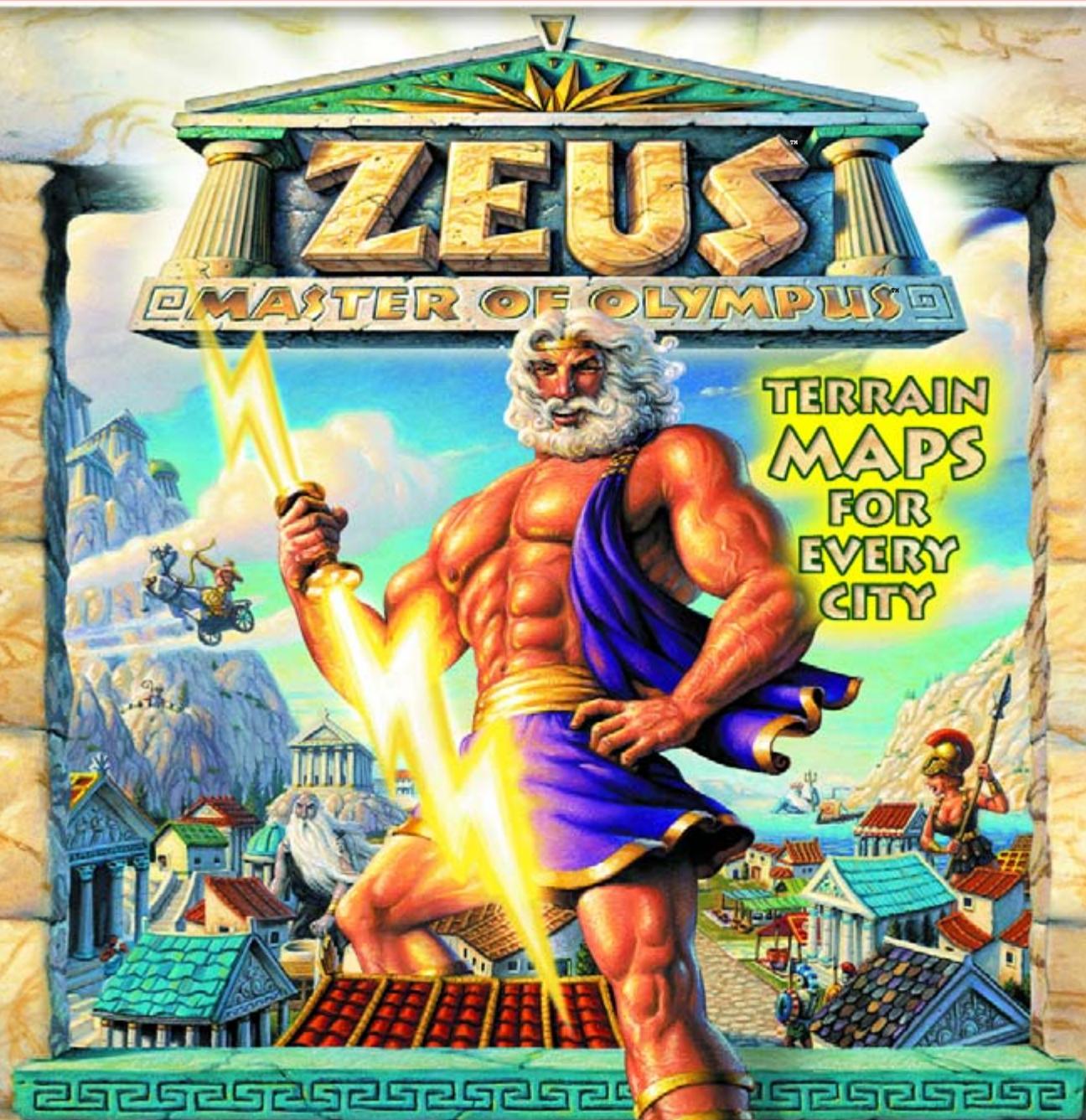


# PRIMA'S OFFICIAL STRATEGY GUIDE



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AN INCAN  
MONKEY GOD STUDIOS  
PRODUCTION



PRIMA'S OFFICIAL  
STRATEGY GUIDE

# CREDITS

<b>Writer</b>	Chris McCubbin	<b>Game Art</b>	Darrin Horbal (Art Director), Adam Carriuolo, Bob Curtis, Brian Despain, Mike Malone, Heidi Mann, Andrea Muzeroll, Dennis Rose, Abraham Wiley
<b>Add. Writing</b>	Bill Call, Jim Heath, Beth Loubet, Mark Richmond		
<b>Statistics</b>	Beth Loubet	<b>Many Thanks</b>	Alex Rodberg, Chris Bold, Clay Heaton, Greg Sheppard, Ken Parker
<b>Editor</b>	David Ladyman		
<b>Graphic Design</b>	Raini Madden, Sharon Freilich		
<b>Layout</b>	Tuesday Frase, Sharon Freilich, Raini Madden, Melissa Tyler		
<b>Helpers</b>	David Ladyman, Melissa Tyler, Tuesday Frase		



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ISBN: 7615-3124-6

Library of Congress Card Catalogue Number: 00-10744

# TABLE OF CONTENTS

<b>How to Use this Book . . . . .</b>	<b>5</b>
<b>Handy Information . . . . .</b>	<b>7</b>
Gameplay . . . . .	7
Goals . . . . .	7
Terrain . . . . .	8
Buildings . . . . .	8
Housing Stats . . . . .	9
Buildings . . . . .	10
Roads, Roadblocks, Walkers and Crossings . . . . .	12
Housing . . . . .	14
Disgruntled Citizens . . . . .	16
Hygiene & Safety . . . . .	16
Husbandry . . . . .	16
Raw Materials . . . . .	18
Industries, Workers and Unemployment . . . . .	19
Distributing Goods . . . . .	20
Money . . . . .	21
Culture . . . . .	22
Trade . . . . .	23
Gods and Sanctuaries . . . . .	24
<i>Zeus (Ruler of Heaven) . . . . .</i>	<i>25</i>
<i>Poseidon (Ruler of the Sea) . . . . .</i>	<i>25</i>
<i>Hades (Ruler of the Underworld) . . . . .</i>	<i>26</i>
<i>Demeter (Goddess of Fertility) . . . . .</i>	<i>26</i>
<i>Athena (Goddess of Warriors, Crafts and Wisdom) . . . . .</i>	<i>27</i>
<i>Artemis (Goddess of Hunters) . . . . .</i>	<i>27</i>
<i>Apollo (God of Prophecy and Healing) . . . . .</i>	<i>28</i>
<i>Ares (God of War) . . . . .</i>	<i>28</i>
<i>Hephaestus (God of the Forge) . . . . .</i>	<i>29</i>
<i>Aphrodite (Goddess of Love and Passion) . . . . .</i>	<i>29</i>
<i>Hermes (God of Travel and Commerce) . . . . .</i>	<i>30</i>
<i>Dionysus (God of the Vine) . . . . .</i>	<i>30</i>
Heroes . . . . .	31
<i>Achilles . . . . .</i>	<i>31</i>
<i>Hercules . . . . .</i>	<i>31</i>
<i>Jason . . . . .</i>	<i>32</i>
<i>Odysseus . . . . .</i>	<i>32</i>
<i>Perseus . . . . .</i>	<i>32</i>
<i>Theseus . . . . .</i>	<i>32</i>
Monsters . . . . .	33
Diplomatic Relations . . . . .	33
Requests and Demands . . . . .	34
Military and Combat . . . . .	34
Cities and the World . . . . .	37
Natural Disasters . . . . .	37
Building the Perfect City . . . . .	38
<i>Getting Started . . . . .</i>	<i>38</i>
<i>Some Fine Points . . . . .</i>	<i>40</i>
Design Strategies . . . . .	42
<i>The Strip . . . . .</i>	<i>42</i>
<i>The Donut . . . . .</i>	<i>44</i>
<i>Elite Housing . . . . .</i>	<i>46</i>
<b>Zeus and Europa . . . . .</b>	<b>50</b>
Thebes Map . . . . .	50
Episode 1: Founding of Thebes . . . . .	53
Episode 2: The Serpent . . . . .	56
Episode 3: Ares' City . . . . .	60
Episode 4: The Cretan Princess . . . . .	63
Cydonia Map . . . . .	64
Episode 5: The Wedding Present . . . . .	67
Episode 6: The Wine Crisis . . . . .	70
Episode 7: The Maenads' Rampage . . . . .	73
Episode 8: Pretender to the Throne . . . . .	76



## TABLE OF CONTENTS (CONT.)

<b>Perseus and Medusa . . . . .</b>	<b>78</b>
Argos Map . . . . .	78
Episode 1: A New Way of Life . . . . .	82
Episode 2: The City Grows . . . . .	84
Episode 3 (5): Artemis' Revenge . . . . .	86
Calydon Map . . . . .	87
Episode 4: The Hero Perseus . . . . .	90
Episode 5 (3): The Eastern Frontier . . . . .	92
Miletos Map . . . . .	93
Episode 6: The Gorgon or The Bad Hair Day . . . . .	96
<b>The Voyages of Jason . . . . .</b>	<b>100</b>
Iolcus Map . . . . .	100
Episode 1: Rescuing a Hero . . . . .	103
Episode 2: Return of Theseus . . . . .	106
Episode 3: A New Hero Arrives . . . . .	109
Episode 4a: The Way of the Sickle . . . . .	112
Corcyra Map . . . . .	113
Episode 4b: The Way of the Sword . . . . .	116
Corinth Map . . . . .	117
Episode 5: Iolcus Thrives . . . . .	120
<b>The Labors of Hercules . . . . .</b>	<b>124</b>
Tiryns Map . . . . .	124
Episode 1: The Labors Begin . . . . .	127
Episode 2 (4,6): The Amazon World . . . . .	130
Ephesus Map . . . . .	131
Episode 3: Gods in the World . . . . .	134
Episode 4 (2, 6): The Hydra . . . . .	137
Lerna Map . . . . .	139
Episode 5: War with the Centaurs . . . . .	141
Episode 6 (2, 4): A Fallen God . . . . .	144
Lemnos Map . . . . .	145
Episode 7: The Tables have Turned . . . . .	148

<b>The Peloponnesian War . . . . .</b>	<b>152</b>
Sparta Map . . . . .	152
Episode 1: A Kingdom Reborn . . . . .	155
Episode 2: Sparta on the Rise . . . . .	158
Episode 3: War with Persia . . . . .	161
Episode 4a: The First Skirmishes (Taras) . . . . .	164
Taras Map . . . . .	165
Episode 4b: The First Skirmishes (Ithaca) . . . . .	168
Ithaca Map . . . . .	169
Episode 5: All Out War . . . . .	172
<b>Athens Through the Ages . . . . .</b>	<b>176</b>
Athens Map . . . . .	176
Episode 1: Unlikely Beginning . . . . .	180
Episode 2: Breaking the Bonds . . . . .	182
Episode 3 (5): The Silver Mines . . . . .	184
Laurion Map . . . . .	185
Episode 4: Revolt in Ionia . . . . .	186
Episode 5 (3): Land of Plenty . . . . .	189
Amphipolis Map . . . . .	191
Episode 6: Vengeance . . . . .	192
Episode 7: A Bride for a Hero . . . . .	195
<b>The Trojan War . . . . .</b>	<b>200</b>
Aulis Map . . . . .	200
Episode 1: The Oath . . . . .	203
Episode 2: The Beauty Contest . . . . .	207
Episode 3 (5): The Great God Zeus	210
Episode 3: Achilles the Warrior . . . . .	210
Pregamum Map . . . . .	213
Episode 4: The Hero Odysseus . . . . .	215
Episode 5 (3): Achilles the Warrior . . . . .	218
Tenedos Map . . . . .	221
Episode 6: The Ingenious Plot . . . . .	223
<b>History and Mythology . . . . .</b>	<b>226</b>

# HOW TO USE THIS BOOK

*Prima's Official Guide to Zeus: Master of Olympus* is divided into two parts.

The first chapter contains general tips and strategies. It consists of a convenient compendium of basic strategic facts, followed by an explanation of more advanced city-building and optimizing strategies.

The second part, the meat of the book, contains exhaustive descriptions of each of the seven historical/mythological adventures in the game, in order of complexity.

These write-ups include the in-game prologues and epilogues to each episode, goals, events, and complete details on production and trade for your city in that episode, plus a detailed walkthrough telling you exactly how to win the episode.

For these walkthroughs we've taken an anthology approach. There's no one "right" way to play an episode of *Zeus*, so to present players with a variety of options we distributed the seven adventures to five different players.

The most basic episode, *Zeus and Europa*, we gave to a novice at city-building games, to allow him to make newbie mistakes and help you to avoid them. The other episodes were divided up between four experienced city builders, each of which brought their own strategy to the adventure. Some of the walkthroughs are based on a strong, aggressive militaristic approach, while others are based more on a passive, long-term development strategy. But they all work. Hopefully, among the options, you'll be able to find advice that best fits your personal playing style.

You'll also find the start date for the adventure, the initial amount of funds to work with, gods, heroes and monsters to encounter and basic statistics for the existing cities.

The start date is the date listed at the top of the game screen at the beginning of the first episode of the adventure. All other dates throughout the adventure are based on this date.

Initial funds for each adventure change depending on the setting you've chosen for difficulty level. There are five difficulty levels and three fund levels: (Beginning) / (Mortal, Hero, Titan) / (Olympian).

Opponents and proponents are the gods you'll most likely be dealing with during the adventure. Opponents begin the adventure ready to throw hardship into your path, and proponents begin with a helpful attitude. (This doesn't mean that the opponents will constantly be harassing you, or that you'll be receiving steady assistance and gifts from the proponents – but it could happen.) Be careful of relying on this information, though. Gods have been known to change their minds!

Heroes listed will be available to call on for help during that adventure. All of the heroes are not always available, and the game will let you know through the Mythology / Hero's Hall button who your best choice is at any time. To summon a hero, though, you have to fulfill certain conditions. They're busy people and can't just run around Greece fulfilling everyone's whim, you know. Fulfill those conditions, and you'll have a good warrior on your side.

The monsters list lets you know what to prepare for as far as wandering destruction. Monsters and heroes are basically a matched set, with



## PRIMA'S OFFICIAL STRATEGY GUIDE

each monster having a hero who knows just how to stop it. Getting ready to call the right hero before the monster attacks can make all the difference, at least in your peace of mind.

The cities listed are the ones you'll find sometime during the adventure on the world map. Each has a status, which often changes during the course of the adventure. They begin the adventure as either a home city, rival, ally, distant trading partner, enchanted place or potential colony. Enchanted places are only used as destinations for hero quests. They are not available for trade or other events. Most cities are not paying or receiving tribute at the beginning of an adventure, so the amounts listed are what would be paid or received if that status changes during the adventure. Each city entry also lists trade goods available from that city and goods that city is buying, along with the price they pay or accept. Goods listed with "sometimes" rather than a price are more unpredictable as to their availability and price. Your home city is also listed with trade goods, and this list applies during the times when you're playing from a colony.

Under each episode name, you'll find several helpful facts. The Goals list repeats the list of goals for each episode that you can find in the game, in a form you can easily access while playing. Sanctuaries Allowed lets you know how many sanctuaries you'll be able to build during that episode. City Resources gives you an easy-to-use list of usable resources and trade goods your current city can produce. Available Buildings lists all of the buildings you'll be able to build and, just in case it's easier to check the other way around, we give you a list of Unavailable Buildings, too.

The Events list gives you detailed information about the events occurring in the game at certain times. You'll see messages relating to these events popping up during play, but sometimes it's nice to be forewarned. This list will give you information on who else is involved (other city, god, monster, hero), what the event is (request for goods or money, request for troops, gift, invasion, disaster, quest, supply and demand change for trade, status change for a city) and what year it happens (see below). You'll also find numbers for some events (amount for price changes, numbers of troops, etc.) and map marker locations for invasions. Monster attacks are graded as Reactive (don't bother them and destruction will be minimal), Active, Very Active or Aggressive (just stand back and call in the hero). Natural disasters come in three types: earthquake, lava flow and tidal wave. Each of these are marked on the maps and can occur in four levels of destruction: annoyance, crisis, devastation and catastrophe.

Dates for events are given as EY (episode year). Episodes begin in different years, depending on how long you enjoyed the previous episode. Simply subtract the EY number from the start date of that particular episode and you'll have the date of that event. (I.e., for an episode with a start date of 795 BC, an event with a date of EY 2 occurs in 793 BC.)

# HANDY INFORMATION

## GAMERPLAY

- ☞ The Overview tab is your best tool for keeping tabs on what's happening where. It tells you in a compact manner how popular you are, how food supplies are, as well as the current level of unemployment, hygiene and unrest. You can also see how the treasury's faring and view any threats near your city. Finally, you can assess the requests from leaders of nearby cities.
- ☞ If you quickly realize that you've made an awful mistake and wasted a lot of money, you can reverse the action by clicking Undo. It only stays lit for a few moments, so you need to be quick with the mouse if you want to recoup your cash.
- ☞ You are omniscient — if there's something noteworthy taking place in your realm, all you have to do to observe it is to click one of the lit Go To buttons.
- ☞ If you can't see what you need to see, try rotating the city. Each click of the Rotate City button turns the city 90 degrees.
- ☞ Always use the Autosave feature! There's not much worse than losing a city you've worked long and hard to develop.
- ☞ Your popularity should be one of your primary concerns at the start of an episode. When your popularity is high, everyone wants to live in the city. When it's low, people begin to move away. Popularity is boosted by the following things:

High wages  
Low taxes  
Well-stocked food supplies  
Low unemployment rate  
Low debt  
Few false calls-to-arms

- ☞ If you're having trouble getting used to the interface, turn on the Help balloons in the Help menu. This causes popup text to display when you move your mouse over a button or object.
- ☞ Nearby leaders who make requests will be patient ... to a point. If you wait too long to comply with their request, you lose standing with them. The only exceptions to a leader's patience are requests for military forces, which essentially expire at the end of the battle.
- ☞ If your citizens are hungry, both popularity and hygiene suffer.
- ☞ You can display the Overview Map on all tabs by clicking the Overview Map Tab at the top of the Control Panel.

## GOALS

- ☞ Adventures are broken down into episodes. Each episode has several goals that get checked off as you complete them. To view completed goals, use the Goals button in the Control Panel.
- ☞ You can fail an episode in one of three ways:
  - 1) Your city incurs excessive debt for several years in a row, and the people oust you.
  - 2) You are beaten by a rival who has defeated you once previously.
  - 3) Your parent city is destroyed or overcome during your absence.
- ☞ To view your goals for the current episode, click the checkmark onscreen.



## TERRAIN

- ☞ Grasslands can support any type of building, but not farms or livestock.
- ☞ People can easily walk across grasslands and meadows.
- ☞ Don't put too many buildings on meadows. These areas are best suited for husbandry.
- ☞ Meadows are a good place for farms, orchards and livestock of all types.
- ☞ Near a forest is the best location for a timber mill. One cautionary note: if you completely clear a forest, no more trees can grow in the area.
- ☞ All natural disasters except for tidal waves permanently alter the terrain and prevent you from rebuilding in that area.

## BUILDINGS

- ☞ If a building refuses to "stick," you may have forgotten to Clear Land prior to placing the building.
- ☞ You can rotate asymmetrical buildings before placing them by pressing [R].
- ☞ Nearly all buildings must be built next to a road to work properly. That road must be connected to a supplier of whatever raw material the building is using. This supplier can either be a Storehouse, Trading Post or Pier.
- ☞ Some less industrial objects don't have to be placed next to roads. These include aesthetic structures, recreation areas and commemorative monuments, walls, olive trees, grapevines and livestock.

- ☞ Don't panic if something happens in the world just as you're carefully examining the city for a perfect building location. You can press [P] to pause the game while you place buildings.
- ☞ Can't remember what a particular building does? Simply right-click on any building to view its details. For help with that particular category of building, click the question mark icon on the window that displays.
- ☞ Don't add too many buildings too quickly, or you may inadvertently create a shortage of workers. You should also concentrate on necessary structures at first so that you don't waste valuable resources (money and workers) on things you don't really need at the moment.
- ☞ In order to keep your buildings safe from hazards, you need a maintenance office. Superintendents from the office will inspect all nearby buildings on their regular route.
- ☞ Superintendents double as firefighters. If a fire breaks out, there's a considerable chance that a Superintendent can put it out before it does too much damage, if one is available.
- ☞ To view the hazard level for each building, click the See Hazards button. This flattens the buildings and displays the hazard level for each.
- ☞ Hazards include fire, earthquake, tidal wave (flood), lava, fallen buildings and blocked roads.
- ☞ Building a trireme wharf requires a lot of manpower and resources. If you're not quite ready or it seems to come along very slowly, send all the wharf builders home until you have all of the necessary raw materials for the wharf.

