

6 August 1994

to: Whomever it may concern  
from: Steve Winter  
concerning: Empires of the Middle Ages

The following are the corrections and interpretations we've discovered and developed in the many playings of this fine game.

#### The Map:

- On the Language Code Guide, the color on 230: Old Saxon is wrong. It should be something between 220 and 240.
- That same color should be used in Saxony (231R) and Brandenburg (232R).
- Hungary should be the Non-Indoeuropean language color.
- There is no Game Turn Record Track on the map, and no Game Turn Marker.

#### The Counters:

- The Tie and Claim markers would be more useful if they were printed back-to-back, or if Tie markers were backprinted with combined Tie + Claim markers so they could just be flipped over when Claim is gained in an area that already has a Tie.
- Because the counter sets are not all the same - red and green have lots of counters, orange and black have the fewest, and yellow and blue are in between - it would be useful if the scenarios had some indication of which sets are best suited to which positions, so players don't start setting up only to find that there aren't enough counters in the set they've chosen.
- There are more Gold tokens than are needed, and not enough neutral social state markers.

#### The Rules:

- Section 9, 2d paragraph, clearly indicates that the target for a foreign endeavor must be an enemy or neutral area. It also clearly identifies Diplomacy as a foreign endeavor.
- Yet 12.13 states "A Player may form a Diplomatic Tie with any area, regardless of whether the area lies within or without the player's empire."
- This inconsistency raises two questions: 1) can Diplomacy be used against an area the player controls? 2) what, if anything, is subtracted from the player's Diplomacy stature when performing Diplomacy against an area he controls?
- We have most often played assuming that 12.13 is wrong, and with a strict application of 9 ¶2. More and more, however, we are beginning to suspect that is wrong. If so, that still leaves question #2, above.
- We propose ultimately that this be the final interpretation: Diplomacy can be attempted against any area, in accordance

with 12.13; Section 9 ¶2 is amended to indicate that Diplomacy is both a foreign and domestic endeavor; and that a leader's Stature is reduced by 3 when using Diplomacy against an area he controls (5 if it's Venice), similar to what is described in 12.17.