

ANCIENT COLONIES

Board game for 2-5 players aged 10 and up

Introduction

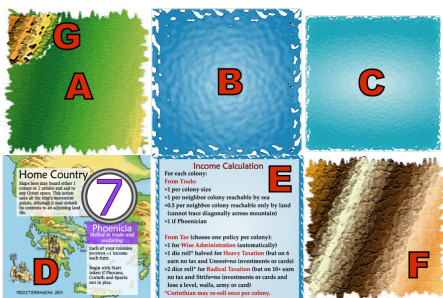
The thrill of exploration, the drama of an unknown opportunity and a chance to develop a new civilization.

Pilot your fleet of colonists to an unknown Mediterranean shore and establish colonies in fortuitous locations. Land immediately or take time to find the ideal location. Benefit from proximity to others or stay more safely away. Re-invest to grow your colonies or conquer those of others. Create more colonies or thrive safely behind strong walls. Pursue speedy growth or avoid disrupting the citizenry.

You can play the tyrannical Corinthians, the belligerent Spartans, the Euboean explorers, or the thrifty Phocaeans, founders of ancient Marseilles and famed as the best seafarers of all the Greeks. Or you can even play the Phoenicians, whose seafaring and trading abilities are still legend to this day.

Components

- 27 tiles – 9 Plains (A) with Acropolis (G) or Oracle, 5 Sea (B), 5 Shallows (C), 5 Home Countries (D), 2 Player Aides (double-sided) (E), 1 Mountains (F)



- 5 sets of 28 cubes in player colors



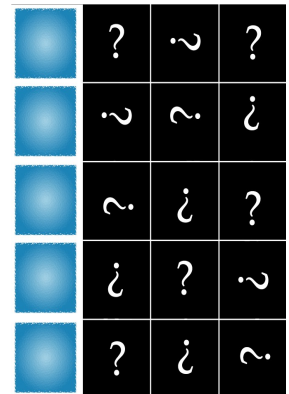
- 72 cards – 32 Arts (H), 12 History/Exploration (I), 14 Science (J), 13 Acts of Zeus (K), 1 Sibyl of Cumae (L)

- 5 Fleet tokens
- 84 Talent round counters
- 10 Strife/Act of Zeus rings
- 1 Start player token (I)
- 1 Die



Setting Up

1. Deal a Home Country tile to each player randomly. Give each their corresponding tokens and a fleet.
2. Place 5 sea tiles face up in a column, as at right.
3. Shuffle 2 shallows tiles and 3 random, non-shallows tiles and lay them out face down in a column to the right of this.
4. Repeat with five more such tiles to form a third column.
5. Shuffle the rest of the tiles to form a fourth face down column to the right of the third.
6. Assign the Start player token to a player per the instructions on the Home Country tiles. Starting with this player, in clockwise order each places a fleet in a vacant sea space with 2 of their tokens on it, one for ownership, the second a colony.



Map Setup

Goal of the Game

The game ends at the end of the first turn when

either of the following occur:

- At least **one player has all of their tokens placed** on map land tiles.
- **All tiles have been revealed and each player has been start player the same number of times.**

At that time each player counts their points. For all of the details see **Victory Points Schedule** (at end). The player with the most Points wins.

Playing the Game

Play according to the following sequence.

When players take actions sequentially, the player holding the Start Card always goes first and play proceeds clockwise.

1. **Activities.** (Each player performs (a)-(e), then the next player does them, etc.)

- Flip tile.
- Move fleet.
- Move armies.
- Resolve Combat.
- Convert armies to Colonies.

2. **Mercantile.** (simultaneous)

- Army Maintenance.
- All Colonies receive income.

3. **Investment.** (in player order)

- Colonies invest.

4. **Civilization.** (in player order)

- Acquire Achievement Cards.

5. **Time Passes.**

- Remove Strife rings.
- Pass the Start Player token to the next player to the left.

Phases in detail:

1. **Activities.** (in player order)

a) **Flip tile.**

A player may, without checking its type first, flip a tile face up if it is **adjacent**, orthogonally or diagonally, **to his fleet or one of his armies.**

When flipping, the player must continue through the flip without any rotation. No one can rotate the tile subsequently.

