

## PELOPONNES » FIRST EXPANSION +1 PLAYER



### Components

8 Tiles (4 Building Tiles and 4 Land Tiles)  
2 colored chits in White  
5 wooden Markers in white  
10 wooden silver coins in grey  
Player Mat

### Preparation + Playing the Game

The sixth player takes the Player Mat along with the 5 white Markers and places these on the „0“ spaces of the wood, stone, food, population, and luxury good tracks.

The 8 additional Land and Building tiles are sorted according to the A, B and C on the back of the tiles.

Each group is mixed with the corresponding tiles from the base game and placed as three separate face-down stacks on the table.

With the First Expansion, 6 Tiles (instead of 5) 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.

With 6 players the Conquest Tile is not used.



The star identifies the Tiles of the First Expansion



### Special Buildings

#### Stockade

The owner can place any Land Tile onto his civilization, without needing to follow the placement rules (there no longer needs to be a common resource on tiles bordering each other).

However, he loses two of his inhabitants immediately when taking the tile. If he does not have two inhabitants, he may not take this tile. These inhabitants are not returned, should the building be destroyed later in the game. At the end of the game, the owner of this building can choose either 3 Prestige Points or 1 additional Inhabitant.

#### Treasury of Atreus, Acrocorinth

Each of these buildings protects the owner from the effects of a specific disaster.



## PELOPONNES » SEA EXPANSION

### Components

8 Sea Tiles

### Preparation + Playing the Game

Mix the Sea Tiles face-down, then turn as many face-up as the number of players in the game. All remaining Sea Tiles are taken out of the game.

After the Building/Land Tiles for a round have been drawn, each player may purchase one Sea Tile before he makes his bid (this is in addition to making a bid on one of the other tiles). He pays the amount of resources/coins shown on the upper left Corner of the Sea Tile and adds the tile to his civilization. Sea Tiles are placed above the player's row near the Building Tiles. If a player does not have the required resources/coins to purchase a Sea Tile, he may not take one and place a coin on it to pay for it later, as is possible with the Building Tiles. If there are inhabitants pictured on the tile, the player adjusts



his population accordingly. The additional inhabitants must, of course, be fed during a future Supply Round. Any Prestige Points on the tile are counted at the end of the game, together with those from the other Building and Land Tiles of that player's civilization. During a Supply Round, each Sea Tile provides food (fish!) for one inhabitant.

In other words, a player with one Sea Tile can pay one food less than the number of inhabitants he has.

*Example: Cassandra owns two Sea Tiles, has 10 inhabitants and 6 units of food recorded on her Player Mat. Normally, during a Supply Round, 4 of her inhabitants would die of hunger. However, since her two Sea Tiles also provide 1 unit of food each, only 2 of her inhabitants will starve.*

A single player may buy more than one Sea Tile during the game, but only one each round. A player cannot lose Sea Tiles, once purchased.

Sea Tiles are not counted as Building or Land tiles when assessing damage done by the disasters.

## PELOPONNES » HELLAS EXPANSION + ONE GAMING ROUND (D)

### Components

6 D - Tiles  
4 Civilization Tiles  
2 Disaster Chits (Blank)  
1 „20 +“ - Chit

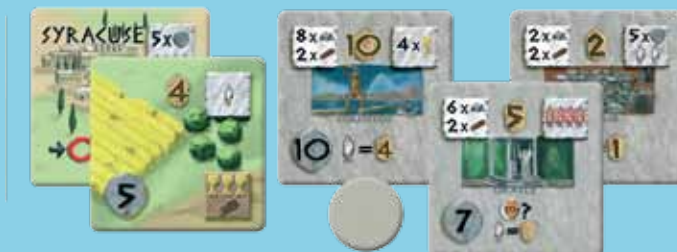
### Background

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.

### Preparation

Mix the 4 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.



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 Game

With the Hellas 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.

## New Civilizations

### 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.

### Civilization Mycenae

This player earns 2 additional inhabitants each round.

## Special Buildings

### 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.



## PELOPONNES » ATHENS EXPANSION

RECOMMENDED WITH AT LEAST 4 PLAYERS!

### Components

Athens Tile  
2 Athens Chits

### Background

The competing city-states can barely survive on their own. Now it is possible to receive aid from Athens, which, of course, brings its own disadvantages.

### Preparation

Place the Athens Tile next to the Conquest Tile from base game. As usual, at the beginning of each round, draw as many Land/Building Tiles as the number of players. But this time, place the first tile drawn directly under the Athens Tile, and place the others in a row next to the first tile. As with the base game rules, draw and place further tiles next to the Conquest Tile until a total of 5 Land/Building Tiles are face-up. With 5 players, however, remove the Conquest Tile from the game and simply place the Athens Tile above the first tile drawn each round. Place both Athens Chits onto the Athens Tile.

### Playing the Game

When it is a player's turn to bid on the face-up Building/Land tiles, he may instead „accept the aid of Athens“ and take the tile below the Athens Tile at no cost, adding it to his civilization. Players never bid for the tile under Athens.



Although the tile costs no coins to take, resources are still needed to build a Building Tile taken with the aid of Athens. Placement rules are also still in effect when adding a Land Tile to a player's civilization.

The player is then moved to the end of the turn order (as if he had passed on bidding) and takes one of the Athens Chits. Afterwards, he receives his regular income.

Note: if a player is overbid at another tile, he may take back his complete bid (without any penalty) in order to accept the aid of Athens instead, if the tile below the Athens Tile is still available.

