

AEGEAPOLIS

ARCHITECTS OF THE SCATTERED SEA

A strategy game of trade, war, and shifting allegiance in the Peloponnesian War.

2–4 players · ages 14+ · 90–240 minutes



Aegeapolis — the four faction characters and title logo

WELCOME TO CLASSICAL GREECE

431 BC. The Aegean is a scatter of proud city-states, and the long war between Athens and Sparta has begun. You take the helm of one *Polis* and steer its fate across eleven years — founding trade, raising armies, conquering rival cities, and minting the coins that will outlast you all.

AEGEAPOLIS is a competitive strategy game. Trade is not required, but it is rewarded: each faction's home city is stronger in some resources than in others, so players are drawn toward trading. The art is knowing how far to cooperate before you hand a rival the win.

You play the leader of one of four factions, each with its own character and special strength:

- Athens — Athene (blue) · strength: discovering Poleis and expanding
- Sparta — Leonidas (black) · strength: conquering Poleis
- Corinth — Sisyphos (terracotta) · strength: economy and security
- Thebes — Phix (cream) · strength: decisive local superiority and economy

The goal: be the player with the most victory points (VP) when the game ends. You earn VP mainly by controlling Poleis, by commanding coins, and by completing Mission Cards. These are not three separate races: the map is what bridges the path of conquest and the path of coins — every city you hold feeds both.

NOTE

This book covers the Sandbox game — the standalone competitive game, taught here as the full experience (5 × 5 board, Mission Cards, governments). The Campaign mode (competitive, story-driven scenarios — 2v2, one-against-many, or every player for themselves) has its own separate Campaign Book.

GAME COMPONENTS

Shared components

- 29 Polis tiles
- 28 Mission Cards
- 80 Fleet Points (FP) — blue tokens (trireme)
- 40 Army Points (AP) — red tokens (hoplite helmet)
- 40 Minted Coins — 8 designs × 5 each, minted at the 8 Mint cities (Abydos · Aegina · Argos · Corinth · Megara · Milet · Rhodes · Thera)
- 20 Unminted Coins
- 4 standard dice
- 4 Spartan dice (black)
- 4 player screens
- 1 tableau (forms of government, timeline, seasons, Path to Victory scoring track)
- 1 round-progression marker
- 1 Oblique Order token (Thebes)
- 1 EUNOMIA token (Sparta)
- 5 Builder pawns (Corinth)
- 20 Fortification tokens (Corinth)
- 4 Crossed Bridges (2 parts each = 8 pieces) — special trade links for two trade routes that physically cross
- 4 player aid sheets "1 of 2" + 4 player aid sheets "2 of 2" (A6, double-sided)

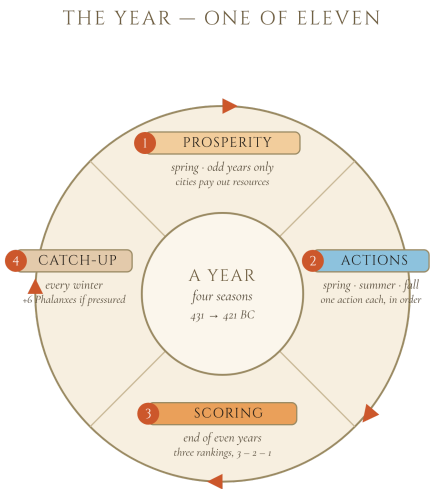
Per player color (blue · black · terracotta · cream):

- 1 King (crown figure)

- 11 Heroes — 3 Navigators, 4 Fighters, 4 Assassins
- Phalanx units in three denominations: 20 single (×1), 10 five-unit (×5), 5 ten-unit (×10)
- 10 Trade Links (bridges)
- 10 control markers ("houses") — placed on a Polis to show you control it

HOW THE GAME WORKS

The game runs for eleven rounds. Each round is one year (431 BC → 421 BC), and each year has four seasons: spring, summer, fall, winter. A year plays out in up to four phases:



The rhythm of one year — four phases, clockwise

1. Prosperity (*spring of odd years only* — 431, 429, 427, 425, 423 BC) — your cities pay out resources.
2. Actions (*spring, summer, fall*) — each player takes exactly one action, in player order; once every player has taken their one action, the season ends. There is no passing.
3. Scoring (*end of even years* — 430, 428, 426, 424, 422 BC — *and after the final year 421 BC*) — players score VP.
4. Catch-Up (*every winter*) — a pressured player receives defensive reinforcements (a flat 6 Phalanxes, once).

Player order is set each season (except winter) by a draw-bag; each player has one ×1 phalanx token in their color in the bag. Draw one — that player starts the season; the rest follow in table order. After the season, the player who started it advances the season marker and draws the next starting token.

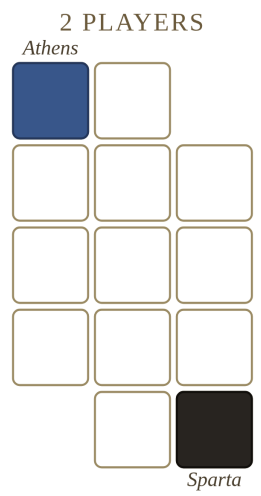
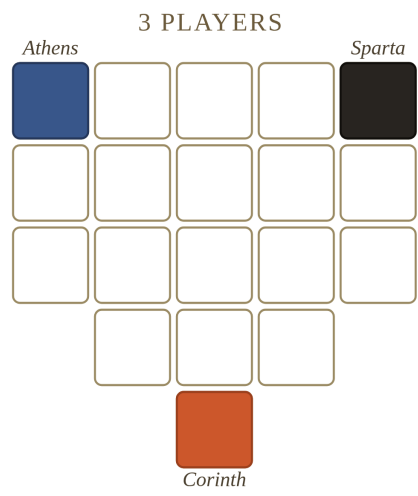
Winning: the game ends the moment a player reaches 30 VP after a scoring step (or a Mission Card can end it early — see *End of the Game*). Whoever has the most VP wins.

