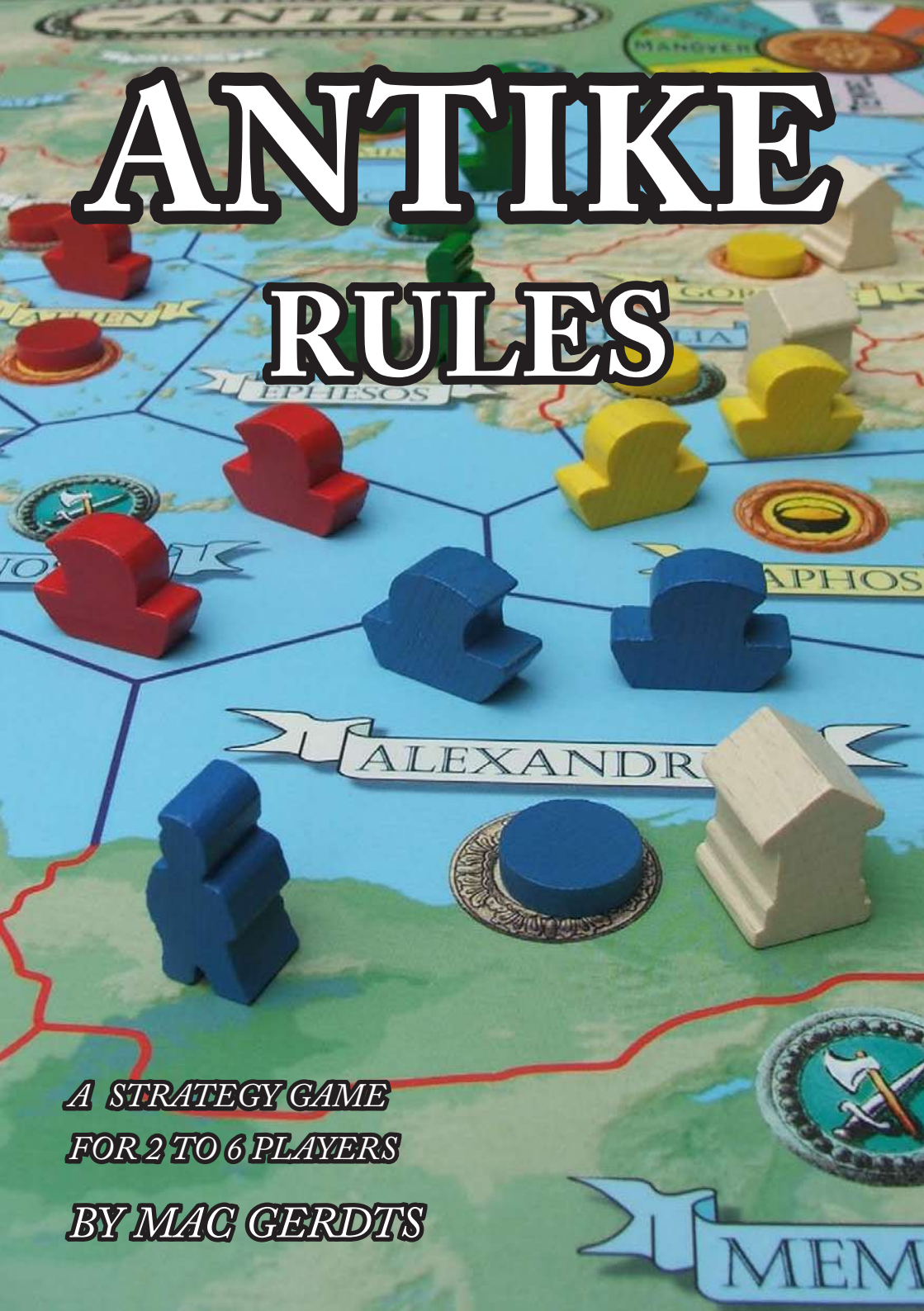
ANTIKE
RULES
EPHESOS
ALEXANDR
MEM
A STRATEGY GAME
FOR 2 TO 6 PLAYERS
BY MAC GERDTS

ANTIKE

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DESCRIPTION

ANTIKE is a challenging strategy game about the evolution and competition of ancient civilizations. The name of the game in German means "age of antiquity".