A player that has received aid from Athens (shown by having the Athens Chit) must pass in the following round, unable to buy or bid on a new Building/Land Tile. That player does, however, still receive the 3 coins for passing in addition to his regular income. After passing, he places his Athens Chit back onto the Athens Tile.

### Scoring

If a player has an Athens Chit at the end of the game, he loses 2 Inhabitants and 6 Prestige Points.

## PELOPONNES » GOAT EXPANSION

+1 PLAYER

### Components

9 Tiles (5 Building- + 4 Land Tiles)  
10 Chits (8 Goat Chits und 2 orange colored Chits)  
5 orange wooden Markers  
10 wooden silver Coins  
Player Mat



The 2 stars identifies the Tiles of the Goat Expansion



### Preparation + Gameplay

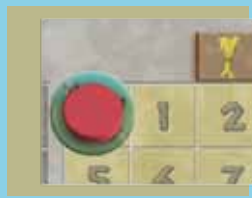
8 of the 9 Tiles are sorted according to their backs and mixed together with the A, B and C Tiles of the original game. The D Tile is only needed when playing with the Hellas Expansion!

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 (instead of 5) 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.

With 6 players the Conquest Tile is not used.

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.

### Special Tiles

#### 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“.

## PELOPONNES » TRADE EXPANSION

### Components

6 Trade Tiles:

- 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 Food
- 2 Coins for one new Inhabitant
- Food for 2 Luxury Goods



### Preparation + Gameplay

The 6 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.

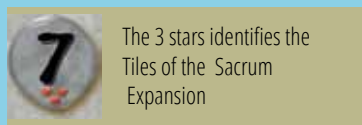
After the players have received their income, but before the disaster chits are revealed, the player who is last in the turn order may make the exchange shown on the Tile as many times as he wishes.

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

## PELOPONNES » SACRUM EXPANSION +1 PLAYER

### Components

- 14 Tiles: 5 Building- + 4 Land- + 3 Civilization- + 2 Sacrum Tiles
- 7 Chits: 5 Sacrum Chits and 2 Purple Chits
- 5 Purple wooden markers
- 10 wooden silver coins
- 1 Player Mat



### Background

In order to receive clemency from the gods in ancient times, human sacrifices were on the agenda. With the Sacrum Expansion, it is now possible in Peloponnes to sacrifice your people to the gods.

### Preparation

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. The 2 Sacrum Tiles are placed in the middle of the table. The 5 Sacrum Chits are mixed and formed into a face-down stack.

### Gameplay

With the Sacrum Expansion, 6 Tiles (instead of 5) 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.

With 6 players the Conquest Tile is not used.

In each round, just before the two disaster chips are revealed, a player reveals the top 3 Sacrum Chits from the stack of 5 Chits. If the Chit with the Skull is revealed, all players in the current turn order may sacrifice any number of their inhabitants.

To do this, they mark their new population level on their Player Mat and must also sacrifice one coin from their reserve for each inhabitant.

The coins paid are stacked on the space matching that player's color on the Sacrum Tile.

Sacrificed inhabitants must no longer be supplied and cannot fall victim to the plague.



If the Sacrum Chit with the Skull is not revealed, no player is allowed to sacrifice any inhabitants. Then the 3 revealed Sacrum Chits are mixed and placed under the face-down stack of Chits.



At the end of the game, each sacrificed inhabitant is worth 2 population points for player who sacrificed them. This is determined by counting the coins on the Sacrum Tile.

These coins do not also count for a player's coin score.

## New Civilizations

### Rhodes

Every round this player may choose any 3 goods and add them to his reserve. These goods may vary.

### Antioch

This player is protected from all disasters. However, he loses one inhabitant every round when he collects his income.



### Delos

The player may sacrifice inhabitants in every round, no matter if the Sacrum Chit with the skull is revealed or not. He receives wood and a coin as income each round.

## Special Buildings

### Maniotic Tower

The player may sacrifice inhabitants in every round, no matter if the Sacrum Chit with the skull is revealed or not.

### Mines of Laurion

The player may sacrifice inhabitants in every round, no matter if the Sacrum Chit with the skull is revealed or not. The mines also protect this player from the storm disaster.

### Treasury

Each sacrificed inhabitant is worth 3 population points at game end, not 2 as normal.

## PELOPONNES » VICTORIA EXPANSION

### Components

8 Victoria Chits



### Preparation + Gameplay

Each player places one of the 8 Victoria Chits in front of him. Any remaining chits are not needed and are placed back in the box.

If, at the end of a round, all face-up tiles have not been taken, each player, starting with the new starting player, has the opportunity to add one of the remaining tiles to his civilization. To do so, he must pay the minimum bid (bottom left of the tile), the raw materials (if it is a building), and his Victoria

Chit, which is placed back in the game box. Each player may do this only once during the game.

Important: this additional tile is taken before a player receives his income, but after the new turn order is determined.

### Scoring

If a player has not used his Victoria Chit by the end of the game, he instead receives 1 additional resident for his civilization or 3 points for his final score.

## PELOPONNES WITH 7 AND 8 PLAYERS

With 7 or 8 players it is recommended to play without the special effects of the Goat and Sacrum Expansions.

The special effects on these tiles are simply ignored during the game.

Some tiles may therefore become less attractive and the Delos civilization may be a bit weaker.

According to the number of players, either 7 or 8 tiles are now placed face-up in a row per round. The Conquest Tile is not used and remains in the game box.