Note: the corner of one plains tile is the **oracle** symbol. The **first to create a colony on this site receives the Sibyl of Cumae** card. Should this colony change hands, ownership of the card changes with it. Should the colony be destroyed, place the card aside until a new colony is built on the site.

b) **Move fleet.**

The player can move the fleet up to **3 orthogonally- or diagonally-connected** water spaces. Or, if it makes no other moves, the fleet can move from anywhere to the player's Home Country tile. If already at the Home Country, it can as its entire move (embarkations okay) be picked up and moved to any face up sea or shallows tile that can trace a water path to a sea tile (and then disembark contents if desired).

An **unlimited** number of fleets can occupy the same space. There is no fleet combat.

At any time during its **movement**, a fleet can **embark** once and **disembark** once. Place disembarked contents on a vacant tile intersection that forms any one of the four corners of its tile, so long as the corner is, or is touching, a land tile (including diagonally). The top, rightmost and bottom **edges** of the map are considered adjacent to mountains tiles, which can accommodate colonies. If a colony is disembarked into an unoccupied area, this now becomes one of the player's Settlements. You cannot disembark a colony onto a colony.

You can disembark **armies** onto a **colony**. If you don't own the colony this might **become a Combat.**

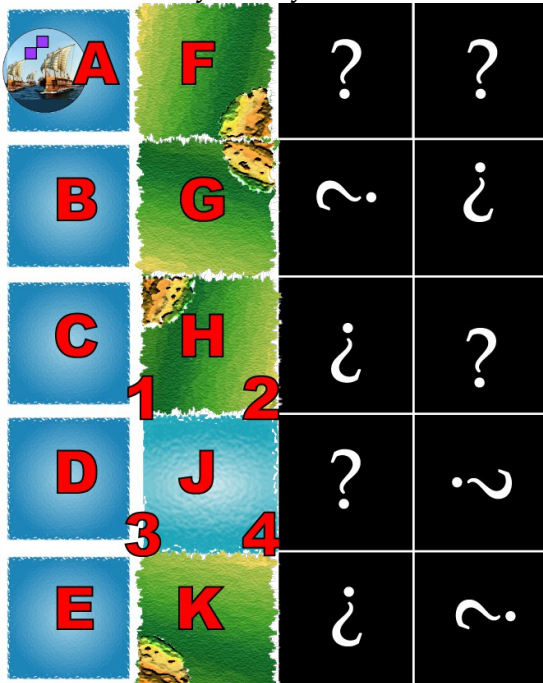
If a fleet is on a **tile** with friendly armies, the player can **embark** up to two of these.

A fleet on its **Home Country** can embark either a colony or two armies.

Note: if you leave your Home Country carrying just one token you can decide upon arrival

whether it represents a colony or an army.

Example 1 – Sailing a Fleet: Below, the fleet at A could sail as far as D, or to J, where it could disembark a colony at any of 1-4.



c) Move Armies.

An army can make 3 moves per turn. The first move of an Army at a **colony** is to the center of a touching land tile.

Armies at the center of a tile move either to the center of an adjacent land tile (it can be diagonally adjacent) or to a colony at any one of the tile corners.

Armies moving by land can **never** enter the center of a **mountains** or **water** tile or travel off the map edge.

Up to 2 Armies which start the turn in a friendly colony can embark onto a friendly fleet in a water tile which is adjacent (orthogonally or diagonally) to the colony.

Example 2 – Moving an Army: Using the same illustration, an army at 2 could reach the center of tile F. Its first move would be to the center of tile H, its second to the center of G and its third and last to the center of F.

If armies enter **another** player's colony the colony owner can declare an **intercept**. If armies enter a tile center containing another's armies, those armies can **intercept** them there. Intercepted armies must stop moving this turn.

Alliances. Players can permit other player armies to pass through or be housed in their colonies. They can revoke permission only on their own turns. In this case such armies are ejected to an adjacent tile center or friendly, adjacent fleet having capacity. If such armies have no place to go, they return to the Home Country.

Housed armies count in defense if armies attack the colony. Draw any losses randomly.

If a player initiates combat against a player housing one or more of their armies, the defender can revoke permission immediately. The active player must attack such colonies or depart. Note that the defender in such attacks still receives the wall bonus, if any.

d) Resolve Combat.

Combat occurs in the following situations:

- Armies are in another's colony and **wish to attack**.
- Armies **end** movement with another player's armies and wish to attack.