HOUSING STATS

## EVOLVING/DEVOLVING

Bg - Beginner / Mr - Mortal / Hr - Hero / Tt - Titan / Im - Immortal

	Min. Req.					Appeal					Devolves if Appeal drops to					Culture Requirement	Supply Requirements						
	Bg	Mr	Hr	Tt	Im	Bg	Mr	Hr	Tt	Im	Bg	Mr	Hr	Tt	Im		Food	Water	Fleece	Oil	Armor	Wine	Horse
Hut	-10	-10	-10	-10	0											none	-	-	-	-	-	-	-
Shack	0	0	0	0	10	-12	-12	-12	-12	-2						none	Y	-	-	-	-	-	-
Hovel	10	10	10	10	10	-2	-2	-2	-2	-2						very low	Y	Y	-	-	-	-	-
Homestead	10	10	10	10	20	-2	-2	-2	-2	5						very low	Y	Y	Y	-	-	-	-
Tenement	20	20	20	20	30	5	5	5	5	15						low	Y	Y	Y	-	-	-	-
Apartment	30	30	30	40	40	15	15	15	15	25						low	Y	Y	Y	Y	-	-	-
Townhouse	100	100	100	100	100	25	25	25	35	35						moderate	Y	Y	Y	Y	-	-	-
Vacant/Devolved	40	46	50	50	55						can't					-	-	-	-	-	-	-	-
Residence	50	56	60	60	65	36	42	46	46	50						moderate	Y	-	Y	Y	-	-	-
Mansion	60	66	70	70	75	46	52	56	56	60						high	Y	-	Y	Y	Y	-	-
Manor	70	76	80	80	85	56	62	66	66	70						higher	Y	-	Y	Y	Y	Y	-
Estate	100	100	100	100	100	66	72	76	76	80						highest	Y	-	Y	Y	Y	Y	Y

## OTHER FACTORS

	Number of Soldiers		Population Capacity	Armor Capacity	Horse Capacity	Base Tax Rate				
	Bg-Tt	Im				Bg	Mr	Hr	Tt	Im
Hut	0	0	8	0	0					1
Shack	0	0	16	0	0					1
Hovel	1/5	1/7	24	0	0					1
Homestead	1/5	1/7	32	0	0					2
Tenement	1/4	1/5	40	0	0					2
Apartment	1/4	1/5	48	0	0					2
Townhouse	1/4	1/5	60	0	0					2
Vacant/Devolved	0	0	0	2	0					-
Residence	0	0	6	2	1	25	25	22	20	18
Mansion	1/5	1/5	10	2	2	25	25	22	20	18
Manor	1/4	1/4	16	4	4	25	25	22	20	18
Estate	1/5	1/4	20	4	4	25	25	22	20	18



VACANT LOT



VACANT ELITE LOT



HUT



ABANDONED ELITE HOUSING



# PRIMA'S OFFICIAL STRATEGY GUIDE

## BUILDINGS

Bg - Beginner / Mr - Mortal / Hr - Hero / Tt - Titan / Im - Immortal

Item/Structure	Size	Cost (listed by difficulty)					Appeal (distance in tiles)						Employs	Chance of Fire	Chance of Collapse	
		Bg	Mr	Hr	Tt	Im	1	2	3	4	5	6				
<b>POPULATION</b>																
Common Housing	2 x 2															
Hut		10	15	20	25	30	-						O	high	none	
Shack			-				-						O	high	none	
Hovel			-				-						O	high	none	
Homestead			-				-						O	high	none	
Tenement			-				-						O	high	none	
Apartment			-				-						O	high	none	
Townhouse			-				-						O	high	none	
Elite Housing	4 x 4															
Vacant		100	150	200	250	300	-						O	high	none	
Devolved			-				-						O	high	none	
Residence			-				2	2	1	1			O	high	none	
Mansion			-				3	3	2	2			O	high	none	
Manor			-				4	4	3	3			O	moderate	none	
Estate			-				6	6	5	5			O	low	none	
<b>HUSBANDRY</b>																
Wheat Farm	3 x 3	20	36	45	55	65	-3	-2	-1	-3			10	moderate	low	
Onion Farm	3 x 3	20	36	45	55	65	-4	-4	-3	-3			10	low	moderate	
Carrot Farm	3 x 3	20	36	45	55	65	-2	-1					10	low	moderate	
Grapevine/Olive Tree	1 x 1	3	5	6	7	10	1						O	none	none	
Growers' Lodge	2 x 2	25	40	50	63	75	-3	-2					I2	moderate	none	
Carding Shed	2 x 2	16	30	35	42	50	-5	-3	-1				8	moderate	none	
Sheep	1 sheep	4	7	8	10	15	-						O	none	none	
Dairy	2 x 2	16	30	35	42	50	-5	-3	-1				8	moderate	none	
Goat	1 goat	4	7	8	10	15	-						O	none	none	
Fishery/Urchin Quay	2 x 2	30	50	65	76	100	-15	-13	-11	-9			10	moderate	moderate	
Hunting Lodge	2 x 2	20	32	40	50	60	-6	-6	-8	-8			8	high	very low	
<b>INDUSTRY</b>																
Foundry	2 x 2	60	105	120	120	180	-10	-9	-8	-7	-6	-5	I5	none	very high	
Masonry Shop	2 x 2	75	120	150	180	225	-6	-5	-4	-3			I5	none	very high	
Mint	2 x 2	100	160	200	240	300	-10	-10	-8	-8	-6	-6	I5	none	very high	
Olive Press	2 x 2	45	72	90	105	135	-4	-4	-2	-2			I2	none	high	
Sculpture Studio	2 x 2	100	160	200	240	300	-2	-1					I8	very low	very high	
Timber Mill	2 x 2	35	60	75	90	125	-5	-4	-3	-2			I2	very high	none	
Winery	2 x 2	45	72	90	105	135	4	3	2	1			I2	none	moderate	
<b>DISTRIBUTION</b>																
Granary (8 slots)	4 x 4	50	80	100	120	150	-12	-10	-8	-6			I8	high	high	
Storehouse (8 slots)	3 x 3	25	40	50	60	75	-2	-2	-2	-2			I2	moderate	none	
Pier (15 slots)	4 x 4 and 2 x 2	100	150	200	240	300	-2	-2	-2	-2			24	moderate	none	
Trading Post (15 slots)	4 x 4	100	160	200	240	300	-2	-2	-2	-2			24	moderate	none	
Common Agora (3 ven)	3 x 6	25	40	50	60	75	I2	I2	I0	I0	8	8	O	moderate	none	
Grand Agora (6 ven)	5 x 6	50	80	100	120	150	I2	I2	I0	I0	8	8	O	moderate	none	
Vendor (any of the 6)	(2 x 2)	10	16	20	24	30	-						4	none	none	
<b>OTHER</b>																
Road	1 x	2	2	3	4	5	-						O	none	none	
Roadblock	1 x 1	2	3	4	5	10	-						O	none	none	
Dig (shovel) (per tile)	any	1	2	2	2	3	-						O	none	none	

Item/Structure	Size	Cost (listed by difficulty)					Appeal (distance in tiles)						Employs	Chance of Fire	Chance of Collapse	
		Bg	M	Hr	Tt	Im	1	2	3	4	5	6				
<b>HYGIENE &amp; SAFETY</b>																
Fountain	2 x 2	16	30	35	42	50	4	4	2	2			4	none	moderate	
Infirmary	4 x 4	35	56	70	85	105	-2	-2	-2	-2			11	moderate	moderate	
Maintenance Office	2 x 2	10	16	20	24	30	-						5	low	none	
Watchpost	2 x 2	20	32	40	48	60	-2	-1					6	none	moderate	
<b>ADMINISTRATION</b>																
Palace	6 x 9	125	175	250	300	400	18	18	18	15	15	15	0	low	low	
Tax Office	2 x 2	25	40	50	60	75	-4	-3					8	moderate	none	
Water Crossing (per tile)	1 x	8	12	15	16	20	-						0	none	none	
<b>CULTURE</b>																
College	3 x 3	30	50	65	75	100	-5	-2					12	none	moderate	
Drama School	3 x 3	16	30	35	42	50	-						10	none	high	
Gymnasium	3 x 3	30	60	75	90	120	-						7	none	low	
Podium	2 x 2	15	24	30	35	45	3	2	1				4	none	low	
Stadium	5 x 10	200	320	400	500	600	-						45	none	moderate	
Theatre	5 x 5	60	100	120	145	180	6	5	4				18	none	high	
<b>MYTHOLOGY</b>																
Artisans' Guild	2 x 2	35	60	75	90	125	-6	-6	-5				25	moderate	none	
Hero's Hall	4 x 4		0				15	15	13	13	11	11	0	none	none	
Zeus' Stronghold	16 x 24		2920				20	18	16	14	12	10	75	none	none	
Promontory of Poseidon	14 x 21		2480				20	18	16	14	12	10	75	none	none	
Arbor of Athena	12 x 16		2160				20	18	16	14	12	10	60	none	none	
Artemis' Menagerie	10 x 16		1520				20	18	16	14	12	10	60	none	none	
Gates of Hades	14 x 21		1320				20	18	16	14	12	10	75	none	none	
Ares' Fortress	8 x 13		960				20	18	16	14	12	10	50	none	none	
Oracle of Apollo	10 x 16		920				20	18	16	14	12	10	60	none	none	
Garden of Demeter	12 x 18		840				20	18	16	14	12	10	60	none	none	
Forge of Hephaestus	8 x 13		760				20	18	16	14	12	10	60	none	none	
Aphrodite's Haven	6 x 14		720				20	18	16	14	12	10	50	none	none	
Hermes' Refuge	6 x 12		640				20	18	16	14	12	10	45	none	none	
Grove of Dionysus	6 x 10		400				20	18	16	14	12	10	45	none	none	
<b>MILITARY</b>																
Armory	2 x 2	40	65	85	100	125	-8	-7	-6	-5			18	very high	none	
Gatehouse	2 x 5	20	60	80	100	120	-						0	none	none	
Horse Ranch	3 x 3 and 4 x 4	100	160	200	240	300	-10	-9	-8	-7			15	moderate	none	
Tower	2 x 2	50	80	100	120	150	-4	-4	-4	-4			15	none	none	
Trireme Wharf	3 x 3	75	125	150	200	225	-12	-12	-10	-10			100	moderate	moderate	
Wall (per tile)	1 x	2	3	5	6	8	-						0	none	none	
<b>AESTHETICS</b>																
Avenue (per pair)	2 x	10	16	20	25	30	3	2	1				0	none	none	
Bench	1 x 1	6	10	12	15	20	2	2	1	1			0	none	none	
Boulevard (per trio)	3 x	15	24	30	36	45	3	3	2	2			0	none	none	
Column	1 x 1	6	10	12	15	20	4	2					0	none	none	
Commemorative Mon.	3 x 3		0				30	30	25	25	20	20	0	none	none	
Fish Pond	4 x 4	60	100	125	145	185	18	15	12	9	6	3	0	none	none	
Flower Garden	2 x 2	20	32	40	50	60	8	7	6				0	none	none	
Gazebo	2 x 2	20	32	40	50	60	6	5	4	3	2	1	0	none	none	
Hedge Maze	3 x 3	40	70	85	105	125	12	11	10	9			0	none	none	
Park (per tile)	any	6	10	12	15	20	3	2	1				0	none	none	



## ROADS, ROADBLOCKS, WALKERS AND CROSSINGS

- ☞ Don't cut off the start or end of the road that leads to the rest of Greece. This could potentially cut you off from the outside world. (If you do this by mistake, you'll be notified and have an opportunity to repair it. Once you restore the passage by repairing the road, land trade resumes.)
- ☞ If you're having a problem with walkers going wherever they please, put up a roadblock. This will keep them from traveling down that road. (People with a specific destination, however, don't pay any attention to roadblocks.)
- ☞ Make sure that you connect all production-related objects with a fairly direct road! You can't deliver, export or refine goods if they can't be taken from Point A to Point B. This applies to all types of goods, including produce, livestock, timber, oil, and so forth.
- ☞ The road conditions give you an instant clue as to the status of a neighborhood. If the roads all appear rough and dull, the area is not very desirable. Nearly perfect neighborhoods have shiny, pristine roads.
- ☞ If the roads don't tell you enough, use the See Appeal button. Sectors will then be marked by different shades of color. The lighter the shade, the better the appeal of the neighborhood.
- ☞ Immigrants can walk across open land to reach housing, and emigrants do not need roads to leave your city.
- ☞ If an earthquake breaks a road, laying road tiles builds a bridge over it to patch things up.

☞ You should separate the industrial sectors of your city from your residential neighborhoods by using roadblocks. This keeps roaming walkers that service your residential neighborhoods from wasting their time in an industrial area.

☞ Some walkers occasionally abandon the road:

Goat Herder  
Shepherd  
Silver Miner  
Copper Miner  
Lumberjack  
Artisan  
Soldier  
Immigrant  
Emigrant  
Vagrant  
Deliveryman (if picking up goods)  
Superintendent (if fighting a fire)

☞ Roaming walkers won't pass through a gatehouse, but walkers with a specific destination will pass through one.

☞ Some walkers have a specific destination, and thus are called destination walkers. Other walkers won't stop at a roadblock because they're (presumably) on their way to somewhere important. These include:

Athlete  
Clerk  
Citizen (Disgruntled)  
Healer  
Nobleman  
Outlaw  
Peddler

- Finally, some citizens switch from destination walkers to roaming walkers, depending on where they are. Competitors, philosophers and actors are all destination walkers before they reach their original destination (the stadium, podium and theater, respectively), but then they become roaming walkers.

Walker Ranges	Roaming	Destination
Healer	28	
Waterbearer	28	
Competitor	35	75 (to stadium)
Actor	35	75 (to theater)
Philosopher	35	100 plus (to podium)
Clerk	35	
Maintenance Superintendent	45	
Watchman	45	
Agora Peddler	45	
Agora or Storehouse Deliveryman		100 plus
Herders, Hunters, Miners and Lumberjacks		100 plus



- Roaming walkers retrace their path when they reach the end of their range, even if completing a loop back home would be shorter at that point.
- You can build an avenue or boulevard over an existing road or park. The general public finds both of them aesthetically pleasing.
- Avenues are twice as wide as roads, while boulevards are three times as wide.
- You can expand your city across a body of water by building a water crossing. The coastlines on both shores must be fairly straight to accommodate the crossing.
- Ships cannot pass a small water crossing.
- You can't build two water crossings immediately adjacent to one another.



INFIRMARY



ARMORY



CARDING SHED



MINT



## HOUSING

- ☞ Elite-class citizens won't come to your city until it's well-populated with workers that live in common housing.
- ☞ As democracy demands, the people both drive your actions and are affected by them. This applies to all aspects of the game, but especially housing.

What type of housing the working class develops depends on what you've given them so far. Citizens are at first happy with huts, but then they want shacks and clean water. Then, they turn their shacks into hovels and request certain goods. At some point, they turn hovels into homesteads. If you provide citizens with even more perks, they eventually turn the homesteads into tenements. These evolve into apartments, then townhouses.
- ☞ When you build an elite house, you must have ample food, fleece and oil stored in your city. Like all desirable suburbs, the neighborhood must be safe, beautiful and culturally enriched.
- ☞ Houses are highly sensitive to the state of your city. If citizens in an area lack something, the neighborhood can quickly deteriorate into a less desirable state.
- ☞ Sometimes, you can actually use the deterioration of housing to your advantage. For instance, if you need more elite infantry, don't provide all of your elite citizens with horses. This causes them to remain footsoldiers for a while longer.
- ☞ You can use the See Supplies button to check the supply levels for a particular house. Small icons denoting what the house needs appear above a picture of the house. The background flashes bright red if any supply has dropped to a critical level.

- ☞ The magnifying glass on the Husbandry Tab helps you track and plan the foodstuffs in your city. That same tab also has an option that enables you to view only your Husbandry structures.
- ☞ Citizens don't like to live close to granaries, infirmaries, fisheries, urchin quays, mints, foundries, horse ranches, armories or trireme wharves. In general, if it smells bad or is excessively ugly or loud, it degrades the neighborhood.
- ☞ Citizens do like to live next to palaces, despite the fact that a palace facilitates tax collection.
- ☞ To make sure a building stays in good shape, have a maintenance office superintendent pass by on a regular basis.
- ☞ An infirmary, fountain, and maintenance office all help maintain good Hygiene ratings.
- ☞ A watchpost helps keep the common citizens from revolting or committing crimes.
- ☞ Once you have your city supplied and protected, you can concentrate on adding aesthetic and cultural structures.
- ☞ Aesthetic structures don't need to be built along a roadside. They can generally be divided into three categories:
  - Beautification Structures (columns, parks, boulevards, avenues)
  - Recreational Areas (bench, flower garden, gazebo, maze, fish pond)
  - Commemorative Monuments (see below)
- ☞ Benches are small, while flower gardens and gazebos are larger. A hedge maze occupies even more room, and a fish pond is the largest recreational area you can build.

- ☞ Commemorative monuments are allocated according to some great accomplishment. People like to live close to them in order to continually admire what they represent:
  - Population (reaching 1000, 2000, 5000, 10,000, 15,000, 20,000 and 25,000 for the first time)
  - Happiness (loyalty and satisfaction)
  - Scholar (victory in the Pythian/Isthmian Games)
  - Athlete (victory in the Nemean/Olympian Games)
  - Conquest (victory over another city)
  - Colony (successful satellite community)
  - Diplomacy (new ally in a nearby city)
  - God Statues (completion of a god's quest)
  - Hero (victory over a monster)
- ☞ When part of a house falls across a "desirability" boundary, sometimes the house gets the benefit, and sometimes it doesn't.
- ☞ Various columns indicate a building's status in the appropriate view. In some cases, a tall column is better; in other cases, a short column is better. This lists each type:

Shorter is better	Taller is better	Lighter is better
See Disease	See Water	See Appeal (not a column)
See Unrest	See Hygiene	
See Hazards	See Tax Income	
	See Philosophers	
	See Actors	
	See Competitors	
	See All Culture	

- ☞ Using the See Appeal button, sectors will be marked by different shades of color. The lighter the shade, the better the appeal of the neighborhood.
- ☞ Elite houses don't need a fountain — they have on-site water facilities.

In order for common housing to evolve, it needs to have a fountain nearby. Like buildings, a fountain must be located next to a road to make it conveniently accessible. Water bearers will then come to the fountain and distribute water to the citizens.

Since much of the game is centered around houses and the mindset of their occupants, it's a good idea to keep an eye on what's been happening at a house. You can do this by clicking the "See" button for a particular interest (for instance, See Philosophers, See Healers, See Water, etc.).

When you do so, all buildings flatten and vertical levels for that interest display at each location. The lower the level, the longer it's been since that house has been supplied with that interest. An "interest" refers to anything tangible that can be provided, such as food, water, philosophical guidance, healing, exercise or theatrical presentations.

Building a sanctuary is a multiple step process. First, you must lay the proper amount of marble (and pay the startup costs). Then, you must employ artisans and provide them with more marble, plus wood and sculptures to finish out the sanctuary.

When you build a sanctuary, you must save up four ox-cart loads of marble, wood and sculptures. The sanctuary cannot progress until you've accumulated at least that much material, all in the same location.

Building columns and archways make neighborhoods more appealing.

You can build three types of columns — Corinthian, Ionic or Doric. Placing two columns adjacent to one another forms an archway.



## DISGRUNTLED CITIZENS

- ☞ Citizens can become disgruntled for many reasons:
  - lack of food
  - lack of housing
  - lack of wages
  - high taxes
  - high debt
  - extended military duty
- ☞ A disgruntled citizen disregards road-blocks and is generally obnoxious. Left untended, he or she can turn into an outlaw and rob other citizens. An outlaw can evolve into a thief who preys on houses belonging to the elite. Finally, a thief can be further disgruntled and turn into a full-blown vandal.
- ☞ If you're having a disgruntled citizen problem, build a watchpost to keep the citizens in line.
- ☞ Use the See Unrest button to view the level of unrest in each household.
- ☞ A watchman can arrest outlaws and invaders. However, he's usually ineffective against anyone that's trained and better-armed.

