THEBAI
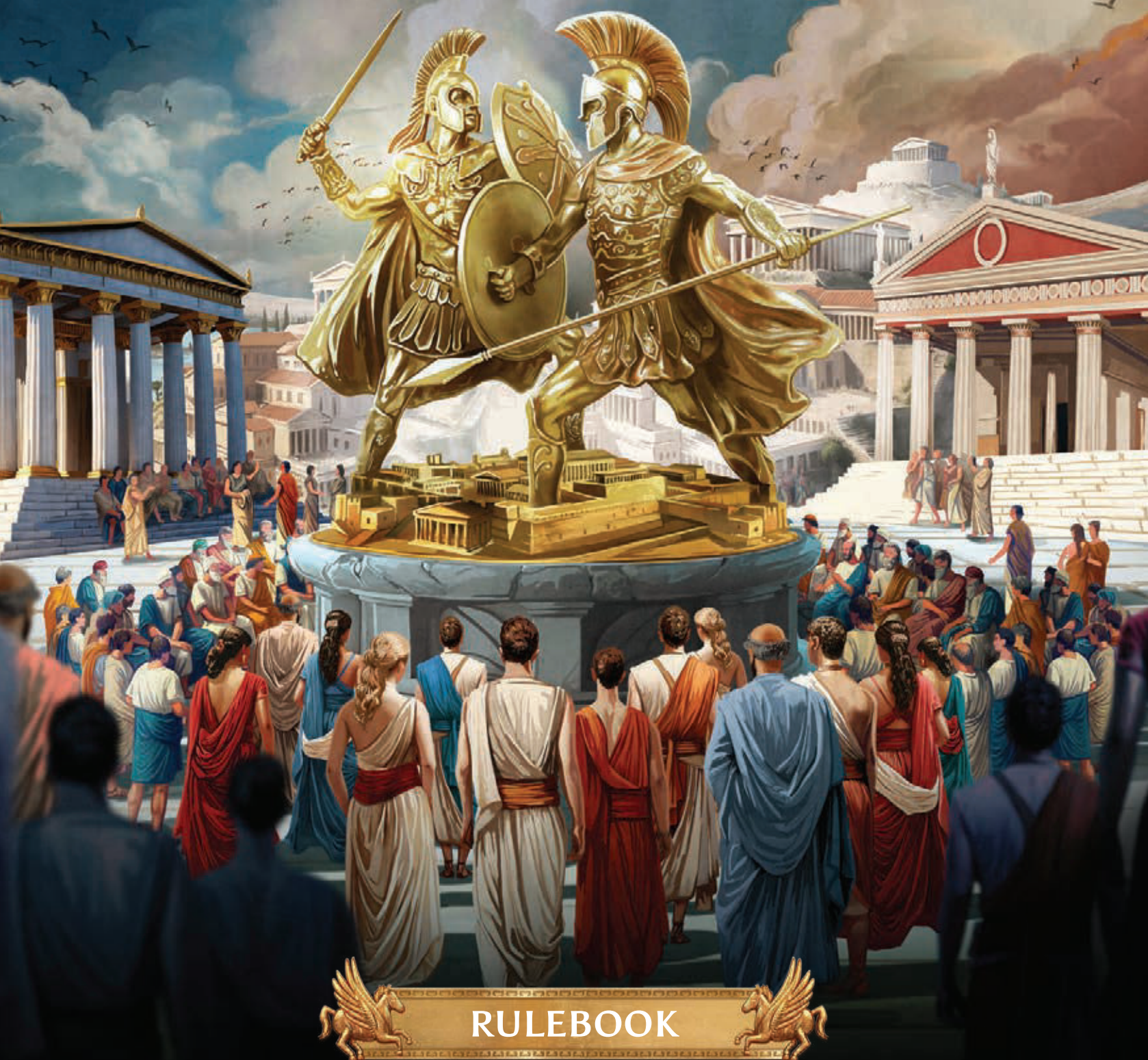
Dark times loom over the kingdom of Thebes. The blind, old king Oedipus left the throne in disgrace and asked Polynices and Eteocles, his own sons, to rule the city together. But power corrupts and ancient feuds call for new blood to be spilled. Soon, Polynices finds himself leading an army from the rival city of Argos against his own brother. The Theban nobles support Eteocles as he maintains precarious rule over Thebes. The young king calls for defenders to man the seven gates of the city, while the invaders' seven champions lead the attack on the gates. Meanwhile, the famous citadel of Thebes, the Cadmea, lies in disarray, as it has fallen into disrepair since the days of Oedipus' father, King Laius. It is as if the Fates themselves have lined everything up against the current rulers of Thebes!

While the common folks prepare for war, the noble families whisper among themselves that the time for new leadership has come, and the time to rebuild the Cadmea is now! However, ensuring the glory of the holy birthplace of Dionysus, the god of Grape himself, is no easy feat, especially with enemies at the gates.

OVERVIEW

In Thebai, players assume the role of influential leaders from noble families during the tumultuous late Bronze Age. Throughout the game, players are tasked with rebuilding the Cadmea, the citadel of Thebes, while restoring the city's exports, praying to the gods of the city, and protecting the lives of the citizens as grand heroes spill each other's blood outside the gates.
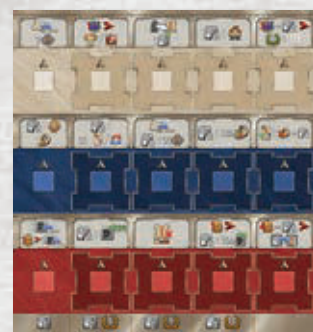
GENERAL COMPONENTS
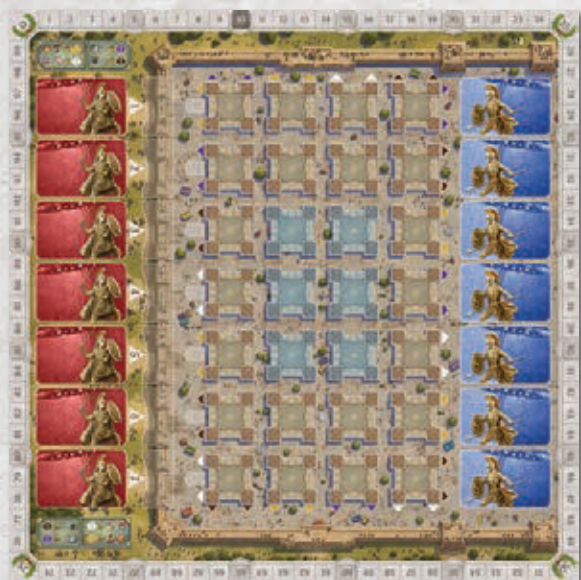
1x City board (Main board)

