

P R E S S K I T

AEGEAPOSIS

Architects of the Scattered Sea



Artwork by Julia Bender · cover artwork is provisional, the final cover ships closer to release.



ADMIRA GAMES · COLOGNE



AT A GLANCE

TITLE	Aegeapolis
TAGLINE	Architects of the Scattered Sea
DESIGNER	Oliver Vogeler
PUBLISHER	Admira Games (Cologne, Germany)
PLAYERS	Sandbox 2–4 · Campaign 1–4 (incl. solo)
PLAY TIME	Sandbox 90–240 min (150 on average) · Campaign 60–240 min
AGE	14+
SEGMENT	Strategy game for experienced players (Kennerspiel)
SETTING	First phase of the Peloponnesian War (Archidamian War), 431–421 BC
MODES	Sandbox and campaign — both in one box, no upcharge
PLANNED MSRP	~€79 (provisional)
LAUNCH	Gamefound campaign, 2 March 2027 (target)

THE GAME

A strategy game of the ancient Greek city-states.

Aegeapolis puts you in charge of one of the great Greek city-states — Athens, Sparta, Corinth, or Thebes — as the Aegean fractures into war. Every state can pursue any path; the four differ in what they do best, not in what they are allowed to do.

The map is built as you play: you reveal city-tiles, lay trade links, and decide where to expand, trade, or strike. A closed-economy coin system sits at the centre: historically grounded metal coins that do several jobs at once — money for trade and deals, the stake in a secret scoring bid, and a wildcard for fleet or army. Establishing trade routes rewards the patient builder; conquest and map control reward the aggressor — and both meet on the same board, where negotiation decides which deals hold and which break.

Two modes, one box. The sandbox is the sharp, competitive core — expansion, economy, and reading your opponents' intentions across eleven in-game years. The campaign turns the same system into a story across linked scenarios in three flavours: Colonisation, a settlement mode where two teams build side by side; King of the Hill, built around defending a contested centre; and Emporion, an economic contest of collecting and redeeming publicly listed coin sets. Playable from solo up to four. No expansion to buy, no separate product — both modes come in the same box.

CHARACTERS

Four characters carry the four city-states, illustrated by Julia Bender.



ATHENE

Athens



LEONIDAS

Sparta



SISYPHOS

Corinth



PHIX

Thebes

Athene embodies Athens' goddess of wisdom. Leonidas stands for Sparta, whose shields bore the lambda. Sisyphos, the merchant, stands for Corinth — the city whose coins bore the winged Pegasus. And Phix, the vase-painter of Thebes, bears the name the old Greeks gave the Sphinx.

STUDIO & FOUNDER

Admira Games is a one-person board-game studio in Cologne, Germany. It started in 2023 as a partnership and was refounded as a solo studio on 1 January 2025.

I'm Oliver Vogeler, the designer and the studio. I build Aegeapolis alongside a day job. I coordinate the artwork, the manufacturing in China, and the campaign myself, and I play every version at the table before it goes further. Aegeapolis is my first published game.



PRESS CONTACT

OLIVER VOGELER — ADMIRA GAMES

oliver.vogeler@admiragames.com

Cologne, Germany · admiragames.com

Review copies, interviews, and high-resolution assets on request. Cover and character artwork are provisional and © Admira Games / Julia Bender.