NOTE

New to the game? Read pages 5–6 (Setup, Key Terms) once, then learn the rest as you play. The Actions (pages 8–13) are the heart of every turn.

SETUP

1. Build the board. Each player places their Native Polis at an outer point of the play area — a 5×5 area for 4 players (Native Poleis in the four corners), a tapered 19-space board for 3 players (three outer points; 16 tiles revealed), or a smaller 13-space field for 2 players (the two Native Poleis at opposite outer points; 11 tiles revealed). With 2 or 3 players, that many factions take part — players choose which; the setup diagrams show only example arrangements of colours — they do not fix any faction to a seat or leave one out. Shuffle the remaining Polis tiles face down to form the Polis deck. The rest of the board is revealed tile by tile through the Discover action (page 8) as the game unfolds.
2. Take your faction. Each player takes one Native Polis and all components in that color, plus a player screen.
3. Deal Mission Cards. Give each player 7 Mission Cards. Keep 3, return 4. Shuffle the returned cards face down into a draw pile. (*With fewer than 4 players, also shuffle the undealt cards into that draw pile.*)
4. Choose a starting government. Looking at the 3 cards you kept, each player picks a starting form of government: Monarchy, Democracy, or Aristocracy (see page 12). Take the matching piece (a King for Monarchy).
5. Prepare the supplies. Sort FP, AP, Minted Coins, and Unminted Coins into a shared supply. Put the Minted Coins in the coin bag. Place the tableau and the round-progression marker on year 1 (431 BC).



Setup — example arrangements. 4-player 5×5 board (four factions in the corners), 3-player tapered 19-space board (three outer points), and 2-player 13-space field (two Native Poleis at opposite outer points; 11 tiles discovered in play). The colours shown are only an example — players choose which factions take part and where; no faction is fixed to a seat or left out.

You are ready to begin — spring of 431 BC.

KEY TERMS

TERM	MEANING
Active player	The player whose turn it is.
Fleet Points (FP)	Blue resource. Move armies and build trade links.
Army Points (AP)	Red resource. Recruit Phalanxes (1 AP → 4 Phalanxes).
Phalanx	A Greek combat unit. Plural: Phalanxes. Has 1 hit point. The ×1 / ×5 / ×10 tokens are only denominations for making change — not units of different value.
Minted Coin	A coin bearing a mint's design. Used in trade, scoring, and coin-combo Mission Cards.

TERM	MEANING
Unminted Coin	A neutral coin. Wildcard for 1 FP or 1 AP, and more (see page 13).
Mint	A Polis that lets you score coins of its design in the Mint ranking. A Mint is not a source of coins.
Native Polis	A faction's home city. Cannot be attacked.
Wealthy Polis	A resource-rich neutral city. 4 Phalanxes defense.
Common Polis	Any other neutral city. 2 Phalanxes defense.
Trade link	A bridge between two neighboring Poleis.
Trade route	A chain of trade links and Poleis.
Hero	A Phalanx with a special ability: Navigator, Fighter, or Assassin (Aristocracy only).
King	Monarchy piece. Does not fight; strengthens Phalanxes on its tile.
Builder	Corinth piece. Builds Fortifications in winter.
Control	You control a Polis once you take it — by conquest, as your starting Native Polis, or by gift — and mark it with a control marker. Control persists even when no units stand on the tile, until a rival conquers it. Control is what counts for Prosperity, the Poleis ranking, the Mint ranking, and Monopoly cards.
Printed offer	The resources shown on a Polis tile (its FP, AP, and/or coin symbols) — what a Native Polis pays in Prosperity, and what any Polis offers in trade.

NOTE

Two Poleis are neighbors if they touch horizontally, vertically, or diagonally.

PHASE 1 — PROSPERITY

In the spring of every odd year (431, 429, 427, 425, 423 BC — never 421), every Polis you control pays out to your supply. What a Polis pays depends only on the resources printed on its tile. Being a Mint adds nothing to the payout — a Mint pays exactly what its tile prints, like any other Polis, and is never a source of extra coins (a Mint counts only for the Mint ranking in scoring).

Your Native Polis pays its full printed offer:

- Athens: 5 FP + 1 AP
- Sparta: 3 AP + 2 FP
- Corinth: 2 FP + 1 AP + 1 Minted Coin
- Thebes: 2 FP + 1 AP + 1 Minted Coin

Every coin paid out is drawn blind from the coin bag — reach in without looking and take one coin; do not search by touch for a particular shape. Even Corinth, which is a Mint, simply draws a random coin.

Each other Polis you control pays:

- Wealthy Polis → 1 Minted Coin (random draw from the bag).
- Common Polis → 1 FP or 1 AP (your choice).

NOTE

Three coin sources, one lesson. Minted Coins enter play three ways: by trading, by your Native Polis in Prosperity, and by every Wealthy Polis you control in Prosperity. The coin bag can become empty — that is intended (see page 14). If the bag is empty when a coin would be paid out, that coin is simply not paid: there is no substitute, and the payout cannot be reclaimed later.