To resolve Combat each player adds up his features (see the **Combat Table** at end) and adds the roll of 1 die. Compare the Attacker's total to the Defender's and resolve according to the case that applies.

Army Capacity. Each level of colony can only house a number of armies equal to its Capacity (see box back). If there are more armies in a colony than permitted, or if armies end the phase in an unfriendly colony, they are instead moved to the center of the tile from which they entered the colony. (Armies which entered a colony from a fleet can, as a special exception,

retire to an adjoining tile center.) If there is no adjacent land tile center available, place them in the Home Country instead.

Acropolis. A colony located on at least one acropolis receives a +1 defensive bonus, after doubling. (A player can not reveal tiles out of turn just to see if an acropolis is present.)

e) Convert armies to colonies.

If a player has a pair of armies at a vacant tile intersection, he convert them to a Settlement. (Simply move one of the armies to the Home Country and leave the other to represent the colony). Henceforth, the new settlement is no longer an army, but a normal colony in every way, which will collect income in the ensuing phase, can make purchases, etc.

2. **Mercantile.** (simultaneous, but in player order if any player demands it)

a) Army Maintenance.

Each player pays **1 Talent per Army** it currently has on the board. Payment can come from any of the player's colonies, and more than one. Any Army not maintained is placed on the Home Country.

b) All Colonies receive income.

Place each colony's income as coins on it where the four tile corners join. Players should agree on face up or face down. Colonies collect income based on

- size (see **Income Calculation** at end)
- trade, i.e. neighbor colonies, friendly or otherwise
- taxation

A **neighboring colony** is just one intersection away from the colony, either along a tile edge, or diagonally across a face up tile, even by water. (Example below.) A colony can thus have up to eight neighbors.

The **amount of income** earned depends on whether the neighboring colony is reachable by water. A pair of colonies are **reachable by water**

if it is possible to trace a path of connected water tiles between them. If this is not possible, the colonies are **reachable by land**, except that an adjacent colony which is only adjacent by diagonally tracing across mountains does not qualify as a neighbor. If there is the possibility that a colony is reachable by water, but is otherwise not so because of unknown tiles, the colony is considered only reachable by land.

Taxation.

Players can attempt to extract tax income. Tax colonies in any order. Announce the type of taxation to exact for a colony just before rolling any dice. Players can only apply **one tax policy per colony per turn.**

1. If the player chooses **Wise Administration**, the colony collects 1 Talent automatically.
2. With **Heavy Taxation**, roll a die and receive income equal to the result halved.* But on a 6, due to unrest caused by the overzealous activities of the ruler's tax farmers, the colony **receives no taxes** (other income is as normal), and this colony **can not invest or buy cards** this turn. Place a **Strife** ring to indicate it.
3. With **Radical Taxation**, roll and sum two dice; the colony receives income equal to the sum halved.* But should the roll total 10 or higher the colony **receives no taxes** (other income is as normal), and **can not invest or buy cards this turn.** Place a **Strife** ring to indicate this.

Rolling a 10 or higher also means the colony **loses the first available item** in this list:

- a. an **army** at the colony (drawn at random)
- b. its **walls**
- c. **either** a colony **level** or a **card** other than the Sibyl (If a Settlement goes out of existence, any of its funds are also lost. If the colony now has more armies than its Capacity, the excess move to any legal,

adjacent tile center.)

(*If due to an odd number of inland colonies or odd die roll you generate any half Talents of income save the halves and add them all up, then discard any leftover half.

Example 4 –

Neighbors: Imagine a colony at each of the numbered intersections. The colony at 8 would neighbor the colonies in the circled numbers. Normally 5 would not count as a neighbor because the connection goes diagonally over mountains, but the fact that both colonies are on a connected coast supersedes the mountains rule.

