PELOPONNES

...Powerful Civilizations Entering a New Age

A civilization-building game by Bernd Eisenstein for 1-5 players, ages 10 and up.
Length of game: approximately 15 minutes per player
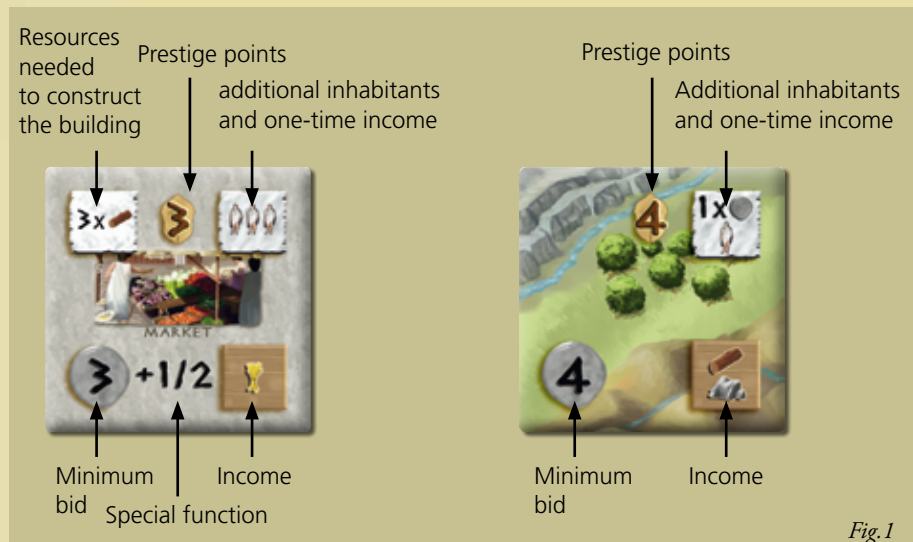
1. Background

Peloponnese - seat of the Gods. Each player represents one of 7 Peloponnesian civilizations in 1000 B.C., trying to develop it, increase its wealth and population, and become the most powerful entering the new millennium.

2. Goal of the Game

Players have 8 rounds to develop their civilizations, adding territory through Land Tiles and prestigious buildings through the Building Tiles. These increase the civilizations' inhabitants, luxury, wealth and power. Only through a balance of inhabitants, land and buildings can a player claim victory and join the heroes of Peloponnesian history.

3. Game Components:

20 Building Tiles   20 Land Tiles

Resources needed to construct the building

Prestige points

additional inhabitants and one-time income

Prestige points

Additional inhabitants and one-time income

Minimum bid   Income

Special function

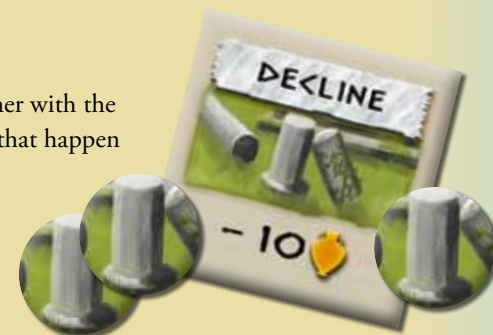Minimum bid   Income

Fig.1

Each Building Tile pictures a specific building

The Land Tiles picture four different land forms: fields, forest, hills and mountains

5 Disaster Tiles + 16 Disaster Chits
The Disaster Tiles serve as an overview. Together with the Disaster Chits, they show the negative events that happen during the game.
Certain buildings have a special function that offers protection from certain events.

7 Civilization Tiles

The Civilization Tiles each show a civilization important to Peloponnesian antiquity.

population, money and possibly resources to start with

player turn order for the first round

Income

Fig.2

16 Chits:
10 Colored chits, 2 in each of the 5 player colors, 5 "20 +" Chits, 1 "Arrow" Chit

5 Player Mats:
With the help of Possession Markers, the Player Mats show all current possessions of that player's civilization.
Each player has a storehouse for wood, stone and food.
In addition the total population and the number of the luxury goods are indicated.
As soon as the possessions of a player changes, the appropriate track is adjusted.
At the bottom of the Mat, there is also an overview of the events that take place at the end of the game.