PHASE 2 — ACTIONS

On your turn you take exactly one action, then it is the next player's turn. The seven actions are: Discover · Build Trade Link · Trade · Recruit · Move & Combat · Mission · Change Government. (*Corinth has an 8th action — page 13.*)

At any time you may also make transactions with the active player — exchanging coins, FP, AP, Mission Cards, or non-binding promises. Transactions are free-form and do not cost your action (see page 9).

DISCOVER

Place a new Polis tile at a chosen position. The tile comes from one of two sources:

- Polis deck — draw a face-down tile and place it face up.
- Discard pile — take the top, face-up tile (only the top tile is available).

You may spend FP to extend the action:

- Standard (free): place 1 tile (from deck or discard).
- Choice (+1 FP): draw a second tile for the *same* position (from either source). Keep one, place it; the other goes face up on the discard pile.
- Trade link (+1 FP): also build a trade link to the new Polis as part of the action.

The two upgrades stack — maximum action cost 2 FP (Choice + Trade link).

EXAMPLE

Athene pays 1 FP for Choice. She draws one tile from the deck and takes one from the discard pile. She places the better one and returns the other to the top of the discard pile. Later, a rival can grab that returned tile with a Standard Discover.

Double-discard: during Choice, if you like neither tile, place both face up on the discard pile (you choose the order) and place nothing this turn.

BUILD TRADE LINK

Build a trade link (bridge) between two neighboring, already-discovered Poleis. The first link in the action is free; a second link in the same action costs 1 FP.

To build, you must control one of the two Poleis or already have a link reaching one of them. A player who controls a Polis being connected may forbid the link. Trade links can never be destroyed.

NOTE

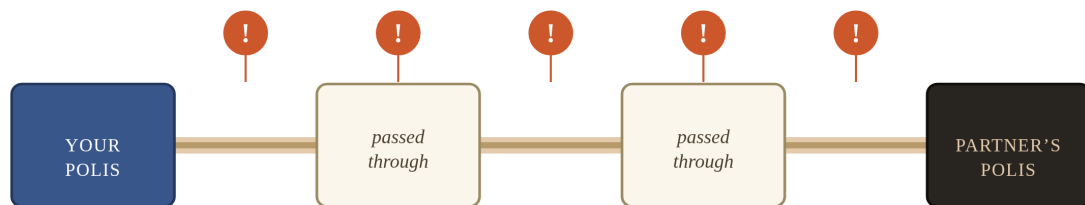
Crossed bridges. When one trade route has to cross another, use a special crossed-bridge piece for the link that passes over. It is an ordinary trade link — the two routes only cross physically; they do not connect at that point.

TRADE

Trade is the biggest resource lever in the game — and the most contested. A trade always runs between two Poleis connected by a trade route. The route may pass through other Poleis. Those Poleis are not part of the trade. Their owners may forbid the trade, or ask for something in return before it happens. The same is true for the owner of every trade link along the route. This is called a *concession*: open negotiation over resources, cards, or promises, never a fixed toll. Each owner along the route may demand their own concession separately.

One action = one trade = one target Polis. You cannot chain several trades in a single action.

TRADE — A ROUTE BETWEEN TWO POLEIS



resources trade only between the two end Poleis — the ones in between are not part of the trade

*! the owner of every Polis and every trade link along the route may **forbid** the trade or ask for a **concession** first.*

A concession is open negotiation — resources, cards, or promises — never a fixed toll.

ONE ACTION = ONE TRADE = ONE TARGET POLIS

A trade runs between two Poleis along a route; every Polis and link passed through may forbid it or ask a concession first

There are three kinds of trade:

1 — Trade with your own Polis. Your Native Polis receives the goods of one of your other Poleis. That Polis then receives one Unminted Coin on its tile — which blocks one resource group there, exactly as on a neutral tile.

2 — Trade with a neutral Polis. Always runs to your Native Polis. You receive the neutral Polis's goods; the neutral Polis receives an Unminted Coin on its tile. Each Unminted Coin on a tile blocks one resource group (the AP group, the FP group, or the coin offer — you choose which to give up). A newly placed Unminted Coin blocks a group only from the next trade onward, not the trade that places it.

3 — Trade with another player. You and your partner each nominate one Polis you control. Both nominated Poleis must sit in a single trade network connected by route — directly or through bridged Poleis — to your Native Polis (the active player's). Neither has to be a home city, though either of you may nominate your own Native Polis (with its full printed offer). Both players must agree to the other's nominated Polis. Sometimes the connecting route must run over a third player's trade link, or through a third player's Polis that cannot be bypassed. That third player may then forbid the trade or ask a concession first; if they refuse, either side may nominate a different Polis. Goods are generated for both sides:

- You (active): receive all goods offered in the partner's nominated Polis.
- Partner (passive): receives one resource group offered in your nominated Polis.
- Both sides also take any Unminted Coins lying on the partner's tile (they move behind each player's own screen). No new Unminted Coin is placed in a player-to-player trade, and blocked groups do not apply.

EXAMPLE

Sparta (active) wants to trade with Thebes. The only route to a Theban Polis runs across a trade link owned by Corinth, so Corinth may forbid it or ask a concession — Corinth asks for 1 coin, and Sparta agrees. Now each side nominates a Polis in that network: Thebes offers Ephesos, Sparta offers Assos (a Polis it controls in the network — not its home). Sparta receives all of Ephesos's goods — 2 coins, 3 FP, 1 AP. Thebes receives one group from Assos: 4 coins.

NOTE

Players with a Democracy government receive 1 Unminted Coin for every trade they take part in.