For **coastal** taxation purposes (see certain cards), colonies 5, 7, 9 and 10 reach 8 by sea

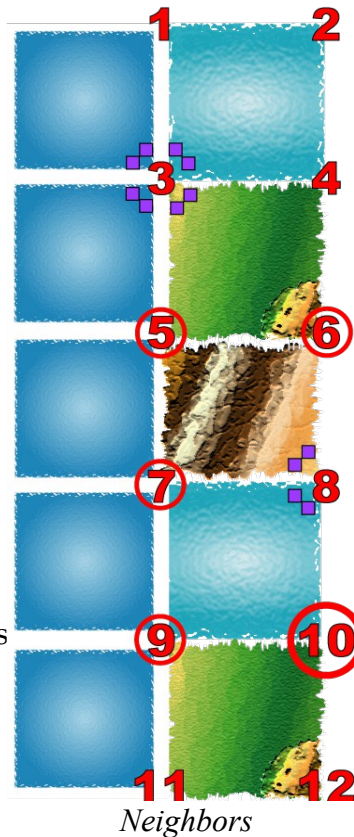
and are therefore coastal, but colony 6 is only reachable by land (at least so far). A colony at 7 could not benefit from trade with 6 at all.

Example 5 – Taxation:

Continuing with the same board, suppose the Phoenician player has a walled City level colony at 3 that has 5 neighboring colonies at locations 1, 5, 2, 4 and 6 (two by sea, three by land). Calculate the City's income as follows:

- 4 (base rate for being a City)
- 4 (four sea neighbors @ 1 each)
- 0.5 (one land neighbor at 0.5 each)
- 1 (for being the Phoenicians)
- 0.5-3 (Heavy Taxation: die roll halved)

The City would earn $4 + 4 + 0.5 + 1 = 9.5$ plus the result of the tax die roll ranging from 0.5 to



3 for a total of 10 to 12 talents on that turn.

3. Investment. (in player order)

a) Colonies Invest. (cf. Investments Table)

Each colony pays its own expenses and can not borrow or receive funds from other colonies.

Certain items require that the colony have a minimum level as detailed in the Notes section of the Costs chart. It is not required that this state exist at turn start

Example 6 – Upgrades: A Village begins a turn with 17 Talents. It spends 12 to upgrade to a Town and then on the same turn creates an army (cost 5) since creation of an army only requires that the colony be a Town at the time of investment.

New Settlements

An existing town or city can establish another colony if an eligible location is available. The prerequisites are

- The new location must be vacant.
- The location must be adjacent, either orthogonally or diagonally, to the existing colony's location. Intervening water or mountains do not inhibit eligibility.

A new colony always begins at the Settlement level. Place a token from the Home Country at the new location to represent it. A second token on another corner of the intersection makes the colony a Village. Indicate a Town by placing a token on a third corner. Finally, denote a City by placing a token on all four corners of the intersection.

Denote **walls** for a Village, Town or City by placing two tokens where before you had one. A Village, Town or City must be completely walled or not have any walls at all – partial walls are not permitted.

When **armies** are at a colony, group them all on the same tile so that their type is clear.

Upgrading a Walled Colony. If a colony pos-

sesses Walls, then any upgrade of the colony's status must also include an upgrade of the colony's walls. If the colony owner cannot or will not upgrade the walls, the colony can be upgraded only if the walls are first removed (there is no cost to remove).

Example 7: A Village purchases Walls, paying 6. Next turn, the Village wishes to upgrade to a Town. It pays 18 to upgrade the Walls. Alternatively, it could have removed the Walls and paid only 12.

Placing Armies. In addition to colony components, a token can represent an army. A colony at Town level or above can **create one army** per turn. A colony can only contain a number of armies **equal to its Capacity** (see back of the box).

Place **newly-built armies** in one of the quadrants of the colony, where the player already has tokens, up to the colony's Capacity. Place any armies in excess of Capacity in the center of one of any non-mountains land tile of the colony.

Token Limit. The number of tokens available to each player for all purposes is strictly limited. You can never dismantle them, but can cease maintain armies. If a player no longer wishes to use their fleet, he can claim its token for another use. The fleet remains where it is when the token is removed. A fleet on the Home Country tile can be reclaimed by placing a token on it should one become available.

4. **Civilization.** (in player order)

This phase does not occur until the first turn in which any colony reaches Town level. At this time shuffle the cards thoroughly (except for the Sibyl) to form a deck.

a) **Acquire Achievement Cards.**

Overview: Each player reveals cards so long as each is of a new type. When that is no longer possible,

the player chooses one of the cards to auction off, or clears them. Acts of Zeus get special handling.

Beginning with the start player each player has one opportunity to auction an Achievement card using the following procedure.