Ancient nations found cities, erect temples, sail the seas, do battle, and make scientific progress. Their legions and galleys open new regions for settlement, and defend against the enemy. For action in two different ancient operational theaters, players choose a nation from among the Greeks, Romans, Germanic tribes, Phoenicians, Carthaginians, Persians, Arabs, Egyptians and Babylonians.

ANTIKE is not a game of conquest. The ancient nations do not compete to establish the biggest kingdom. Instead, each nation tries to win kings, scholars, generals, citizens and navigators over to its side. The nation that succeeds in gaining a given number of ancient personages first wins the game. Lead an ancient nation to victory! But watch out for your enemies, who will try to destroy your temples!

ANTIKE, for 2 to 6 players aged 12 and up, is a fast-moving strategy game, rich in variety and with easy-to-follow rules. Winning depends not on the luck of cards or dice, but on imaginative planning and smart diplomacy.

Playing time: approx. 90 to 120 minutes.



Thanks to Carlton Dempfle
for the translation into English.



GAME MATERIAL





- Game board, two-sided
- 12 nation cards (West, 6: Greeks, Romans, Germanic tribes, Phoenicians, Carthaginians, Persians; East, 6: Greeks, Persians, Arabs, Phoenicians, Egyptians, Babylonians)
- 35 ancient personage cards (9 kings, 8 scholars, 7 generals, 6 citizens, 5 navigators)
- One "starting player“ card
- Iron, marble and gold chips in 1-, 2- and 5-unit denominations
- 30 coins, usable as desired as 1-unit marble, iron or gold chips
- 20 white temples
- 150 round, flat city stones, 25 in each nation‘s color
- 102 legions in six colors
- 102 galleys in six colors
- 36 octagonal game stones to mark the nation‘s position on the rondel, score card and progress chart
- 4 short rule cards
- rule book

Note about game board:

ANTIKE can be played on either side, using the same rules. The sides show very roughly (1) the Roman Empire (WEST side) and (2) the empire of Alexander the Great (EAST side).

Each side has 50 provinces, separated by red land borders, blue sea borders, or combination red and blue land and sea borders. Each province contains the site of a potential city - marble cities are white, iron cities are blue, and gold cities are yellow. Each side of the game board also contains

- At upper right corner, a rondel with eight wedges in a circle, providing the nation with a choice of actions.
- At lower left, a progress chart showing technical, economic, and political advances made by each nation
- To the right of the progress chart, a score card, showing the running total of ancient personages won by each nation.

GAME SET-UP DIRECTIONS

1. Set up the bank

Sort the 35 ancient personage cards into five stacks - kings, scholars, generals, citizens and navigators. Arrange each stack numerically, This way a glance at the top card tells you how many cards remain in stack. Place the marble (white), iron (blue) and gold (yellow) chips, the 30 coins, and the 20 white temples next to the game board, for use as needed.

2. Distribute nation cards

First, decide which side of board to play on, and how many will play. For 2 players, 4 nations take part. For 3-6 players, there is one nation per player. The number of nations determines which nations take part.

For:
West (Roman Empire) side:

Greeks, Romans and Germanic tribes
always take part

Phoenicians
are added for 2, 4, 5 or 6 players

Carthaginians
are added for 5 or 6 players

Persians
are added for 6 players



For:
East (orient) side:

Greeks, Persians and Arabs
always take part

Phoenicians:
are added for 2, 4, 5 or 6 players

Egyptians:
are added for 5 or 6 players

Babylonians:
are added for 6 players



For each nation, there is a card listing the nation's starting cities. The nation cards being used in the game are turned face-down, and offered to the players for them to draw. Or, players can pick from the face-up cards, starting with the youngest (or whatever) player, and going clockwise around the table.

3. Distribute game materials

At the start of the game, each nation receives the resources from the bank shown on its nation card. (1 blue iron, 2 white marble and 3 yellow gold units).

Also, each nation gets a different color of: 17 legions 17 galleys 25 city stones 6 game stones.

No nation can have any more than this number of legions, galleys, or city stones during the game.