25 wooden Markers (5 each in 5 colors)
50 wooden Coins (grey)
3 "Round Overview" Tile
1 "Conquest" Tile
Rule booklet

4. Game Preparation

Each player takes a Player Mat
Each player takes 5 Markers, which are needed to indicate the civilization's current possessions. At the beginning of the game, the Markers are placed on the "0" spaces of the wood, stone, food, population, and luxury good tracks. **1**

The 7 Civilization Tiles are mixed face-down and one is dealt to each player, which he places face-up above his Player Mat. Extra tiles are placed back in the box. Each player takes as many coins as the starting income on his Civilization Tile (upper right corner) and places these beside his Mat. **2**

The remaining coins and "20+" - Chits are put to the side as the "bank" **3**

Each player also takes any Wood, Stone and Food listed on his Civilization Tile (upper right corner) by moving his Possession Marker on the appropriate track on his Player Mat. Each player also marks his starting population in the same way.

Each player selects a color, takes the two matching Colored Chits and places them beside his Mat. One Colored Chit is to mark each player's color. The other is used to show the player turn order. **4**

The first turn order is determined by the civilizations, with which each player begins the game. The player whose Civilization Tile shows the smallest number in the lower left corner is the starting player, and the other players follow according to their numbers. The Colored Chits are placed in a row next to the Arrow Chit, according to the player turn order.

A "Round Overview" Tile is placed between each player. **5**

Fig.3

The „Conquest" Tile is placed in the middle of the table (with 5 players, however, it is not needed and remains in the box). **6**

The 5 Disaster Tiles are laid out so that they are visible to every player. **7**
The 16 Disaster Chits are mixed face-down and placed near the Disaster Tiles. **8**
The Land and Building Tiles are sorted according to the A, B and C on the back of the tiles. Each group is mixed and placed as three separate face-down stacks on the table. **9**

5. Game Overview

a) Reveal Tiles
b) Bidding
c) Adjust Player Turn Order
d) Add Tiles to Civilizations
e) Increase Population and Earn One-Time Income
f) Earn Income for the Round
g) Reveal Disaster Chits
a) Reveal Tiles

From the face-down Land/Building Tile stack, beginning with the "A" tiles, as many tiles as the number of players are drawn and placed face-up in a row.
Then more tiles are drawn and placed face-up next to the Conquest Tile to form the "Conquest Row" until there are a total of 5 face-up tiles.
Example: in a 3-player game, 3 Tiles are drawn and placed in a row and 2 more are placed next to the Conquest Tile, totalling 5 Tiles. **6**

If one of the tiles is a Supply Round (in the "B" and "C" stacks), the game is briefly interrupted:

A Supply Round occurs (see Point 7),
more Tiles are drawn and placed face-up until there are again a total of 5.
Then the game continues.

b) Bidding

Starting with the player whose Colored Chit is next to the Arrow Chit, and following the player turn order, each player offers a bid on one of the face-up Land/Building Tiles in the middle. He takes any number of coins from his supply and places them, along with his other Colored Chit, under the tile he wishes to purchase [Fig. 4]. Note: each bid must at least equal the minimum amount for that Tile (lower left corner).
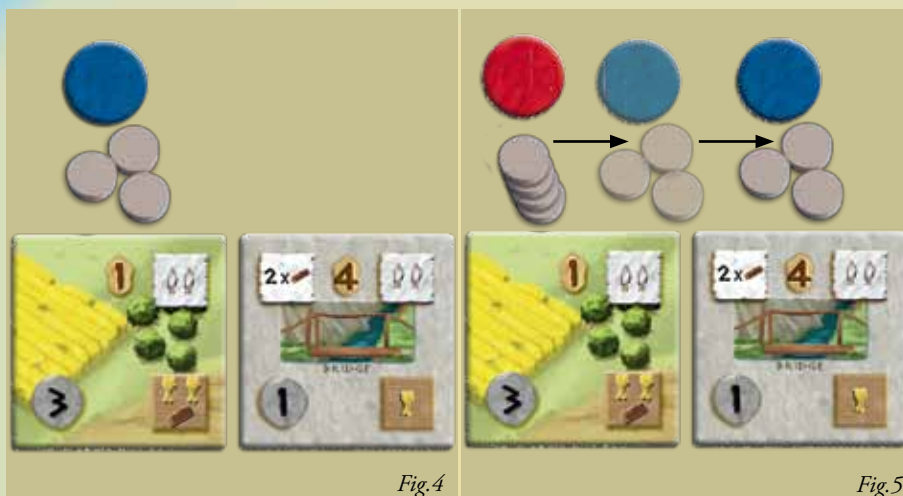
Fig.4   *Fig.5*