1x Devotion board

1x Council board

4x Estate boards (Player boards)

8x Commander standees

14x Neutral Cadmea tiles

8x Commander cards

8x Invader cards

44x Contract cards

9x Disruption cards

12x Herald cards (for 1-2 player game)

7x Comfort Fate tiles

7x Conflict Fate tiles

1x 4-player Council tile

24x Metic tiles

24x Blessing tiles

7x Gate tiles

1x Battle marker

5x Disruption markers

10x Plaza markers (for 1-2 player game)

18x Pottery tokens

18x Grape tokens

18x Bronze tokens

24x Drachma tokens

Grape, Pottery, Bronze, and Drachma are considered unlimited. Should they run out, use any suitable substitute. All other game pieces are strictly limited, if they run out you may not use replacements.

PLAYER COMPONENTS

7x Citizen dice

4x Hoplite dice

1x Turn Order marker

1x Scoring marker

2x Devotion markers

1x 100/200+ vp tile

9x Cadmea tiles

1x Archon meeple

4x Strategos tiles

3x Councilor tiles

2x player aids

SOLO COMPONENTS ARE LISTED IN THE SOLO RULEBOOK.

GENERAL SETUP

1. Place the City board in the middle of the play area (on the side matching the number of players, shown in the upper right corner).

2. Place the Devotion board to the left of the City board.

3. Place the Council board to the right of the City board (on the side matching the number of players, shown in the upper right corner).

   a. If playing a 4 player game, place the 4-player Council tile next to this board.

4. Shuffle all the Commander cards, and place 1 face up on each indicated space of the City board. Place the matching Commander standee next to each Commander card. Return remaining Commander cards back to the box.

5. Shuffle all the Invader cards, place 1 face down on each indicated space of the City board. Return remaining Invader cards back to the box without looking.

6. Place a random Gate tile face up on a corresponding space at the end of each row.

7. Place aside Fate tiles α and β. Then, seperate the rest of the Fate tiles according to the letter on their backs (δ, γ and Ω) in 3 stacks. If you are playing a 2-player game, return the Conflict tile with number 7 to the box. Place the Fate tiles next to the City board according to the table:

FACE UP	α	β	γ	δ	γ
FACE DOWN	δ	Ω	δ	Ω	δ

8. Place the Battle marker on the Invader Card in a row matching the number shown on the leftmost face-up Conflict Fate tile.

9. Contract cards:

   a. Take the Starting Contract cards (marked with S in the upper left corner), and place them aside. Shuffle the remaining Contract cards and place them face down next to the City board.

   b. Place each Starting Contract card face up next to the Contract deck.

10. Place the Blessing tiles in face-up stacks on the Devotion board so the effects of the tiles match the spaces on the board. The Blessing tiles from the final step on each track should be placed in order, with 2 VP tile at the bottom, and 8 VP tile on top. Stack with the Citizen die is placed on the left space, and stack with the Hoplite die is placed onto the right space.

11. Place the Metic tiles in stacks on the Devotion board so the power and color of the tiles match the spaces on the board.

12. Draw a Disruption card, and place the Disruption markers on the depicted spaces of the Council board. Depending on the number of players, you must place 3, 4 or 5 Disruption markers. Then, return all Disruption cards to the box.

GENERAL SETUP

13. Place all Commodities (Grape, Pottery, and Bronze tokens) and Drachma tokens next to the City board, creating a general supply.

GENERAL SETUP

A. Take 1 Devotion marker of each player and randomly place them in a stack on the starting space of the Dionysus track on the Devotion board.

B. Take 1 Devotion marker of each player and place them in a stack with the order reverse to the Dionysus track on the starting space of the Ares track on the Devotion board.

C. Place the Turn Order markers on the Turn Order track on the Devotion board in consecutive spaces matching the order on the Dionysos track, so the first player is the one with the marker on top.

D. Place the Scoring markers on the "10" space of the score track, located around the City board.

E. Place your Estate board in front of you.

F. Place all Cadmea tiles of your color randomly on the 2nd, 3rd and 4th column from the left of your Estate board.

G. Randomly place 3 Neutral Cadmea tiles on the rightmost column of your Estate board. Once all players have done this, return any unused Neutral Cadmea tiles back to the box.

H. Take all of your Hoplite dice, place them with 🂠 side up in your supply.

I. Take all of your Citizen dice:
- Place 4 of them in the general supply (any side up).

- Set the remaining Citizen dice in your personal supply, according to the table below. Take also number of Drachma indicated in the table:

1st player			2nd player			3rd player			4th player		
👤1	👤⭐1	👤2	👤1	👤⭐1	👤2	👤1	👤1	👤3	👤1	👤1	👤3
①			②			②			③		

J. Add the following components to your supply:
- Your Archon.
- Your 4 Strategos tiles.
- Your 3 Councilor tiles.
- 1 Bronze, 1 Grape, and 1 Pottery token.

K. Each player chooses 1 of the leftmost Cadmea tiles from any row on their Estate board and places it aside.
- If you are playing a 3- player game, take 3 random Cadmea tiles from any unused player color to add to the chosen starting Cadmea tiles.
- If you are playing a 2- player game, take 2 random Cadmea tiles from any unused player color to add to the chosen starting Cadmea tiles.