## HYGIENE & SAFETY

- ☞ To keep the masses healthy and disease-free, you must feed them and provide a healer on a regular basis. (Healers are based in an infirmary.)
- ☞ A house marked by a plague must be quarantined for a few months after the occupants succumb.

- ☞ If a city's hygiene level gets too low, a plague is sure to strike. You can use the Hygiene/Safety Tab to see the city's current hygiene and unrest levels.
- ☞ The plague does not spread from house to house. However, if the plague is present, there's a good likelihood that other houses in the area will get the plague. Stricken houses do not have to be adjacent to one another.
- ☞ Citizens can spread the plague. A plague-stricken citizen will often go out for a little fresh air and spread the plague to each house in his path.
- ☞ A healer, watchman or nobleman can remove plague victims from the roads.
- ☞ One out of every three dwellers in an infected house dies. The others spend a couple of months recuperating.

## HUSBANDRY

- ☞ Only one part of a farm needs to be on meadow for the farm to be fertile.
- ☞ Meadows that have been grazed upon eventually grow back. In the meantime, you can build farms and other husbandry structures on meadow.
- ☞ You can place farms only on meadow, and they need to be next to a road.
- ☞ A growers' lodge doesn't need to be located in a meadow to tend olive trees and grapevines.
- ☞ All farms must be located on a road leading to a building that performs food processing. Otherwise, deliverymen won't have anywhere to unload their items.

- To get a full harvest, be sure to place a farm a year earlier than you plan on harvesting its goods. When you start the farm, make sure you have enough employees. If you don't satisfy these two requirements, you'll get only a partial harvest.

**Harvest times:**

January	Olives
April	Carrots and Onions
July	Wheat
October & November	Wine (Grapes)
Continually	Fleece, Cheese, Meat, Fish, Urchins

- Carrots, onions and wheat must be stored in a granary if your citizens plan on consuming them. In order to export them, you must store these foods in the appropriate pier or trading post.
- Both people and horses eat wheat.
- You can deliver wheat directly to a horse ranch for consumption by horses.
- Deliverymen that work on wheat farms always try to deliver wheat to a horse ranch first. If none exists, then the deliverymen take the wheat to a trading facility or granary.
- Wheat for export can be taken to a trading post or pier (assuming that the receiving building is set up to receive wheat).
- You must tell a storehouse to accept a certain good, and may control how much of that good it will accept.
- The more often an olive tree or grapevine is pruned, the more it will grow. If it's not pruned for a long period of time, growth slows or stops entirely.

- Although the growers' lodge doesn't need to be located in a meadow, the actual olive trees and grapevines must be planted in a meadow.
- If a crop has a specific use (i.e., it's used to make olive oil or wine), deliverymen will try to deliver that crop to the appropriate processing building (olive press or winery). If that destination is full, the deliveryman takes the crops to the trading post or pier for export. Failing that, he takes them to a storehouse that's accepting that crop.
- If you haven't finished harvesting by the time the harvest is over, you lose whatever hasn't been picked.
- Each dairy can support eight goats. Similarly, each carding shed can support eight sheep.
- A dairy must be built along a road, but does not have to be on a meadow. The goats themselves do need to graze in a nearby meadow.
- Similarly, a carding shed doesn't need to be in a meadow, but it should be located close to a meadow so that sheep can safely graze.
- You turn milk into cheese at the dairy, and store cheese in a granary or trading facility.
- Sheep and goats eat everything they can in an area and then move into a different meadow area. If they completely ravage an area, you can either let it resprout growth or put a farm or orchard on top of that location.
- If you're missing a goat or sheep, there's most likely a hungry wolfpack in the area — your livestock is their favorite snack.



## PRIMA'S OFFICIAL STRATEGY GUIDE

- ☞ Store fleece in a storehouse for your citizens, and in a trading post or pier if you plan to export it.
- ☞ The closer hunters are to their game, the quicker they'll track down an animal. Occasionally, a boar will dispose of one of your hunters in the process.
- ☞ You can build a hunting lodge on any type of terrain, as long as it's next to a road.
- ☞ After a boar is caught and processed, a deliveryman carries the pork to a granary or trading facility.
- ☞ You can see birds circling over a school of fish in the sea — that's generally a good place to put a fishery. Logically, it must be placed on a straight stretch of coastline. Try to put the fishery as close as you can to the actual school of fish to maximize productivity. Your fishermen will then start to build a boat to fish.
- ☞ A fishery needs unlimited access to deep water in order for fishing boats to be able to sail to the fishing grounds. If the water is on a narrow strait, the fishing boat might not be able to get to the fishing grounds at all.
- ☞ Placing an urchin quay is similar to placing a fishery. However, you need to make sure that the water isn't too deep between the urchin source and the quay, so that the gatherers can easily wade into the water.
- ☞ The shorter the traveling distance for a fisher, hunter or gatherer, the quicker they can catch food.

## RAW MATERIALS

- ☞ You can use the following raw materials to form goods:
  - Marble (found in mottled white areas, usually near rocks)
  - Silver (found in silver nuggets in rocky areas)
  - Copper (found in reddish-brown nuggets in rocky areas)
  - Timber (found in forests)
- ☞ To find out which raw materials are available to you, click the raw materials button on the Industry tab.
- ☞ For maximum efficiency, always try to place refining buildings (structures that do something with a crop or raw material) close to the source for a material.
- ☞ Marble can be used to build sanctuaries, and can be exported to other cities. Rough-cut marble from a quarry is taken to a masonry shop to be cut into slabs. You don't have to place a masonry shop near the quarry, but it speeds up production.
- ☞ You can't have marble delivered directly to a construction site from the quarry — it must be sent to the masonry shop and then a storehouse before it becomes available for local construction. The same rule applies to timber, which must be stored in a storehouse prior to final delivery.
- ☞ Silver is mined in order to produce drachmas, the currency of Greece. Silver ore is mined in rocky areas and then taken to a mint.
- ☞ Drachmas are automatically stored in your treasury once they're minted.

- ☞ Copper ore is combined with existing tin at a foundry to form bronze. You use a sculpture studio to make bronze sculptures and an armory to make armor. Or, you can export the bronze to other cities.
- ☞ Timber is turned into planks that can be used in construction or stored at a trading post or pier for trading.
- ☞ The first priority for wood is delivery to a trireme wharf that's constructing a warship. If no wharves need it, the wood is taken to a trading post or pier that needs it. If neither of these two apply, it is taken to a storehouse, where it can be used for local construction or for trade.
- ☞ You can produce olive oil without growing your own olive trees, as long as you have a source of imported olives and an olive press.
- ☞ Your olive press can receive olives from a storehouse, growers' lodge, trading post or pier.
- ☞ Oil must be stored in a storehouse before oil vendors from the agoras can distribute it.

## INDUSTRIES, WORKERS AND UNEMPLOYMENT

- ☞ Prior to adding buildings to create jobs, make sure you can afford the new wages. Otherwise, you'll trade unemployment for a large debt.
- ☞ You can control your workers' wages; however, they can grow unhappy with what you're paying them.
- ☞ All industries need roads so that employees can get there and goods can be trans-

ported. Also, an industry with a full compliment of workers is more productive than an understaffed one.

- ☞ If you haven't properly connected an industrial site to somewhere that accepts that good, then all production ceases. Similarly, you must connect raw material sites to industrial sites.
- ☞ Exporting has priority over domestic consumption, at least for deliverymen. If your domestic supplies are running low, decrease the amount of goods you're exporting.
- ☞ If you're experiencing an unemployment problem, drop a few new buildings into the city. That creates additional jobs. Be cautious, however, not to throw yourself into debt at the expense of creating jobs.
- ☞ If you shut down an industry, its workers look for new, similar jobs in other parts of the city.
- ☞ Another way to ease unemployment is to destroy workers' housing, forcing them to migrate to other cities in search of work.
- ☞ If you have a shortage of workers, assign higher priorities to the sectors that are most vital to the city's operation. Those sectors will receive new workers first.
- ☞ Some unemployment is a good thing — the key thing to remember is that you want to attain a nice balance between the number of workers you have and the number of available jobs. A little unemployment makes it easier to add new services to your city.
- ☞ If you're having a severe worker shortage, you can be a heartless ruler and knock down a few buildings to cut back on the number of open jobs. You can also temporarily shut down an industry.



## PRIMA'S OFFICIAL STRATEGY GUIDE

- ☞ You can establish priorities for different work sectors (categories of industry). This makes one area more productive and slows down another. Give the most important sectors priority to attract more workers.
- ☞ You can see industries that are in trouble for one reason or another by clicking the See Industry button on the Industry Tab. The icons next to the industry name describe what the problem is.
- ☞ Industry can be divided into raw materials production and workshops. The raw material handlers are the foundry, mint, masonry shop and timber mill. Grapes and olives are also considered raw materials. On the workshop side, goods are produced. The industrial workshops are the winery, olive press and sculpture studio.
- ☞ One industry-related problem could be lost or stuck deliverymen. Many things can slow down the delivery of goods:
  - a) The storage facility is full. The deliveryman will stay there until more workers arrive.
  - b) The deliveryman can't find a road that leads to the storage facility.
  - c) All storehouses, piers and trading posts are full.
- ☞ Artisans tend to make a neighborhood more desirable.

## DISTRIBUTING GOODS

- ☞ Before your citizens can consume a good, it must be stored in a storehouse.
- ☞ A granary can store goods from a farm, urchin quay, boar hunting lodge, dairy or fishery that it has road access to.
- ☞ Food must be present in the granary for a food vendor to secure food for her agora.
- ☞ If an agora is located too far away from its supply of goods, that agora vendor can refuse to travel that far.
- ☞ Each item visible in the storehouse corresponds to a single delivery. A storehouse can hold up to eight different items (one type of item per slot) for a maximum of 32 total loads (4 loads per slot). The number of maximum loads does not vary from good to good. There's one exception, however — sculptures are limited to eight at one time (1 per slot).
- ☞ You can establish different granaries and storehouses for agoras and industrial sectors.
- ☞ You individually control granary, trading post and pier storage by setting orders for each one — Accept, Get, Empty or Don't Accept.
- ☞ Granaries and storehouses don't necessarily have to be connected via roadways.
- ☞ A deliveryman dispatched from a granary will look around for goods that you want to store there. However, he won't take goods from any granary, pier or trading post that is also trying to stock that good.
- ☞ Right-click on an agora to see how many items of what type are currently in the agora.

- ➲ Even if you turn off deliveries of an item to a granary, a food vendor can still retrieve your existing inventory.
- ➲ Storehouses store goods, but not edibles. The only exception is wheat, so it can be earmarked for a horse ranch.
- ➲ You must build an agora in order to distribute goods to the citizens. A common agora can house three vendor stalls, and a grand agora can house six.
- ➲ Vendors pick up their items from storehouses, trading posts and piers. The one exception is a horse trainer, who will procure horses directly from a horse ranch.
- ➲ You don't make any money from an agora — the vendors pocket all of the profits. However, you need agoras to keep the citizens content.
- ➲ If a considerable number of houses in an area seem to be low on food or supplies, you might consider adding another agora nearby.
- ➲ An agora has several states for each commodity — No Vendor, Buying, Not Buying, No Goods, No Supply, Too Distant, Stockpiled, Distributing, No Labor.
- ➲ Trade is an important part of creating a viable city. Below are listed the prices of the items you might want to either export or import. Of course, they won't always be the same, but this is their "fair market value."

Urchin	36	Wheat	30	Fleece	60
Fish	36	Wood	75	Armor	200
Pork	45	Bronze	110	Sculpt.	640
Cheese	45	Marble	84	Ol. Oil	145
Carrots	40	Grapes	42	Wine	160
Onions	40	Olives	38		

## MONET

- ➲ If a leader in another city likes you, he may loan you some drachmas so that you don't fall further into debt.
- ➲ To conserve money, don't import more goods than you really need.
- ➲ Don't build more buildings than you need to support the current population. Expanding industry to create more jobs and items is a good idea, but only after you've drawn and established a good base of citizens.
- ➲ Fewer buildings mean fewer jobs, which means less wages you have to pay.
- ➲ It might seem frivolous to spend your drachmas on gifts and tributes, but that can have a tremendous impact on how well-regarded you are by other Greek cities.
- ➲ You can spend money in a variety of ways:
  - import goods
  - pay wages
  - build new facilities
  - give cash gifts
  - pay tribute
  - bribe enemy invaders
  - provide aid to other cities
- ➲ In order to be a successful leader, you must be able to turn a profit. In fact, if your city is in debt too long, you may be forcibly removed from the city.
- ➲ You have several methods by which to generate income in your city:
  - tax citizens
  - export goods
  - mine silver ore and mint drachmas
  - force other cities to pay tribute
  - receive monetary gifts



## PRIMA'S OFFICIAL STRATEGY GUIDE

- ☞ You must build a palace and one or more tax offices in order to collect taxes from the public.
- ☞ If it's taking your tax office a long time to collect in a certain area, you may want to consider adding another tax office.
- ☞ If you have to import something, try to import raw materials. They're usually cheaper to import than finished goods, and you can finish them out yourself.
- ☞ Houses near a sanctified tax office will pay higher taxes for a while.
- ☞ There are four types of Pan-Hellenic Games — Olympian Games, Isthmian Games, Pythian Games and Nemean Games. One type takes place per year and occurs again four years later. So, the Olympics (and all other game types) take place once each four years.
- ☞ Each type of Pan-Hellenic Game competes in a specific discipline:
  - Isthmian Games (Philosophers: tests of knowledge and ingenuity)
  - Pythian Games (Actors: theatrical competitions)
  - Nemean Games (Athletes and Competitors: athletic prowess)
  - Olympian Games (All culture)

## CULTURE

- ☞ Once citizens have housing and food, they desire more cultural pursuits.
- ☞ Build a college to stimulate philosophy. Once properly trained, philosophers will address the masses on any newly built podiums you provide.
- ☞ Build a gymnasium to increase your citizens' strength and power.
- ☞ Build a stadium in conjunction with a gymnasium, to produce athletes that compete.
- ☞ A city can have only a single stadium. If it's operational and in good standing, you may even get to host the Pan-Hellenic Games.
- ☞ Your citizens will find a theater quite entertaining; however, you must first build a drama school to train actors.
- ☞ You can use the See Culture button to assess the overall culture present in your city.
- ☞ If you win the Pan-Hellenic Games, you duly impress all the other city leaders. You also have the added advantage of being able to build a commemorative monument.
- ☞ In order to host the next Olympic Games, you must win the Olympics and have a working stadium.
- ☞ Hosting the Olympic Games brings a slew of perks. Tourists and competitors from other cities arrive. Other leaders think more highly of your leadership and cultural diversity. Your people are happier, and you're more popular among them. Finally, you get to build yet another commemorative monument to mark the occasion.
- ☞ If you're supposed to host the next Olympic Games, but your stadium gets destroyed beforehand, another city will host the games for you, but you're disgraced and don't get to compete.

- ☞ You can't compete in the games for the current year if you haven't put enough energy into developing participants for whatever cultural competition is slated for that year.
- ☞ The more you invest in a particular cultural activity, the better your chance of winning the games associated with that activity.

## TRADE

- ☞ If you want to export goods to other cities, you must store them in trading posts or at a pier. If a trading post is full, the deliverymen will usually take the goods to a nearby storehouse.
- ☞ A trading ship that delivers goods to you can hold only a limited quantity of items. Therefore, you might not get the requested stock amount in a single load.
- ☞ You can only trade with allies, vassals and colonies. (Note that this doesn't mean they will automatically trade with you.)
- ☞ To convert items marked for trading into local consumable goods, change the trade order to Not Selling. Those items then become available to your citizens.
- ☞ You cannot trade with a rival leader.
- ☞ Trading posts and piers need to be on roads, and they need to be a regular part of the maintenance office superintendent's path. Additionally, a pier must be placed on a straight coastline.
- ☞ Just because you've built a trading post doesn't mean that trade starts. You must specify what goods to trade by right-clicking on the facility.
- ☞ If a trade doesn't give you the amount

you requested, the trader might be out of that good, or his city may have a limit on how much of that good you can buy in a given year.

- ☞ Deliverymen automatically pick up imported goods and attempt to distribute them throughout the city. They can be extremely fast and efficient and can even cause an oversupply of a particular good if you're not careful about ordering a conservative amount of goods.
- ☞ If a trader buys goods from your city's trading posts and piers, money is automatically deposited in your treasury.
- ☞ Don't throw too many goods in your trading posts and piers. After they arrive there, you can't take them out to use in your city without turning off that trade, and once it's picked up by a trader it's gone for good.
- ☞ You can stockpile goods by using the Distribution Tab. Stockpiled goods can't be used by industry, traded, sold to agoras, or used to build anything.
- ☞ Stockpiling a certain amount of specific goods may be necessary to attract a Hero or achieve a victory condition.



## GODS AND SANCTUARIES

- ☞ Twelve gods compete for your attentions, but some are more powerful than others. Here they are, listed by their approximate order of power (and specialty). If you're having trouble in a particular area, try paying homage to the associated god.
  - Zeus (Ruler of Heaven)
  - Poseidon (Ruler of the Sea)
  - Hades (Ruler of the Underworld)
  - Demeter (Goddess of Fertility)
  - Athena (Goddess of Warriors, Crafts and Wisdom)
  - Artemis (Goddess of Hunters)
  - Apollo (God of Prophecy and Healing)
  - Ares (God of War)
  - Hephaestus (God of the Forge)
  - Aphrodite (Goddess of Love and Passion)
  - Hermes (God of Travel and Commerce)
  - Dionysus (God of the Vine)
- ☞ The gods don't all necessarily get along. While one may approve of your actions, others may disapprove and toss obstacles your way.
- ☞ Friendly gods will occasionally drop in on your city to vie for your affections.
- ☞ To worship a god, built him or her a sanctuary. The gods are very particular about their places of worship, however — the more powerful the god, the bigger and more costly the sanctuary. Sanctuaries also beautify the neighborhood.
- ☞ After you complete a sanctuary, the god whose sanctuary you built may see fit to sanctify buildings in your city.
- ☞ A sanctuary provides a peaceful place for you to pray to a particular god.

- ☞ Once you build a sanctuary, you must maintain it in order to keep the gods appeased.
- ☞ Priests inside all sanctuaries must make proper sacrifices — an occasional goat or sheep will do. If none exist, they will sometimes resort to taking food in your granary. To keep tabs on what sanctuaries haven't had a sacrifice in a while and what gods, heroes and monsters are around, click the See Immortals button.
- ☞ While gods who favor you are normally happy to help you out, don't ask them for help too often or they'll become disgruntled.
- ☞ The gods perform favors for you; sometimes, they'll ask for something in return. There are always measurable rewards for completing these favors.
- ☞ There are no time limits imposed on quests assigned by gods.
- ☞ When you *really* fall out of a god's grace, he or she tends to give you things you don't want.
- ☞ Gods can sometimes summon up their favorite monster to invade in their place.

## ZEUS (RULER OF HEAVEN)

- ☞ To construct Zeus' Stronghold, you need the following materials:

<i>Initial Marble</i>	48
<i>Initial Cost</i>	2920
<i>Additional Marble</i>	145
<i>Wood</i>	28
<i>Sculptures</i>	22

- ☞ As the most powerful god, Zeus can help defend you against other gods who try to throw obstacles your way or armies that attack your city.
- ☞ When angry, Zeus takes advantage of his power and destroys your palace and other buildings at random. He also applies curses to various things in your city and stops all trading.
- ☞ Zeus commands Cyclops, the powerful, one-eyed monster. If you displease Zeus, he might send Cyclops into your city.
- ☞ Completing Zeus' Stronghold brings a special gift — an Oracle that prophesies one year into the future. If the priestesses at the Oracle respond to your questions, they can alert you of an event that will happen in a year's time. Occasionally they'll give you a prediction even when you don't ask for it.
- ☞ Being in good standing with Zeus also boosts your reception among other city leaders.
- ☞ He can sanctify many of the city's buildings, if he so chooses. Zeus can perform any sanctification that any other god can perform.
- ☞ Pray to Zeus to enlist his help in repelling the next enemy army that invades your city. If Zeus notices that a particularly strong army is coming to attack your city, he may take it upon himself to crush it on your behalf.

