Peloponnes » Hellas-Expansion

The Base Game is required to play this Expansion

Background

Also Syracuse, Thebes and Delphi enforces their claim and strive for supremacy in the Aegean sea. The Colossos, the Oracle and the Coinage let their constructor shine in a glorious light.

Components

6 D-Tiles | 3 Civilization Tiles | 2 Disaster Chits (Blank) | 2 Sea Tiles

Preparation

Mix the 3 Civilization Tiles together with those of the base game and deal one tile to each player.
Mix the 2 blank Disaster Chits together with the 16 Disaster Chits from the base game face-down and place to the side.
The 2 Sea Tiles are only used together with the Sea-Expansion. Mix these together with the other 6 Sea Tiles.
All 6 D-Tiles are needed for the six-player game. With less than six players, the first Expansion is not needed, however, and the Land Tile with a small * in the lower left is taken out of the game. Then mix the D-Tiles and place in a face-down stack to the side.

Playing the Hellas-Expansion

With this expansion, the game is lengthened one round to 9 rounds. There is also an added Supply Round triggered by one of the tiles.
Otherwise, the game plays the same as in the base game.

The Solo Game with the Hellas-Expansion

28 points are needed to complete Level 1.
For Level 2: 32 Points | Level 3: 36 Points | Level 4: 39 Points | Level 5: 40 Points

Special Tiles

Civilization Syracuse: this player is automatically protected from the plague.
Civilization Delphi: this player is automatically protected from drought and earthquake.
Civilization Thebes: this player may place any Land Tiles next to each other and receives 2 Luxury Goods each round as bonus income.
Oracle: if the owner has the 20+ Luxury Good chit at game end, he may count the higher number of the two scores (Prestige Points for Buildings/Money or Population Points).
Coinage: at game end, the owner receives one point for every 2 coins, instead of for every 3 coins.

Colossos: at game end, the owner receives 4 points for each of his Inhabitants instead of 3.
Sea Tiles: these contain both Prestige Points und Inhabitants.