Then, all the chosen tiles are placed randomly on marked spaces in the middle of the City board.

L. In reverse turn order, each player takes to their hand 1 of the available Starting Contract cards. Return any remaining Starting Contracts to the box. Then, fill the Contract display by drawing and placing face up 4 Contract cards from the deck.
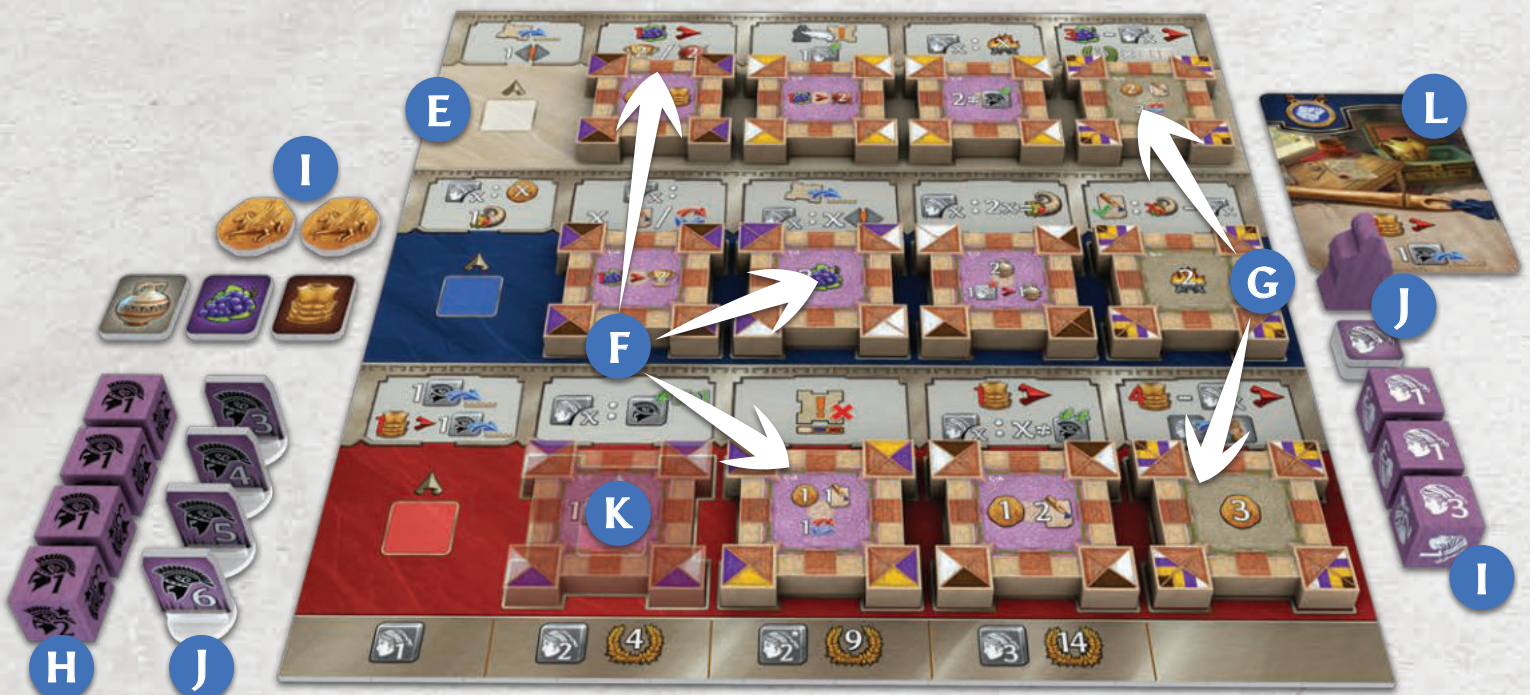
GAME STRUCTURE

The game lasts 10 rounds, each divided into an Action phase and a Fate phase.

During the Action phase, each player takes one turn in the turn order. This turn requires a player to use one Citizen die, then move their Archon. During a turn, player may also fulfill a Contract, and use an Extra Action (see Action phase on page 8). Once all players have taken a turn, proceed to the Fate phase.

During the Fate phase, players resolve the Comfort and Conflict Fate tiles. Comfort tiles usually provide additional scoring opportunities. When resolving Conflict tiles players must resolve the Battle on the indicated row, then Citizen dice on the Council board's queue are moved to the Scoring spaces on Monuments, and the turn order is updated (see Fate phase on page 12).

After 10 rounds the game ends with Final Scoring. The player with the most Victory Points (VP) is the winner (see Final Scoring on page 14).

The fates: In the ancient Greek world, the Moirai were three sisters that determined the fates of everyone. Clotho spun the threads of fate, Lachesis measured the threads, and Atropos, the one who determined the death of everyone, cut the threads. It is believed that one's destiny was fixed the moment you were born.
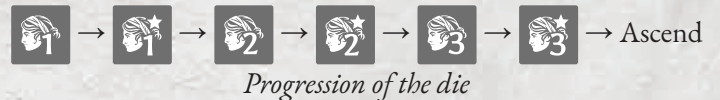
KEY CONCEPTS

COMMODITIES

In Thebai Commodity 🐚 allows a player to gain any of the following:

Grape, Pottery, or Bronze

DICE

Each player has 2 types of dice available to them: Hoplite and Citizen. At the beginning of the game the dice start on certain faces. The face of a die indicates its power.

$$🗿_1 → 🗿_1^\star → 🗿_2 → 🗿_2^\star → 🗿_3 → 🗿_3^\star → \text{Ascend}$$

Progression of the die

During the game, dice may be promoted and reduced through various effects. The face with a ★ does not affect its power, it simply indicates that one more promotion will change the power. If a die is being promoted when on its 3 face, it **Ascends** (the section below). Dice may never go below 🗿, if it were to be reduced, it remains on its 🗿 face, and the owner of the die loses 3 VP.

Hoplite dice power is important during the Battle when resolving the Conflict Fate tile.