If a player wishes to bid on a tile, for which another player has already placed a bid, he must bid more coins. The player who was outbid must immediately move the coins in his bid together with his Colored Chit to another tile without changing the amount of the bid. [Fig. 5]

As an alternative, the outbid player can take back his bid and all the coins in his bid plus **1 coin** from the bank. He can no longer take a Tile this round.
Or a player may pass without making any bid, in which case he receives **3 coins** from the bank.

The Land/Building Tiles in the Conquest Row each cost exactly 3 coins more than the minimum bid shown on tile.
A player cannot be outbid on one of these tiles, however. The player who makes a bid in the Commando Row is guaranteed that tile.

Example: a player wants a Land Tile from the Conquest Row. The tile shows a minimum bid of 3 coins. The player places 6 coins on the tile together with his Colored Chit. He is now guaranteed this tile. [Fig. 6]

Fig.6

When all players have a bid on a tile, have taken back their bid, or have passed, this phase is over. All tiles with no bid will be removed and taken back in the box.

c) Adjust Player Turn Order
The new player turn order is determined by the amount each player bids. The highest bidder is the next starting player, etc. (the Colored Chits next to the Arrow Chit are reordered accordingly).
If several players have identical bids this round, the order of these players remains the same as in the previous round.
Passing is considered the lowest bid possible.

d) Add Tiles to Civilizations
Simultaneously all players now takes their Land/Building Tile.
All coins bid for the tiles are placed in the bank, and each player's Colored Chit is returned to him.

Placing the New Tiles

Building Tiles are placed left of a player's Civilization Tile (or the last Building Tile left of the Civilization Tile) to form a row.
That player pays the appropriate amount of resources (wood/ stone), adjusting the markers on his Mat to build the building, if he can. If he cannot or does not wish to, he instead places one coin from his reserve onto the tile.
In both cases, that player's population increases according to the Tile (see Point 5e) and the Building can be used immediately.

If he does not have enough resources or a coin to mark the Building, the Tile is removed and placed back in the box.

In the next Supply Round, each Building marked with a coin must be completed. This means that the player must immediately pay the appropriate amount of resources, and then return the coin back to his reserve (see Point 7).

Land Tiles are placed to the right of a player's Civilization Tile (or the last Land Tile right of the Civilization Tile).
Not every Land Tile, however, is allowed to be placed next to every other Land Tile. Neighbouring Land Tiles must always have at least one resource - wood, food or stone (lower right corner) - in common. [Fig. 7]
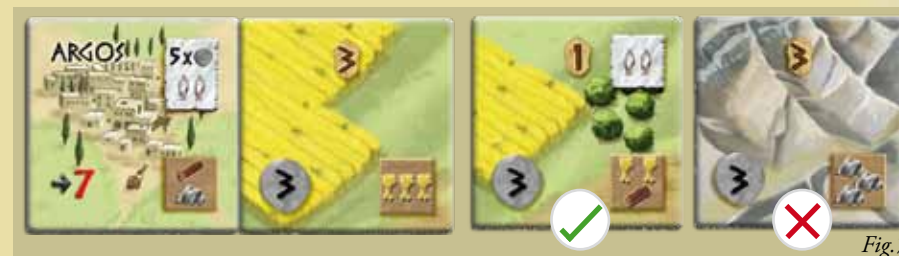

Fig.7

Note: the first Land Tile to be placed directly next to the Civilization Tile may be any type.