## POSEIDON (RULER OF THE SEA)

- ☞ To construct the Promontory of Poseidon, you need the following materials:

<i>Initial Marble</i>	37
<i>Initial Cost</i>	2480
<i>Additional Marble</i>	103
<i>Wood</i>	20

- ☞ Poseidon controls all buildings that depend on water in some form or fashion.
- ☞ If he's unhappy with you, Poseidon will curse or destroy your wharves, urchin quays and fisheries. He'll also ensure that no sea trading takes place.
- ☞ Poseidon may also unleash his Kraken if he's upset with you.
- ☞ When you build the Promontory of Poseidon, he lets his Kraken patrol the open bodies of water around the city, and urchins and fish are easier to catch.
- ☞ Poseidon will sometimes sanctify your fisheries and urchin quays. While sanctified, urchin quays and fisheries will yield more seafood than usual.
- ☞ He may also sanctify a horse ranch, adding more livestock to the corral.
- ☞ Pray to Poseidon to increase the amount of seafood stored in your granaries, and to make your fisheries and urchin quays more productive. Poseidon won't listen to your prayers unless fish and urchins are in nearby waters.



## HADES (RULER OF THE UNDERWORLD)

- ☞ To construct the Gates of Hades, you need the following materials:

<i>Initial Marble</i>	37
<i>Cost</i>	1320
<i>Additional Marble</i>	140
<i>Wood</i>	28
<i>Sculptures</i>	4
- ☞ If you make him angry, Hades curses your foundries and mints. He also captures all walkers from your city and takes them to the underworld.
- ☞ The three-headed Cerberus is Hades' favorite creature. He may unleash him on you if angered, or let you borrow his protective services if you're in his favor.
- ☞ Ever concerned with money, Hades will sanctify tax offices, mints and foundries.
- ☞ Completing the Gates of Hades promotes the mining of nearby silver ore.
- ☞ Every now and then, Hades appears and sanctifies your mints and foundries in order to stimulate the economy. While sanctified, the houses around the tax office will pay more taxes than they usually do.
- ☞ Worship Hades to persuade him to deposit drachmas in your city's coffers. If Hades notices that you are in dire need, he might give you an instant cash grant.
- ☞ Praying to Hades can also increase production in your foundry.

## DEMETER (GODDESS OF FERTILITY)

- ☞ To construct the Garden of Demeter, you need the following materials:

<i>Initial Marble</i>	27
<i>Cost</i>	840
<i>Additional Marble</i>	110
<i>Wood</i>	20
<i>Sculptures</i>	10
- ☞ Demeter, Goddess of Fertility, rules all of the fertile land in the world.
- ☞ If you fail to impress Demeter, she may place a curse of infertility on your land and destroy your goats, crops and sheep.
- ☞ When you build Demeter's sanctuary, she can sanctify your farms, which causes a greater crop yield. If you suddenly find extra food in your granary, it's probably due to a gracious contribution from Demeter.
- ☞ Building the Garden of Demeter also turns nearby land into fertilized meadow that can support farms, livestock and orchards.
- ☞ Demeter has been known to summon Medusa; Perseus is the only hero who can face Medusa.
- ☞ Demeter sometimes graces your city with her presence and sanctifies farms so that the next harvest is plentiful.
- ☞ Pray to Demeter to receive gifts of food. When times are really hard, she may even bless you with an unsolicited gift of edibles.

## ATHENA (GODDESS OF WARRIORS, CRAFTS AND WISDOM)

- ☞ To construct the Arbor of Athena, you need the following materials:

<i>Initial Marble</i>	24
<i>Initial Cost</i>	2160
<i>Additional Marble</i>	67
<i>Wood</i>	22
<i>Sculptures</i>	8

- ☞ Worship Athena to get more fleece out of your carding sheds.
- ☞ If Athena becomes disgruntled with you, she will weaken your city's defenses by evacuating walls and towers. She'll also stop all olive oil production. She may also unleash a Hydra in your town and require you to seek the help of Hercules.
- ☞ When you build the Arbor of Athena, she bestows upon you a stand of olive trees that can be pruned by Growers. She'll also make your Army more powerful and help to defend your city if it's in danger. Finally, Athena will sometimes contribute to your stash of olive oil and olives.
- ☞ Athena will occasionally make a visit to your city and sanctify any olive presses and carding sheds she passes. While sanctified, they produce more olive oil and fleece than usual.
- ☞ Athena loves olives and holds them sacred. With proper prayer, you may receive gifts of olives and olive oil from her very own arbor. If she notices that you really need them, she may gift you with olives and olive oil even before you pray.

## ARTEMIS (GODDESS OF HUNTERS)

- ☞ To construct Artemis' Menagerie, you need the following materials:

<i>Initial Marble</i>	20
<i>Initial Cost</i>	1520
<i>Additional Marble</i>	63
<i>Wooden Planks</i>	20
<i>Sculptures</i>	6

- ☞ Finishing Artemis' Menagerie brings you two fierce Amazon warrior companies that are loyal to you. It also endows your Hunters with increased hunting skills and helps rid the area of predators.
- ☞ Sometimes, Artemis will provide you with a gift of pork if you're low on food.
- ☞ Angering Artemis can cause her to raise an army of Amazon warriors. She also applies a curse to your hunting lodges and restores any wolf packs in your city to full strength.
- ☞ An incensed Artemis has been known to attack unfit rulers with the Calydonian Boar.
- ☞ You can use Artemis' soldiers just as you would any other troops. Have them defend the city, or send them on campaigns abroad.
- ☞ Artemis herself will sometimes appear in the city and sanctify your hunting lodges. While sanctified, the hunters from the hunting lodge will be able to kill more boar than usual.
- ☞ If you're in her favor, Artemis slays any predator she runs across.
- ☞ Pray to Artemis for a bounty of pork.



## APOLLO (GOD OF PROPHECY AND HEALING)

- » To construct the Oracle of Apollo, you need the following materials:

<i>Initial Marble</i>	20
<i>Cost</i>	920
<i>Additional Marble</i>	145
<i>Wood</i>	28
<i>Sculptures</i>	22

- » Apollo is the only god that will kill a monster.
- » Apollo's sanctuary (the Oracle of Apollo) provides you with an Oracle that helps foretell the future of your city.
- » Apollo can help dispatch any creatures that attack your city.
- » Your citizens will glean cultural experiences from Apollo and experience increased skills. Athletes benefit as well and perform better in the Pan-Hellenic Games.
- » Apollo is also capable of keeping the city healthy and eliminating a bad plague.
- » Apollo will curse your infirmaries when he's angry with you and curse your cultural buildings, forcing them to close temporarily.
- » Apollo's favorite creature to unleash on you is Scylla.
- » Apollo's Oracle allows you to see events up to a year into the future.
- » Apollo can sanctify theaters, gymnasiums, podiums and stadiums in your city. This creates additional actors, athletes, philosophers and competitors.
- » Pray to Apollo to find cures to plagues in your city and improve general hygiene. Sometimes, Apollo will grant this blessing on his own if your city is overtaken by plague.

## ARES (GOD OF WAR)

- » To construct Ares' Fortress, you need the following materials:

<i>Initial Marble</i>	13
<i>Cost</i>	960
<i>Additional Marble</i>	44
<i>Wood</i>	14
<i>Sculptures</i>	2

- » Ares' Fortress brings you two companies of warriors and an occasional glimpse of his pet Dragon, who is particularly fond of consuming predatory mammals.
- » If Ares grows angry, he may invade with four companies of heavenly soldiers or sic his pet Dragon on you.
- » Making Ares happy with you can be rewarding. He will loan you two companies of his fiercest warriors, to help defend the city, or occasionally serve on your military campaigns abroad.
- » Ares' Dragon likes to munch on your four-legged and two-legged enemies.
- » Pray to Ares if you desire his direct intervention in an upcoming military excursion.

## HEPHAESTUS (GOD OF THE FORCE)

- To construct the Forge of Hephaestus, you need the following materials:

Initial Marble	13
Cost	760
Additional Marble	48
Wood	14
Sculptures	6

- When angered, Hephaestus may resort to burning down your buildings and rendering all of your metal brittle and unusable.
- He can also curse your armories and sculpture studios, effectively shutting down armor production.
- An angry Hephaestus may also send Talos, his bronze warrior, into your city if he's unhappy.
- Hephaestus is capable of lessening the chance of fire in your city's buildings.
- If he's in a good mood, he will sanctify armories and sculpture studios, and production in those buildings will get a temporary boost.
- When you complete the Forge of Hephaestus, the nearby area yields copper ore that can be mined to produce bronze.
- While Hephaestus' Forge is operational, no building can catch on fire.
- Hephaestus can sanctify some of your armories and sculpture studios. While sanctified, these industries will produce more weapons or sculptures than usual.
- Pray to Hephaestus and he may send Talos to serve as the guardian of your city for a short while.

## APHRODITE (GODDESS OF LOVE AND PASSION)

- To construct Aphrodite's Haven, you need the following materials:

Initial Marble	11
Cost	720
Additional Marble	41
Wood	14
Sculptures	6

- The prime benefit to building Aphrodite's sanctuary is that your city becomes so beautiful that no one will leave. Build Aphrodite's Haven if you're trying to draw people to your city and bolster the population.
- Aphrodite can sanctify some of the city's housing and add residents.
- If you upset her, she will lead away all the walkers that provide city services and draw away many other citizens.
- Aphrodite may send Hector to attack you when she's angry.
- If Ares, Hephaestus, Hermes or Dionysus launches an invasion, Aphrodite will convince them to leave quietly.
- Pray to Aphrodite if you need additional workers to move into town. Sometimes, she'll do it on her own just to have more followers.



## HERMES (GOD OF TRAVEL AND COMMERCE)

- ☞ To construct Hermes' Refuge, you need the following materials:

Initial Marble	9
Initial Cost	640
Marble	39
Wood	14
Sculptures	2

- ☞ If he answers your prayers, Hermes can fulfill an outstanding request for goods by another city, at no cost to you.
- ☞ Even if you don't ask for it, Hermes will sometimes fulfill an outstanding request on time.
- ☞ If he's displeased, Hermes can steal coins from your treasury and disrupt trade along roads.
- ☞ Hermes' favorite monster is the Minotaur, which he can use to compound your troubles when he's angry.
- ☞ Once you build Hermes' Refuge, he speeds up the deliverymen, trade ships and trade caravans in your city. Traders will also visit more often.

## DIONYSUS (GOD OF THE VINE)

- ☞ To construct the Grove of Dionysus, you need the following materials:

Initial Marble	8
Cost	400
Additional Marble	35
Wood	14
Sculptures	2

- ☞ Anger him, and he may storm away with all of the city's walkers.
- ☞ Dionysus can curse your grapevines if you get on his bad side. All grapes on the vine wither and fall off.
- ☞ The drunken Maenads may be cast upon you by Dionysus if he's upset with your recent actions.
- ☞ Dionysus is concerned, understandably, with the production of wine in your city. Build the Grove of Dionysus for him, and you will see a new grove of grapevines and have a very happy population.
- ☞ Dionysus can sanctify your Wineries and increase wine production in the city.
- ☞ When the Grove of Dionysus is present, no one in the city will turn into an outlaw.
- ☞ Dionysus nearly always sanctifies any wineries he encounters during his visits to your city. When sanctified, a winery will produce more wine than usual.
- ☞ Pray to Dionysus, and he may provide you with wine.

## HEROES

- ☞ Heroes wander the land in search of challenging quests. Certain heroes match up well against certain types of monsters:
  - Hercules (Cerberus, Hydra)
  - Achilles (Hector, Maenads)
  - Odysseus (Scylla, Cyclops)
  - Jason (Talos, Dragon)
  - Theseus (Minotaur, Calydonian Boar)
  - Perseus (Medusa, Kraken)
- ☞ Heroes will only visit if you have a hero's hall and satisfy all of the prerequisites. (Right-click on the hall to see a list.) Whenever a Hero does arrive, he moves into the hero's hall.
- ☞ Once you have a hero in tow, you can send him off to accomplish various quests using the Summary Tab.
- ☞ Heroes will fight any invading forces, but you may need to help them out with your armed forces.
- ☞ Being popular citizens, heroes tend to move from place to place at the end of each episode. Don't expect them to stick around too long.
- ☞ When a hero arrives in town, soldiers return home, or a friendly god appears, a button appears on the Control Panel. Clicking on the button takes you directly to the site of the arrival.

## ACHILLES

- ☞ You can send Achilles on a quest, or ask him to defeat Hector or the Maenad.
- ☞ As a loyal sort of hero, once Achilles visits your city, he's there for the duration of the episode.

- ☞ To draw Achilles, you should pursue a great military victory and keep the peace at home.
- ☞ Achilles is willing to fight other creatures or invading gods. He'll also fight on foreign soil for you.
- ☞ Before Achilles will visit your city, you must place his hero's hall and satisfy these conditions:
  - 32 suits of armor
  - 3 hoplite companies or better
  - A sanctuary to Athena
  - No unrest in the city
  - 16 amphorae of wine

## HERCULES

- ☞ You can ask Hercules to complete a quest, or battle a monster like Hydra or Cerberus.
- ☞ Like Achilles, Hercules remains in town after completing his task.
- ☞ To draw Hercules, develop athletics and culture in the city.
- ☞ Hercules can take on monsters or remote companies of foreign soldiers. He's even been known to defeat invading gods.
- ☞ Before Hercules will visit your city, you must place his hero's hall and satisfy these conditions:
  - Hercules Hall has excellent culture access
  - Win any Pan-Hellenic Game
  - Excellent city-wide gymnasium access
  - 1500 people in the city
  - 32 amphorae of wine



## JASON

- ☞ Call on Jason to complete certain quests or to fight Talos and the Dragon.
- ☞ Jason is the adventurous sort, and he won't consider coming to your city unless it looks fairly interesting. Lots of triremes and horses help.
- ☞ Before Jason will visit your city, you must place his hero's hall and satisfy these conditions:
  - 3 triremes
  - 2 horsemanship companies
  - 64 crates of food
  - 16 amphorae of wine

## ODYSSEUS

- ☞ You can send Odysseus on certain quests or out to battle Scylla or Cyclops.
- ☞ The key to drawing Odysseus is to create and maintain a well-developed city.
- ☞ After you place his hero's hall, Odysseus sets forth a few conditions you must satisfy before he'll visit your city:
  - Excellent popularity
  - Excellent city-wide health
  - 8 elite houses
  - 32 jugs of olive oil
  - 16 amphorae of wine

## PERSEUS

- ☞ Perseus enjoys a good quest, as well as a good fight against the Kraken or Medusa.
- ☞ Perseus won't visit unless he sees certain sanctuaries for gods in your city. He also prefers a heavy coffers.
- ☞ With the help of your warriors, Perseus will help to defend your city from an invading army and will even try his best to defeat an invading god.
- ☞ Once you build his hero's hall, you must satisfy the following requirements before Perseus will visit your city:
  - A sanctuary to Athena
  - A sanctuary to Hermes
  - 3000 drachmas
  - 16 skins of fleece
  - 6 pieces of sculpture

## THESEUS

- ☞ Like all other heroes, Theseus' presence is required on certain quests.
- ☞ Theseus can single-handedly defeat both the Minotaur and Calydonian Boar.
- ☞ As a famous Hero, he's a little spoiled and will take up residence only in the nicest of neighborhoods.
- ☞ Theseus won't visit unless you meet the following conditions:
  - Build his hall near the palace
  - Good appeal around the hall
  - Hall is protected by city walls
  - 32 slabs of marble
  - 16 amphorae of wine

## MONSTERS

- ☞ The **Calydonian Boar** spits fireballs and uses its tusks to gore victims. It often does the bidding of Artemis, but can be slain by the hero Theseus.
- ☞ **Cerberus** is the three-headed hound who serves Hades. Its attack is a sharp bite, and Hercules alone has the strength to overcome Cerberus.
- ☞ The **Dragon** breathes fire and chomps his victims. It is usually Ares that gives the Dragon its orders. Send the hero Jason up against any angry Dragons you find.
- ☞ **Hector** is the Trojan warrior sent out by Aphrodite. He fights primarily with a spear, though he possesses good archer skills. Achilles is the best hero to use when Hector comes storming into town.
- ☞ The **Hydra** has multiple heads, sharp teeth and the uncanny ability to spit bolts of magical fire. Athena commands this beast, and Hercules has the best chance of slaying it.
- ☞ Poseidon's evil **Kraken** prowls the seas, harassing your coastal areas. It has poisonous tentacles and the ability to spew magic bolts from the jaws. Perseus can defeat the Kraken.
- ☞ **Maenads** are madwomen tainted by Dionysus' wine. They can put up a good bare-handed fight and cast magical bolts. Achilles is the best man for the job when it comes to defeating Maenads.
- ☞ The Gorgon **Medusa** has the infamous curse of turning people to stone by looking at them. It's a little-known fact that she can also launch magic bolts from her stone-cold eyes.

- ☞ The **Minotaur** is a half-man and half-bull armed with both a sword and magical bolts. Use Theseus to defeat this monster of Hermes.
- ☞ Apollo can unleash the fearsome, six-headed **Scylla**. She has a vicious bite and launches magic bolts. Only Odysseus can defeat her.
- ☞ Made of bronze and commanded by Hephaestus, **Talos** fights with a sharp blade and can also throw fireballs. Use the hero Jason against Talos.

## DIPLOMATIC RELATIONS

- ☞ Leaders of other cities feel differently toward you, depending on your past and present actions. Basically, cities can have one of five relationships with you:
  - Ally (friendly and equal, with similar goals)
  - Rival (competitive and at odds)
  - Vassal (conquered and usually not happy about it)
  - Colony (newly established with weak loyalty)
  - Parent (home city when you develop a colony; varies according to your actions)

In addition, Distant cities have only a trading relationship with you.

- ☞ How you treat one ally affects how your other allies perceive you. Don't turn your back on one and expect your relations with the others to remain unchanged.
- ☞ How you treat one rival does not affect how other rivals perceive you.



## PRIMA'S OFFICIAL STRATEGY GUIDE

- ☞ If you lose to a rival, you must pay tribute in order to keep him from attacking you. Refusing to pay is grounds for another attack.
- ☞ Vassals may obey your wishes, but they're secretly waiting for your first military weakness to surface.
- ☞ Colonies are loyal to you as long as you remain strong and treat them well.
- ☞ Diplomatic states are subject to change at any time, and without warning.
- ☞ If you ask a leader for a duplicate item too soon, he most likely won't fulfill the request.
- ☞ To find out why a leader won't honor a request, click his History scroll. It shows a list of events that have affected his attitude toward you.
- ☞ If you want to receive, be a giver.
- ☞ You can't send rabble out to fulfill a request for another city.
- ☞ One way to make leaders happier with you (besides filling their requests) is to give them large gifts. This, too, can backfire if you're not careful. Too many gifts too close together are a conspicuous bribe and should be avoided.

## REQUESTS AND DEMANDS

- ☞ Rivals demand things of you, and you can demand things of them. Just because your rival disagrees with you does not mean that he doesn't think highly of you. He may, occasionally, actually fulfill a demand you make.
- ☞ You can ask for food from allies, vassals, colonies and the parent city even if they don't particularly like you. Most of the time, concern for their citizens' well-being overcomes any ill-will they harbor toward you.
- ☞ Before another city fulfills a request for items or money, they must be fairly satisfied with your leadership.
- ☞ The pinnacle of respect occurs when an ally sends you his very own soldiers to aid in defending your city, or when an ally carries out an attack on your behalf. (Rivals, needless to say, will never provide troops or attack cities for you.)

## MILITARY AND COMBAT

- ☞ All good military forces must have a palace to serve as home base. You can't staff your towers or trireme wharves, or even field a defensive force, until you build one.
- ☞ If you've made an opposing leader angry with you, giving a gift is a good way to mend the relationship. It won't fix everything, but it will help.
- ☞ You can get a general sense of how loyal your army is by how many citizens are serving in the military. Twenty companies is the maximum army size.
- ☞ When you raise the housing to a comfortable level for your citizens, you'll find that it boosts your military. You enlist different types of soldiers, based on where they live. First come the rabble (citizens in home-

steads), then hoplites (citizens in mansions and manors). Finally, there are the horsemen (estates).