Citizen dice are used by players to resolve actions. Their power may affect the actions depending on if it is used on the Estate or City board.

ASCENDING DICE

Dice can be promoted beyond 3 by various effects. When this happens, the die immediately Ascends depending on its type and placement:

- Citizen on the City board

  Place the die on a top-most unoccupied space of the path in the middle of the Council board. Then gain the indicated number of VP. The top spaces on the path are exclusive, but last space on the path can contain unlimited number of dice. When resolving a Conflict tile during the Fate phase, dice will be moved from the path to the available space of any Monument.

- Hoplite on the City board

  Place your lowest numbered Strategos tile from the supply on the Strategos space in a row with the Ascending die (if it is between 2 rows, you may choose either of the available spaces), and return the die to **the box**. You cannot have more than 1 Strategos tile in a row. If you are the first player to place a Strategos tile in a row, claim any Commander card. This Commander card can be taken from any row, regardless of the Strategos tile position.

- You cannot Ascend a die in your pool or on an Estate board. You instead gain 1 VP, and keep the die on its 3 face.

ESTATE

The Player board in Thebai is called the Estate board. This board has Action spaces that can be activated by placing the Citizen

dice in them. Most of the Action spaces are locked by the Cadmea tiles you placed during the setup. To unlock Action spaces, a player must either place the Cadmea tile onto the City board, or remove it. When a whole column is emptied it increases the power of new dice the player acquires during Estate refresh step of their turn. Empty columns score the highest unlocked VP during the Final Scoring.

CITY

The City board has designated spaces for the Cadmea tiles, as well as for both types of dice. Archons move onto Cadmea tiles to activate the indicated effects, adjusting the dice they move through.

There are 4 Battles during the game, each corresponding to a different gate and row on the City board. The power of Hoplite dice in those rows determines the VP players gain or lose during Fate phase with a Conflict tile, as well as other rewards.

Cadmus: the legendary founder of Thebes traveled to Delphi in search of his sister, Europa, who had been kidnapped by Zeus. When he arrived, the oracle ordered him to abandon his quest and build a city. Following a sacred cow, he arrived upon a hill and began to erect the Cadmea, and thus the foundation of Thebes. This sacred citadel stood high in the center of the ancient city, it fell and rose again many times throughout history.

Golden rules

1. Players may always forfeit a positive effect (i.e., dice promotion that would not benefit them).

2. Players may never have fewer than 0 VP. If an effect would move your Scoring marker below 0, you stop at 0 and do not lose any more points.

ACTION PHASE

During this phase each player (in turn order) resolves the following steps:

1. Estate Refresh (Conditional)

2. Use a Citizen die

3. Move Archon

4. Use a Metic (Optional)

♦ Fulfill a Contract (Optional)

After all players resolve their turns, proceed to the Fate phase.

1. ESTATE REFRESH
(CONDITIONAL)

If at the beginning of your turn you have **no Citizen** dice in your supply:

• Take all dice from your Estate board and place them back into your personal supply, **without changing** their power.

• Remove all Metic tiles from your Estate board (if any) to the box.

• Take a new Citizen die from the general supply and set its power according to your Estate board:

No column emptied:	1 column emptied:	2 columns emptied:	3 columns emptied:
1	2	2★	3

example: The green player returns all of their dice from their Estate board. They take their Citizen die from the general supply and set its power to 2 (without ★) as they have only 1 column that has all Cadmea tiles emptied. They place it in their personal supply.

2. USE A CITIZEN

At least 1 of your Citizen dice must be placed into an Action space of your Estate board before your supply runs out of Citizen dice.

Choose a Citizen die in your supply and either:

- **Place it on an available Action space of your Estate board.**
  An Action space is available if there is no die, Metic tile, nor Cadmea tile covering it.

  Resolve the Action depicted above the Action space. The majority of actions have a stronger effect when performed with a Citizen die of a higher power.

(All Estate board effects are described in Appendix on page 16.)

example: The blue player places a Citizen of power 2 on a leftmost Action of the second row. They gain 2 coins, and 1 Commodity - they decide to take 1 Bronze.

- **Place it in an available Dice space of the City board**
  A Dice space is available if it is adjacent to at least 1 Cadmea tile, and there is no die/Commander standee/Plaza marker on it.

  Resolve the effect of one of the adjacent Cadmea tiles **or** pay Drachma equal to the power of the placed die to resolve the effects of both adjacent Cadmea tiles instead.

> **Important!**
> You **cannot** resolve a Cadmea tile that has an Archon on it!

example: The pink player places their Citizen die onto a City board. They cannot resolve both adjacent tiles (by spending Drachma equal to its power), as one of adjacent tiles has the Archon on it. They resolve the effect of the available adjacent Cadmea tile, gaining 2 Grape.

3. MOVE ARCHON

If your Archon is in your personal supply, place it on any unoccupied Cadmea tile of the City board, and resolve its effect.

If your Archon is on the City board, move it through the Cadmea tiles, then activate the effect of the Cadmea tile on which you stop or resolve one of the alternatives listed below.

- You may cross any number of the occupied Dice spaces.
- If you move over a space with the opponent's die, promote it by 1. If this promotes a die that is 🎲, immediately Ascend the die (see Ascending Dice on page 7).
- If you move over a space with your own die, reduce it by 1. If it is already on 🎲, its power does not change, the die stays, and you lose 3 VP.
- You may spend 1 Drachma to move over **exactly 1** empty Dice space.
- You cannot go back to a tile that you started on, or moved through during your movement.
- You cannot end your movement on a Cadmea tile with another Archon, but you may move through occupied Cadmea tiles.
- If your Archon is on the City board, and you don't want to move it through the board, you may alternatively, take your Archon from the City board back to your personal supply, and gain 1 Drachma.

example: The red player moves their Archon. They cross an empty space, paying 1 Drachma, then they cross pink's Citizen die promoting it by 1 (from 1★ to 2). As they cannot end the move on the tile with another Archon, they cross their own die. Its power cannot be reduced, so instead the red player loses 3 VP. They end on the green tile, gaining 1 Drachma and 1 Pottery. They couldn't move any further, there are no dice to cross, and already 1 empty space has been crossed.

example: After placing their die on the Estate board and resolving the action, but before moving their Archon, pink player decides to fulfill a Contract. They spend 2 Grape to gain 2 Drachma and advance on any Devotion track - they advance by one on the Ares track, thus gaining 2 VP.

