

AEGEAPOLIS

ARCHITECTS OF THE SCATTERED SEA

REFERENCE BOOK

Look things up here during play. To learn the game, start with the Learning Book.

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MISSION CARDS

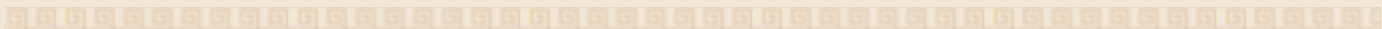
You start with 3 Mission Cards and may draw more with the **Mission** action. Cards are held **face down** behind your screen — rivals cannot see your goals, and you may trade cards in transactions. A card's VP only count **when you reveal** it.

There are 28 cards, in these families:

FAMILY	WHEN	VP
Combat missions	Instant — spring/summer/fall	2–4 per card
Control missions	Instant — spring/summer/fall	3 or 6 per card
Monopoly (>50% of a symbol across all player-controlled polis tiles: FP / AP / Mint / Coin; with 2 players , neutral tiles count too — you need more than all neutral and rival tiles combined)	winter, before scoring, from 428 BC	5 (4 players) / 3 (3 players) / 3 (2 players)
Coin multiplier (×2 during the regular coin/Mint scoring)	winter, before scoring	6–4–2
Second coin scoring (extra ranking after the regular one)	winter, after scoring	3–2–1
Coin combos (Full House, Straight, Four Pairs, Double Triple)	winter, before scoring	3–8 (fewer "blanks" = more VP)
Coin flushes (birds & flowers, sea creatures, land animals)	winter, before scoring	3–5
Extra scoring (FP / AP / trade links)	winter, before scoring	3–2–1

NOTE

Combo and flush coins leave you. When you redeem a Combo or Flush card, show the coins, then give them up: Minted Coins go into the coin bag, Unminted Coins into the shared supply. These cards are redeemed before scoring, so the same coins no longer count in the Coin or Mint ranking of that scoring.



NOTE

Two kinds of card — one winter slot. The **Combat and Control** missions are marked **Instant**: they resolve the moment their condition is met, with **no limit**. Every other family is a **winter card** — each player may redeem at **most one per scoring**. Each scoring, your one open question is *which* winter card to play; holding a pile of cards no longer lets you cash several at once.

NOTE

Four Pairs — the middle step. Its "blanks" ladder is
0 blanks → 8 VP · 1 or 2 blanks → 6 VP · 3 or more
→ 4 VP. One blank scores the same as two. (Only
Four Pairs has this gap; the other combos step down
on every single blank.)

Some **Combat** missions require a **government**: those
completed with your own **Heroes** need **Aristocracy** on
you; one needs the *target* player under **Aristocracy**; one
needs a *target* under **Monarchy** (a King to kill).

NOTE

Winter cards are **regular**, not **late**. A scoring falls
every **even** year and after year 11 — **six in all** — so
winter cards recur as a tool to bend a scoring, not
just an end-game trick. They play **only at a scoring**:
the odd-year winters (years 1, 3, 5, 7, 9) bring **Catch-**
Up but no scoring, so no winter card is played then.
Monopoly cards come into play only from 428 BC;
the other winter cards work from the first scoring.
Combat and Control cards, by contrast, can **end the**
game early (see Learning Book, page 29).

	431	430	429	428	427	426	425	424	423	422	421
Scoring											
winter card											
at most one per scoring											
or Monopoly											

431 → 421 BC

THE FOUR FACTIONS

Every faction has a Native Polis and one special ability.

■ ATHENS — ATHENE • BLUE



Strength: discovering and expanding. After conquering a target Polis, Athene places **2 extra** Phalanxes directly in that Polis the same turn. Home output: **5 FP + 1 AP** — fast, but short on AP.

■ SPARTA — LEONIDAS • BLACK



Strength: conquering. Spartan dice replace normal dice and their hits count double; losses bank on the EUNOMIA token and cash in 2 : 1 (Learning Book, page 22). Home output: **3 AP + 2 FP** — strong armies, short on movement.



■ CORINTH — SISYPHOS · TERRACOTTA

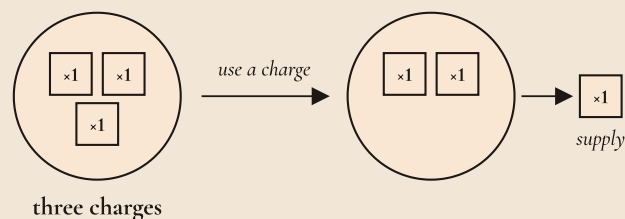
Strength: economy and security. The **Builder / Fortification** action (Learning Book, page 28), and the only faction with a permanent home **Mint** (Pegasus). Home output: **2 FP + 1 AP + 1 Minted Coin**.



□ THEBES — PHIX · CREAM

Strength: decisive local superiority and economy. **Oblique Order:** three times per game, add **4 extra dice** to one combat-round roll, **on attack or defense** — roll your normal dice (max 4) first, then the 4 extra as a second pass. Both passes form **one** combat-round roll: their hits are added together and the enemy fires back only **afterwards** (announce before rolling; once per roll). Home output: **2 FP + 1 AP + 1 Minted Coin**.

At setup, place three of your single (×1) Phalanxes on the token to track the three charges. Each time you use a charge, return one to your supply. An empty token is spent.



