



## Peloponnes » Goat Expansion 2012

Expansion requires the base game!

### Components

9 Tiles (5 Buildings + 4 Land Tiles)  
 8 Chits (6 Goat Chits and 2 orange-colored Chits)  
 5 orange wooden Markers, 10 wooden silver Coins  
 Player Mat

### Preparation and Procedure

8 of the 9 Tiles are sorted according to their backs and mixed together with the A, B and C Tiles of the original game. The D Tile is only needed when playing with the Hellas Expansion!

Each player receives a Goat Chit, which he puts on the „0“ space of the Food Track on his Player Mat. He then places the Marker for the Food Track onto that Goat Chit.



With the Goat Expansion, 6 Tiles are turned face-up every round: first, a row of as many Tiles as the number of players, and then any leftover Tiles next to the Conquest Tile.

The Goats add a new resource to Peloponnes which can be exchanged for other resources or for money. The Goat Chit is always moved forward on the Food Track when a player acquires a Tile with a Goat symbol on it: one time only when located in the upper right corner of the tile, and every round when located in the bottom right.



As with Food, one can collect a maximum of 13 Goats on the Food Track. If the Goat count goes over 13, the excess is added to the Luxury Good Track, as usual.

However, the Goats on the Food Track can only be used after that player acquires a new Tile with a Goat symbol on it (whether at the top or bottom right of the Tile).

When this happens, that player must exchange all his Goats for other resources or for money (all at a rate of 1 to 1) **after** the income phase. That player may choose freely the resources for which he wishes to trade his Goats. Then the Goat Chit is reset to „0“ on the Food Track.

Every round in which a player acquires **an additional** Tile with a Goat on it, he must exchange his current Goats for other resources in the same way.



## Peloponnes » Trade Expansion

### Components

5 Trade Tiles: Stone and/or Wood for Food  
 Coins for Stone, Food and/or Wood  
 Stone and/or Wood for Coins  
 Luxury Goods for Coins and/or Grain  
 2 Coins for one new Inhabitant

### Preparation and Procedure

The 5 Trade Tiles are shuffled and placed in a face-down stack.

Before each round, the top Trade Tile is revealed. It shows which resource exchange one player may perform this round.

After the players have received their income, but before the disaster chits are revealed, the player who is last in the turn order may make the exchange shown on the Tile as many times as he wishes.

At the end of each round, the face-up Trade Tile is slid under the stack and a new Trade Tile from the top of the stack is revealed.



### Special Buildings Summary

#### Store

The owner is not required to provide food for his residents at the end of the game.



#### Field of Goats

This protects its owners from the disaster „Decline“.



Together with the first Peloponnes Expansion, it is possible to play the game with 7 players!