4. Occupy three start cities

Each nation starts with one marble, one iron and one gold city. The three start cities are different for each number of participating nations, and are shown on the same line of the nation cards.

3 Line: start cities for 3 nations
4 Line: start cities for 4 nations
5 Line: start cities for 5 nations
6 Line: start cities for 6 nations

On game board, nations place city stones on their start cities.

ANTIKE for two players:

Each player manages two nations; in the Roman Empire region (West), one player manages the Romans and Phoenicians, the other the Germanic tribes and the Greeks. In the other theater (East), one manages the Persians and Phoenicians, the other the Greeks and Arabs. Each nation acts independently, with its supplies and ancient personage collection kept separate from the other's. The game ends as soon as one of the four nations has won 9 ancient personages.

Another variation for two players is for each player to manage one nation, but use two colors, and double the materials used. In this variation, the first player to gain 15 ancient personages wins the game. At the start of the game, players take turns picking out their three starting cities. The starting player can be determined by the flip of a coin.

OBJECT OF GAME

The object of the game is to be the first nation to win a given number of ancient personages. There are five kinds of personages, which a nation wins for different achievements. The total of each personage available is given in parentheses:



KINGS (9)

For every five cities a nation owns, it receives one king. When it owns 10 cities, it receives a second king, etc.



SCHOLARS (8)

For every new advance (new know-how), a nation receives an ancient scholar



GENERALS (7)

For every temple a nation destroys, it receives one ancient general. A temple is destroyed when the city in which it stands is conquered.



CITIZEN (6)

For every three temples a nation owns, it receives one citizen. When it has a total of six temples, it receives a second citizen, etc.



NAVIGATOR (5)

For every seven seas sailed, a nation receives an ancient navigator. For 14 seas sailed, it receives a second navigator. A province is counted as a sailed sea for the nation when it has at least one of the nation's galleys in it at the end of a turn. Other nations' galleys standing in the same provinces are simply ignored.

Additionally, a nation which owns all 8 know-hows is awarded an extra ancient personage (page VII).

Any deserved ancient personages are awarded at the end of a turn. Once won, an ancient personage cannot be lost. This applies also when possessions that led to the award are no longer held.

Example:

A nation with 10 cities and two ancient kings loses one city (to conquest), so it no longer has the 10th city it needed to gain the second king. Nevertheless, it keeps the second king. However when the nation has 10 cities again, it does not get another king. The third king is awarded only when the nation possesses a total of 15 cities.

The number of personages each nation has won is shown by the nations' colored octagonal markers on the score card at the bottom of the board.



The total of personages needed to win the game is based on the number of nations participating, as follows

with 6 nations	7 ancient personages
with 5 nations	8 ancient personages
with 4 nations	9 ancient personages
with 3 nations	10 ancient personages

When five or six nations participate, it can happen at some point that all 35 personages have been awarded, and there is still no winner. In that case, from then on, the first nation to destroy a temple is the winner.

Note: „Ancient personages" are referred to as „Key People" on the Short Rule cards provided with this game.

GAME FLOW

Starting player

The nation with a red dot on its nation card highlighting the number of nations taking part starts the game. It also get the "starting player" card. With four nations participating, for example, the Phoenicians start (red dot highlighting the 4).

Take a coin

At the start of each round of play (when the player who started the game has his turn again) each nation receives a coin from the bank. These coins can substitute at all times for 1-unit marble, iron, or gold chips. When the bank has no more coins, players can request 1-unit marble, iron or gold chips instead.

Players take turns round the table in clock-wise sequence. On each nation's turn, an action field (wedge) of the player's choice will be selected on the rondel, and marked with a game stone of the nation's color. If a nation places its game stone on the wedge marked GOLD for example, it can produce gold, etc. The full meaning of the individual wedges will be explained in the succeeding pages. After the rondel action, a nation may still found cities and win ancient personages.