A) If no cards are showing at the start of the player's opportunity:

- If the top deck card is an Act of Zeus, the player reveals and resolves it immediately as described in the card's Unowned and Effects sections and then removes it from play. Return to (A).
- Otherwise, if the card is of another type, place it face up on the table. Proceed to (B).

B) When there are face up cards showing from the previous player or turn at the start of the player's opportunity:

- If the card atop the deck is an **Act of Zeus**, the player must now either **Pass**, **Start an Auction** or **Clear the Cards** (see below).
- If the top card is of a **different type** (the three types being Arts, History/Exploration and Science) than the cards already showing, reveal it and return to (B).
- If the top card is of the **same type** as one of the cards already showing the player chooses one of the following options: **Pass**, **Start an Auction** or **Clear the Cards**.

Pass:

If a player does not wish to Start an Auction or Clear the Cards, he simply announces that he is passing and the Achievement Cards phase moves to the next player.

Start an Auction:

The current player names one of the face up cards. He must have at least the card's minimum bid amount – the number in red at the top left corner – in Talents in at least one of his

colonies.

Starting with the player to the current player's left and continuing in clockwise order, each player either makes just one bid to exceed the previous bid or passes. The first bid must equal or exceed this number of Talents. The winning bidder pays the final amount bid, all of the funds coming from a single colony, and places the card face up in front of him, accruing to his benefit for the remainder of the game.

If **no one has bid** by the time of the current player's bid, he **pays** the minimum bid from a colony and takes the card.

If the **card at the top of the deck is an Act of Zeus**, the purchaser also takes this card.

Card Effects

Some cards state "**-1 to tax roll in a colony each turn**". This means that before making a tax roll in a colony, the player can assign the card to this colony for this turn, giving the right to subtract 1 from the result prior to applying the results. The card permits the player to do this in only one colony per turn. This effect is cumulative with the Corinthian special ability and other cards, except that no more than one **COIN ART** card can apply to a single colony. (Hint: turn over each card as used to as not to accidentally use more than once. Then turn all face up at the end of the phase.)

Clear the Cards

The player picks up all of the face up cards and places them face down at the bottom of the deck. It is now the opportunity of the next player to start an auction.

Act of Zeus Cards (i.e. disasters)

A player who receives an Act of Zeus card in auction can play it, either immediately, or if not, at any time during any of his own Activities phases. Play an owned Act of Zeus card according to the "Player" section of the

card. After resolution remove it from play.

Note: Some Act of Zeus cards require determining the most **Piety**. This is the player who owns the most cards that display the Gods symbol. The Phocaeen player wins any Piety tie he is in. If the Phocaeen is not in the tie, select the tied player who acted earliest in the round.



5. Time Passes.

- Remove Strife rings.
- Pass the Start token to the next player to the left, who then starts the next turn.

Optional Rules

Tournament Rules

In a tournament setting, some players might feel that some sides and turn positions are more valuable than others. In this case, employ the following rules:

1. Turn face up the 5 tiles that border sea spaces.
2. Instead of assigning the Home Country tiles randomly, shuffle them and turn up a single card.
3. Players bid victory points in an auction to take the tile. The winner of the tile deducts the amount bid from his victory point total at the end of the game. After this, turn up the next tile and auction it among remaining players who lack tiles. Continue this process until no unturned tiles remain. Put any tiles for which there is no bid aside until all tiles have had a chance at an auction. At this point shuffle the set aside tiles and assign one to each player lacking one at random.

No Long Distance Settlement

The ability to create non-adjacent daughter colonies was created for players who found themselves overly frustrated by tile layout situations that created expansion dead ends (especially in

landlocked maps). Players can drop this rule, i.e. eliminate the phase "Convert armies to Colonies", if they prefer a more positional game. In particular, players will more often have the dilemma of whether to load a colony or armies when departing their home country.

