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1. Overview

In this game players are powerful Archons who support the city of Cardis in order to win the King's favor. By sending their Courtiers to various locations of the city, players can perform several different actions. They can also try to influence figures of authority (Magisters), winning as many as they can to their cause in a constant struggle for power and prestige.

Each game consists of 3 Seasons. For each of these Seasons, the King issues different demands that players must fulfill. Each Season consists of 3 rounds during which, players take turns using a card-driven worker placement mechanism to perform various actions that will allow them to gather resources, recruit soldiers for the royal guard, rebuild the city, and use the palace buildings to acquire scoring cards (Science, Arts, Elite Warriors). After 9 rounds, the game ends and the player with the most Victory Points, is the winner.

If you can successfully carry out your machinations, the glory and victory shall be yours!

2. Components

- 1 Game Board
- 56 Magister cards
- 32 Courtier cards
- 20 Wooden Figures
- 24 Wooden Discs (Markers)
- 60 Wooden Cubes (Resources)
- 6 King's Grant cards
- 22 King's Favor cards
- 20 1-Gold coins
- 7 5-Gold coins
- 6 Attack cards
- 16 Tax Collector tokens
- 25 Recruit tokens
- 23 Building tiles
 - 1 Season Track token
 - 4 60-Victory Point tiles
 - 9 Action Cover tokens
- 23 Science cards
- 23 Arts cards
- 20 Elite Warrior cards
- 20 Province cards
- 12 Player Aid cards
- 3 Rulebooks

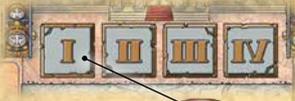


3. Setup

Players take:

- ◆ 5 Wooden Figures and 6 Markers in the color of their choice.
- ◆ 5 Elite Warrior cards in their chosen color.
- ◆ 8 Courtier cards with their chosen emblem (Unicorn, Dragon, Lion or Eagle).

Randomly determine the player order. Each player then places one of their Markers on the Player Order Track under the Palace section of the Game Board, in the randomly chosen order.



- ◆ **The 1st and 2nd players each receive:**
1 grey cube (Silver),
2 Gold coins,
1 Recruit token.
- ◆ **The 3rd and 4th players each receive:**
1 grey cube (Silver),
2 Gold coins,
2 Recruit tokens.
- ◆ **In a 2-player game, the 2nd player receives:**
1 grey cube (Silver),
2 Gold coins,
2 Recruit tokens.



1 Place the Game Board in the center of the table.

2 Place all Resource cubes on top of the **Repository** to form a stockpile.



Shuffle all Province cards and place them face down on the **Repository**.

3

Reveal the first Province card and fill the Repository with the indicated Resources based on the number of players.

4

- ◆ **For 2 players**, add all the Resources with the white background.
- ◆ **For 3 players**, also add the Resources with the orange background.
- ◆ **For 4 players**, add all the indicated Resources.

Fill the **Marketplace** with the Resources indicated by the first King's Grant card, located in the Palace section of the Game Board.

5

Each player places 1 Marker on the 4th space of the Scoring Track.

6

Place the remaining Recruit tokens on the **Barracks**.

7

Shuffle the Attack cards place them face down on the designated area on the Game Board.

8



Number of players
Attack's Strength



9 Shuffle the 6 King's Grant cards and place 3 of them face up on top of the **Palace** and the remaining 3 back in the box. Each card will represent the King's demands during one of the 3 Seasons.



7 Vicory Points are scored during the 1st Season.
8 Vicory Points are scored during the 2nd Season.
10 Vicory Points are scored during the 3rd Season.

10 Place the Science cards face up next to the Game Board by the **Planetarium**. Place the Arts cards face up next to the Game Board by the **Academy**.



Science card Arts card

11 Place all remaining Gold coins on top of the **Treasury**.



12 Place all King's Favor cards on the **Palace**. Then, set out 1 face up King's Favor card per player, 1 per space following the order of the arrows.



King's Favor card

13 Separate the Magister cards into 4 face up piles based on type (Merchants, Scribes, Clerics, Tax Collectors) and place them next to the Game Board by the **Guild Hall**.