4. USE A METIC
(OPTIONAL)

If you have any Metic tiles in your supply, you may use one of them during this step. To use a Metic tile, place it on any available Action space on your Estate board in a row that matches the Metic's color, and resolve its effect as if you placed a die of the matching power.

♦ FULFILL A CONTRACT
(OPTIONAL)

You may fulfill 1 Contract during your turn, before or after any step of your turn. To do so, spend the indicated number of Commodities and gain the indicated rewards. Then, tuck the card underneath the top of your Estate board so only the suit of the card is visible (we suggest tucking them into 4 columns, each with the same suit).

At the end of the game, you gain VP for sets of unique suits and fulfilled Contracts of the same suit. However, you will lose VP for unfulfilled Contracts that remain in your hand (see End of the Game on page 14).

ACTIONS

In Thebai, Actions are divided into the following 5 categories:

GAINING AND SPENDING COMMODITIES AND DRACHMA

- X🛡 X🍇 X🏺 Gain the indicated amount of Commodities to your supply.

- Ⓧ Gain the indicated number of Drachma.

- 📜 Take the indicated number of Contract cards from the display and/or the top of the deck, to your hand. The display is always refilled after the action is fully resolved.

If the effect has a **red** number before an ➤, you may spend the indicated number of Commodities and/or Drachma to resolve the effect to the right of the ➤.

PROMOTE THE DICE

🎲 Promote the indicated number of dice (in any combination— same or different) by 1. Some effects have restrictions such as:

- 🎲 / 🎲 Indicated type of dice
- indicating the placement of the die:

City board	Estate board	Council board	Personal supply
wwwww	🟥🟦🟥	🟩	⌣

- promoting the same ▭ or different ⬒ dice,
- or advance one die multiple times 🔲.

PLACE A HOPLITE DIE

🏛️ Move a Hoplite die from your supply or one already present on the City board onto any unoccupied dice space of the City board. It **does not** have to touch a Cadmea tile, however placing it adjacent to one increases the chances for it to be promoted.

REMOVE A CADMEA TILE

📜✗ Remove (return to the box) the leftmost Cadmea tile from any row of your Estate board. If action allows you to remove 2 Cadmea tiles, if means that after removing the first, the next one in a row becomes the leftmost and it can be removed too.

PLACE A CADMEA TILE

🏛️ Take the leftmost Cadmea tile from any row of your Estate board and place it on an unoccupied space of the City board orthogonally adjacent to at least 1 other Cadmea tile. **You may freely rotate the tile**. Each side of the tile has a certain color of the roofs.

🔶 This icon indicates how many of the sides with the matched roofs you activate, when placing a tile. To match the side, you must have a same color of roofs, next to each other.

Icon	Effect
◀▶ ➤ 2⬒👁️	Promote 2 different Hoplite dice by 1.
◀▶ ➤ 2⬒🪙	Promote 2 different Citizen dice by 1.
◀▷ ➤ 1📝 1🔄	Take 1 Contract from the display or top of the Contract deck. Resolve 1 Exchange.
◀▷ ➤ 1🌾 1🪙	Gain any 1 Commodity (Grape/Pottery/Bronze) and 1 Drachma.

Reminder!

You gain VP at the end of the game based on the number of columns you have without Cadmea tiles on your Estate board. During the Estate Refresh step of your turn, the power of the gained die depends on the number of emptied columns.

example: The blue player can place a Cadmea tile and activate it as a reward for fulfilling a Contract. They pick the leftmost Cadmea tile from the bottom row. They resolve the effect of the tile - gaining 1 Drachma and drawing a new Contract card. Then, they place this Cadmea onto a City board. Two sides of the roofs match the adjacent tiles or the edge. The effect of the Contract allows the player to resolve up to 2 matched sides, so in this case it's white on one side, and brown on the other - blue may promote 2 different Hoplite dice, take a Contract card and perform 1 Exchange.

ADVANCE ON THE DEVOTION TRACKS

🔥 Advance on any Devotion track by the indicated number of spaces. After **each** advancement, gain the appropriate reward (listed below). Some effects may have restrictions:

- advance on the Ares 🛡️ / Dionysus 🏆 track
- advance on the same ▭ or different ⬒ tracks.

On some steps you gain Blessing tiles. Most of them have passive effects that affect various aspects of the game. Blessing tiles on the final step of each track have an immediate effect.

See Appendix on page 17 for detailed description of the effects depicted on the tracks and Blessing tiles.

> **Dionysus:** god of wine, poetry, and madness, had many names, many faces, and many births. Cadmus, the founder of Thebes was one of the grandfathers of Dionysus. The foundation of Thebes and the foundation of the god are tightly interwoven. Even though he drove all the women in Thebes crazy and they fled the city, he was still held in high regard and named a patron god of the city.

RUSH THE ARCHON

Take your Archon from the City board (or personal supply) and place it on any unoccupied Cadmea tile. It is not considered a move, so it does not affect any dice on the City board, and it does not trigger the corresponding Blessing tile's effect.

EXCHANGE

Spend any 1 Commodity or Drachma, to gain any 1 Commodity or Drachma.

FATE PHASE

During this phase, players resolve one of the Comfort or Conflict Fate tiles. The Fate tiles are resolved in order starting with the top leftmost tile and proceeding to the right. After resolving a tile, flip it face down. Then, if you resolved a tile from the top row, flip the tile below it face up.

COMFORT FATE TILES

When resolving a Comfort Fate tile, each player resolves the effect. When effects cannot be resolved simultaneously, resolve them in turn order (see Appendix on page 16).