Taking a turn

1. Moving on the rondel

For the first turn, each nation can select any wedge on the rondel that it wishes. But for every succeeding turn, the nation must move clockwise around the rondel. Starting from its last position, the nation may move one, two or three wedges on the rondel free of charge. For advancing more than three wedges, the bank must be paid, per each additional wedge, one resource of the nation's choice, i.e., a marble, iron or gold chip or a coin. It is not possible simply to remain on the wedge used for the previous turn. To use the same wedge twice in a row, a nation must advance eight wedges and pay the bank five resource units of its choice (marble, iron or gold units, or coins).

Example:

A nation's game stone is on IRON. It can advance to TEMPLE, GOLD, or MANEUVER free of charge. But to advance to ARMING, it must pay the bank one resource, to MARBLE two resources etc.

2. Founding Cities

A nation may found one or more new cities. The nation must however have at least one military unit (legion or galley) in the province where the city is to be built. Foreign military units in the province cannot prevent the city's founding. For each newly founded city, the nation must pay the bank one marble, one iron and one gold unit. Coins can substitute for lacking marble, iron or gold chips. The nation places a city stone of its color on each new city it founds.

3. Winning Ancient Personages

At the end of a turn, a nation collects one or more ancient personages if it meets the requirements for each, and the bank still has them available.

WEDGES (ACTION FIELDS)

There are three kinds of wedges on the rondel:

- Wedges to produce resources (marble, iron or gold)
- Wedges to utilize resources that have been produced: Temple, Arming, Know-How. These utilization wedges are located exactly opposite the wedges on the rondel used for production of the corresponding resources.
- The Maneuver wedge which is printed twice on the rondel, for military action.

PRODUCTION ACTIONS



Marble

For every marble city a nation owns, it receives marble units from the bank. It receives:

- 1 marble unit per marble city without temple
- 3 marble units per marble city with temple.

Example:

A nation owns three marble cities, one of them with a temple. It receives from the bank 1 + 1(for two cities without temple) + 3 (for one city with temple) = total 5 marble units.



Iron

For each iron city a nation owns, it receives iron units from the bank. It receives:

- 1 iron unit per iron city without temple
- 3 iron units per iron city with temple



Gold

For each gold city a nation owns,it receives gold units from the bank. It receives:

- 1 gold unit per gold city without temple
- 3 gold units per gold city with temple

The production of marble, iron and gold can be increased by obtaining the know-hows Market (+1) and Currency (+2).

UTILIZATION ACTIONS



Temple

A nation may build one or more new temples. For each new temple, it pays the bank five marble units, and places the temple on the game board beside the city.

The temple triples the city's ability to produce, arm and defend itself. Reason for this achievement is the temple's producing a marked increase in public contentment and productivity.

Only one temple can be built per city. If all 20 temples are already on the game board, no further temples can be built until destroyed temples can return to play.



Arming

A nation can set up additional military units (legions or galleys). For each new military unit, it pays the bank one iron unit, then sets up the unit in a province where the nation already owns a city. Each new military unit set-up is limited to:

- 1 unit in province where the nation owns a city without a temple
- 3 units in a province where the nation owns a city with a temple

The above limits apply only to new units set up per turn. There is no limit to the number of military units either owned by the province's nation or foreign, that can stand in a province at any one time. The presence of foreign units does not prevent setting up new units.

Only galleys can be set up in provinces with only blue sea borders; only legions can be set up in provinces with only red land borders.

Game tip:

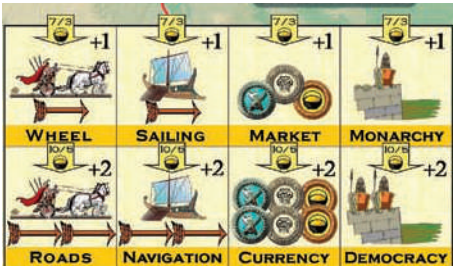
To avoid confusion when a nation with many military units is adding others, the new ones should be tipped on their side until the turn is over. Then they are tipped upright.

UTILIZATION ACTIONS

Know-How

(technical, economic or political advances)

A nation may secure one or more know-hows by paying gold to the bank.



In the top row of the progress chart are the BASIC KNOW-HOWS (wheel, sailing, market, monarchy). In the bottom row are the SECONDARY KNOW-HOWS - roads, navigation, currency, and democracy.