Merchants Scribes Clerics Tax Collectors

14 Each player places 1 Marker (4 Markers total) on each starting square of the Magister Track (identified by the Magister icons).



15 In player order, each player must acquire two different Magisters by paying the cost indicated on the first square of each Magister in the Magister track. Then, they move their Markers on the Magister track to indicate their choices.

16 Sort all Building tiles by name and place them on the placeholder of their corresponding building face up. For 2 players use only 1 tile per building and place the rest back in the box.



17 Place the Season Track token on the 1st square on the Season Track.





2-Player
Action
Slots
(grey)



4-Player
Action
Slots
(green)



3-Player
Action
Slots
(orange)

- ◆ With 4 players, all Action Slots on the game board are used.

All covered slots will not be available.

- ◆ With 3 players, use 3 Action Cover tiles to cover all the 4-player slots (green colored) on the game board.

- ◆ With 2 players, use 9 Action Cover tiles to cover all 4-player and 3-player slots (green and orange colored) on the game board.

4. Gameplay

Players take their 8 Courtier and 2 Magister cards and split them into 2 face down piles of 5 cards, dividing the cards however they want. They choose one of these piles as their starting hand for the first round. The 2nd pile is used on the 2nd round. After the 2nd round, players will repeat this process, and then again after every other round.

The rounds during which the players will have to split their 10 cards are indicated on the Season Track on the lower right corner of the Game Board.

During each round, in player order, players must play one card from their hand and place one of their Wooden Figures on an available Action Slot, immediately performing the corresponding action. Some slots require two cards. Players may use 2 Courtier cards or 1 Magister card to enter such slots. After using all their cards, players must choose to pass. The Round ends once all players have passed.



4.1 Pass = Player order

Players may choose to pass even if they still have unused Wooden Figures. This may happen because they do not have any more cards to spend in order to perform actions or because they do not want to perform any more actions during this round. When choosing to pass, players can no longer perform any action in that round. Any unused cards remain hidden until the round ends. When choosing to pass, players must announce to all opponents the number of unused cards in their possession. Once the round is over, players reveal their unused cards. This will

determine next round's player order.

The player with the most unused cards becomes the starting player, and the rest of the player order is determined in the same manner. If multiple players have an equal number of unused cards, the player with the highest value of unused cards (see below) wins the tie. If there is still a tie, the tied players maintain the player order relative to each other.

Player order determination values (in case of equal number of cards): Courtier=0, Tax Collector=1, Cleric=2, Scribe=3, Merchant=4.

4.2 Actions

As mentioned previously, whenever players place their Wooden Figures on an available slot on the game board, they immediately perform the corresponding action.

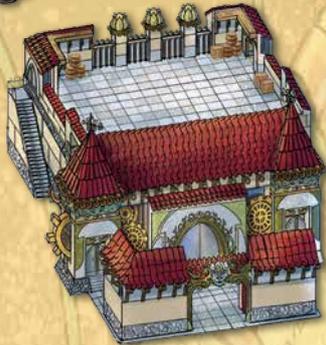
Important Notes:

- ◆ A player cannot place a Wooden Figure on an already

occupied action slot (with the exception of Clerics or Building tile abilities that allow it).

- ◆ A player may not place a Wooden Figure on an action slot without performing the corresponding action.

4.2.1 Repository



By placing a Wooden Figure in the Repository, the player can get one Resource cube from the ones available.

If a Merchant card is used, the player gets 2 Resource cubes instead.

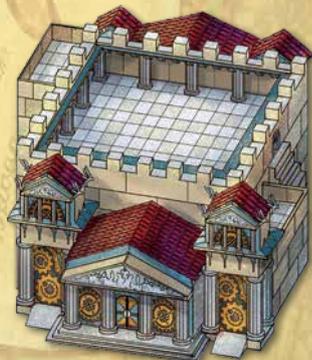
4.2.2 Barracks



By placing a Wooden Figure in the Barracks, the player can get 1 Recruit token.

If a Merchant card is used, the player gets 2 Recruit tokens.

4.2.3 Treasury



By placing a Wooden Figure in the Treasury, the player can get 2 Gold coins.