RECRUIT

Spend Army Points (AP) to raise Phalanxes only in your Native Polis: 1 AP → 4 Phalanxes. There are no upkeep costs. Under Aristocracy, recruiting also produces Heroes (see page 12).

MOVE & COMBAT

Spend Fleet Points (FP) to move Phalanxes (and Heroes) out of one Polis. If a destination is not yours, combat follows (see page 11).

Cost: count all the units you move, then divide by 4 (round up) and multiply by the distance to the farthest destination — that many Fleet Points. Movement may be horizontal, vertical, or diagonal, and may pass over empty spaces. No trade links are needed to move.

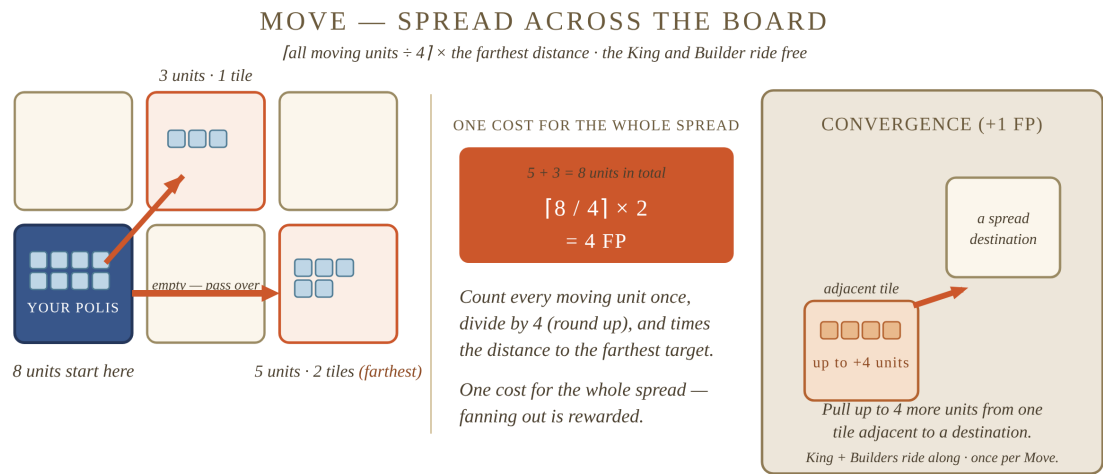
Spread movement. A move sends units from one starting Polis to up to three destinations. Key rules:

- No picking up on the way — every unit starts at the same Polis and ends at one of the (up to three) destinations.
- One cost for the whole spread. Count all the units leaving the starting Polis, divide by 4 (round up), then multiply by the distance to the farthest destination. That is the whole cost — there is no path-by-path comparison. Spreading out is rewarded: reaching up to three destinations still costs only that single farthest distance.
- The King and Builder never count toward the units-per-4 cost (they move for free).
- Builders may split to different destinations in a spread move — each Builder must travel with at least 1 Phalanx (it cannot move alone).
- Each Navigator in the moving force reduces the total FP cost by 1 — applied last, after any Convergence (minimum 0).
- If the move triggers several combats, the attacker chooses the order of the battles.

EXAMPLE

Leonidas moves 8 Phalanxes from his home: 5 to a Polis 2 tiles away, 3 to a Polis 1 tile away. He counts all 8 units once, divides by 4, and multiplies by the farthest distance: $\lceil 8 / 4 \rceil \times 2 = 4$ FP. Both groups move for that one cost.

Convergence (+1 FP). This is a paid exception to the spread rule. Spend 1 extra Fleet Point to also pull up to 4 more units onto that destination — taken from one tile next to it (horizontally, vertically, or diagonally). This bundles forces from a second tile for a single move or attack. The neighboring tile's King and all of its Builders ride along for free, exactly as in a normal move — in addition to the up to 4 units. They do not count toward the 4 units, and they add nothing to the Fleet Point cost. This lets you bring a King — and its combat bonus — into an attack that starts from a different tile. Convergence may be used once per Move action.



A spread move fans to up to three destinations for one cost — all moving units ÷ 4, times the farthest distance; Convergence pulls +4 more units from an adjacent tile for +1 FP

MISSION

Draw one Mission Card (see page 16). You may hold and trade cards; their VP only count when revealed.

COMBAT

Combat happens when you move units into a Polis held by another player or a neutral Polis. If the target has no Phalanxes, you conquer the Polis automatically. A Fortification alone does not defend it — you take the Polis without a fight and inherit the Fortification intact. If at least one Phalanx defends, you fight the battle across one or more combat rounds. A Fortification helps only when a Phalanx defends with it.

When you conquer a Polis, you take all Unminted Coins lying on it behind your screen.

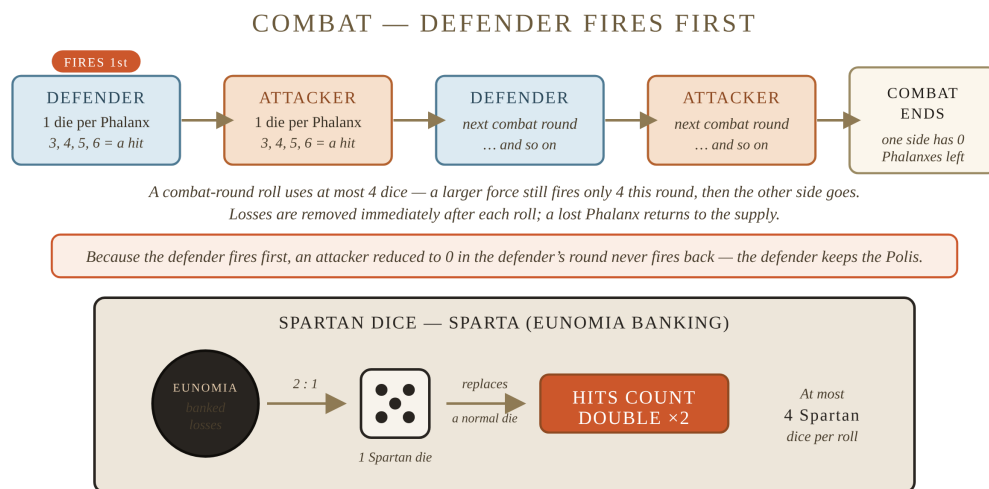
Terms: a combat is the whole fight · a combat round is one side firing · a combat-round roll uses at most 4 dice — a larger army still fires only 4 this round, then the other side goes.