To obtain a SECONDARY KNOW-HOW, a nation must already own the corresponding BASIC KNOW-HOW. Nations must have

- wheel, to get roads,
- sailing, to get navigation,
- market, to get currency,
- monarchy, to get democracy.

Each know-how that a nation obtains is marked on the progress chart with one of the nation's (colored) octagonal game stones. When the nation obtains the corresponding secondary know-how, that game stone is moved down on the chart to the secondary know-how.

The bank receives

- 7 gold units per each NEW basic know-how and 10 per each NEW secondary know-how. New know-hows are those which no other nation already possesses.
- 3 gold units per each basic and five for each secondary know-how that one or more of the nations already possess.

Introducing advances in know-how first is a great civilizational achievement, which is therefore recognized with the award of one ancient scholar.

Example:

A nation with no know-hows wants to obtain the know-how navigation. Other nations already possess the basic know-how sailing. The nation pays 3 (for sailing) + 10 (for the new know-how navigation) = total 13 gold units. The nation places its octagonal game stone on navigation on the progress chart. For navigation, it is awarded an ancient scholar.

Nations with all eight know-hows receive an extra ancient personage from the stack with the most remaining. If more than 1 stack has the most remaining, the nation chooses which it will take. Also, nations with all eight know-hows **can trade marble, iron or gold with the bank at any time, at a rate of 2 for 1.**

Advantages of possessing Know-How:

WHEEL:
Every legion of a nation choosing maneuver can carry out up to two maneuver actions.

ROADS:
Every legion of a nation choosing maneuver can carry out up to three maneuver actions.

SAILING:
Every galley of the nation choosing maneuver can carry out up to two maneuver actions.

NAVIGATION:
Every galley of the nation choosing maneuver can carry out up to three maneuver actions.

MARKET:
When producing on MARBLE, IRON, or GOLD, the nation receives one extra unit.

CURRENCY:
When producing on MARBLE, IRON, or GOLD, the nation receives two extra units.

Example: *A nation with two gold cities without a temple, and one with a temple produces 5 gold units. With the know-how MARKET, the production total rises to 6, and with CURRENCY, to 7.*

MONARCHY
increases the defense strength of a nation's cities by 1.

DEMOCRACY
increases the defense strength of a nation's cities by 2.

MILITARY ACTION

The MANEUVER wedge appears twice on the rondel, to give nations flexibility at all times to act and react militarily.



MANEUVER

The maneuver action is carried out in two successive phases:

1. In Phase one the galleys and legions of a nation on the board can move and fight. (Movement action).
2. In Phase two, the nation can conquer foreign cities (Conquest action).

In the early stages of the game, each military unit may carry out only one maneuver action per turn. This may be either a movement or a conquest action. By obtaining the know-hows WHEEL, ROADS, SAILING and NAVIGATION, a nation can increase its actions per military unit per turn to two or three.

Phase 1: Movement Action

All of a nation's military units (legions and galleys) can be moved on the board in any desired sequence. In every movement action, a military unit crosses a border of a neighboring province. Red land-borders can be crossed only by legions, and blue sea borders crossed only by galleys. Combined red-blue land-sea borders can be crossed by both legions and galleys.

Example:

A legion with the know-how ROADS can carry out three maneuver actions, and so may cross three red land borders per turn.

The movement of military units into a province where foreign units are already standing may result in a battle if either of the nations involved wants it. Legions can fight only legions and galleys only galleys. In such a battle both sides lose the same number of similar military units, and remove them from the game-board on a 1:1 basis.

Example:

A nation's three galleys enter the Province of Athens, in which the Greeks have one galley and one legion stationed. The Greeks demand a fight. The invaders and the Greeks each remove one galley from the gameboard. The Greek legion is not involved in the fight, since it cannot fight galleys.

Battles are always possible, and require no special preparation. Military units, including those that have not moved, can battle enemy units in the same province. All battles are resolved one after another. When one fight is over, the next military unit can carry out its movement and/or fight too.

As each military unit completes its movements, it is laid on its side. This way the nation retains an overview of which of its units still have maneuver actions left. Units that have not moved, or only partially moved, remain upright.