If a Merchant card is used, the player gets 3 Gold coins.

4.2.4 Marketplace



By placing a Wooden Figure in the Marketplace, the player can make 2 purchases and/or 1 sale. If the player does both, the purchase(s) must be of a different Resource than the sale.

When buying a Resource, the player must pay the cost in the slot above the Resource. When selling a Resource, the player receives an amount of Gold coins equal to the number on the slot on to which they place their Resource.



Example: The player wants to acquire 1 Silver. After paying two Gold coins the player gets the cube under the slot marked 2.



Example: The player wants to acquire 1 Silver and 1 Papyrus. The player sells one Iron for 3 Gold coins and then pays 2 Gold coins to acquire the corresponding cubes.



4.2.5 Guild Hall



By placing a Wooden Figure in the Guild Hall, the player can acquire a new Magister card (one per turn). The player pays the cost listed on the next space of the Magister Track, moves a Marker on to that space, and scores any indicated Victory Points. The newly acquired Magister must immediately replace any one of the 8 Courtiers cards in the player's possession. The replaced card should be removed from the game.



In the example above, Vicky wants to acquire a second Cleric. She must pay one Gold coin and one Recruit token. She must move her Marker to the next slot on the Magister Track, immediately scoring 2 Victory Points.

4.2.6 Royal Guard



By placing a Wooden Figure in the Royal Guard, the player can place 1 Elite Warrior card on 1 of the available slots on the city wall after paying 1 Recruit token and 1 Silver (grey cube). This can be done up to two times per Wooden Figure. If the Elite Warrior card is placed on either of the marked spaces next to the Main Gate, the player who placed it there immediately scores 1 Victory Point.

4.2.7 Builders' Guild



By placing a Wooden Figure in the Builders' Guild, the player can acquire one of the available Building tiles located on the lower part of the city. The player must pay the indicated cost in resources, get the corresponding tile and score the indicated Victory Points. The Building Tile's ability is immediately available to the player. A player may not acquire the same Building tile more than once.

4.2.8 Academy



By placing a Wooden Figure in the Academy, the player can acquire an Arts card by paying 2 Gold coins.

A player may then purchase a second Arts card at the same price. A player may not purchase more than 2 Arts cards with a single placement.

4.2.9 Planetarium



By placing a Wooden Figure in the Planetarium, the player can acquire a Science card by paying 1 Gold coin and 1 Papyrus. A player may then purchase a second Science card at the same price. A player may not purchase more than 2 Science cards with a single placement.

4.2.10 Palace



The Palace is where the King's Favor cards are deployed face up. King's Favor cards provide additional Action Slots that change every round. They can be used in the same manner as building actions.



With 2 players, only the first 2 slots are filled with King's Favor cards.



With 3 players, only the first 3 slots are filled with King's Favor cards.



With 4 players, all slots are filled with King's Favor cards.

5. Magisters

By using Magisters instead of Courtiers when performing an action, a player can get additional benefits. A player can always choose to have a Magister count as a Courtier and enter any Action Slot as normal without taking advantage of the additional benefit. A player can use a single Magister card to enter Action Slots that normally require 2 cards.



5.1 Tax Collector (Red)

When using a Tax Collector to perform an action, the player must place a Tax Collector token on a desired slot and then place their Wooden Figure on top of it. Whenever another player places a Wooden Figure in the same building, the player must pay 1 Gold coin to the owner of the Tax Collector. The Tax Collector's payment can be ignored by the opponents when they enter the building using a Tax Collector of their own.



5.2 Cleric (Blue)

When using a Cleric to perform an action, the player may ignore all slot limitations and place a Wooden Figure on a slot that is already occupied by another Wooden Figure. However, a player must still pay 1 Gold coin to a player with a Tax Collector token on that building.



5.3 Scribe (Green)

After completing an Action carried out by playing a Scribe, the player may take another Action immediately (play a card(s), place a Wooden Token, carry out the Action). If this second Action is carried out by playing another Scribe, the Scribe's benefit is ignored.



5.4 Merchant (Yellow)

By using a Merchant in buildings bearing the Merchant symbol, a player receives extra benefits. When a Merchant is used in the Treasury, the player gets one additional Gold coin. When used in the Repository, the player gets one additional Resource (if available). When used in the Barracks, the player gets one additional Recruit token.