If a player cannot immediately place his Land Tile in this way, it is removed and placed in the box.

e) Increase Population and Earn One-Time Income
The Player receives any new inhabitants and/or one-time income (usually coins) from the newly acquired tile. He may keep these, even if he later loses the Building.

He adjusts the population Marker and other Markers on his Mat for any one-time income, and takes coins from the bank equal to the amount shown on the Tile. [Fig. 8]

f) Earn Income for the Round
The income a player receives each round is

Fig.8

shown in the lower right corner of each Land and Building Tile in a player's civilization. [Fig. 9]

Player's adjust the Markers on their Mats to record the additional resources, and take any coin income from the bank, adding it to their reserves.

Coin Income is dependent on the size of the population (for example, a player with 10 inhabitants earns 4 coins).   [Fig. 10]

1 food   1 wood   3 food   2 food
            1 stone   1 wood

Income: 6 food, 2 wood und 1 stone

Fig.9

Fig.10

Note: Arkadia gains additional inhabitants each round, as part of its income. Its population is always adjusted before taking its Coin income.
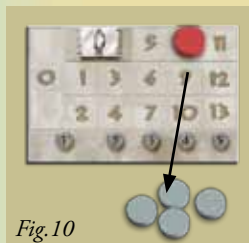
g) Reveal Disaster Chits
At the end of each round two Disaster Chits are turned face-up, one after the other, and placed next to their matching Disaster Tiles.
If the blank Disaster Chit is revealed, it is placed back in the box.
A disaster occurs immediately as soon as the third Disaster Chit of one type is revealed (see Point 6).

Then a new round is begun, five new Land/Building Tiles are draw and placed face-up, and the starting player makes the first bid.
A total of 8 rounds are played in the game: 3 rounds with the "A" Tiles, 3 rounds with the "B" Tiles, and 2 rounds with the "C" Tiles.

6. Disasters

Earthquake: Each player must immediately give up one wood and one stone (by adjusting the Marker on his Mats) for each Building Tile in his civilization (including those that are incomplete and marked with a coin).

If a player cannot or does not wish to do this, he must remove each building not covered, returning them to the box.
For example, if a player cannot pay 2 stones, 2 buildings must be removed from her civilization. If a player cannot pay 1 wood and 1 stone, only one building must be removed.

Drought: Each player immediately loses one-third (rounded up) of his food (adjust the Marker on the Food track).

Plague: Each player immediately loses one-third (rounded up) of his inhabitants (adjust the Marker on the Mat).
Tempest: Each player must immediately give up one food (by adjusting the Marker on his Mat) and one coin from his reserve for each of his Land Tiles.
If a player cannot or does not wish to

10

do this, he must remove any Land Tiles not covered, returning them to the box.
For example, if a player cannot pay 2 food, she must remove 2 Land Tiles. If a player cannot pay 1 food and 1 coin, only one Land Tile must be removed.

Decline: Each player immediately loses 10 Luxury Goods (by adjusting the Marker on his Mat). If a player does not have that many, he simply loses all Luxury Goods.

Certain Buildings offer protection against each disaster. If a player has built one of these buildings (marked or not marked with a coin), he is protected against the effects of that disaster.

7. Supply Round

If a Supply Round Tile is drawn
• All players must provide food for their populations
• Pay the amount of raw materials needed to complete any building, which is marked with a coin.