Sequence — defender first, then attacker, alternating:

1. Each side rolls one die per Phalanx, at most 4 dice per combat round. A 3, 4, 5, or 6 is a hit. With more than 4 Phalanxes you still roll only 4 dice this round; then the other side goes next.
2. Each hit removes 1 hit point from an enemy unit. A Phalanx has 1 hit point; when it loses its last, it returns to the supply.
3. Losses are removed immediately after each roll. The next combat round follows the same way.
4. Combat ends when one side has no Phalanxes left on the tile. Because the defender fires first, an attacker reduced to 0 in the defender's round never fires back — the defender keeps the Polis.

For a neutral Polis, the player to the left of the active player rolls its dice and assigns its hits. If a spread move triggers several neutral combats, the left neighbor rolls for each, in the order the attacker chooses.

Defense values: Common Polis = 2 Phalanxes, Wealthy Polis = 4 Phalanxes.



Combat runs defender-first, alternating each round; Spartan dice replace normal dice and their hits count double

RETREAT (ATTACKER ONLY)

After any defender's combat round, and before your own combat round, the attacker may retreat instead of continuing the fight. The defender can never retreat.

- **Where to:** one adjacent Polis that is your own or undefended (has no Phalanxes) — if none is adjacent, you cannot retreat. Moving into an undefended foreign or neutral Polis conquers it automatically, and you take its Unminted Coins.
- **Cost:** the movement ratio — 1 Fleet Point per 4 retreating Phalanxes and Heroes — paid from your pool (the King and Builders cost no Fleet Points). With no Fleet Points, you cannot retreat.
- **It is not an extra action:** it is a reaction within your current move-and-combat turn.

Your surviving Phalanxes move to that Polis and the combat ends.

HERO & KING EFFECTS IN COMBAT

- **Fighter:** in your first combat round of a fight, adds +2 dice above the cap of 4 — on attack or defense. Fighters stack: up to 4 Fighters add +8 (up to 12 dice that round). From your second combat round on, the normal max of 4 applies. The Fighter is **not** used up.
- **Assassin:** kills one enemy Phalanx before the battle — on attack or defense (on defense, before the first defender's round). The pre-kill bypasses any Fortification and removes a Phalanx behind it.
- **King (Monarchy):** does not fight, but Phalanxes on the King's tile hit on 2–6 (83%). To strengthen an attack, the King must move onto the contested tile with the attacking army — and shares its risk of dying.

NOTE

Athene's +2 Phalanxes (Athens) do not roll in the battle — they are placed in the Polis only after it is conquered.

SPARTAN DICE (SPARTA) — EUNOMIA BANKING

Spartan dice replace any of the dice rolled — including a Fighter's — they are not extra dice, and their hits count double. The Spartan dice are black: for every 2 banked losses you spend, one white die is replaced by a black Spartan die. As with all dice, at most 4 Spartan dice count in a single combat-round roll.

- **Bank your losses.** Every Phalanx Sparta loses in combat is stored on the EUNOMIA token — across all combats, with no cap (physically, the lost army tokens themselves — five ×1 tokens may be exchanged for one ×5 token, and one ×5 token back for five ×1).
- **Cash them in.** Before any combat, Sparta freely chooses how many banked losses to spend. Every 2 banked losses → 1 Spartan die (2 : 1), limited by the dice you actually roll (at most 4 per combat round). Spent losses leave the token. With fewer than 2 banked losses, no Spartan die is available.

EXAMPLE

Sparta has banked 8 losses and attacks with 12 Phalanxes. Each attacker's combat round rolls at most 4 dice, so Leonidas can turn up to 4 of them into Spartan dice — at 2 : 1 that costs 8 banked losses. Spending all 8 in his first combat round → 4 Spartan dice (hits count double, up to 8 hits) instead of 4 normal dice; the 8 losses leave the token, and the bank is empty for the next combat round. Had he spent only 4, he would field 2 Spartan + 2 normal and keep 4 losses for a later fight.



The EUNOMIA token — Sparta banks its combat losses here, then spends them as Spartan dice

FORMS OF GOVERNMENT

Your government is chosen at setup and may be changed later. Changing government takes a full action.

MONARCHY

You have a King piece. It moves like a Phalanx (and rides free), does not fight, but strengthens the Phalanxes on its tile so they hit on 2–6 (83%). The King cannot be chosen as a target on its own: as long as any unit of its army remains, the King survives. Only when the last unit of that army dies does the King fall with it — and you get a new one the following year in any Polis you control. When you change *away* from Monarchy, the King weakens — it then reinforces only up to 4 units on its tile.

DEMOCRACY

Trade-focused. You receive 1 Unminted Coin for every trade you take part in.