6. End of Round

When a round ends, the following must be done:

- ◆ Players compare any unused cards in their hands and determine next round's player order as described in **4.1 Pass-Player Order**. The cards are then discarded.
- ◆ Players remove their Wooden Figures from the Game Board.
- ◆ Any Tax Collector tokens are removed from the Game Board.

- ◆ The King's Favor card that is farthest along the Palace Track is removed. Move all other cards 1 slot forward (following the arrows), then reveal a new King's Favor card and place it in the first (now empty) slot.
- ◆ Any remaining resources in the Repository are returned to the Resource stockpile. A new Province card is revealed, and the Resources indicated on that card are placed in the Repository.
- ◆ If the next round is an odd-numbered round (3rd, 5th, etc.), each player's 10 cards must be split into two piles. One of those piles must be chosen to be used in the next Round as described in **4. Gameplay**. If the next round is an even-numbered round (2nd, 4th, etc.), then each player picks up the remaining pile of 5 cards to use in the next round.
- ◆ The Season Track token moves one space ahead.

7. End of Season = Attack



When the Season Track token reaches the attack space, the season ends and the city is attacked. The Attack cards are shuffled, and one is revealed to determine the Attack's Strength (based on the number of players). The card is then removed from the game. If the total number of Elite Warriors on the wall is equal to or greater than the Attack's Strength, the city is successfully defended without any consequences. If the total number of Elite Warriors on the wall is smaller than the Attack's Strength, then the enemy raids the city. Each player must lose Recruit tokens

equal to the difference between their own Elite Warriors on the wall and the Attack's Strength. If a player does not have enough Recruit tokens to lose, they must then lose Resources to match the remaining number. If a player still hasn't matched the Attack's Strength after losing Recruit tokens and Resources, the player must pay 2 Gold coins for every 1 Attack's Strength remaining. If after losing all Recruit tokens, all Resources, and all coins, a player still cannot match the required number, Victory Points must be lost until the number is matched. Note that a player's score can even drop below 0.

Example: It is the end of the first Season. Players have managed to send a total of 4 Elite Warriors to the walls. One of these Warriors belongs to Sandra. An Attack card is revealed indicating that the Attack Strength is 5. Since the number of Elite Warriors is smaller than the Attack's Strength of the attack, the city gets raided. Since Sandra has 1 Elite Warrior on the walls and the Attack's Strength is 5, she must now lose 4 Recruit tokens. Sandra only has one Recruit token in her possession. She returns it to the supply and must now lose 3 Resources. Sandra only has 1 Resource in her possession. She returns it to the supply and must lose 4 Gold coins. She only has 2 Gold coins in her possession, so she loses 1 Victory Point.

7.1. Scoring

After the attack is resolved, players score Victory Points based on the Season's King's Grant card. The player with the most Arts cards scores the highest number on the King's Grant card, the player with the second most scores the second highest number, and so on. The same is done for Science cards and Elite Warriors on the walls, using their respective rows on the King's Grant card.

If there is a tie, the tied players add the Victory Points for the tied positions and then divide them evenly between themselves (rounding down). For example, if

two players are tied for 2nd, they add the points for 2nd and 3rd, divide that number by 2, and each receive that amount of Victory Points. If 3 players are tied for 1st, they would add the points for 1st, 2nd, and 3rd, divide that number by 3, and each receive that number of Victory Points. In both cases, a player with fewer cards would receive the reward for being in 4th.

A player must own at least 1 Arts card, 1 Science card, or have at least 1 Elite Warriors on the walls to claim any Victory Points in that category.