- ☞ If your city is attacked, take a moment to consider the ramifications of your actions. Sometimes, bribing the enemy commander, or even surrendering to the opposing army and paying a small tribute, is less costly than losing the majority of your soldiers in battle.
- ☞ Right-click on a company's name to see how well it's doing in battle and to check its morale.
- ☞ Different elements of your military fight differently, and with different weapons. Tactics also differ depending on whether the action is offensive or defensive.
- ☞ Offensively, rabble toss rocks and, if the fight gets too close, resort to hand-to-hand combat. Hoplites use spears, and horsemen fight from atop their steeds.
- ☞ Defensively, rabble work their way toward enemies and fight hand-to-hand. Hoplites attack as a group with their shields ready. Horsemen stampede in and take on enemies in hand-to-hand combat.
- ☞ All units have their own special tactics. Rabble initiate skirmishes and retreat if necessary. Hoplites form a human wedge and attack as a unit. Horsemen alternate between charging and retreating.
- ☞ To assign a number to a company, press [Control], followed by the number. This gives you quick access later to each company.
- ☞ Depending on your friendship with neighboring cities and your allegiance to gods (specifically, your prayers to Ares and Artemis), you can borrow soldiers.

- ☞ Soldiers borrowed from other leaders can only defend the city; they won't participate in offensive attacks.
- ☞ Soldiers lent by the gods can perform either offensive or defensive duties.
- ☞ To found a navy, you must build a trireme wharf. This is no easy undertaking so make sure you accumulate enough workers, planks and armor before you start the construction process.
- ☞ A naval soldier's work is sporadic. If you need more workers in the city, send a few crews home.
- ☞ If morale among the troops drops too low, they may refuse to fight.
- ☞ You can't give out military commands while the game is paused.
- ☞ A trireme crew has a wide variety of orders that you can issue, both offensively and defensively. Use them to patrol the waterways and attack or defend as necessary. If you're not anticipating any attacks, have the crew repair its ships or send them home.
- ☞ If your trireme crew seems to be sluggish, the crew count may have dropped.
- ☞ A trireme captain executes attacks based on a set of priorities. His overall goal is to eliminate or lessen the damage done to the city. When you give him the "Attack All" command, his priorities are as follows:
  1. Destroy enemy transport ships carrying hazardous cargo.
  2. Destroy enemy warships.
  3. Attack enemy soldiers onshore.
  4. Attack empty enemy warships.
- ☞ All invaders go after your palace. This should be your primary point of defense during every battle; if the palace is lost, so is the fight.



## PRIMA'S OFFICIAL STRATEGY GUIDE

- ☞ Losing a battle means that you'll have to pay tribute to the victor.
- ☞ Losing soldiers during battle can have other undesirable side effects. The head count in the city drops, his equipment is destroyed, and the house he lived in can deteriorate.
- ☞ You can suspend tribute payments for one year if you want to give another leader a gift.
- ☞ If the idea of micro-managing every battle doesn't sound very appealing, have your military leaders carry out the war for you by clicking the Auto-Defend button.
- ☞ You can't turn a battle over to your generals once it's started. So, if you're not sure you want to command the battle, issue the Auto-Defend button command prior to battle. The converse is not true, however. You can assume control of any battle in progress.
- ☞ The best way to fortify your city against a full-scale attack is to build walls, towers and gatehouses.
- ☞ You can stack walls several elements deep to form a stronger structure. These are among the few objects that don't have to be built next to a road.
- ☞ To build a tower, you must already have built a double-wide wall.
- ☞ You must place a tower so that it connects to the palace via the road system. If you build the walls thick enough, you can activate sentries that patrol the wall.
- ☞ Install a gatehouse between two wall sections to let people into the city.
- ☞ You need to build an armory to provide armor to your hoplites. In turn, you need a foundry (or a storehouse) with a healthy rate of bronze production. Horsemen also require steeds from a horse ranch, which in turn requires wheat from a wheat farm.
- ☞ You can only stop your own marching soldiers; units from the gods or from other leaders will not respond to the order to go home.
- ☞ Use the Call All button on the Military Tab to quickly assemble your entire military force.
- ☞ You can view the state of your land-based military by clicking the See Security button. This flattens all civilian buildings and shows all friendly and enemy soldiers. Your military structures remain standing. As an added bonus, you also see citizens that want to become soldiers but don't yet have the equipment they need.
- ☞ You can't send rabble into battles that take place on foreign soil.
- ☞ You can send triremes only into areas accessible by sea.
- ☞ You can send ground forces to any battle, regardless of whether a sea crossing is required.
- ☞ If you lose to the same enemy twice on your home soil, you lose the episode.
- ☞ You can't attack a Vassal or Colony unless it's rebelling.
- ☞ You can't initiate anything other than trading with a distant city. They refuse to get politically involved.
- ☞ Three types of invasions exist — enemy invasions, monster invasions and hostile god invasions.
- ☞ It's a bit easier to successfully raid another city than it is to conquer it, but you won't gain as much from it.
- ☞ Raiding doesn't have to be a free-for-all. You can specify what you want the raiding soldiers to steal.

## CITIES AND THE WORLD

- ☞ If you can trade with another city, you'll see a line that connects your city with that one in the World Map.
- ☞ Any city displaying a small red flag is a friendly ally.
- ☞ A fiery torch on the map means a vassal or colony is revolting.
- ☞ The stacked coins next to a city show how its economy is doing. If the coinage is low, you may want to loan a friendly city money.
- ☞ The more shields that appear next to a city, the larger the size of the city's defending army.
- ☞ Look on the City Information panel to find out how a city is doing, and how you're perceived there.
- ☞ To find out what to expect of a given city, click the Attitude button.
- ☞ You can tell what effects your actions have had on a city by clicking the scroll below the city leader's name. It lists all actions you performed that had either positive or negative consequences on that city.
- ☞ A tribute payment to a city is based on the state of the conquered city. Vassals and colonies pay you a yearly tribute until they're conquered or become extremely disenchanted with your leadership and decide to revolt.
- ☞ Your rivals actually think more highly of you if you defeat another rival. Similarly, they have more respect for you when you raid other rivals' cities.
- ☞ If you raid an allied city, don't expect to have any requests filled by other allies for a long time.
- ☞ If you conquer a city, it becomes your vassal.
- ☞ If you stifle a rebelling vassal or colony, normal peace resumes. However, if you fail to quash the rebellion entirely, the rebellion will occur again soon.
- ☞ If a city has been destroyed by a monster, you'll see the ruins on the World Map.
- ☞ On the World Map, you can see enchanted places (monster lairs).
- ☞ If armies or navies are on the move, you'll see them on the World Map. In addition, if heroes are out and about, you'll see them on the World Map, too.
- ☞ To cycle through cities on the map, click the arrows next to the City History button.

## NATURAL DISASTERS

- ☞ Gods can cause disasters, but sometimes earthquakes, tidal waves and lava flows occur on their own.
- ☞ Earthquakes leave permanent scars on the Earth. You can, however, bridge an earthquake gap with a new road. In the event of an earthquake, your city's road crew builds a small bridge over the crevice.
- ☞ While just as destructive as other natural disasters, tidal waves don't have any lasting effects. You can rebuild on land that's been affected.
- ☞ Lava, on the other hand, destroys land forever.



# BUILDING THE PERFECT CITY

## GETTING STARTED

First, look at the map. You want to build your city in an open area, centrally located, but near as many resources as possible. Take a good hard look at your available resources in the episode. Are you going to need coastal access for food or trade, or can you get by with land-based farms and trading posts? Does that uninviting expanse of rocks contain bronze, silver or a quarry, or is it just useless?

Once you find a site you like for your city center, put down your houses. Strategies for configuring your houses are discussed below. For now, it's enough to say that we recommend starting with 30-40 common houses. At the start of the game, they should all have access to an agora with food, wine and fleece (which will require a granary and a storehouse as well, at a minimum), an infirmary, a maintenance office and a fountain. You'll also want a tax office and a palace. Later on you'll need to add culture venues and aesthetic enhancements, but the above are the starting basics. (In certain episodes, some of the above might not be available at the start of the episode, but you definitely want as much of them as you can get.)

The absolute totally very most important thing right from the start is that all your buildings have access to a maintenance office pretty much at all times. Otherwise, they fall down.

Do you have a source of food, fleece and oil? If you can't produce them locally, you'll have to trade for them. Remember you can get oil more cheaply by trading for olives and using your own olive press. While you're setting up trading posts (or piers), do some forward planning. If you're going to need to build a sanctuary, make

sure you can get marble, timber and statues (or bronze and a sculpture studio). If you're going to need elite housing, make sure you can find wine (or grapes and a winery) and weapons (or bronze and an armory). Last but far from least, look at the resources your city is going to be producing a surplus of. Is anybody interested in buying these goods? Build a trading post ... exports are the big money-maker in Zeus.

Make sure you have just enough of everything to get started. Just enough food sources to feed a few hundred people (and, by the way, at this point "continuous" food sources like quays, fisheries and dairies are better than once-a-year farms ... you won't have to wait as long for initial supplies). Think about where everything is going to go eventually, but right now just make sure you have access to food, fleece and oil (and you can actually wait a while for oil).

Now you have settlers moving in. The worst thing that can happen at this point is a development bottleneck, where your workers are spread out so thin that they can't provide the resources you need to evolve your houses. To avoid that, start out with Husbandry and Hygiene & Safety as your highest priorities. (Caution: if you don't have any workers in Storage & Distribution, you won't be able to accept gifts of food or goods. If another city offers you a gift and you can't receive it even though you have plenty of storage space, don't panic. Delay the gift, upgrade the Storage & Distribution priority and downgrade Husbandry. Once you get the gift, return to your original priorities.) Industry, Culture and Administration should be your lowest priorities right now, and the other priorities won't even be on the map yet. As soon as you have food ready to be delivered to the granary, from

any source, downgrade Husbandry and upgrade Storage & Distribution. This will get food into your granary, and thence into your agora, which will immediately start your houses evolving. This should make room for enough settlers to fully meet all three basic priorities (Hygiene & Safety, Storage & Distribution, Husbandry).

Notice that Hygiene & Safety is always a top priority. This is necessary to keep your buildings from falling down around your ears (plagues and fires are bad too, but the urgent need is to keep your buildings from falling down).

Hygiene & Safety workers also keep your population supplied with water, which is necessary to basic housing evolution. Keep your Hygiene & Safety priority high at all times. If you must downgrade it temporarily (say, to crank Storage & Distribution to accept a gift), put it back up as soon as possible, and never leave it down for more than a month. Note that the game understands the importance of Hygiene & Safety ... if you have all your priorities set to the same level, Hygiene & Safety will automatically fill at a much quicker rate than the others.

Now let your settlers come in until you've reached capacity (look at "Available Housing" on the Housing tab). Hopefully, if you designed your starting city economically, you have enough population now to more-or-less fully support the Hygiene & Safety, Storage & Distribution and Husbandry priorities (in that order). Now you need culture. Build at least one of each cultural facility available, and put your culture priority up to a level equal to Hygiene & Safety and Storage & Distribution. This should spur a more-or-less immediate jump in housing evolution, which will draw enough new settlers to fully staff your cultural facilities and everything else. From this point on, anytime your city suffers a dramatic downturn in population and you need to recover quickly, put Storage & Distribution, Hygiene & Safety and Culture at highest priority, and downgrade everything else.

These are the priorities that will lead directly to housing evolution and immigration (of course, this assumes that you either have a bit of food stored away or can import some; otherwise Husbandry also is key.)

Now you should be at full employment or close to it, which is where you want to start thinking about expanding food production to support a larger population, starting industries, and generating surplus goods for trade. When you run out of employees again, you'll need to start thinking aesthetics. By far the most powerful tool for aesthetic desirability is the commemorative monument. By now, you should have more than 1000 citizens, which will have generated a population monument. Put this down (probably near the infirmary, which is your biggest desirability negative) and if everything else is in place you should very shortly see a significant percentage of your housing evolve all the way up to apartment. As you progress through the episode you'll earn more monuments which can be placed near housing that's still unevolved. If you can't wait, the purchased aesthetic improvements are a good stopgap measure.

Remember you put down 30 to 40 housing tiles? Once they're all fully evolved to apartment, they'll support 1800 to 2400 citizens. When you get to the point that you need more workers than that, you'll need to build more housing, preferably with its own infrastructure.



## SOME FINE POINTS

### LOVE YOUR ROADBLOCKS

Use roadblocks often. They are your friends.

Intelligent use of roadblocks can make your residential area a nice little closed system where everything your houses need is handy right when they need it.

Houses need to be regularly visited by peddlers, superintendents, water carriers, healers, watchmen and the various culture walkers to evolve and stay evolved. (And of course, you want the taxman visiting regularly as well.) You should block off the city center so that these walkers will only pass down streets with houses. With the significant exception of the superintendent, none of these walkers do any significant good in non-residential areas.

Roadblocks keep them where they're useful.

Superintendents benefit from roadblocks as well.

You need to make sure that every building in your city (at least the ones that need road access) is regularly visited by the superintendents. Use roadblocks to assign areas to superintendents. One patrols the residential area, one patrols the docks, another the farms, another the quarry, etc. Use roadblocks to keep them where they need to be instead of wandering off to smell the daisies.

And while we're on the subject, always build a maintenance office either right next to or just across the street from your granary. Granaries just love to fall down, taking all the food inside with them.

### WALKER WEIRDNESS

Try to avoid placing buildings that generate walkers in positions where they have roads bordering two sides, with only one side adjacent to housing. The reason for this is a bit tricky, but it can be a killer.

Let's say that you place your infirmary on the inside corner of an "L" intersection, with housing across the street on one side but not on the other. Your healer will, with dismaying regularity, wander off in exactly the wrong direction. He will not automatically head for the people; he might go off to make sure there's

no unexpected plague outbreak in your winery or sanctuary to Aphrodite.

Never, ever place a facility adjacent to a road that goes nowhere useful, or at the corner of an intersection where the useful leg is blocked off from the other by a roadblock. Your walker will take the useless road with depressing regularity, wasting his time and leading to civic deterioration.

### A QUESTION OF APPEAL

Let's review the basics. Infirmaryes and tax offices reduce desirability. Agoras, fountains, theaters, podiums and the palace increase it. For exact numbers, see the table on p. 10. Plenty of other facilities decrease desirability as well, of course, but they should simply never be placed close enough to a residence to affect it. Infirmaryes and tax offices have to be close to the residences they serve.

The moral here should be obvious. Put a fountain next to your tax office. Put your infirmary next to an agora or a theater. That will help the good cancel the bad. Always put your monuments next to the infirmary first. In some planning strategies you can also put less desirable facilities behind more desirable ones (see "The Strip," p. 42).

The college also is a desirability vampire. (Would you want to live next to 200 drunken, depressed philosophy undergrads?) It needs to be near the residences (to provide access to podiums) but it doesn't have to be so close that it drags down property values. Put it along a little "back alley" near housing. Although the drama school doesn't have an affect on desirability, it's often convenient to put it with the college (or sometimes to put the college behind the drama school). Remember to make sure both schools have superintendent access, preferably by placing a separate maintenance hut along the same "back alley" as the schools.

Sanctuaries give great desirability bonuses, but they're not all that useful in actual development. They're just too big ... build a sanctuary where it will do the most good to your appeal, and it's probably going to crowd out too many essentials.

Place sanctuaries close to housing when you can, but don't try to make it a cornerstone of your aesthetic strategy. Monuments do an even better job, and they're infinitely more space efficient.

## SMART GROWTH

This is very basic, but it bears saying. *Think efficiency* – don't overdevelop.

Make sure you have enough housing to meet your employment needs, but not too much more. A slight reserve of unemployed workers is convenient, but try to keep it under control. Unemployment of 10 to 15 percent is ideal.

Likewise, build enough production facilities to meet your needs (internal use, export, gifts and requests, victory conditions) without a huge useless surplus. Useless production always creates a problem in the long run.

Think of your production cycle as an assembly line. You generate the goods at the farm, trading post, quarry, whatever. From there, raw materials go to processing (foundry, olive press, winery, etc.). Finished goods go to storage. From there, they go to distribution (agora or trading post). Design your city so that the goods flow smoothly from one phase to another, preferably in the proper order (i.e., olive trees are farthest away, then growers' lodges, then olive presses, then the storehouse, then the agora or trading post, in that order).

## CONTROLLING THE DISTRIBUTION CHAIN

This is more art than science, but a few general pointers might help.

Let's say you want to export 12 marble and 24 fleece to a certain city every year. The marble is more profitable, but you produce a lot more fleece. How do you keep your trading post from filling up with fleece and crowding out the marble? The answer is to use the load limits. Limit the amount of fleece to 24 and the amount of marble to 12, and that trading post will never bring in more than that amount.

Load limits are also useful to control expensive imports. Let's say you need three statues to finish a sanctuary. If you just tell the trading post to buy statues, it might buy four or even eight at a time (and five extra statues is no trivial expense). The solution is to set the load limit to three, so you only get what you need. (Of course, you have to watch and make sure you turn off the buy order between the time your statues arrive and are removed from the dock, and the time the next trading ship comes in, or you'll end up being "three statued" to death.)

Your most powerful tool in controlling the distribution chain is probably the "get" command. This is a great boon when it comes to keeping goods separated and getting them where they need to go. Like all powerful tools, however, it comes with risks. A "get" command doesn't completely stop an agora merchant, trading post or production facility from getting an item it needs, but it does make the storehouse hold on to the good a bit more firm than it otherwise might.

For example, say a trading post needs marble and two storehouses have marble in stock. One storehouse is nearby and has a "get" order for marble, the other is far away and doesn't. If only the near storehouse had the good, the trading post would go there, but since it has a choice it will go to the far post, because all else being equal it assumes that you want to hold on to the marble in the "get" storehouse. Fortunately, it's usually easy to deal with such bottleneck situations ... just switch from "get" to "accept" (or sometimes "empty") until the bottleneck clears, then go back to "get".

Here's another useful application of the "get" command. Let's say that your farmers won't take goods to the granary or storehouse because it's too far. There's a simple work-around here. Build a storehouse right next to the farms set to accept (but not "get") the good. Then set the granary or storehouse where you actually want the goods to be to "get" them. They'll "pull" the goods much further than the farmers would "push" them. Your supply chain will be humming in no time.



## DESIGN STRATEGIES

### THE STRIP

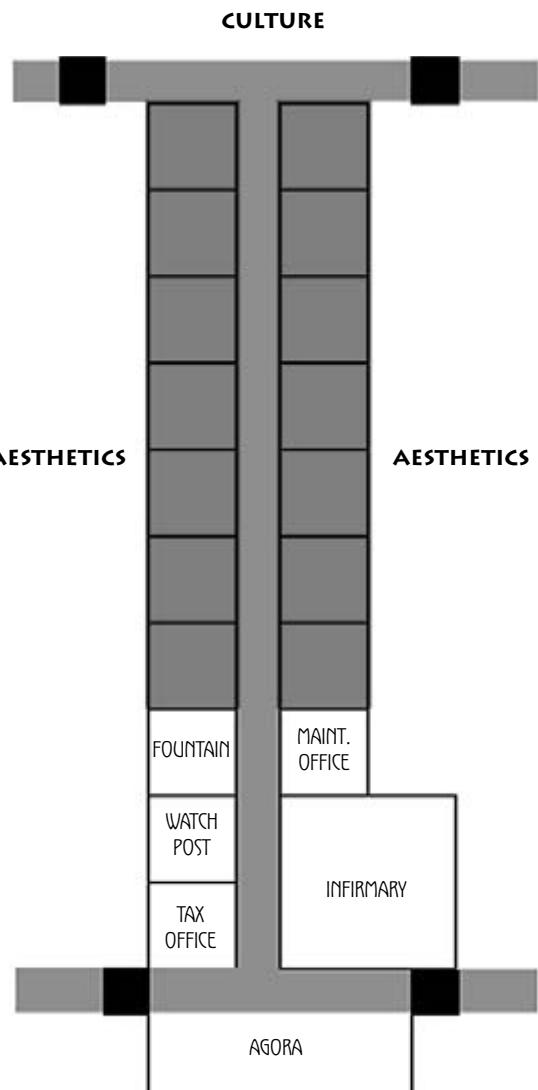
This is an easy and efficient way to lay out the city. From the main road, lay out a street at right angles. At the base of this street place your city essentials (agora, infirmary, tax, maintenance, watchpost, fountain). Then lay out a row of four to six houses along either side of the road. At the end of your houses, lay down a road parallel to the main road, and behind it put your culture (it's easy to tuck the college behind a podium).

This strategy works best when you do multiple such "strips", with the roads two houses (four tiles) apart. Do three or four strips together, then leave some space for monuments (or other aesthetics) at the side to bring appeal up. (If you do four strips, you'll also have to hollow out a space for the monument in the middle of your housing, or you'll end up with a "soggy center" of low-appeal, unevolved housing.)