ARISTOCRACY

Every time you Recruit, you also gain Heroes:

- Phalanxes = $AP \times 4$ (as always)
- Heroes = 1 per 3 AP spent, rounded up — 1 Hero for 1–3 AP, 2 for 4–6 AP, 3 for 7–9 AP, 4 for 10–12 AP.

You choose each Hero's subtype as you recruit it. The caps below equal the figures in your color — you can never have more:

- Navigator — reduces total movement cost by 1 per Navigator moved (max 3 per player).
- Fighter — in your first combat round, adds +2 dice above the cap of 4 (stacks; see Combat) (max 4 per player).
- Assassin — kills 1 enemy Phalanx before the battle, on attack or defense (max 4 per player).

NOTE

Heroes only work under Aristocracy. Change to another government and your Heroes become regular Phalanxes (1 hit point, no subtype, no ability) — they stay on the board. Return to Aristocracy and they are reactivated.

BUILDER & FORTIFICATIONS (CORINTH)

Corinth has an 8th action: recruit a Builder. This costs only the action — no AP, FP, or coins. The Builder appears in Corinth's Native Polis and then moves together with a Corinth army (it cannot move alone, and rides free). Maximum 5 Builders in play — the cap counts Builders currently in play, so a lost Builder frees its slot and another may be recruited.

- In winter, every Builder in play automatically erects one Fortification where it stands (not in the Native Polis). No extra cost or decision.
- A Fortification has 3 hit points. It is the first target in any attack on its tile. Each hit places one marker; at 3 markers it is destroyed. If it survives a combat damaged, it is fully repaired at the end of that combat.
- Fortifications stack — several can sit on one Polis. Hits fill one Fortification at a time: they pile onto a single Fortification until it is destroyed (3 hits), then spill onto the next; once the last Fortification falls, further hits carry over to the Phalanxes. No hit is wasted.
- If a Polis with Fortifications changes owner (by conquest or by gift), the new controller inherits them. A Builder, however, dies permanently with its army — but the Fortifications it has already built remain on the board.

UNMINTED COINS — FULL PICTURE

An Unminted Coin is a broad wildcard with four uses (and nothing beyond these):

1. Wildcard for 1 FP **or** 1 AP, at 1 : 1, any time — for movement, recruiting, building, and combat AP. *(It is worth more than 1 FP/AP, so spend it this way only when short — see the box.)*
2. Counts as a full coin in the regular Coin ranking — but not in the Mint ranking (it bears no design).
3. Fills coin combos on the Combo and Flush cards, lowering the card's VP the more "blanks" you use.
4. Trade & transactions — a valid item in transactions; generated by neutral trade (where it blocks a group) and by Democracy.

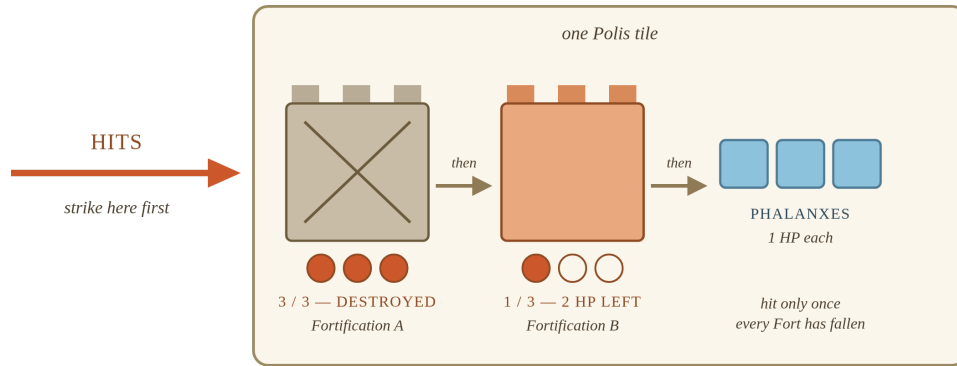
NOTE

Why the wildcard is expensive. Roughly 1 Unminted Coin $\approx$ 2 AP $\approx$ 4 FP — plus its scoring and combo uses. Trading it 1 : 1 for a single FP/AP burns most of its value. The economy disciplines the swap, so the rule allows it any time.



A Fortification — raised by Corinth's Builder, 3 HP each

FORTIFICATIONS — THE FIRST TARGET



Hits fill one Fortification at a time — 3 hits destroy it, then spill to the next; after the last Fort falls, hits carry to the Phalanxes. No hit is wasted. A Fortification alone does not defend — it needs at least one Phalanx.

Fortifications are the first target; hits fill one at a time, then spill to the next and finally to the Phalanxes

PHASE 3 — SCORING

At the end of every even year (430, 428, 426, 424, 422 BC) and after the final year (421 BC), the winter scoring runs in a fixed order:

1. Before scoring — players may redeem winter Mission Cards that act first: Monopoly, Coin multiplier, Coin combos & flushes, and Extra scoring.
2. The three rankings — Poleis, then Coins, then Mint.
3. After scoring — the Second-coin-scoring cards resolve.

Each player may redeem at most one winter Mission Card per scoring (see page 16).

For each ranking, places are scored from the top down — 1st = 3 VP, 2nd = 2 VP, 3rd = 1 VP, one rank per player (a 4th place scores 0). With 2 players, only the top two ranks apply — 3 VP / 2 VP. Ties share the better rank.

A SCORING — WHAT SCORES, IN WHICH ORDER



Instant cards (Combat & Control) score the moment they are met — not at a scoring.