7.2. Prepare for the next Season



8. Winning the Game

After scoring is done for the 3rd King's Grant card at the end of the 3rd Season, the game ends. Players add any Points scored by Building tiles' abilities (i.e. Architects' Guild, Machisters' Court) to the Scoring Track, and the

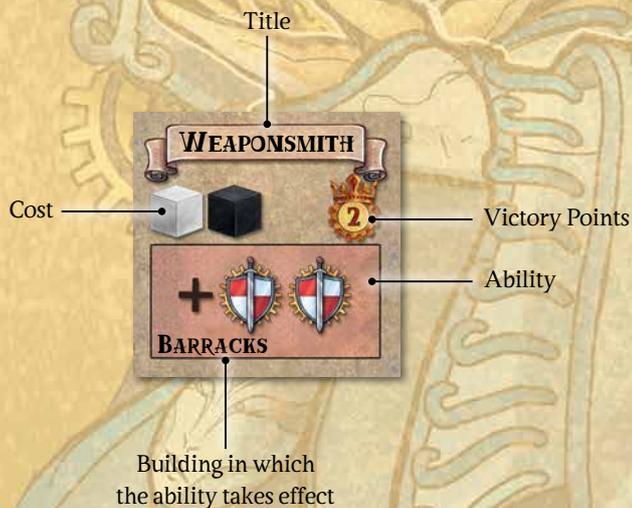
player with the most Victory Points is the winner. In the case of a tie, the player with the largest total of Recruit tokens, Gold coins, and Resources is the winner. If there is still a tie, it is a shared victory.

9. Building Tiles

Building tiles can be acquired through the Builders' Guild action. Some buildings have more than one Building tile available; others offer only 1. In a 2-player game, players should always use 1 Building tile for each building. In a 3- or 4-player game, use all the tiles.

A player cannot acquire the same Building tile twice.

- ◆ **During the 2nd Season**, all level 2 Building tiles cost 1 black cube (Iron) less to acquire.
- ◆ **During the 3rd Season**, all level 2 building tiles cost 1 black cube (Iron) less to acquire and all level 3 Building tiles cost 1 white cube (Stone) less to acquire.



Craftsman



Each time a player acquires a new Building tile (including the Craftsman tile granting this ability), the player receives 2 Gold coins.

House of Arts



At the start of each remaining Season, the player gets 3 Gold coins.

Tavern



At the start of each remaining Season, the player gets two Recruit tokens.



Inn



The player pays one less Resource when acquiring a new Magister through the Guild Hall.

Weaponsmith



The player gets two additional Recruit tokens each time he/she places a Wooden Figure in the Barracks.

House of Trade



The player gets 1 additional Gold coin when selling Resources in the Marketplace. The player pays 1 Gold coin when buying Resources in the Marketplace.

Chapel



The player's Merchants also count as Tax Collectors, and vice versa.

Laboratory



The player gets one Papyrus or one Silver from the Stockpile when placing a Wooden Figure on the Marketplace.

Gallery



During each Season scoring, the player gets 1 Victory Point for each Arts card in the player's possession.

Library



During each Season scoring, the player gets 1 Victory Point for each Science card in the player's possession.

Armory



During each Season scoring, the player gets 1 Victory Point for each Elite Warrior the player has on the walls.

Architects' Guild



At the end of the game, the player scores 1 Victory Point for each acquired Building tile (including the Architect's Guild tile granting this ability).

Magisters' Court



At the end of the game, the player gets 1 Victory Point for each Magister in the player's possession.

Gardens



The player scores
8 Victory Points.

Statue



The player scores
9 Victory Points.

10. Symbols



Cleric



Tax Collector



Scribe



Merchant



Courtier



Province



Divide Deck



Elite Warrior



Arts



Science



Any Resource



Silver



Iron



Stone



Papyrus



Attack



Marker



Wooden Figure



Victory Points



Each Season



Builders'
Guild



Eagle Player
Emblem



Lion Player
Emblem



Dragon Player
Emblem



Unicorn Player
Emblem

Credits

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Dedications

"To my daughter Evelina"

Nikolas Sakaloglou

"I would like to dedicate this game to my wife Vicky and my son Spyros for their invaluable support".

Sotiris Tsantilas

"I would like to dedicate this game to my loving wife Sandra, for her continuous support and contribution and to our daughters Irika and Nagia".

Konstantinos Kokkinis



Note: Archon is a product of fiction. Any relation to actual names or characters is purely coincidental. This game is not a historical representation. Actual historical details may vary from this game's contents.

Should you have any comments or questions, please contact us at info@artipiagames.com
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