As you play around with your strip concept, you'll soon come up with your own strategies for making your infrastructure more compact and efficient. Your infirmaries should service two streets each. Keep infirmaries and tax offices back toward the base, and your fountains up next to the houses, to help with your aesthetics.

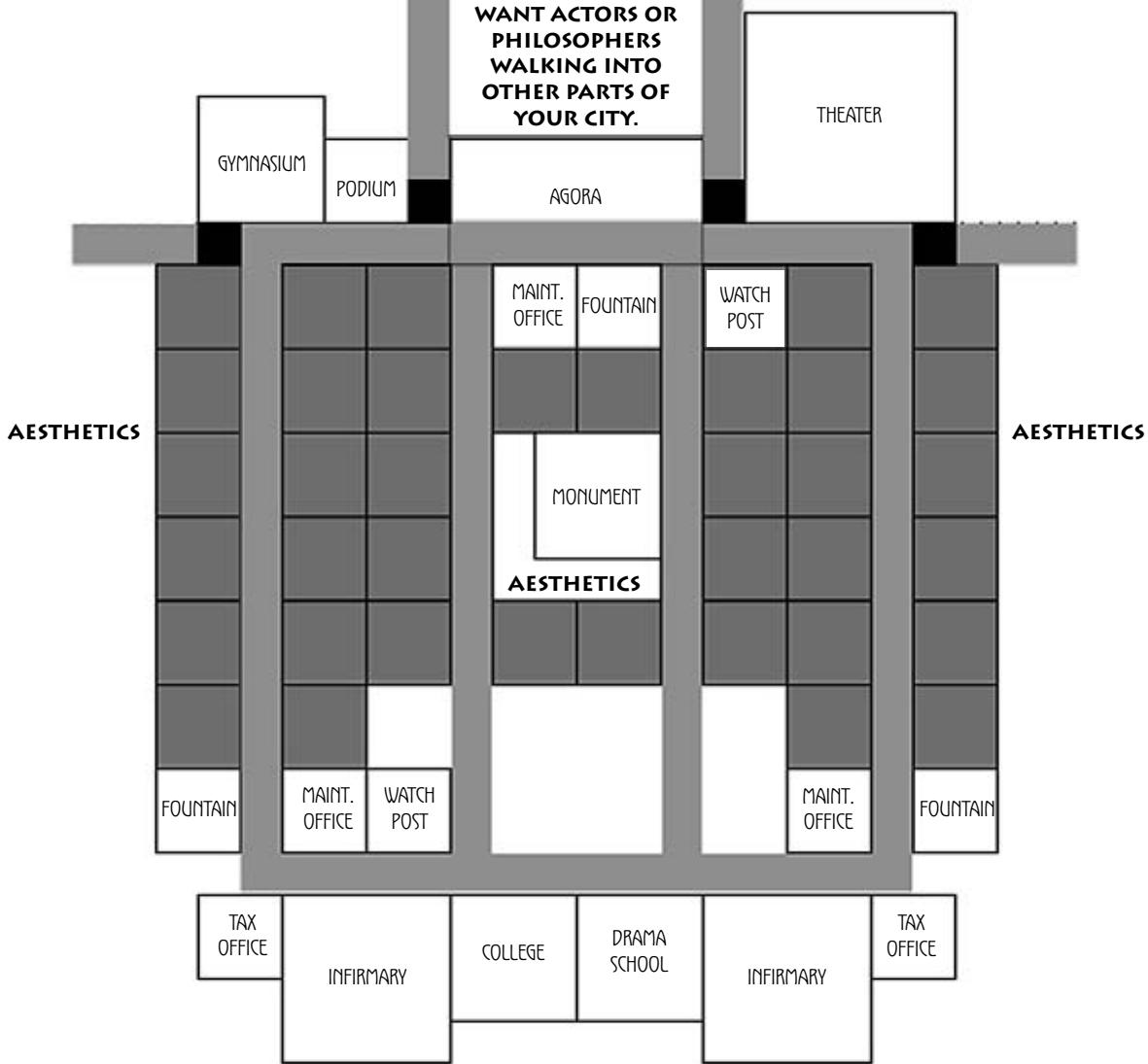
Don't overdevelop your strip. It's easy to place four strips each with six or eight houses on each side. This is more housing than you're going to need, at least for awhile, and it's going to stretch your walkers a bit thin. Remember, you want to start out with 30 to 40 houses placed. (It's OK to leave a bit of "dead space" between the last house and your cultural area, for future expansion.)

Once you have your residential area placed, the rest of your city should follow logically. Put your palace, granary, manufacturing storage and trading posts along the other side of the main road, then shoot out spurs from the main road leading to your waterfront, meadow or other resource area.



A BASIC STRIP

BLOCK ALONG THESE  
ROADS (OR OMIT  
THEM) IF YOU DON'T  
WANT ACTORS OR  
PHILOSOPHERS  
WALKING INTO  
OTHER PARTS OF  
YOUR CITY.



POSSIBLE 4-STREET STRIP  
(WITH ROOM FOR 7 MORE HOUSES)



## PRIMA'S OFFICIAL STRATEGY GUIDE

### THE DONUT

This is a remarkably efficient design that has several advantages over the strip, but a few marked disadvantages as well.

With roads, lay out a 3x3 grid of squares, with each square 4x4 tiles (with a single-tile road around the perimeter, the whole thing will make up a 16x16 square). In the center square, place your fountain, maintenance office, tax office and watchpost. Fill up the rest of the grid with common houses.

At one corner of your perimeter, place your agora. Later, when your buildings are more evolved, you'll place another agora at the opposite corner. At the two remaining corners place your palace and your infirmary. You now have one outside edge of each corner occupied. You can put one of each of your five cultural facilities on the other edges. You may also want to find room on the perimeter for an extra fountain or so (they fit well next to the equally small podiums).

Use roadblocks to seal off any outgoing roads, to keep your walkers next to the residences.

Make sure you leave at least three squares open in the middle of each side of the perimeter for monuments, as they come available. With everything in place, including a monument on each side, you're almost guaranteed full evolution of the entire "donut." (You can control growth by pacing your placement of culture and aesthetics so you only evolve when you need to.)

The main drawback of the donut is that it's very modular. It holds exactly 32 common houses. When fully evolved, that's room enough for exactly 1920 citizens, a particularly annoying number when you have a population goal of 2000 (or a multiple of 2000). It is often possible to do a bit of residential "infill" around the

perimeter if you just need a few more citizens, but in general, if you want to expand your population beyond this number without losing the donut's efficiency, you're going to have to build another donut.

Also, the very compactness of the donut can work against you when it comes to the negative appeal of your infirmary and tax office. However, sensible placement of monuments will usually be enough to negate this problem.

On the upside, the donut is much more efficient than the strip, using one or two basic facilities where a strip concept would call for as many as four for a similar-sized development.

The grid structure of the donut makes it easy to run out a spur from any side, leading to your granary, waterfront, agriculture or other areas.



**SHANTY WITH  
WATER**



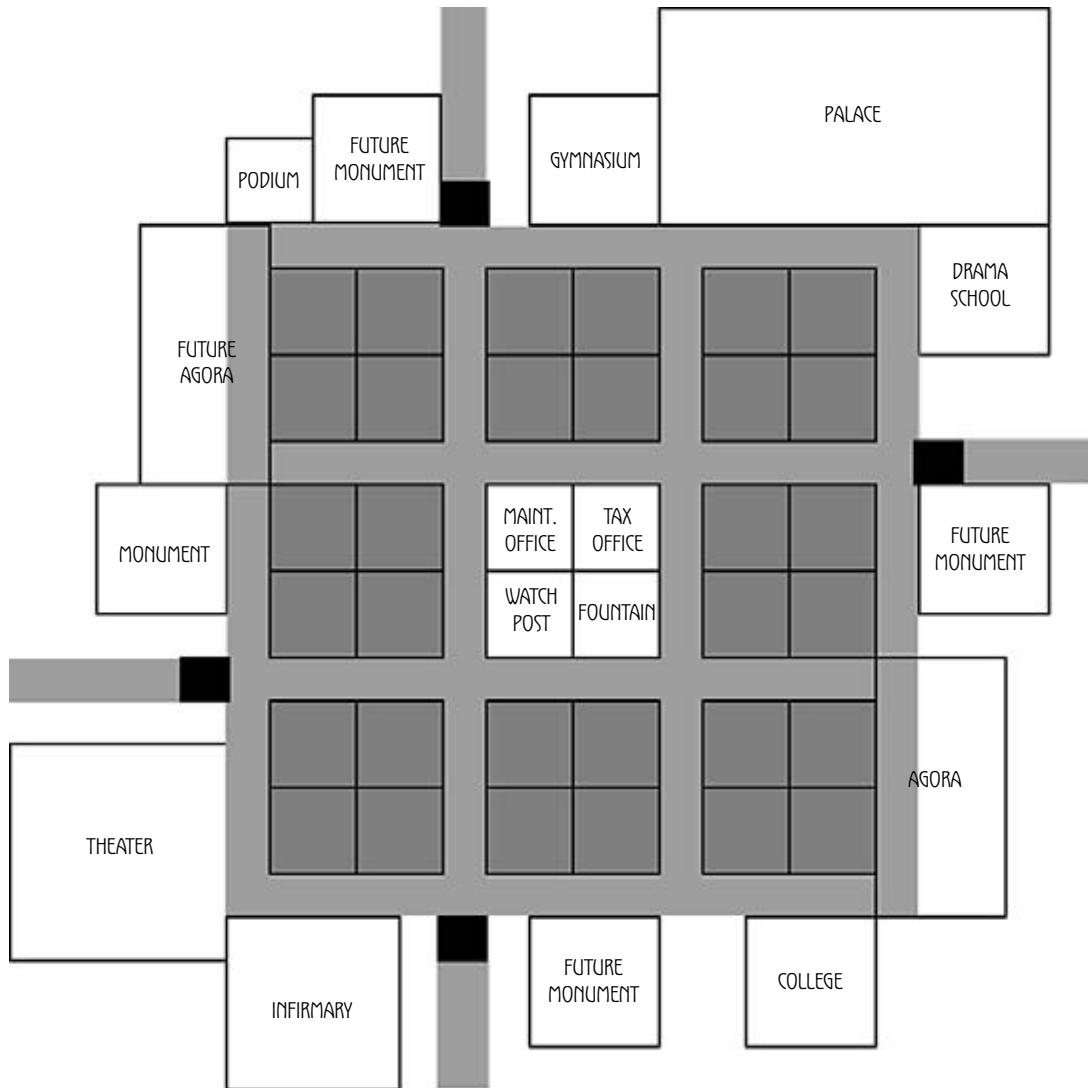
**SHACK WITH  
FOOD**



**APARTMENT**



**HOMESTEAD IN  
CULTURAL AREA**





## PRIMA'S OFFICIAL STRATEGY GUIDE

### ELITE HOUSING

Elite housing offers quite a different design challenge from common housing. It needs fewer basic services, but more culture.

Always try to lay out elite houses in pairs. It takes two fully-evolved houses to make one full unit of troops, and a full unit is always better than a half.

A single grand agora can, with practical design, outfit eight elite houses. Sometimes eight elite houses is overkill, and you may not have room for them, so try to think in terms of four, six or eight houses. Two elite houses require just as many support buildings as four, and when you need elite troops you'll usually need at least two units, so unless space or resources are catastrophically low, avoid two-house elite neighborhoods.

A single grouping of four to eight elite homes will need a grand agora, a tax office, a maintenance office, and an infirmary. It won't need a fountain (elite homes have their own water supply) or a watchpost. It will also need full access to cultural facilities, and will probably require more than one of at least some. It's a good idea to support your elite housing with its own college and drama school.

Aesthetics are extremely important to the evolution, and even the placement of elite homes. Where in common housing your most powerful tool to raise appeal is the monument, in elite homes it's the boulevard. Surround an elite home with boulevards on at least two sides, and you're in excellent shape for your future evolution.

The basic configuration for elite housing is the four-house square, where each house is separated from the others by a one-tile street, and the whole complex is surrounded by a perimeter of boulevards. If you want eight houses, just do two squares separated from one another by a single boulevard.

If you want six, an alternate configuration that works well is two rows of three elite houses, separated from one another by a three-tile strip and completely surrounded by boulevards. In the three-tile strip between the houses you can place aesthetic improvements like monuments, mazes or simply another boulevard. (You can also place the smaller cultural improvements – gymnasiums or podiums – at the ends of this "alley," if space is tight around the perimeter).

Elite housing is very sensitive to negative appeal. The negative effects of the tax office won't reach across a boulevard, but the effects of an infirmary will. You can avoid this by offsetting the infirmary one additional tile back from the boulevard – however, this will make it harder for your supervisors to find the infirmary, and might result in a crumbled building. To avoid this, try placing the maintenance office right next to the infirmary and its one-tile "driveway."

Elite housing doesn't need a lot of access to the rest of the city. Ideally, it's in a little cul-de-sac, with the grand agora at the only exit (remember to cap the end of the agora to keep its peddler confined to the elite portion of the city), with possibly a single side-road leading to the drama school and college for the neighborhood.



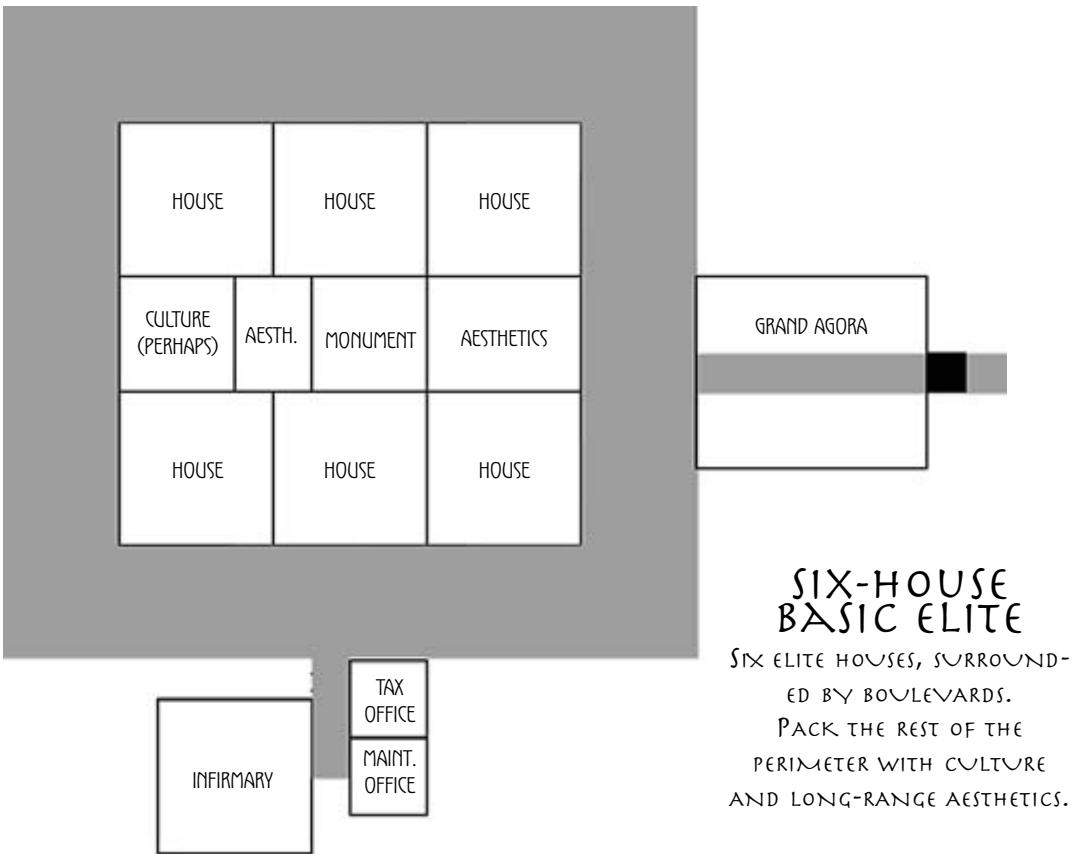
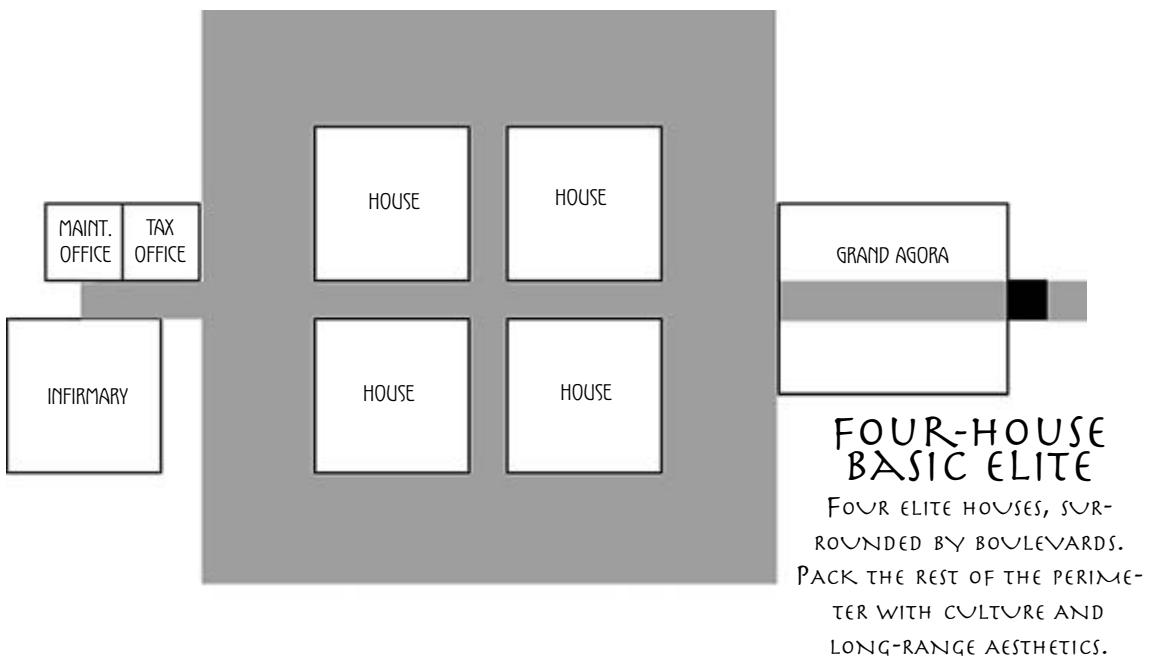
ELITE ESTATE