*At most **one** winter card may be redeemed per scoring.*

A scoring resolves in a fixed order — before scoring the winter cards that act first (Monopoly, Coin multiplier, Combos & flushes, Extra scoring); then the three rankings Poleis · Coins · Mint at 3–2–1; then the Second-coin-scoring cards. Instant Combat & Control cards score any time.

1 — Poleis ranking (*open*). Count the Poleis each player controls. Rank and score.

2 — Coin ranking (*secret fist-commit — each player hides chosen coins in a closed hand, then all reveal at once*).

1. Behind your screen, take any number of coins you own (Minted or Unminted) into your closed fist.
2. All fists go to the center.
3. On "3 – 2 – 1," everyone opens at once.
4. Rank by the number of coins committed; score 3–2–1.
5. Committed coins leave you: Minted Coins go back into the coin bag, Unminted Coins to the edge of the board. They are not returned.

3 — Mint ranking (*secret fist-commit, same as above*) — but you may commit only coins whose mint you currently control. Unminted Coins never count here. No Mint controlled → empty fist or sit out. Committed coins leave you the same way.

EXAMPLE

Two players hold coins from the Argos Mint. The "wolf of Argos" coins can be committed to the Mint ranking only by whoever controls Argos. In the Coin ranking, those same coins count for either holder.

NOTE

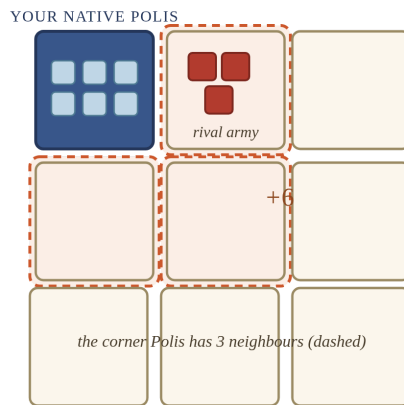
A scoring is a one-shot. Committed coins are spent — you must rebuild your pool for the next scoring (the scorings fall in years 2, 4, 6, 8, 10, 11) through trade, conquest, and Prosperity draws. Only Corinth has a permanent home Mint (Pegasus); Athens, Sparta, and Thebes must conquer a Mint to score the Mint ranking.

PHASE 4 — CATCH-UP (WINTER)

Every winter, a pressured player is reinforced. The board is checked at the start of winter: if one or more rivals have Phalanxes on any Polis next to your Native Polis, you receive a flat 6 Phalanxes in your Native Polis — once, regardless of how many rival armies or adjacent tiles are involved.

The trigger is the same in every case: it does not matter *why* the rival is there (trade-route control, a wealthy neighbor, simple aggression). The adjacent presence of enemy Phalanxes is the whole trigger — no more. The reinforcement is a flat 6 Phalanxes, independent of your government.

CATCH-UP — WINTER REINFORCEMENT



AT THE START OF WINTER

*If one or more rival Phalanxes sit on
any Polis next to your Native Polis ...*

→ +6 PHALANXES

... placed in your Native Polis.

Once — no matter how many rivals or adjacent tiles. Independent of your government.

A rival Phalanx on any tile next to your Native Polis triggers a flat +6 Phalanxes — once, no matter how many

THE THREE KINDS OF POLIS

KIND	EXAMPLES	DEFENSE	NOTES
Native Polis	Athens, Sparta, Corinth, Thebes	Cannot be attacked	Each faction's home; pays the full printed offer in Prosperity.
Wealthy Polis	Assos, Milet, Ephesos, Naxos	4 Phalanxes	Resource-rich; pays 1 Minted Coin in Prosperity.
Common Polis	all others	2 Phalanxes	Pays 1 FP or 1 AP in Prosperity.

MISSION CARDS

You start with 3 Mission Cards and may draw more with the Mission action. Cards are held face down behind your screen — rivals cannot see your goals, and you may trade cards in transactions. A card's VP only count when you reveal it.

There are 28 cards, in these families:

FAMILY	WHEN	VP
Combat missions	Instant — spring/summer/fall	2–4 per card
Control missions	Instant — spring/summer/fall	3 or 6 per card
Monopoly (>50% of a symbol across all player-controlled polis tiles: FP / AP / Mint / Coin; with 2 players, neutral tiles count too — you need more than all neutral and rival tiles combined)	winter, before scoring, from 428 BC	5 (4 players) / 3 (3 players) / 3 (2 players)
Coin multiplier (×2 during the regular coin/Mint scoring)	winter, before scoring	6-4-2
Second coin scoring (extra ranking after the regular one)	winter, after scoring	3-2-1
Coin combos (Full House, Straight, Four Pairs, Double Triple)	winter, before scoring	3–8 (fewer "blanks" = more VP)
Coin flushes (birds & flowers, sea creatures, land animals)	winter, before scoring	3–5
Extra scoring (FP / AP / trade links)	winter, before scoring	3-2-1

NOTE

Two kinds of card — one winter slot. The Combat and Control missions are marked Instant: they resolve the moment their condition is met, with no limit. Every other family is a winter card — each player may redeem at most one per scoring. Each scoring, your one open question is *which* winter card to play; holding a pile of cards no longer lets you cash several at once.

NOTE

Four Pairs — the middle step. Its "blanks" ladder is 0 blanks → 8 VP · 1 or 2 blanks → 6 VP · 3 or more → 4 VP. One blank scores the same as two. (Only Four Pairs has this gap; the other combos step down on every single blank.)

Some Combat missions require a government: those completed with your own Heroes need Aristocracy on you; one needs the *target* player under Aristocracy; one needs a *target* under Monarchy (a King to kill).

