Qin	Scythians	
	Vikings			
Scythians	Carthaginians	Greeks	Macedonians	
	Magyars	Sassanids		































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ORIGIN	CONNECTED			
 Inuit	 Arthurians	 Taino	 Vikings	
 Martians	 Atlanteans	 Egyptians	 Mauryans	
	 Mayans	 Qin		
 Mayans	 Carthaginians	 Cultists	 Japanese	
	 Martians	 Olmecs	 Polynesians	
	 Taino	 Wagadou		
 Olmecs	 Arthurians	 Cultists	 Mayans	
	 Taino			
 Taino	 Atlanteans	 Carthaginians	 Celts	
	 Inuit	 Mayans	 Olmecs	

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ORIGIN	CONNECTED			
 Cultists	 Japanese	 Mayans	 Olmecs	
	 Tang			
 Japanese	 Cultists	 Guptas	 Mauryans	
	 Mayans	 Polynesians	 Tang	
 Polynesians	 Aksumites	 Japanese	 Mauryans	
	 Mayans	 Wagadou		
 Qin	 Martians	 Sassanids	 Utopians	
	 Tang			
 Tang	 Cultists	 Guptas	 Japanese	
	 Mauryans	 Qin	 Utopians	

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ORIGIN	CONNECTED			
 Arthurians	 Celts	 Inuit	 Macedonians	
	 Magyars	 Olmecs	 Vikings	
 Atlanteans	 Carthaginians	 Celts	 Greeks	
	 Macedonians	 Martians	 Minoans	
	 Taino			
 Celts	 Arthurians	 Atlanteans	 Macedonians	
	 Romans	 Taino		
 Vikings	 Arthurians	 Inuit	 Macedonians	
	 Sassanids			
 Wagadou	 Aksumites	 Carthaginians	 Mayans	
	 Polynesians	 Romans		

SOLO MODE CAMPAIGN MAP

ORIGIN	CONNECTED			
 Aksumites	 Abbasids	 Egyptians	 Guptas	
	 Polynesians	 Wagadou		
 Guptas	 Aksumites	 Japanese	 Mauryans	
	 Persians	 Romans	 Tang	
	 Utopians			
 Magyars	 Arthurians	 Sassanids	 Scythians	
	 Utopians			
 Mauryans	 Abbasids	 Guptas	 Japanese	
	 Martians	 Polynesians	 Tang	
 Utopians	 Abbasids	 Guptas	 Magyars	
	 Persians	 Qin	 Tang	

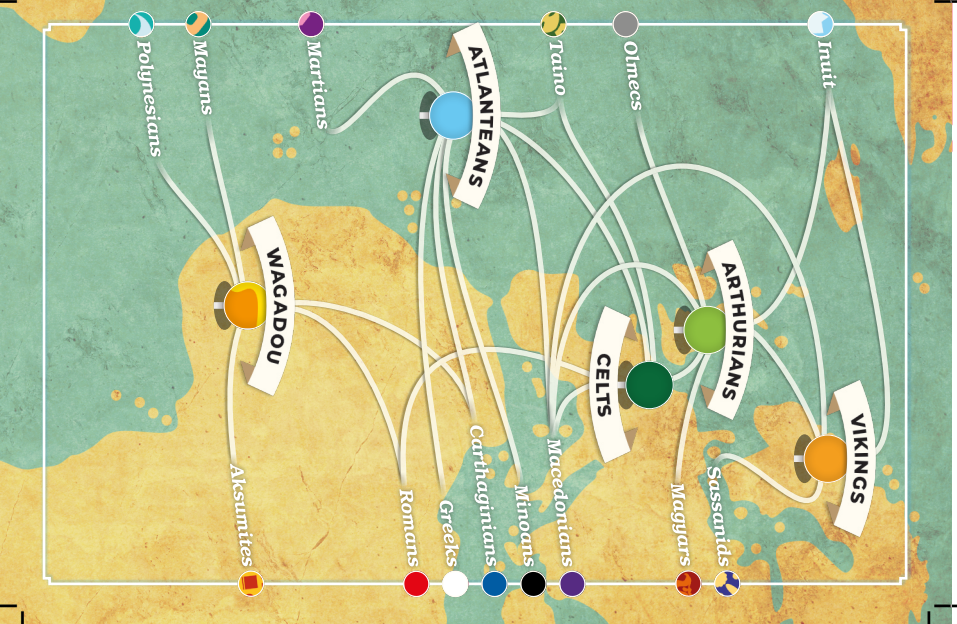
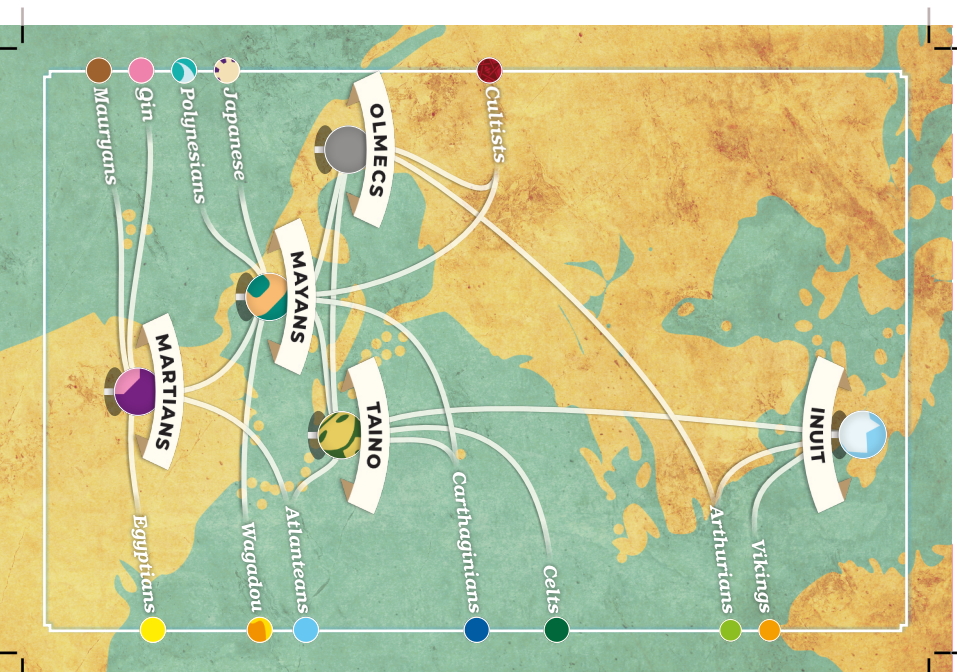
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