Each Inhabitant requires one unit of food. Each player adjusts the Food Marker on his Mat accordingly. If there is not enough food for a player's entire population, he must reduce the number of inhabitants to the amount he can feed. [Fig. 11]
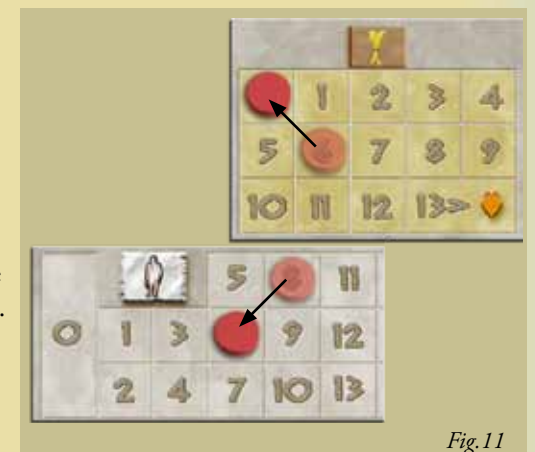
A player may not intentionally starve his population if he has enough food. He must feed as many of his inhabitants as he can until they are all fed, or until his Food Marker is at "0".

Fig.11

Each Building marked with a coin must also now be completed by paying the necessary amount of resources (and recording it on his player Mat). [Fig. 12]
If a player cannot or does not wish to pay the resources to complete a Building, the tile is removed and placed back in the box.
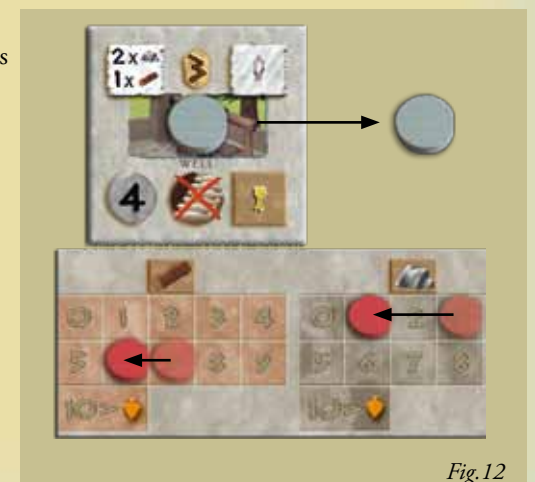In any case, the coin used to mark the Building is returned to that player's reserve.

Fig.12

8. Luxury Goods

Luxury Goods are gained by the overproduction of resources. When a player receives an income of resources that is more than his storehouses can hold (a maximum of 10 Wood, 10 Stone, or 13 Food on the Player Mat), the additional resources are recorded as Luxury Goods on the player's Mat.

Example: Leonidas has 8 Wood and produces an additional 4 Wood. He moves the Wood Marker on his Mat to the maximum number of 10, and then increases his Luxury Goods by 2 [Fig. 13]

Fig.13

If a player's Marker on the Luxury Goods surpasses the "20" space, that player takes a "20+" Chip and begins again on the first space on the track.

When a player has 14 or more inhabitants, he also receives Luxury Goods as income in addition to the coin income, as shown on the Player Mat. [Fig. 14]

Fig.14

A player may, at any time, substitute Luxury Goods at a rate of 2:1 for any other resource (Stone, Wood, or Food). **This is only allowed, however, when he does not have enough of the required resource for building or feeding.**
Luxury Goods may also be traded 2:1 for coins from the bank in order to make a bid or to place a coin onto an incomplete Building Tile. **This is only allowed, however, when a player does not have enough money in his reserve.**

9. End of Game

As soon as the last „C"-Tile is taken and placed (**and income from all tiles is recorded**) the end of the game is signalled.
The last two Disaster Chits are revealed, one after the other, and any disasters resolved in order.
Then each player must feed his population one final time (and reduce the population if there is not enough food) and pay resources for any incomplete Buildings or remove them.

10. Final Score and Winner

Each player adds up separately his
•   Prestige Points: the sum of all Building and Land Tile prestige points (upper middle value on each tile) + one point for every 3 coins in a player's reserve
•   Population Points: 3 points for each inhabitant

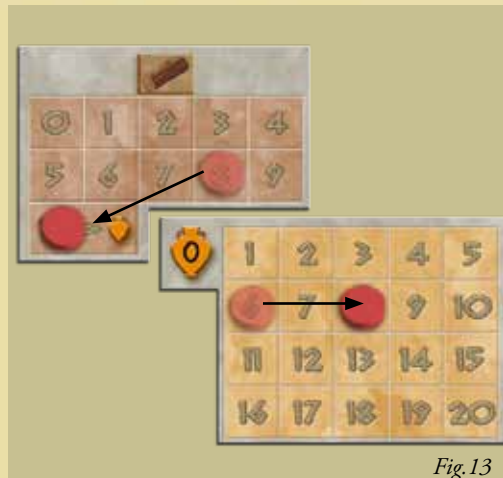The smaller amount of points (Prestige vs. Population) is the player's final score.