CONFLICT FATE TILES

Resolve the tile's effects in the following order:

1. Battle resolution

Reveal the Invader card and calculate the Invader power as follows. The Invader power is equal to the number of the Battle (the first Battle has a basic power of 1, the second is 2, and so on) and the modifier from the Invader card. Then, **each player** checks if they won or lost the Battle. They add up the power of their Hoplite dice (and Strategos tiles, if applicable) in the respective row.

a. Winning the Battle

The player wins the Battle if the total power of the Hoplite dice (and their Strategos tile, if applicable) is equal to or higher than the Invader's power. If they win, and have excess power, they gain VP based on the table below:

ADVANTAGE	0	1	2	3	4	5	6	7+...
VP	0	1	2	4	7	11	16	+3...

b. Losing the Battle

The player loses the Battle if the total power of the Hoplite dice and Strategos tiles is lower than the modified Invader's power. The players with not enough power lose VP equal to the difference between the Invader's power and their own.

c. Not participating

A non participating player loses 3 VP for each Invader power.

2. Battle spoils

Each player participating in Battle gains the reward shown on the Gate tile. Then, each player with an **advantage** of 3 or more, gains the reward again.

The winning player with the most power, claims the Gate tile, and places it face down in their player area. In case of a tie, the player that has advanced more on the Ares track wins (if still tied, the player with the bottommost marker in the stack wins, which is the player who advanced earlier). The Gate tiles will be added to fulfilled Contracts during the Final Scoring and they act as any suit.

3. Hoplite Wages

Each player must spend 1 Drachma per Hoplite die that participated in Battle, if they wish to keep them on the City board (regardless of the die's power). Players may choose not to pay the wages, and take the die back to their personal supply resetting its power to 1. Strategos tiles do not require wages.

4. Councilors

Players move the dice from the path to the unoccupied spaces of the Monuments. Move the dice one by one, in order from top of the path to the bottom. Each player can have a maximum of 1 die on each Monument.

At the end of the game, players receive VP for the conditions indicated next to their dice (see page 17 in the Appendix).

5. Adjust turn order

The turn order changes according to the players' position on Dionysus track. The player that is highest on the Dionysus track becomes the first player, then the player next on the track becomes 2nd, and so on. In case of a tie, the player with the Devotion marker at the bottom of the stack goes before the player with Devotion marker on top (which is the player who advanced earlier).

example: The 2nd Battle is resolved in the 4th row. Revealed modifier has +1, so the total Invader's power equals 3. Both pink as well as red's power tallies up to 5. It means that both gain 2 VP, as their advantage over Invader equals 2. Blue player lost the battle by 1, so they lose 1 VP. Green player does not participate in a Battle, so they lose 9 VP. Pink, red and blue resolve the Gate tile effect - gaining a Grape - once, as none of them had a power advantage of 3 or more. Then, the red player claims the Gate tile (tie broken by the position on Ares track). Red player flips it - they will choose a suit for it at the end of the game.

example: Blue player spends 2 Drachma to keep both of their Hoplites on the City board. Pink player has no Drachma to pay the wages, so they return their Hoplite die with 2 ★ to personal supply, changing its value back to 1.

Then, players assign the Councilors. Pink player's die is highest on the path, so they are the first to move their die to a Monument. As they cannot place more dice on the middle Monument, they decide to place it on the bottommost space of the upper left Monument. Red player decides to place their die next to the Strategos tiles scoring goal.

Finally, players adjust their Turn Order markers to match their position on the Dionysos track: blue player remains the first player, pink becomes second, red is third and green is now the last in turn order.

FATE PHASE

END OF THE GAME

After 10 rounds are completed the game ends. Before you proceed to scoring, move dice on the Council board, in the same manner as in point 4. of Conflict Fate tiles.

During the Final Scoring players gain VP for:

1. Councilors

Gain VP based on the Council criteria depicted next to your dice, Council tiles and Commander standee (if applicable).

2. Estate board

Gain VP equal to the value below the rightmost fully emptied column on your Estate board.

3. Dice in the City

Gain VP equal to the total power of your dice on the City board.

4. Set Collection

Players assign claimed Gate tiles to their fulfilled Contracts determining their suits. Then, they gain:

• 1/4/9/16 VP for each set of 1/2/3/4 Contracts/Gate tiles of different suits.

• 3/7/12 VP for each set of 3/4/5 Contracts/Gate tiles of the same suit.

All Contracts and Gate tiles may be used for both scoring options, but you cannot change the suit assigned to the Gate tile.

5. Gain 1 VP for every 3 Commodities and/or Drachma (in any combination) in your personal supply.

6. Lose 3 VP for each unfulfilled Contract in your hand.

example: Blue player resolves their Final Scoring:

1. They score their Councilor tile and Citizen dice on the Council board:

a. 6 VP for having 2 removed Cadmea tiles in the topmost row of their Estate.

b. 9 VP for reaching 9th space of the Dionysus track.

c. 8 VP for having 2 emptied columns of their Estate.

2. 9 VP for the second fully emptied column of their Estate.

3. 5 VP for a total power of 5 on their dice remaining on the City board.

4. Blue assigns their Gate tile to 🔵. They gain 16 VP for a set of fulfilled Contracts of a different suit, 4 VP for a set of 2 suits, and twice 1 VP for two sets of a single suit. They also receive 7 VP for a set of 4 Contracts of 🔵 suit.

5. They receive 1 VP for the set: of 2 Commodities (1 Pottery and 1 Grape) and 1 Drachma remaining in their supply.

6. Blue does not have any unfulfilled Contracts, so they do not lose any VP.

When playing a 2-player game:

Before resolving the Fate phase, draw a Herald card:

1. Promote each die by 1 in the indicated column on the City board.

2. Place a Plaza marker on one of the empty Dice spaces adjacent to the indicated Cadmea space, as long as it's adjacent to at least 1 Cadmea tile.

   a. In the case of multiple choices, choose an empty space adjacent to 2 Cadmea tiles. If multiple choices still exist, choose the empty space at the top of the Cadmea tile or the nearest open space moving clockwise around the Cadmea tile.

   b. If there is no valid space to place a Plaza marker, do not place it.