Background

"They went forth, urged by love of adventure, by the passion for discovery, by the desire for a freer life in new countries. Wherever they went, they carried with them the traditions, the habits, the ideals of their Mother Country. Wherever they settled they planted a new homeland. And, though mountains and the waste of seas divided them, they never lost that golden thread of the spirit which drew their thoughts back to the land of their birth." – Stanley Baldwin

This was written of British colonization, but the words could as readily refer to the ancient Greeks who left their cities on the Aegean to found new cities (**poleis**), farm new lands and tend livestock in Sicily and along the coasts of southern Italy. As with the Phoenician colony of Carthage and the British colonies in America, these efforts introduced a new vigor that resulted in great wealth and power, prized art and architecture, and some of the most famous minds of history – Archimedes, Pythagoras and Herodotus included. In the 8th and 7th centuries BCE so many landed in these areas that the Romans termed it **Magna Graecia** ("Great Greece"). They went for demographic reasons – famine, over-crowding – to escape internecine battles, to find new commercial outlets and ports or in some cases because they had been expelled from their homeland, whether via ostracism or other causes.

More than thirty city-states had multiple colonies around the Mediterranean world. They brought all the advances of Greek **civilization**. Many of them became rich and powerful, and

some of their names – Neapolis (Naples), Syracuse – are still familiar today.



Colonists could be chosen by lot, for example one son from every house having more than one. Just as with the Olympics, **sacred fire** was taken from the city hearth and used to kindle the public hearth of the new city. They also maintained worship of the domestic gods and sent annual gifts back to the mother city for festivals.

Each colony was founded by a specific mother-city, but while bonds between metropolis and colony remained close, the colonies were almost always **self-governing**. Although relations between the city and polis were almost always characterized by mutual affection, a dispute between Corinth and its colony Corcyra (Corfu), was one of the triggers of the Peloponnesian War. Colonies often later **created** their own colonies, but usually only in consultation with the mother city, from whom they often requested an expedition leader for the purpose.

But Greeks were not the only people creating colonies around the Mediterranean. The **Phoenicians**, the major trading power of the era,

established colonies as far west as Gadir (Cádiz, Spain). The most successful of their colonies was founded by Tyre and called Kart-Hadasht (Carthage). Carthage later founded their own colonies as well, including locations in Sicily that came into conflict with their Greek neighbors.

Corinth's colonies:

Corinth founded several colonies on the western Greek coast, but its greatest one was on Sicily – the most powerful of them all: **Syracuse**. This polis was so powerful that it rivaled Athens and Sparta and eventually managed to attract the famous, disastrous Athenian invasion during the Peloponnesian War. Syracuse in turn created colonies at Adria, Akrai, Akrellai, Ancona, Casmenae, Helorus, Issa, Kamarina, Lissus, Pharos and Vis. The ancient Greeks spelled Corinth (Korinthos) with a "K" – hence the letter they placed on their shields.

Euboea's colonies:

Euboea, near **Athens**, was/is the second-largest Greek island, after Crete. A narrow strait separates it from Boeotia in mainland Greece. Their colonies included Capua, Catania, Cumae (in an area of volcanic vapors where a prophetic Sibyl was consulted by all Greeks), Ischia, Leontini, Messina, Naxos (the Sicilian one), Palmi, Reggio Calabria and Taormina. Cumae in turn created the colonies Messina, Naples, Palmi, Pozzuoli, Procida and Reggio Calabria. Naxos created Katane and helped create Leontini and Taormina.

Phocaea's colonies:

Phocaea was an Ionian Greek city on the western coast of Anatolia, itself founded by people from Phocis in central Greece under Athenian leadership. According to Herodotus, the Father of History, the Phocaeans were the **first** Greeks to make long sea voyages. They were the first to venture to the coasts of the Adriatic and Tyr-

rhonian Seas, and to Spain. Herodotus relates that they so impressed the king of Tartessus in Spain, that he invited them to settle there. When they declined, he gave them a great sum of money to build a wall around their city. Phocaea founded **Massalia** (Marseille), Emporion and Rhoda in Spain, Alalia in Corsica and Elea in Italy.

Phoenicia's colonies

While Greeks colonized most of the eastern part of Sicily – probably because it was closer to the motherland – it made sense for Phoenicians to found colonies on the western end, which served as useful ports for the trip to the Italian peninsula, and to Sardinia, Corsica (both of which they owned) and beyond. These included Emery, Motya, Lilybaion, Mazar, Ziz (Palermo) and Soluntum, several of which Greeks later conquered. That the location was vital to the Phoenicians is proven by the fact that after each takeover, they founded a new colony in the area, generally retreating further and further west. True to their trading nature, the Phoenicians tended to found **lightly-settled** colonies right on the coast, or even on a nearby island, which were more trading centers than agricultural endeavors. Of course colonies like Carthage and Gadir were major exceptions. In the Phoenician alphabet the letter "P" that begins their name resembles a "7".