NOTE

Winter cards are regular, not late. A scoring falls every even year and after year 11 — six in all — so winter cards recur as a tool to bend a scoring, not just an end-game trick. They play only at a scoring: the odd-year winters (years 1, 3, 5, 7, 9) bring Catch-Up but no scoring, so no winter card is played then. Monopoly cards come into play only from 428 BC; the other winter cards work from the first scoring. A revealed card can also end the game early (see next page).

THE FOUR FACTIONS

Every faction has a Native Polis and one special ability.



ATHENS — ATHENE · BLUE

Strength: discovering and expanding. After conquering a target Polis, Athene places 2 extra Phalanxes directly in that Polis the same turn. Home output: 5 FP + 1 AP — fast, but short on AP.

Athene — Athens



Leonidas — Sparta

SPARTA — LEONIDAS · BLACK

Strength: conquering. Spartan dice replace normal dice and their hits count double; losses bank on the EUNOMIA token and cash in 2 : 1 (page 11). Home output: 3 AP + 2 FP — strong armies, short on movement.



Sisyphos — Corinth

CORINTH — SISYPHOS · TERRACOTTA

Strength: economy and security. The Builder / Fortification action (page 13), and the only faction with a permanent home Mint (Pegasus). Home output: 2 FP + 1 AP + 1 Minted Coin.



Phix — Thebes

THEBES — PHIX · CREAM

Strength: decisive local superiority and economy. Oblique Order: three times per game, add 4 extra dice to one combat-round roll, on attack or defense — roll your normal dice (max 4) first, then the 4 extra as a second pass. Both passes form one combat-round roll: their hits are added together and the enemy fires back only afterwards (announce before rolling; once per roll). Home output: 2 FP + 1 AP + 1 Minted Coin.



The Oblique Order token (Thebes) — Phix's Oblique Order: three charges per game

END OF THE GAME

The Sandbox game ends in one of two ways:

- 1 — Reaching the threshold at a scoring. If, after any scoring (the scorings of 430, 428, 426, 424, 422, and 421 BC), a player has reached 30 VP, the game ends. The player with the most VP wins.
 - 2 — Early end by Mission Card. If a player reveals an Instant Mission Card during spring, summer, or fall that brings them to 30 VP or more, the game ends immediately. The player with the most VP wins (ties go to player order) — not automatically the player who triggered the end.
- If no one reaches 30 VP, the game ends after the final scoring of year 11 (421 BC), and the highest VP total wins. Ties for the win are broken by player order — note this differs from a tie *within a scoring ranking*, where tied players share the better rank (page 14).

NOTE

Because of the early end, a hidden hand of cards can tip the table at any time. Every player must reckon with what a rival might be holding — which sharpens late-game bargaining.



The minted coins of the eight Mint cities — the game's currency. Victory itself is counted in VP.

A SAMPLE TURN

Thebes (Phix), summer of 429 BC.

EXAMPLE

Phix is short on coins and wants to build her hand before the next scoring, at the end of 428 BC.

Turn 1 (Trade): Phix's route reaches a neutral Wealthy Polis, Naxos. She trades: her Native Polis receives Naxos's goods — 3 coins, 5 FP. An Unminted Coin is placed on Naxos, blocking its coin group for next time. She chooses to forgo nothing else; the coins go behind her screen.

Turn 2 (Move & Combat): She moves 4 Phalanxes one tile onto a Common Polis (2 Phalanxes defense). Cost: $\lceil \frac{4}{4} \rceil \times 1 = 1$ FP. Defender rolls first (2 dice), then Phix (4 dice). Within a round or two she clears it and conquers — gaining a Polis for the Poleis ranking.

Transaction (any time): Athene offers Phix 2 AP for 1 Minted Coin. Phix declines — she needs the coins for scoring.

Turn 3 (Mission): She draws a card and holds it face down. It is a Coin combo (Four Pairs) — a plan for the winter.

This is the rhythm of every turn: one action, then the table reacts. The depth is in *which* action, and in the bargaining around it.

QUICK REFERENCE

The year: Prosperity (odd years) → Actions (spring/summer/fall) → Scoring (even years + 421) → Catch-Up (winter).

Actions (one per turn):

- Discover — place a tile (deck/discard); +1 FP Choice, +1 FP Trade link.
- Build Trade Link — free; 2nd link +1 FP. Never destroyed.
- Trade — one target Polis; biggest lever, contestable. Self / neutral / player.
- Recruit — 1 AP → 4 Phalanxes (Aristocracy: +Heroes).
- Move & Combat — $\lceil \text{units} \div 4 \rceil \times \text{distance in FP}$; spread to ≤ 3 targets for one cost (all units $\div 4 \times \text{farthest distance}$); King/Builder free; -1 FP per Navigator.
- Mission — draw 1 card.
- Change Government — Monarchy / Democracy / Aristocracy.
- (Corinth) Recruit Builder — 8th action, no resource cost.

Combat: defender first, then attacker, alternating. 3–6 = hit (Monarchy 2–6). Max 4 dice per combat round. Spartan dice replace + double, cash in 2 : 1; Thebes Oblique Order adds 4 dice (attack or defense, 3×/game); Fighter +2 dice in the first round; Assassin pre-kills on attack or defense.

Scoring (3-2-1, ties share the better rank): Poleis (open) · Coins (fist-commit, all coins) · Mint (fist-commit, controlled designs only). Committed coins are spent.

Win: most VP when a player hits 30 (after a scoring, or early by Mission Card).

Full credits, designer's note, and acknowledgements follow in the final edition. © Admira Games. Game design: Oliver Vogeler. Art and Graphic Design: Julia Bender.