The Plaza marker allows players to move their Archon over that space for free, but further dice cannot be placed there. Ignore the icon on the bottom of the card, it is used only in solo mode. Discard the drawn Herald card.

example: The drawn Herald card shows the 2nd column of the City board (A). First, the dice from left to right and from the top to the bottom are advanced: Green Hoplite die is advanced to 2 ★ (B), Pink Hoplite die is advanced to 2 (C), Green Citizen ascends to the Council board (D), Pink Citizen ascends to the Council board (E), Green Citizen die is advanced to 2 ★ (F). Then, players place a Plaza marker adjacent to the Cadmea in the 3rd row. There are 2 choices, but only one of them is adjacent to 2 Cadmea tiles, so a Plaza marker is placed between them (G).
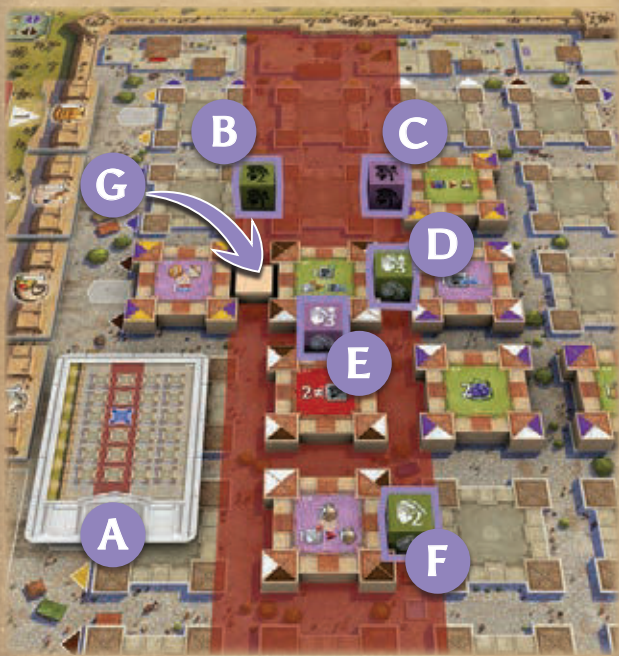
ESTATE

|	
	Take the leftmost Cadmea tile from any row of your Estate board. Place it adjacent to at least 1 other Cadmea on the City board. Resolve the effect of 1 matched roof side.
	Spend 1 Grape to Advance on a Devotion track of your choice twice.
	Rush your Archon, activate the effect of Cadmea you placed him into and promote your Citizen die by 1.
	Advance on the Devotion tracks as many times as the power of the die (in any combination).
	Spend 3 Grape (reduced by the power of the die, to a minimum of 0) to gain 3 VP for each Blessing tile you have claimed.
	Gain Drachma equal to the power of the die. Gain any 1 Commodity.
	Take a Contract or perform an Exchange (in any combination) as many times as the power of the die.
	Take the leftmost Cadmea tile from any row of your Estate board. Place it adjacent to at least 1 other Cadmea on the City board. You gain effects from matching roof sides up to the power of the used die (each matching roof may be activated only once).

ESTATE

Gain a number of one type of Commodity equal to the doubled power of the die.
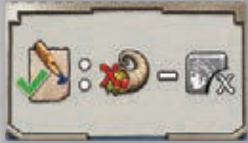
Fulfill a Contract, applying a discount equal to the power of the die.

You may still fulfill another Contract this turn per regular rules.

Move a Hoplite die on the City board (it may be from your personal supply or a die already present on the City board) and you may spend 1 Bronze to move another Hoplite die on the City board.

Promote your Hoplite dice up to as many times as the power of the die plus 1. It may be the same or different dice.

Remove the leftmost Cadmea tile from any row of your Estate board and resolve its effect.

Spend 1 Bronze (total) to promote as many of your different Hoplite dice by 2 as the power of the die.

Spend 4 Bronze (reduced by the power of the die) to place your Councilor tile on top of the Disruption marker (even if you already have a die of your color on that Monument).

There can be only 1 Councilor tile in each player color on top of the Disruption marker.

COMFORT FATE TILES

Each player chooses to either take a Contract (from the display or top of the deck) or perform an Exchange twice.

This event is resolved in the turn order. Refill the Contract display after each card is taken.

Each player chooses to either promote any one of their dice on the City board by 2 or promote any of their dice in personal supply or on the Estate by 1.

This event is resolved in the turn order.

Each player gains:

• 2 VP for each of their Strategos tiles on the City board.

• 1 VP for every 2 fulfilled Contracts.

Each player gains:

• 2 VP for each Citizen die on the Council board.

• 1 VP for every 2 Cadmea tiles of their color on the City board (do not score for Neutral Cadmea tiles).

Each player gains VP equal to the total power of all their Citizen dice on the City board.

Each player may spend 2 Pottery to resolve this effect again.

APPENDIX

COMFORT FATE TILES

Each player chooses one:

• spend 1 Drachma to gain VP equal to the total number of steps they made on the Devotion track on which they are lower.

• spend 2 Grape to gain VP equal to the number of steps they made on the Devotion track on which they are higher.

Each player gains:

• 2 VP for each Gate tile they have claimed.

• 3 VP for each Bronze they spend (to a maximum of 3 Bronze).

BLESSING TILES

Each time you place a Cadmea tile on the City board, you may resolve 1 additional matching roof side (each side may be resolved only once per turn).

Whenever your Archon moves over your Citizen die, promote it instead of reducing.

When you end your movement on a Cadmea tile of your color, gain 1 Drachma. Neutral Cadmea tiles are not considered as your color, even if you placed them onto the City board.

Whenever your Archon moves over your Hoplite die, promote it instead of reducing.

Gain indicated VP and a die promotion if applicable.