Example:

A galley with navigation that has moved only twice will not be tipped on its side, since it can still carry out a third maneuver action.

A city with enemy military units in its province is not disadvantaged in any way. It can continue producing resources and setting up military units in its province, unimpeded. If a nation has no wish to carry out further movements or fight, it may still engage in conquest of cities (phase 2).

Phase 2: Conquest Action

In Phase two, cities are conquered.

To take part in a conquest, military units must be situated in the province of the city to be conquered, and must be standing erect, that is, still capable of carrying out an action during the turn. To conquer a city, the number of the nation's active military units (those still standing erect) must be at least equal to the defense strength of the city.

The defense strength of any city totals:

- 1 for a city without a temple,
- 3 for a city with a temple.

To this is added:

- the number of the legions and galleys of the defender that stand in the province of the city,
- a bonus of 1 if the defending nation has the know-how MONARCHY, OR 2 if it has the know-how DEMOCRACY.

MILITARY ACTION

Example (See illustration)



The defender has one galley and one legion standing in the Province of Corniclanum. The city has a temple. The defender also possesses the know-how MONARCHY. The defense strength of the city is 6 (3 for city with temple + 2 military units, plus 1 for MONARCHY) = TOTAL 6.

The conquering nation clears the board of its active (still standing) military units equal to the defense strength of the city. The units removed may be legions or galleys.

At the conquest, the defending nation removes the following from the board

- its city stone
- its temple, if any
- all of its legions and galleys in the province of the conquered city

The destroyed temple is returned to the bank, for re-use.

The conquering nation places its city stone (of its color) on the city, signalling the change in ownership. For this new city, it is not necessary to have any military units left in the province.

EXAMPLES OF CONQUEST ACTIONS:



before



after

The defense strength of Tryos totals 2 (that is, 1 city + 1 legion). There is no know-how bonus. The city is conquered by two galleys. The city stone changes to yellow, signalling the new ownership.



before



after

Here too Tyros' defense strength totals 2. The city is conquered by one legion and one galley. Only a yellow city stone and a yellow legion remain. (Yellow could have attacked with two legions, and then had a yellow galley instead of a legion left over.)

RARE EXCEPTIONS:

1. If a conquering nation already owns 25 cities and so has no more city stones left for a new conquest, it can give up one of the cities founded previously and use that stone for the new town.

2. If a nation has only one city left, that city cannot be conquered.

EXAMPLES OF MILITARY ACTION



before



Movement action



Conquest Action

Know-hows
green: none
red: Navigation

The defense strength of Alexandria totals 3. The red galleys, with the navigation know-how, have three maneuver actions each. So they can take part in conquering Alexandria.



before



Aktion Bewegung

Know-hows: green: none / yellow: sailing

With the SAILING know-how, the yellow galleys have two maneuver actions each. However to reach the Province of Alexandria, one of the galleys would use up both its actions and then be tipped on its side. There would then be left only one galley, and this could not conquer Alexandria, which has a defense strength of 2.



If green had a galley instead of a legion in the Province of Alexandria (see illustration on the right), the conquest of Alexandria could take place. For this, however, the galley from Attalia would first have to eliminate the galley in Alexandria in a mutual destruction battle.



before



Movement action
Battle



Movement action
No battle



Conquest Action

Know-hows: red: monarchy / yellow: roads

With ROADS know-how, the yellow legions have three maneuver actions each. They can reach Rome in two movements. However, they must first cross a province with one green legion. If green demands a mutual destruction fight, only four of the legions will reach Rome. Conquest would then be impossible, since the defense strength of Rome is 5. On the other hand, if no battle is demanded, the yellow units can proceed in peace, and conquer Rome (illustration 3 and 4).





Movement action



Conquest Action

Know-hows: red: MONARCHY / yellow: ROADS and NAVIGATION

Yellow can conquer Attalia, but must follow an exact plan. First it must fight and eliminate two red legions marked 1 and 2, in that order. Yellow's legions and galleys then proceed to Attalia, but on the way eliminate one red galley. The remaining two yellow legions and 2 yellow galleys match the defense strength of Attalia (4), and conquer the city.