The Oblique Order token (Thebes) — Phix's Oblique Order: three charges per game

UNMINTED COINS — FULL PICTURE

An Unminted Coin is a broad wildcard with **four** uses (and nothing beyond these):

- 1

Wildcard for 1 FP or 1 AP, at 1 : 1, any time — for movement, recruiting, building, **and combat AP**. *(It is worth more than 1 FP/AP, so spend it this way only when short — see the box.)*
- 2

Counts as a full coin in the regular Coin ranking — but **not** in the Mint ranking (it bears no design).
- 3

Fills coin combos on the Combo and Flush cards, lowering the card's VP the more "blanks" you use. It then leaves you together with the card's other coins.
- 4

Trade & transactions — a valid item in transactions; generated by neutral trade (where it blocks a group) and by Democracy.

NOTE

Why the wildcard is expensive. Roughly 1 Unminted Coin $\approx$ 2 AP $\approx$ 4 FP — plus its scoring and combo uses. Trading it 1 : 1 for a single FP/AP burns most of its value. The economy disciplines the swap, so the rule allows it any time.

THE THREE KINDS OF POLIS

KIND	EXAMPLES	DEFENSE	NOTES
 Native Polis	Athens, Sparta, Corinth, Thebes	Cannot be attacked	Each faction's home; pays the full printed offer in Prosperity.
Wealthy Polis	Assos, Milet, Ephesos, Naxos	4 Phalanxes	Resource-rich; pays 1 Minted Coin in Prosperity. Gold border and gold maze.
Common Polis	all others	2 Phalanxes	Pays 1 FP or 1 AP in Prosperity. Dark orange maze.

KEY TERMS

ACTIVE PLAYER The player whose turn it is.

ARMY POINTS (AP) Red resource. Recruit Phalanxes (1 AP → 4 Phalanxes).

BUILDER Corinth piece. Builds Fortifications in winter.

COMBAT ROUND One side firing during a combat; defender and attacker alternate (see Learning Book, page 20).

COMMON POLIS Any other neutral city. 2 Phalanxes defense.

CONTROL You control a Polis once you take it — as your starting Native Polis, by conquest, or by handover (by agreement the owner moves out and you move in — one action each) — and mark it with a control marker. Control persists even when no units stand on the tile, until a rival conquers it. Control is what counts for Prosperity, the Poleis ranking, the Mint ranking, and Monopoly cards.

FLEET POINTS (FP) Blue resource. Move armies and build trade links.

HERO A Phalanx with a special ability: Navigator, Fighter, or Assassin (Aristocracy only).

KING Monarchy piece. Does not fight; strengthens Phalanxes on its tile.

MINT A Polis that lets you score coins of its design in the Mint ranking. A Mint is **not** a source of coins.

MINTED COIN A coin bearing a mint's design. Used in trade, scoring, and coin-combo Mission Cards.

NATIVE POLIS A faction's home city. Cannot be attacked.

PHALANX A Greek combat unit. Plural: Phalanxes. Has 1 hit point. The ×1 / ×5 / ×10 tokens are only denominations for making change — not units of different value.

PRINTED OFFER The resources shown on a Polis tile (its FP, AP, and/or coin symbols) — what a Native Polis pays in Prosperity, and what any Polis offers in trade.

TRADE LINK A bridge between two neighboring Poleis.

TRADE ROUTE A chain of trade links and Poleis.

UNMINTED COIN A neutral coin. Wildcard for 1 FP or 1 AP, and more (see page 6).

WEALTHY POLIS A resource-rich neutral city. 4 Phalanxes defense.

YEAR The game's unit of time: 431 BC → 421 BC, eleven years in all. Each year has four seasons: spring, summer, fall, winter.

NOTE

Two Poleis are **neighbors** if they touch horizontally, vertically, or diagonally.

OFTEN OVERLOOKED

Each point is a rule that new players often overlook. Page numbers refer to the Learning Book unless the Reference Book is named.

ACTIONS

- **Discover** — "Name the space first, then take the tile." (12)
- **Coins in trade** — "Every Minted Coin a trade pays out is drawn blind from the coin bag, exactly as in Prosperity. Trading with a Mint gives you no particular coin." (14)
- **No Unminted Coin left** — "the trade still happens; no coin is placed, not even later." (31)
- **Trade between players** — "No new Unminted Coin is placed in a player-to-player trade, and blocked groups do not apply." (15)
- **Recruit** — "You may spend any number of AP in one Recruit action." (17)
- **Convergence** — "The converging units arrive with the move, before any combat; you cannot add them during or after a combat." (19)
- **Transactions** — "What you say about a traded item must be true — a transaction takes effect at once." (11)
- **Trade links** — "Several players may each build a trade link between the same two Poleis — there is no limit." (13)

COMBAT

- **King after leaving Monarchy** — "It then strengthens only the first 4 dice of your first combat round in each combat it takes part in: these 4 dice hit on 2–6, every later die on 3–6." (23)

- **Fortifications** — "A Fortification on the tile takes the attacker's hits first; beyond that, the player who is hit chooses which Phalanxes they lose." (20)
- **Spartan dice** — "Before each combat round, Sparta freely chooses how many banked losses to spend." "As with all dice, at most 4 Spartan dice count in a single combat-round roll." (22)
- **Conquest** — "When you conquer a Polis, you take all Unminted Coins lying on it behind your screen." (20)

SCORING

- **Poleis ranking** — "Count the Poleis each player controls." (25)
- **Empty fist** — "An empty fist gets no rank and no VP — only players who commit at least 1 coin are ranked." (25)
- **Mint ranking** — "you may commit only coins whose mint you currently control." (25)
- **Combo and flush cards** — "Combo and flush coins leave you." (Reference Book, page 2)

FACTIONS AND BUILDER

- **Builder** — "In winter, every Builder in play automatically erects one Fortification where it stands (not in the Native Polis)." (28)
- **Start player** — "Put the drawn token back into the bag; the bag stays with that player." (7)