DEVOTION TRACKS

Promote indicated die by 1/2. If this effect is multiplied, you may promote any combination of dice.

Gain the indicated number of VP.

Gain the indicated Metic tile to your personal supply.

Gain the indicated Blessing tile to your supply.

If a player is already on the last space of a track and they advance again, they instead gain 1 VP.

COUNCIL BOARD

Note that VP differs depending on the number of players!

Gain the indicated number of points for each separate group of the orthogonally adjacent Cadmea tiles of your color.

Gain the indicated number of points for each Cadmea tile in the biggest group of orthogonally adjacent Cadmea tiles of your color.

Gain 2 VP for your Cadmea tiles that have at least 2+ sides with matching roof sides.

Gain 3 VP for each space emptied from the topmost row of your Estate board (do not count the first space, which is available at the beginning of the game).

COUNCIL BOARD

Note that VP differs depending on the number of players!

	Gain 3 VP for each space emptied from the middle row of your Estate board (do not count the first space, which is available at the beginning of the game).
	Gain 3 VP for each space emptied from the bottommost row of your Estate board (do not count the first space, which is available at the beginning of the game).
	Gain 1 VP for each step you took on the Dionysus track.
	Gain 1 VP for each step you took on the Ares track.
	Gain 1 VP for each die Promotion you reached on both Devotion tracks.

COUNCIL BOARD

Note that VP differs depending on the number of players!

	Gain the indicated number of VP for each emptied column on your Estate board.
	Gain the indicated number of VP for each Strategos tile you have on the City board.
	Gain the indicated number of VP for each Citizen die you have on the Council board.
	Gain the indicated number of VP for every 2 Contracts you fulfilled.
	Gain the indicated number of VP for each fulfilled Contract of the chosen suit.
	Gain the indicated number of VP for each claimed Gate tile.

COMMANDER CARDS

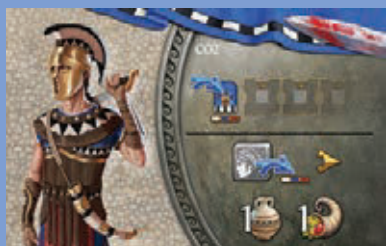|	
	Immediately when gaining this Commander: Place the matching standee next to any of your Estate board's rows. When you place a Citizen die or Metic tile on an action in a row with this standee, gain 1 Drachma and 1 Bronze before or after resolving the action. Important: You cannot have 2 Commander standees on the same row.
	Immediately when gaining this Commander: Place the matching standee next to any of your Estate board's rows. When you place a Citizen die or Metic tile on an Estate action in a row with this standee, gain 1 Pottery and 1 of any Commodity before or after resolving the action. Important: You cannot have 2 Commander standees on the same row.

COMMANDER CARDS

Immediately when gaining this Commander:

Place the matching standee next to any of your Estate board's rows.

When you place a Citizen die or Metic tile on an Estate action in a row with this standee, gain 1 Grape and promote your Hoplite die by 1, before or after resolving the action.

Important: You cannot have 2 Commander standees in the same row.

Immediately when gaining this Commander:

Place the matching standee on any space for a Cadmea tile on the City board and resolve all effects of the roof sides connected to it.

Only you may place a Cadmea tile on the space with this Commander's standee. When you do, resolve the effect of the placed Cadmea tile.

Immediately when gaining this Commander:

Place the matching standee next to one of the Devotion tracks and immediately advance on it by 2.

Whenever you reach a space with at least 1 dice promotion on the Devotion track where this standee is, you gain one additional promotion for the corresponding dice (in any combination—same or different).
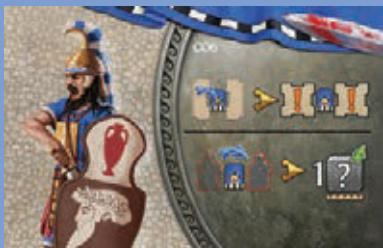
Immediately when gaining this Commander:

Place the matching standee on an empty dice space (adjacent to at least 1 Cadmea tile) on the City board to activate the adjacent empty Cadmea tile(s) (in any order).

When the opponent's Archon moves through this standee, promote by 1 any of your dice on the City board. You may move through it for free.

Immediately when gaining this Commander, and each time after the indicated Contract is taken or removed:

Place the matching standee above 1 of the Contracts in the offer.

During your turn you may fulfill the marked Contract instead of Contract from your hand.

Immediately when gaining this Commander:

Spend 2 Drachma to place the matching standee on a Council space on any Monument (the restriction of a maximum of 1 Citizen die per Council does not apply, you may have a die on the same Monument, however the Commander's standee is not a die for any game effects that refer to Councilors).

Icon	Description	Icon	Description	Icon	Description
	Bronze		Drachma		Take a Contract card
	Grape		Any Commodity (Bronze/Grape/Pottery)		Fulfilled Contracts/ When Fulfilling a Contract
	Pottery		In-game Victory point		Dionysos Devotion track
	Exchange any Commodity or Drachma to any Commodity or Drachma		End-game Victory point		Ares Devotion track
	Citizen die of a player's color		Any Devotion track (any combination)		Rush your Archon
	Hoplite die of a player's color		Archon of a player's color		Rush your Archon then activate the effect of the tile you rush onto.
	Promote a die of a player's color		If advanced onto a yellow space, resolve it twice (instead of once)		Cadmea tile of a player's color
	Place a Hoplite die onto the City board		Return your Archon to the pool		Remove a leftmost Cadmea tile and activate its effect
	The total Citizen die's power (indicates the effect's power)		Strategos tile		Remove a leftmost Cadmea tile
	Estate Board		Commander standee		Gate tile
	City board		Councilor tile (used with the rightmost red Estate action)		Blessing tile
	Council board		Metic tile (the color indicates on which row it may be used and the power is treated just like the power on a die)		Place a leftmost Cadmea tile onto the City board and resolve up to x matched roof sides.
	Pool		Place and promote by 1 your Hoplite die (in any order).		Instead of reducing a die, promote it