Sparta's colonies

Sparta founded Taras (Taranto, at the instep of the Italian boot) in 706 BCE, after a peculiar series of events. During the Messenian Wars (revolts of Sparta's helots), to generate more soldiers Sparta permitted out-of-wedlock unions between unmarried Spartan women and free non-citizens. However, the city fathers later had a change of heart and decided all sons of such unions had to leave Greece forever. Sparta tended to rely on **conquest and domina-**

tion rather than colonization. Taras became a commercial power and a sovereign city of Magna Graecia, ruling over the Greek colonies in southern Italy. In the Sabine country of the Italian mainland Spartans who thought the laws of Lycurgus too severe founded Foronia. Spartan shields sported a lambda for Lacedaemonia, the region by which they were usually known. Lacedaemonians also founded Locris on the Italian toe.

Design Notes

The original flash of inspiration for the game came from Colin McEvedy's [The Penguin Atlas of Ancient History](#). It proposes a novel theory of the significance of location and redundant coast line in creation of vibrant ecospheres in Mediterranean colonization. I don't know if Mr. McEvedy enjoyed board games, but have a look at his diagram below and see if it doesn't make

you start thinking of one. This was just a starting idea of course. From there I figured out who the players would be, how they could discover and develop their colonies, interfere with one another – it was at that point that the combat system

debuted – and, finally, achieve victory . To increase player desire to try the game again and again, I added variable powers and achievement cards –only a subset of which appear each match – that could change unpredictably the conditions of play even as it proceeded. So if you like this one and you're looking for game design ideas, try reading obscure historical books. You might just find something

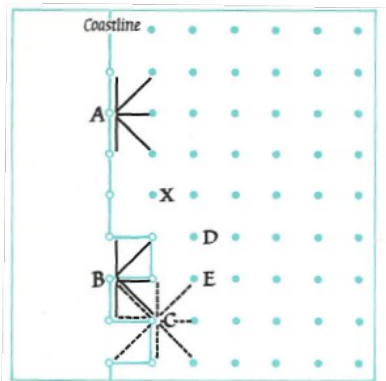


Fig. 4. Theoretical relationships between littoral and inland communities, with both evenly distributed. On the straight stretch of coast A relates to three inland and two littoral communities; on the indented stretch B's connexions are exclusively littoral, while C's relationships with littoral communities outnumber its inland connexions by five to three. B and C lie within a littoral ecosphere whereas A does not. If the upper indentation extended inland one unit further, to D-E, the inland community at X would be incorporated in the littoral zone, though out of sight of the sea.

that really inspires you.

Of course the map does not show an actual coastline, but this variable, modular approach makes every match something new to figure out. More importantly, only in this way can the players experience in some way something akin to what the real settlers had in those days before satellite maps.

You might object to part of the way that the Act of Zeus cards work, i.e. that you can buy them. Besides providing some balancing effect, this represents making sacrifices and propitiating the gods as most people of that time believed was vital – even a hardened, objective writer like Xenophon discusses it extensively. You could easily devise a variant to remove this aspect, but I encourage you to try at least once to see life as the ancients did.

Bibliography

- [The Greeks in the West](#) by A.G. Woodhead covers the historical outline and achievements.
- [Aspects of Greek History 750-323 BC: A Source-Based Approach](#) by Terry Buckley
- [A History of Greece to 322 B.C.](#) by Nicholas G. Hammond
- [The Penguin Atlas of Ancient History](#) by Colin McEvedy
- [The Greeks Overseas: The Early Colonies and Trade](#) by John Boardman for the player order, taken from the historical order in which the various peoples undertook colonizations.
- [The Greek World: Art and Civilization in Magna Graecia and Sicily](#) by Giovanni Pugliese Carratelli (Editor)
- [From Sumer to Rome: The Military Capabilities of Ancient Armies](#) by Richard A. Gabriel and Karen S. Metz for the various military advances during the period.