ELITE MANOR



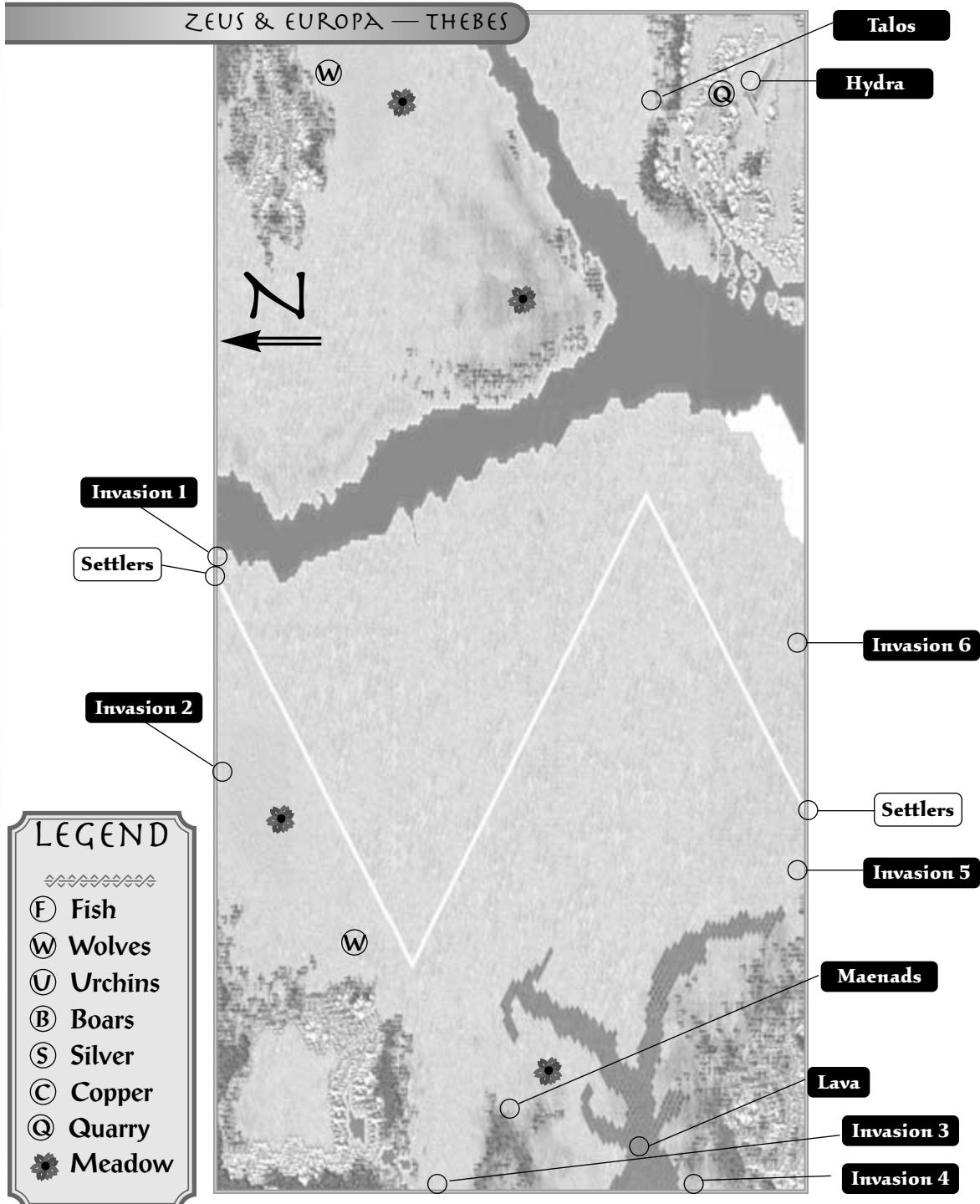
ELITE RESIDENCE





PRIMA'S OFFICIAL  
STRATEGY GUIDE

ZEUS & EUROPA — THEBES

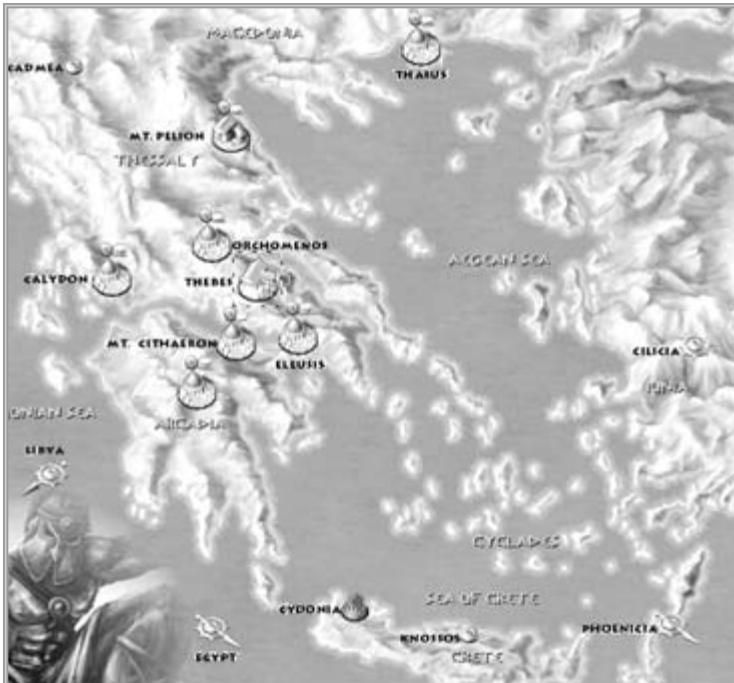


# ZEUS AND EUROPA

Gods, mortals and monsters will all try to prevent you from leading Thebes to glory.

Zeus and Europa is the easiest adventure, and the most forgiving of mistakes. It's the one a new player should start with, so we handed it to a new player to investigate. He made plenty of "newbie" errors that we describe here, to help you avoid the same problems.

Difficulty	Initial Funds	Proponents	Heroes
Fairly easy	7500/5000/4000	Aphrodite Apollo Ares Artemis Athena Demeter Hermes	Achilles Hercules Jason
Episodes	Opponents		Monsters
8	Dionysus Hephaestus Zeus		Hydra Maenad Talos
Start Date			
1150 BC			





# PRIMA'S OFFICIAL STRATEGY GUIDE

## CITIES

### Argos

#### Ally

Tribute: receives 400 drachmas;
pays 10 fleece
Sells fleece 24
Sells olive oil 12
Buys sculpture 24
Buys wine 24

### Cadmea

#### Ally

Tribute: receives 400 drachmas;
pays 10 onions
Sells onions 24
Buy cheese sometimes
Buy bronze 24
Buy sculpture 24

### Calydon

#### Ally

Tribute: receives 400 drachmas;
pays 10 fleece
Sells fleece 12
Sells sculpture 24
Buy onions 24
Buy marble 24

### Cilicia

#### Distant

Sells onions 24
Sells bronze 24
Buy fleece 24
Buy olive oil 24

### Cydonia

#### Colony

Receives 400 drachmas; pays 10 wood
Sells wood 24
Sells wine 12
Buy armor 24
Buy olive oil 24

### Egypt

#### Distant

Sells wheat 24
Sells bronze 24
Sells armor 24
Buy olive oil 24

### Eleusis

#### Rival

Tribute: receives 400 drachmas;
pays 10 wine
Sells onions 12
Sells wine 36
Buy wood 36
Buy armor 24

### Knossos

#### Ally

Tribute: receives 400 drachmas;
pays 10 olive oil
Sells wood 24
Sells olive oil 24
Sells wine sometimes
Buy fleece 12

### Libya

#### Distant

Sells wood 24
Sells olives 24
Buy bronze 12
Buy fleece 24

### Mt. Cithaeron

#### Rival

Tribute: receives 400 drachmas;
pays 10 wine
Buy wine 36

### Mt. Pelion

#### Ally

Tribute: receives 400 drachmas;
pays 10 bronze
Sells bronze sometimes
Sells armor sometimes
Buy wheat 24
Buy wine 36

### Orchomenos

#### Rival

Tribute: receives 400 drachmas;
pays 10 marble
Sells cheese 24
Sells marble 24
Sells wine 24
Buy fleece 12

### Phoenicia

#### Distant

Sells fish 24
Sells wood 24
Sells armor 24
Buy olive oil 24

### Thasus

#### Ally

Tribute: receives 400 drachmas;
pays 10 wine
Sells wine 24
Buy wood 24
Buy fleece 24
Buy armor 24

### Thebes

#### Home City

When playing a colony:
Buy wood 36
Buy bronze 12
Sells marble 36
Sells olive oil 24

## EPISODE 1: FOUNDING OF THEBES

## EPISODE 1: FOUNDING OF THEBES

## THEBES

Follow a cow? The priestess from the Oracle said to follow a cow? A peculiar command, to be sure, but then the priestess is never wrong. She promised that great things would come to the person who follows her cow until it lies down to sleep, and then builds a city on the spot. This person will be able to achieve something that four powerful men failed to achieve, and finally bring Europa back to Greece. The beautiful Europa was abducted years ago by a white bull and has not been seen since. And thus, the priestess's bovine-centric prophecy came to an end.

The cow did not choose a very good spot. She fell asleep a short distance from a hideous multi-headed serpent that purportedly belongs to Ares. The monster is always ravenously hungry and eats everything that comes near him! Building a city here won't be easy, but the promised reward is irresistible!



Oracle of Apollo (Front)

Oracle of Apollo (Back)





## PRIMA'S OFFICIAL STRATEGY GUIDE

Goals	Available Buildings		Unavailable Buildings
Population of 1000	Administration	Palace Tax Office Water Crossing	Fish Pond Gazebo Hedge Maze
<u>Sanctuaries Allowed</u>	Aesthetics	Avenue Bench Boulevard Column Flower Garden Park	Stadium Carrot Farm Hunting Lodge Onion Farm Urchin Quay
0	Culture	College Drama School Gymnasium Podium Theatre	Industry Foundry Mint Sculpture Studio Timber Mill Winery
<u>City Resources</u>	Husbandry	Carding Shed Dairy Fishery Growers' Lodge Wheat Farm	Military Armory Horse Ranch Trireme Wharf
Cheese Fleece Marble Olives Wheat	Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost	Mythology Hero's Hall Population Elite Housing Storage & Distribution Grand Agora
	Industry	Masonry Shop Olive Press	
	Military	Gatehouse Tower Wall	
	Storage & Distribution	Common Agora Granary Storehouse Trade Buildings	Events
			EY 0. Hydra in city, attacks industry and food, passive Between EY 1 and EY 2, Argos, gift of 5 olive oil Between EY 2 and EY 3, Calydon, recurring request for 5-10 fleece within 12 months

## EPISODE 1: FOUNDING OF THEBES

The first major decision is where to start. There are lots of wide open areas and plenty of fertile meadows in Thebes. Neither the forest nor the river can produce anything in this adventure (no lumber, fish or urchins), so you're relying on wheat, cheese, olives, fleece and marble for your home-grown resources. (You also get Horse Ranches about halfway through, in time to supply your elite Estates.)

Each of the three land areas has important features — the road to the west, the meadows in the northeast, and the marble quarry in the southeast. To give them labels, the west will be "Thebes," the northeast will be "Meadows" and the southeast will be "Quarry." You can't cross directly from Thebes to Quarry; you've got to cross to Meadows to get between them. Note that both major meadows (northeast Thebes and southern Meadows) are flanked by wolves.

I placed the core of my city in Thebes, starting between the road and the river, near the southern tip of Meadows. That puts you on the largest open area and gives you easy road and river access (you'll have lots of trading in this adventure), plus the shortest path to Quarry. You won't need marble (and can't even get it) until the next episode, but you'll want it as close as possible when the time comes.

Another thing to avoid (and this is why you read strategy guides) is the lava flow that will hit the western edge of Thebes in Episode 6. And don't bother keeping trees; lumber is never an available resource in Thebes.

### IF YOU PLAN IT THEY WILL COME, OR THE **P** KEY IS YOUR FRIEND.

I'm a big fan of pre-planning and pre-execution. That means I like to pause the game (**P**) just as soon as the episode starts, take a good look around, and then lay out my streets and the first major development. Then I take it off Pause, and the immigrants flood in to jump-start your city to over 1000 fully employed citizens in under 10 minutes. I can hear the more experienced players out there groaning — by fully placing the city before the first immigrant arrives, it's much harder to implement the fine-tuning adjustments that make a city really hum, and you often spend money and other resources that you didn't need to spend. On the other hand, as a new player, it's much harder for me to recognize exactly what the fine-tuning should be, especially on the fly, and Zeus (at least in this adventure) is pretty forgiving about occasional deficit spending. Call it the sledge hammer approach — I went into negative spending three times, but I was so over-supplied by the middle of the adventure that I was responding to most requests immediately, without even needing to check my stocks, and I was giving gifts till the other city leaders started making wise-cracks. (More on that later.)

If you're as heavily into pre-design as I am, the only time you'll need to take it off Pause before you begin is when you're undoing a placement or placing livestock. Since both of these require the game to be running, you won't see the results of either action until you start the game. For an Undo, I just took it off Pause until the building disappeared; for livestock, I waited until I got the rest of the initial development completed, and then quickly placed the livestock as the first settlers were arriving.

The two major benefits to pre-development are that it allows you to design your city without time pressure, and it often makes you better equipped to handle early demands on your resources. The major downside to pre-development is that it leaves you less equipped to address an unexpected requirement, as we'll see in Episode 5.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### [F1] IS A GOOD IDEA, ALSO.

After I put everything in order (primarily using the strip design approach described on p. 42) and took it off Pause, I just sat back and watched the action awhile. This is a good time to set your initial "snap" views: center the screen where you want it, and press [Control][F1]. Then when you want to get back to a point quickly, without scrolling around in search of it, just hit [F1], [F2], [F3] and [F4] work the same way. My first three snap views were the city center in Thebes, my livestock on Meadow (where the wolves were a constant pain) and the quarry.

### MAINTENANCE

If you've thoroughly set up your city, the rest of this episode just requires occasional tweaking. You want to keep an eye out for problems, but deficit spending can even be a benefit. I went into the hole and got an additional 2400 drachmas just before the Mt. Cithaeron invasion force arrived toward the end of the first year. It didn't cost that much to pay off Mt. Cithaeron, leaving me a bit of profit with which to continue. And I got a Commemorative Monument for "defeating" Mt. C — bonus!

The Hydra shows up to patrol the quarry, but don't worry about it. There's not a thing you can do to it until Hercules shows up in the next episode, and there's not a thing it can do to you as long as you don't get near it.

When you pass 1000 citizens, you pick up another monument and roll over into Episode 2. Save both monuments for later development.

Under your leadership, Thebes is beginning to thrive. Yet, the multi-headed menace still plagues the land, and the city will never be truly great as long as it counts the monster as one of its residents.



## EPISODE 2: THE SERPENT

## THEBES

The time has come. Ares' multi-headed serpent will not leave Thebes alone, and as the city grows, the monster is bound to cause more trouble, plus you could really use some of that marble it seems to be guarding. For the good of the city, the serpent must be slain. No ordinary human can perform this extraordinary task, however. You will need the help of a hero!



Aphrodite's Haven (Front)



Aphrodite's Haven (Back)





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Produce 48 slabs of marble in one year

### Sanctuaries Allowed

0

### City Resources

Cheese  
Fleece  
Marble  
Olives  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Flower Garden Gazebo Hedge Maze Park College Drama School Gymnasium Podium Stadium Theatre
Culture	

### Husbandry

Carding Shed  
Dairy

Fishery

Growers' Lodge

Wheat Farm

### Hygiene & Safety

Fountain

Infirmary

Maintenance

Office Office

Watchpost

### Industry

Masonry Shop

Olive Press

Winery

### Military

Gatehouse

Tower

Wall

### Mythology

Hero's Hall

### Storage & Distribution

Common Agora

Granary

Storehouse

Trade Buildings

### Unavailable Buildings

#### Aesthetics

Fish Pond

#### Husbandry

Carrot Farm

#### Industry

Hunting Lodge

Onion Farm

Urchin Quay

Foundry

Mint

Sculpture Studio

Timber Mill

### Military

Armory

Horse Ranch

Trireme Wharf

Population

Elite Housing

Storage & Distribution

Grand Agora

### Events

EY 0. Calydon, gift of 16 wine

EY 1. Calydon, gift of 16 wine

Between EY 1 and EY 2, Argos,  
Knossos, Mt. Pelion, Eleusis, famine  
request for 10 food within 6 months

Between EY 2 and EY 3, Calydon,  
recurring request for 10 fleece within  
10 months

By episode completion, Mt. Pelion, sup-  
ply increase in bronze

The only goal in this episode is to produce 48 slabs of marble in a year. But you're not going to produce a single slab until the Hydra is gone. And the Hydra's going nowhere until Hercules slays it. And Hercules isn't showing up until ... well, you get the picture.

So what does Hercules need? Excellent cultural access? Place his Hall near the culture you've set up to improve your common housing. A Pan-Hellenic victory? I couldn't swear to it, but I think that you'll win the next games in which you have even a fighting chance. Excellent city-wide gymnasium coverage? Just keep adding gyms till he's happy. (But give Herc a bit of time after each new gym, so that he can decide whether you've done enough.) 1500 people? You're well on the way, if not already past it — just keep doing what you're doing. 32 amphorae of wine? Just grow it; no, can't do that — you have no vines. Just trade for it; no, no one's selling wine. The only way to get wine in this episode is to rely on the kindness of others.

A rival city, Eleusis, is the only visible source of wine in the episode. Wood and armor are the only things Eleusis wants. By alternating gifts of wood with requests for wine, you accomplish two things — you get the wine you need, and you make Eleusis more docile. Of course, you don't have wood, either, but you can buy that from Libya. Alternatively, you can just wait a couple of years until Calydon gives you 32 amphorae, but who likes to wait?

Either way, make sure you have room to store the wine. There's nothing more frustrating than being offered a timely gift, and not being able to accept it. (But most gift-givers will allow you to postpone receipt of a gift for a month or two, if you need to.)

Once Hercules shows up, it's all over but the shouting. He starts from his Hall, so make sure you have a water crossing in place to get him over to Quarry. When the Hydra's out of the way, clear a path from your water crossing to the quarry. The only way to get there is down the NE-SW path that runs between the narrow inlet and the rocks surrounding the quarry. If it's sufficiently cleared of brush and wood, you can click-and-hold a road, starting just outside the quarry and running to the clear area north of all the rocks.

Build your masonry shops and support buildings to generate the marble; you'll need several shops going at once to hit the goal of 48 slabs in a year. I dropped about five adjacent to the quarry, and another couple along the narrow path.

*The serpent is gone, yet worries remain. Ares was fond of the serpent, and he cannot be happy that you have arranged for the serpent's death. Athena, the goddess of warriors, crafts and wisdom, has arrived to collect some of the serpent's teeth for some strange and wonderful purpose. Maybe she can shed some light on how to earn Ares' favor.*



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 3: ARES' CITY

#### THEBES

The wise goddess Athena offered this advice: 'Ares is indeed going to be upset by the loss of that serpent. He has this thing for serpents — single-headed, double-headed, dunder-headed — it doesn't matter, he loves them all. And, he really liked how the sun glistened off all those heads. But, do you know what Ares likes almost as much as serpents? Big, big Sanctuaries built just for him! He likes to conduct what he calls 'ambush practice' in a Sanctuary's twisting halls, but to most it seems like he's playing hide and seek. If you build a Sanctuary for Ares, the god will be thrilled to have a new place to practice the art of war, and he'll forget all about the serpent. He'll even take some of the slain serpent's teeth, sow them in the earth, transforming them into fiercely powerful soldiers called Sparti. These soldiers will do your bidding and help to protect Thebes. Heed my advice, mortal, and good luck.'



Ares' Fortress (Front)

Goals	Culture	Unavailable Buildings				
<p>Sanctuary to Ares            50 people in Residence or better            Set aside 30 sheaves of wheat for colony            Set aside 25 jugs of olive oil for colony</p> <p><u>Sanctuaries Allowed</u></p> <p>I</p>	Husbandry	Husbandry				
<p><u>City Resources</u></p> <p>Cheese            Fleece            Marble            Olives            Wheat</p>	Hygiene & Safety	Carrot Farm Hunting Lodge Onion Farm Urchin Quay Foundry Mint Timber Mill Horse Ranch				
<p><u>Available Buildings</u></p> <table> <tr> <td>Administration</td> <td>Palace            Tax Office            Water Crossing</td> </tr> <tr> <td>Aesthetics</td> <td>Avenue            Bench            Boulevard            Column            Fish Pond            Flower Garden            Gazebo            Hedge Maze            Park</td> </tr> </table>	Administration	Palace Tax Office Water Crossing	Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park	Industry Military Mythology Population Storage & Distribution	Husbandry Gymnasium Podium Stadium Theatre Carding Shed Dairy Fishery Growers' Lodge Wheat Farm Fountain Infirmary Maintenance Office Watchpost Masonry Shop Olive Press Sculpture Studio Winery Armory Gatehouse Tower Trireme Wharf Wall Hero's Hall Elite Housing Common Agora Granary Grand Agora Storehouse Trade Buildings
Administration	Palace Tax Office Water Crossing					
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park					
		Events EY 0. Calydon, gift of 5-10 sculpture EY 1. Mt. Pelion, recurring famine request for 5-10 food within 5 months Between EY 1 and EY 2, Calydon, gift of 15 wood EY 2. Calydon, recurring request for 10 fleece within 12 months Between EY 2 and EY 4, Mt. Cithaeron, recurring festival request for 5-10 wine (Dionysus) within 8 months				

Ares' Fortress (Back)





## PRIMA'S OFFICIAL STRATEGY GUIDE

Ares is mad, and he's not going to take it anymore ... unless you build him a sanctuary. This is one requirement that I did not mind at all — Ares provides strong military support, and since I'm not all that confident of my military abilities, I'm glad to have Ares and his Spartans around to back me up. Build the sanctuary adjacent to common housing, so that the housing gets an aesthetics boost. (Elite housing needs more of a boost than a sanctuary provides, and a sanctuary takes up so much room it's difficult to add anything else close enough to do any good.)

