



## Peloponnese » Sacrum Expansion

The expansion requires the base game.

### 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 Peloponnese to sacrifice your people to the gods.

### Components

14 Tiles: 5 Buildings + 4 Landscapes +  
3 Civilizations + 2 Sacrum Tiles  
8 Chits : 5 Sacrum Chits,  
1 Goat Chit , 2 Purple Chits  
5 Purple wooden markers + 10  
wooden silver coins  
1 Player Mat



### 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 Goat Chit is only needed when played with the Goat 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.



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 players 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.

Translation: Jeffrey D. Allers



### Gameplay

With the Sacrum Expansion, an additional tile is revealed every round (for example, 6 tiles instead of 5). As many tiles as the number of players are placed in a row next to each other, and then possibly more tiles adjacent to the "Conquest" tile.

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.



**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.

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Together with the First Expansion and the Goat Expansion, it is now possible to play Peloponnese with 8 players!