Player Notes

Players might be strongly tempted to found

their first colony on the near edge – and return the fleet as soon as possible – but such a colony can have at most five neighbors whereas a colony that is one degree into the interior can benefit from up to eight neighbors. As for the player advantages, while those of the **Spartans** may be obvious, note the implications of the others. The **Corinthians** should try to make liberal use of the more advanced tax policies. The **Euboeans** are more free to build walls and may be able to avoid creating as many armies. The **Phoenicians** benefit from founding many smaller colonies rather than just a few large ones. The advantage of the **Phocaeans** may be a bit trickier than others, but should make it possible for this player to pick out the best settlement sites.

Victory may not require combat, but it is a factor every player must take into account. Players who engage in nothing but war will probably find victory elusive; rather those who know how to spot and exploit particular opportunities may find success.

– Rick Heli, 2017

Game Credits

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Found in southern Italy

Colony Upgrade Costs

(Bracketed price applies if colony has walls)

Settlement	⇔	6	⇔
Village	⇔	12 [19]	⇔
Town	⇔	24 [37]	⇔
City			

In other words, the cost to upgrade from Settlement to Village is 6, from Village to Town 12, or 19 if the Village has walls. Etc.

Colony Information Summary

	Settlement	Village	Town	City
Size	1	2	3	4
Income	1	2	3	4
Wall Cost	N/A	5	10	20
Capacity	1	2	3	4
Strength	2	4	6	8
VP	1	2	4	8
VP if walls	N/A	3	6	12

Victory Points Schedule

Item	Victory Points
Settlement	1
Village	2
Walled Village	3
Town	4
Walled Town	6
City	8
Walled City	12
Cards - add number in green	[varies]

Break end of game ties in the following order:

1. most City level colonies
2. most points from cards
3. most total Talents
4. most armies on the board
5. the tied side earlier on this list:
 - (1) Corinthians
 - (2) Phocaeans
 - (3) Spartans
 - (4) Phoenicians

Income Calculation

Source	Amt	Notes
Per colony level	1	For example, City (level 4) earns 4.
Per Sea neighbor	1	Reachable by sea from the current colony.
Per Land neighbor	0.5	But zero if diagonally across mountains.
Carthage bonus	1	Every Carthaginian colony
Tax Policies	Amt	Notes
1. Wise Administration	1	(no possibility for negative result)
2. Heavy Taxation	1 die / 2	6=Unrest: no tax, cards or investments
3. Radical Taxation	2 dice / 2	10+=Strife: no tax, cards or investments. Lose one of: colony level, walls army or card.
Corinth may re-roll dice and subtract 1.		

Army **Maintenance cost is 1 Talent per army** on the board, including on ships.

Achievement Card Acquisition

A) No cards showing at start:

- If top card Act of Zeus resolve as Unowned. Return to (A).
- If top card another type, reveal. Go to (B).

B) Cards showing at start:

- If top card Act of Zeus, Pass, Start an Auction or Clear the Cards.
- If the top card a new type reveal. Go to (B).
- If the top card same type as an existing, Pass, Start an Auction or Clear the Cards. Auction is once around starting to left of current player.

Winning an auction also gains top card if an Act of Zeus. Save or use immediately.

Investments

Item	Cost
Upgrade Settlement	6
Upgrade Village	12
Upgrade Walled Village	18
Upgrade Town	24
Upgrade Walled Town	37
Walls for Village	5
Walls for Town	10
Walls for City	20
New Adjacent Settlement*	6
Army (max 1/colony/turn)	5

*Available to towns and cities only.

Combat

- Army combat strength is 2.
- Colony strength is 2 per number of tokens, i.e. walls double its strength.
- Acropolis gives +1 to defending colony's value, after doubling.
- Spartan +3 when his armies present.
- Attacker and Defender each add 1 die roll.

Result	Effect
Attacker ≥ 2x Defender	Effects on Defender: 1. Remove walls, all armies and 8 talents. 2. Colony converts to attacker's color (and claims remainder of the money)
Attacker > Defender, but < 2x Defender	Defender removes one of his armies or 1 colony level or colony's walls. Defender removes 5 talents. If colony now only a settlement, converts to attacker's color
Tied	Attacker retreats to adjacent tile center or ship.
Defender > Attacker, but < 2x Attacker	Attacker loses one 1 army. Rest retreat to adjacent tile center or ship or eliminated.
Defender ≥ 2x Attacker	All attacking armies eliminated.