Dimitrios

Helena

Fig.15

The player with the most points wins.
If there is a tie, the tied player whose larger amount of points (Prestige or Population) is best wins. If there is still a tie, the tied player with the most Luxury Goods wins.

Example: Dimitrios has a total of 25 Prestige Points from his Building/Land Tiles and coins, but only has 6 inhabitants (=18 Population Points). His final score is 18 points. Helena has only 22 Prestige Points from her Building/Land Tiles and coins, but has 9 inhabitants (=27 Population Points). Her final score is 22.
Helena wins! [Fig. 15]

Solo Game

You can also play Peloponnes alone, in order to learn the flow of the game and optimize the different elements.
The player chooses any civilization to start and uses the rules for the 5-player game (5 new Tiles each round without the Conquest Tile).
The goal is to score the most points possible.
Instead of bidding, a player simply purchases one face-up Land or Building Tile each round for the price listed as the minimum bid.

Level System

If you are looking for a challenge in the solo game, you can use the following Level System:

Level 1: a game played using the 5-player rules. To complete this level, a score of **24 points** is necessary.

Level 2 is played with a different Civilization as you used in Level 1. The player chooses one additional income. To show this, one of the Round Overview Tiles

Fig.16

is placed half-way under the Civilization Tile and rotated so that the additional type of income is visible on the lower right. [Fig. 16]
The tiles are drawn each round as in the 4-player game, with 1 tile placed next to the Conquest Tile. The tile in the Conquest Row costs 3 coins more than the minimum bid on the tile, as in the standard rules. [Fig. 17].
28 Points are necessary to complete this level. 28

Fig.17

Level 3 is played with a different Civilization as in previous levels. The player chooses two additional types of income, shown by placing two Round Overview Tiles halfway under the Civilization Tile and rotating them so that the additional types of income are visible in the lower right corner. The tiles are drawn each round as in the 3-player game, with 2 Tiles in the Conquest Row.
32 Points are necessary to complete this level. 32

Level 4 is again played with a previously unused Civilization. The player chooses three types of additional income, shown by placing three Round Overview Tiles under the Civilization Tile in the same manner as before.
The tiles are drawn each round as in the 2-player game, with 3 Tiles in the Conquest Row.
35 Points are necessary to complete this level. 35

Level 5 is again played with a previously unused Civilization. The player chooses three types of additional income, shown by placing three Round Overview Tiles under the Civilization Tile in the same manner as before. Each round, however, 4 of the 5 tiles are placed in the Conquest Row.
35 Points are necessary to complete this level. 35

Appendix: Special Buildings

Port + Temple of Apollo
The player may choose as income each round between one wood, one stone, one food, or one coin.

Tiryns Fortress
The player loses one inhabitant when taking this tile. If he does not have any inhabitants to lose, he may not take this building. The inhabitant is not returned to the player, should the building be lost in a later round.

Market + Agora
Every bid by this player is now worth ½ coin more. This makes it possible for him to bid the same amount of coins as a previous player at the same Tile, forcing the opponent to move his bid to another

Note: this bonus is not used to determine the player turn order.

Barracks
The player is allowed to ignore the placement rules when placing Land Tiles. He loses two inhabitants when taking this tile. If he does not have two inhabitants to lose, he may not take this building.
The inhabitants are not returned to the player, should the building be lost in a later round.

Land Tiles signalling a Supply Round
A Supply Round is played immediately when one of these tiles is revealed.

Cyclopean Masonry, Workshop of Phidias, Stoa, Well, Temple of Apollo, Aqueduct, Liongate, Port
Each of these buildings provides protection from the effects of a specific disaster.