STRATEGY TIPS

Opening strategy

With starting resources of one iron, two marble, and three gold units, all three of the following opening strategies are reasonable.

Growth strategy: Play MARBLE, then TEMPLE. To reach temple, pay one gold unit. Pay the bank three marble units and two coins and receive a temple, which triples the power of the city.

Military strategy: Play ARMING and pay one iron unit and one coin to set up two military units. Then play MANEUVER. Move both military units. Immediately after the maneuver action, pay one gold and one marble chip and one coin, to found a city.

Progress strategy: Play GOLD, on the next turn MARBLE, and on the third KNOW-HOW. For four gold units and three coins buy a new basic know-how, and in so doing win your first ancient scholar.

Supporting a conquest action

Military units that exhaust all their maneuvers to reach a province can still help make a conquest. This is done by battling military units that would otherwise defend the city.

Know-hows aiding movement are important

Don't underestimate the advantage of securing know-hows that facilitate movement. Consider obtaining the basic know-hows WHEEL and SAILING before you think of conquering cities. Without these know-hows that facilitate movement, a conquest can take a very high number of turns.

How to win in the windup

In the final part of the game, if only ancient generals remain to be won, all action should focus on destroying temples. There is little point in conquering or defending cities that have no temples. That only leads to needless loss of military units which then cannot be used to conquer cities with temples. Especially in this phase of the game, know-hows that facilitate movement are important. Huge armies achieve little when know-hows that facilitate movement are lacking.

A well-aimed attack that ignores cities that have no temples can decide the game faster than expected. Whoever tries simply to expand his empire will most likely lose against more experienced players.

FREQUENTLY ASKED QUESTIONS (FAQs)

May nations make deals?

Yes. Nations can agree for example to create spheres of influence or make non-agression pacts. However they cannot be forced to abide by such agreements. There is no rule to enforce compliance. The strength of an agreement depends on intentions of each side.

May nations trade with each other?

No, nations may not trade, lend or give chips or coins or other resources in any manner. Also, the bank distributes only what nations are entitled to, and gives no advances or credit.

What happens when the bank's or nations' supplies are exhausted?

With one exception, the bank or nation that runs out of an item must simply continue without it. If for example the bank has no more temples, none can be built. If a nation has no more legions in supply, it cannot set up new legions. The only exception is when the bank runs out of coins. In that case, the players have the choice of a marble, iron, or gold unit as a substitute.

What does a nation do with gold when it already has all eight know-hows?

The nation with all the know-hows can trade resources with the bank at the rate of 2 for 1. So it can, for example, trade 3 gold and 1 marble units for 2 iron units, with which it can then set up 2 military units.

Can legions be transported over water?

No. Legions and galleys must abide by the rules, which permit them to cross only certain kinds of borders. Just as galleys cannot move over land, legions cannot be transported across water.

Can legions and galleys fight each other?

No. No direct fight between legions and galleys is possible. However, in one case, that is, the conquest of a city, legions and galleys can confront each other. For example, a city defended only by legions can be conquered by galleys, and vice versa.

When can a nation use its military units to fight?

On these three occasions:

1. Nations performing a Phase 1 Movement Maneuver can engage an enemy in the same province in a mutual destruction battle at any time, with similar units (legions or galleys) canceling each other out on a one to one basis.
2. Nations not having a turn can engage an enemy in the same province in a mutual destruction battle immediately after the enemy enters that province, with opposing legions and galleys cancelling each other out on a one to one basis.
3. Nations whose city is being conquered must defend that city with all their military units (legions and galleys) that are standing in that city's province. Only in this special case (the conquest of a city) can legions and galleys directly oppose each other.

Therefore, for a fight or conquest, at least one nation must select the turn "maneuver".

Can a city be conquered simply by the act of foreign units entering its province?

No. Simple movement of an enemy into a province is inadequate for that. For conquest, a Phase 2 conquest action is necessary.

Can military units attack more than once?

With a conquest, the life of a military unit involved is immediately ended. Such units cannot conquer twice, even if they have maneuver actions left over.

Can a city be attacked and not conquered?

No. As long as a city is not actually conquered, it cannot be attacked. There is no such thing as an unsuccessful conquest action.

For further questions visit us at www.eggert-spiele.de or directly on the Antike website: www.strategie-spiele.de/antike

LUDO ERGO SUM

"LUDO ERGO SUM".

(Latin: I play , therefore I am)

The game ANTIKE appeared at the end of 2004, as the further development of games of historic themes which were played only in limited private circles. Antike wanted to produce a contest with simple rules, many variations, and one that still picked exciting strategic challenges after years of play.

The evolution of ANTIKE was a joint effort, involving much testing without which the game as it now appears would not have been possible. Most of the test-playing probably took place in Hamburg-Rieckhof (Germany). Peter Dörsam and Peter Eggert provided helpful criticism, along with Stefan Fellehner, Rainer Vogler, Stephan Borowski, Kai Hollenbach, Thomas Mumm and others. At Eggertspiele, a small publishing house wiht much experience in unique games, enthusiasm for ANTIKE was infectious. Financial support was given readily by the PD-Verlag. The graphic talents of Steffi Krage made the production of the game in its present state possible.

Through test-playing, the rules were constantly made simpler and easier to use. Features that contributed more to complicating the game than to making it more enjoyable were eliminated. Still the variety and challenge remained, and this was a priority.

As a result, ANTIKE offers not only hours of enjoyment, but also high-quality components with more than 400 wooden game parts. The two-sided game-board adds to the enjoyment potential.

Do you have any criticisms or suggestions, or ideas for other game variations?

Our website www.eggertspiele.de is ready for any critical or positive comments!

Hamburg, 2005

Mac Gerdts



VARIATIONS OF ANTIKE

Expert Variation:

In this variation, the nation with all eight know-hows receives no extra ancient personage. The conquest of cities and destruction of temples then becomes even more important.

Military variation:

For every general, a nation gets 2 victory points; for other personages, 1 point each (total 42). With 6 nations playing, the first to gain 8 victory points wins. The goal is 9 with 5 nations, 11 with 4 nations, and 13 with 3 nations. The score board registers VICTORY POINTS instead of personages. In this variation, no personage is awarded for having 8 know-hows.

Longer game:

If a longer game is desired, each nation can start with just one city. The start cities can be chosen from the three start cities on the nation card. Trying to build up a nation that initially has only very limited action choices can present a huge challenge.

Antike for three players:

With three players, the number of ancient personages needed to win can be set at 10 or 12 players. However, the goal of 12 requires some experience. Without a good knowledge of strategic possibilities, beginners tend to become involved in long near-stalemates.

ANTIKE: SHORT RULES

1. MOVE ON RONDEL

(1-3 steps free, pay 1 unit of resource for each additional step)

produce

MARBLE
IRON
GOLD

For each of your nation's cities supplying selected resource, take 1 unit of resource per city without temple, 3 units per city with temple.
+ bonus, if it applies: *market* +1, *currency* +2.

use

TEMPLE Pay 5 marble units for each new temple.
Permanent max. 1 temple per city

ARMING Pay 1 iron unit to install legion or galley in your province. Add max.1 per turn if without temple, 3 if province has temple.

KNOW-HOW Pay 7 gold units per new basic know-how, 10 per new secondary, 3 per old basic, 5 per old secondary.

move

MANEUVER Military units can maneuver once per turn, but twice with *wheel/sailing* know-how, or three times with *roads/navigation* know-how.
Maneuvers, which can be combined:
Movement - move to next province.
Conquest - Match opponent's defense strength only with units in target province. Defense strength **=** 1 for city without temple, or 3 for city with temple
+ total defending units in target province,
+ bonus, if it applies: *monarchy* +1, *democracy* +2.
Fight: legion cancels out legion, galley galley, 1:1.

2. FOUND CITIES

Only in provinces containing your military unit. Pay 1 marble, 1 iron and 1 gold unit per new city.

3. WIN KEY PEOPLE

King, Scholar, General, Citizen, Navigator

RÈGLES FRANÇAISE, REGOLE ITALIANO
REGLAS ESPAÑOL ...
www.strategie-spiele.de/antike

ANTIKE-VIDEO:
http://www.boardgameswithscott.com/?p=20