I won't try to fully describe how to set up elite housing here — see the tips on p. 14. (I went with the 3 x 2 array, but the 2 x 2 array is probably better in these circumstances.) However, I will repeat a couple of things that I learned the hard way. Make sure your elite housing is close enough to all necessary supplies (set up a string of storehouses, if necessary) and don't lose track of supply levels. A slip with any of the necessary supplies can pull the plug on all your elite housing.

Meanwhile, I kept "trading" with Eleusis, sending gifts of wood and requesting gifts of wine. I'm past the days of deficit spending, and have more than 25,000 drachmas saved up.

### ARMORY AND HORSES ARE MILITARY

I will make two points, that I didn't realize till after the end of this episode. The armory and horse ranch are both under the *Military* tab, not the *Industry* or *Husbandry* tabs. If you don't build armories, you'll need 9 residences (at 6 citizens apiece) rather than just 6 mansions (at 10 apiece) or even just 4 manors (at 16 apiece, but they also require a steady supply of wine) to satisfy the elite episode goal. Similarly, you must have Military employees to work your armories and horse ranches, so if you're short of workers and you've set the Military sector relatively low (in the expanded *Industry* window), you will have no one working your forges or ranches.

I ended up with 12 elite houses. This is certainly overkill (remember the sledge hammer approach?), but it did give me a bunch of troops to accomplish the military objectives at the end of the episode. Did I need that many? I don't know, but I felt a lot more confident in having them.

**(Editor's Note.** If you build four blocks of elite housing all the way up to manor, that will fulfill your victory conditions and give you two full units of hoplites. Along with the Mythological Warriors you got from Ares' sanctuary, and with intelligent use of your allies, that should be enough to conquer ... though possibly not on the first try.)

Ares is shouting for joy over his latest Fortress, and his Spartans stand guard over your city. With Thebes well protected and in the trustworthy hands of your prideful deputy, Oedipus, it is time to set forth and expand the kingdom. The Oracle at Delphi recommends establishing a city at Cydonia in Crete ... though she's hinted that fertile fields and great forests are not the only things to be found there!

## EPISODE 4: THE CRETAN PRINCESS

## CYDONIA

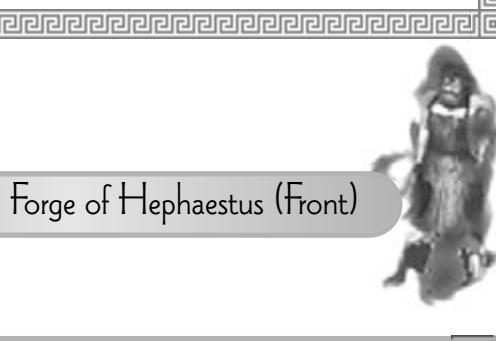
A rugged and forested land, Cydonia is located on Crete, the gateway to the rest of the world.

The people of Crete are wary of you, and an old beggar man reveals the reason: 'Once, a woman was spotted far off our shores, approaching our island on the crest of a giant, foamy wave. As the woman drew closer, it became clear that she wasn't riding on the sea, but on the back of a great white bull! The bull deposited the woman on our shores, and Talos, a bronze man forged by Hephaestus, guards the woman night and day. The bronze man guards our island, too, preventing invaders from doing us harm.'

'It has been prophesied that a leader from Thebes will come to our island and take this woman from us. We fear that if this leader succeeds, Talos will no longer guard our island. And, since you are from Thebes, you might just be the one that will change our world completely.'



Forge of Hephaestus (Front)

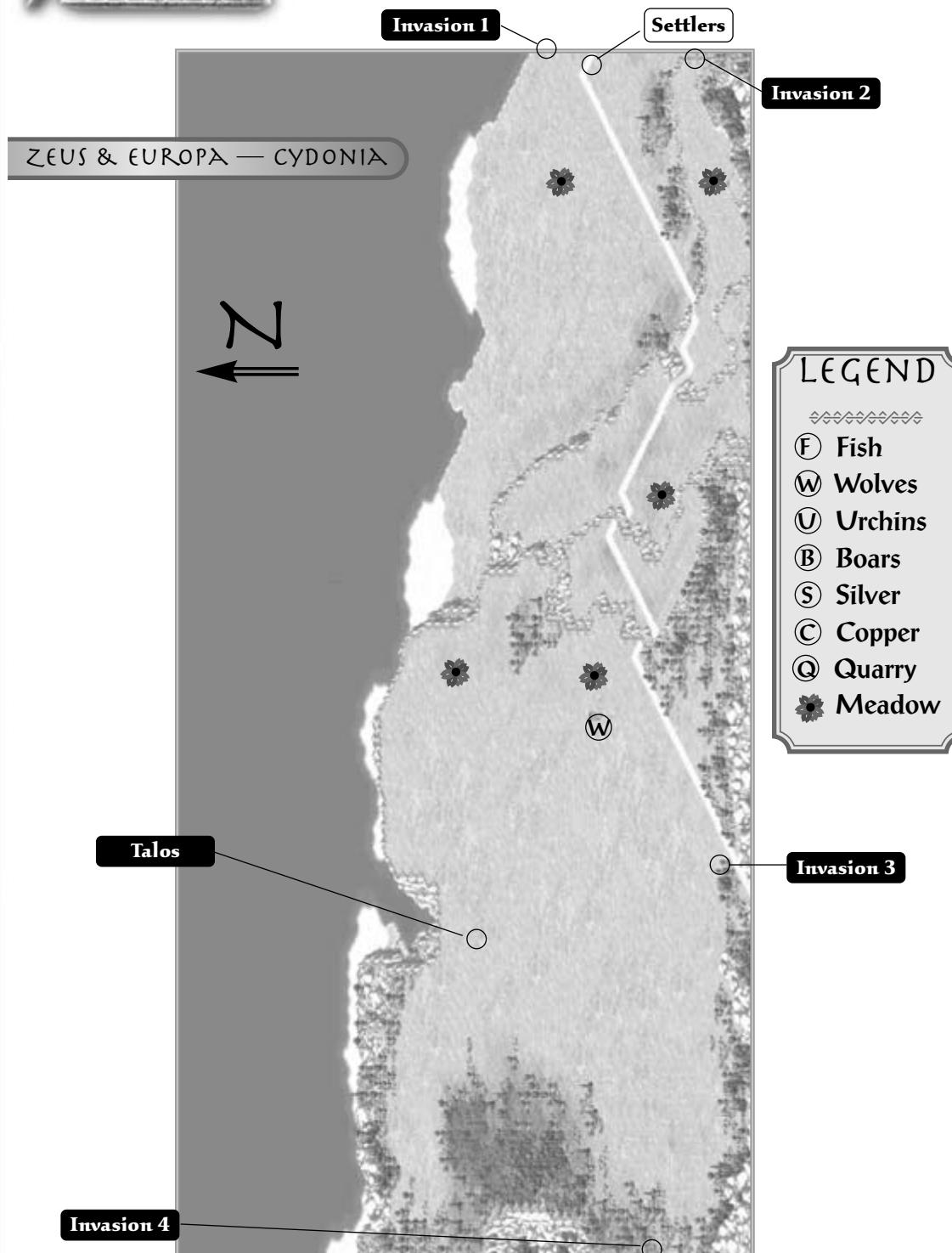


Forge of Hephaestus (Back)





PRIMA'S OFFICIAL  
STRATEGY GUIDE



## EPISODE 4: THE CRETAN PRINCESS

Goals	Husbandry	Events
Set aside 30 planks of wood for parent city Set aside 30 amphorae of wine for parent city	Carding Shed Fishery Growers' Lodge Onion Farm Fountain Infirmary Maintenance Office Watchpost Olive Press Sculpture Studio Timber Mill Winery	EY 0. Egypt appears EY 0. Knossos becomes active EY 0. Talos in city, attacks food, passive EY 0. I Zeus, god invasion EY 0. Thebes, gift of 3000 drachmas EY 1. Knossos, gift of 10 olive oil Between EY 1 and EY 2, Cadmea appears Between EY 1 and EY 3, Knossos, recurring request for 10-15 fleece/food within 10 months
Sanctuaries Allowed	Industry	Between EY 2 and EY 3, Thebes, recurring festival request for 10-16 wine (Aphrodite) within 12 months
0	Military	Between EY 2 and EY 4, Mt. Cithaeron, recurring festival request for 10-20 wine (Dionysus) within 6 months
City Resources	Mythology	By episode completion, Egypt disappears By episode completion, Knossos, supply increase of wine
Fleece Grapes Horses Onions Wood	Population Storage & Distribution	By episode completion, Cadmea, becomes active By episode completion, Phoenicia, appears
Available Buildings	Unavailable Buildings	By episode completion, Cilicia, appears By episode completion, Thasus, appears
Administration Aesthetics Culture	Husbandry Industry	
Palace Tax Office Water Crossing Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park College Drama School Gymnasium Podium Stadium Theatre	Carrot Farm Dairy Hunting Lodge Urchin Quay Wheat Farm Foundry Masonry Shop Mint	



## PRIMA'S OFFICIAL STRATEGY GUIDE

We're off to Crete and Cydonia in this episode. It has a monster (Talos) and all the materials you need to set up a city as large as Thebes, but the only goals are a stash of wood and wine for your home city. Talos starts on the western side of the map, and pretty much stays there; I don't even think he needed the sacrificial houses I gave him to keep him occupied.

Meanwhile, to the east, I decided on quick and dirty tactics. I built piers to Knossos and Libya, plus a couple of storehouses, planted about 60 vines, built a half-dozen timber mills and wine presses and twice that many growers' lodges, and threw in a few maintenance offices to keep it all from falling down. 50 huts would hold all the workers I needed, for as long as I needed them. I ignored food, water and any other supplies.

I took it off Pause and then started begging — Knossos for wood and Eleusis for wine. I didn't have any goods myself, so I threw cash at them to make them happier. They both came through with gifts. 14 months and 13,000 drachmas later, I had 30 wood and 30 wine stored up, and I was out of there.

Even if you take a more traditional route to victory in Cydonia, don't waste time summoning Jason to slay Talos. You can stay out of Talos' way, and you'll spend more in resources (three trireme wharfs?) then you'll save by eliminating Talos. And Talos comes back to life in the next episode, anyway.

*The priestess' prophecy has come true! You have wrested Europa from Talos' grip and delivered her back to her brothers in Greece. Talos, however, is enraged that you have taken his charge from him and is following close on your heels!*



Artemis' Menagerie (Front)



## EPISODE 5: THE WEDDING PRESENT

## THEBES

The wedding of Harmonia and Cadmus was a splendid affair. Hephaestus, Aphrodite and Ares were in attendance, along with notable leaders from all over the world. Ares and Aphrodite beamed with pride as they each presented Harmonia with a gift. Aphrodite gave the bride a gorgeous necklace that Hephaestus had made, and Ares presented the bride with a beautiful and ornate robe. But the gift that you brought to the wedding was the best of all. You brought Europa, and she was finally reunited with her brothers Cadmus, Ithasus, Phoenix and Cilix. Ecstatic over the return of their sister, Cadmus and Ithasus have become your staunch allies, while Phoenix and Cilix opened their distant cities, Phoenicia and Cilicia, to trade. Harmonia and Cadmus even agreed to present you with the robe and necklace, though they thought it best to send you the gifts later, after the gods had left, so as not to offend them.

Only two things marred the ceremony. The first was the fear that Talos would arrive on the scene at any moment. The second was the shocking lack of wine! Wine has been difficult to come by in Greece lately, except in Mount Cithaeron, which has an abundance of the beverage. The people of Mount Cithaeron are refusing to share their supplies, though, keeping all of the wine for themselves.

Artemis' Menagerie (Back)





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Slay Talos  
2 sanctuaries

### Sanctuaries Allowed

2

### City Resources

Cheese  
Fleece  
Marble  
Olives  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park

### Culture

College  
Drama School  
Gymnasium  
Podium  
Stadium  
Theatre  
Carding Shed  
Dairy  
Fishery  
Growers' Lodge  
Wheat Farm

### Hygiene & Safety

Fountain  
Infirmary  
Maintenance  
Office  
Watchpost

### Industry

Masonry Shop  
Olive Press  
Sculpture Studio  
Winery

### Military

Armory  
Gatehouse  
Horse Ranch  
Tower  
Trireme Wharf  
Wall

### Mythology

Hero's Hall

### Population

Elite Housing

### Storage & Distribution

Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

### Unavailable Buildings

Husbandry	Carrot Farm Hunting Lodge Onion Farm Urchin Quay
Industry	Foundry Mint Timber Mill

### Events

EY 0. Talos invades city, attacks food and common within 2 months, reactive
EY 0. Knossos becomes vassal
EY 0. Knossos, supply decrease in wine
EY 0. Cydonia, gift of 25 wine
EY 1. Eleusis, supply decrease in wine
EY 1. Argos, demand increase for wine
EY 2. Thasus, supply decrease in wine
Between EY 2 and EY 3, Mt. Cithaeron, recurring festival request for 15-20 wine (Dionysus) within 6 months
Between EY 2 and EY 4, Mt. Pelion, recurring request, 5-10 wine within 6 months
Between EY 3 and EY 4, Argos, request for 10 wine within 10 months
By episode completion, Cydonia, supply decrease in wine

You've got your basic city set up; now it's just a matter of keeping all the balls in the air and responding to new situations as they come up. I spent a good bit of time at the start of this episode deciding what I wanted to do with Thebes, and which of three sanctuaries I wanted to build next. I settled on Aphrodite, because she could help keep my city from falling apart. With so much going on, I was afraid I might not be able to keep track of it all very well. She has the added advantage of keeping Hephaestus, Ares, Hermes and Dionysus from invading — I wonder what she's got that I haven't got?

Talos shows up again, just north of the quarry. While he's there, he basically kills your marble industry (not to mention many of your workers, as well). I left the water crossing in place, which let him wander over to Meadows and Thebes for awhile; when he got back to Quarry, I promptly destroyed the crossing, stranding him there.

So you've got to call Jason to slay him, even though Jason is one of the biggest pains in the game. He requires 64 food and 16 wine (not so bad), but also requires 3 triremes, 2 horse companies, and 8 additional horses. I decided to go ahead and build two triremes at once, then quickly ditched that plan when I realized a trireme wharf employs 100 workers! That'll put a dent in any economy. So the triremes went up one at a time, and I had the troops stand down when each one was finished so I had enough available employees to build the next one. Meanwhile, I had to crank up the elite housing (since only estates can produce mounted troops) and I had to build enough horse ranches not only to supply the troops but also to keep an additional eight horses on hand. (The horse trainers kept coming to the ranches and taking horses, so it was awhile before I had eight on ranches at one time.)

**(Editor's Note:** Two horse ranches should be enough to maintain the eight-horse reserve that Jason requires, but you will have to wait until all your horse markets are stocked first. If you've built a lot of elite housing, with more than one Grand Agora, consider adding only one or two horse markets, and letting the rest of your troops remain hoplites.)

To add insult to injury, you never use those triremes in this adventure; they just sit at the dock, gathering dust. Be sure that their crews stand down, and stay down. (A mobilized trireme has men sitting on the dock, swinging their legs; a demobilized trireme has no activity at all.)

Once Jason shows up and pulls the plug on Talos, you can get back to building your second sanctuary. Incidentally, this is one of those episodes where pre-design hurts more than it helps. I dove into building Aphrodite's sanctuary, and added a new residential area to staff it and all of its support buildings, before I knew what Jason would need. By the time I had paid for both the sanctuary neighborhood and Jason's requirements, I had burned through 12,000 drachmas and was back into deficit spending. A gift took me back into the black, and by the end of the episode, I had well over 20,000 drachmas.

With Eleusis listed as Docile, and with a couple of horse troops (not to mention four hoplite troops and Ares' two Spartan troops), I decided to try my hand at conquest. I failed. That happens when you attack an army that's stronger than yours. I guess I should have checked the world level military icons first. If you've got the time and inclination, you might try it yourself. The downside — if they fight back and you can't win, it costs a pretty packet to buy Eleusis off.

Jason reduced Talos to a pile of scrap metal by removing the single nail that holds the bronze man's blood inside of him. During the dark of night, however, someone made off with Talos' carcass. Maybe it was a local sculptor, looking for an extra supply of bronze. Then again, it could have been Hephaestus ...

Meanwhile, your stature has grown throughout Greece. Many cities call you friend, and even the great Minos of Knossos has declared himself your loyal subject. All of Greece talks of the beautiful Robe and Necklace of Harmonia that Cadmus has promised you, which are even now on the way to Thebes.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 6: THE WINE CRISIS

#### THEBES

The situation at Mount Cithaeron has gotten out of control. Nearly all of Greece's supply of wine is hoarded there, and now strange things are happening around the city. There have been reports that the bodies of sheep, goats, and even people, gruesomely torn apart, have turned up nearby. The attacks seem much too vicious to be the work of a wandering pack of wolves or an angry wild boar. The frightening deaths have scared the people of Mount Delion into hiding, and they have not had contact with anyone for some time. Adrastrus of Argos has stopped trading, choosing not to risk the lives of his merchants for a few measly drachmas and supplies. The only solution to these problems is to invade Mount Cithaeron and see what is going on there for yourself.



Arbor of Athena (Front)

Arbor of Athena (Back)



## EPISODE 6: THE WINE CRISIS

Goals	Husbandry	Unavailable Buildings
Rule Mt. Cithaeron	Carding Shed	Husbandry
3 sanctuaries	Dairy	Carrot Farm
<u>Sanctuaries Allowed</u>	Fishery	Hunting Lodge
3	Growers' Lodge	Onion Farm
<u>City Resources</u>	Wheat Farm	Urchin Quay
Cheese	Fountain	Industry
Fleece	Infirmary	Foundry
Horses	Maintenance	Mint
Marble	Office	Timber Mill
Olives	Watchpost	
Wheat	Masonry Shop	
<u>Available Buildings</u>	Olive Press	
Administration	Sculpture Studio	
	Winery	
Aesthetics	Armory	
	Gatehouse	
	Horse Ranch	
	Tower	
	Trireme Wharf	
	Wall	
Culture	Hero's Hall	
	Elite Housing	
	Common Agora	
	Granary	
	Grand Agora	
	Storehouse	
	Trade Buildings	



## PRIMA'S OFFICIAL STRATEGY GUIDE

Another sanctuary to build, another city to conquer. I carefully analyzed the benefits of Artemis, Athena and Demeter, and settled on Demeter for my third sanctuary. Artemis could help me hunt, but I had no hunters. Athena could help with fleece, olives and olive oil (all keys to my trade situation), but Demeter promised a broader effect (she would "convert the land around her Sanctuary into fertile meadow land") and four times the output when she visited. This was a mistake for two reasons. First, the converted land extended exactly one tile in each direction, and didn't include any tiles with buildings on them. Since the effect took place immediately on completion, I didn't have time to remove the adjacent artisans' buildings before it happened. I had been planning on major olive and sheep expansion. One fertile tile is useful for anchoring a farm, but it's next to useless for significant orchard or grazing. The second reason ... we'll cover in the next episode. Just don't build Demeter's sanctuary; build Athena's.

### THE HAZARDS OF CITY CLUTTER

I had started out this adventure with a carefully planned, streamlined city structure. By this time, it was hard to recognize any signs of planning or structure to my city, with its jumble of buildings and streets added here, added there, to deliver food, give cultural access, divert walkers, and so forth. Your walkers have a certain amount of intelligence, but if the road isn't straight in front of them, they're likely to get lost.

This became painfully obvious as Demeter's sanctuary was built. When building Aphrodite's sanctuary, I could see that the deliverymen were having a bit of trouble getting to it, so I laid in sufficient marble, wood and statues in storehouses adjacent to the building site. That didn't work. They ignored the nearby supply and went much farther into the city to collect the necessary supplies. (Later, I built a sanctuary immediately outside the quarry. Even then, nearly all the marble was carried to the sanctuary from Thebes, across Meadows.)

The moral? Your deliverymen have minds of their own, and won't always do what you want them to do. The best thing you can do is to keep your roads straight, with as few intersections (and thus decision points) as possible. By the time I saw what was going on and tried to figure it out, my city was a hopeless jumble of streets and storehouses, and I had no idea where the deliverymen were going, or why.

You've got to conquer Mt. Cithaeron. With my earlier failure at Eleusis still fresh in mind, I sent 6 hoplite troops, 2 horse troops, Ares' 2 Spartan troops, a vassal force (from Knossos) and even Ares himself (in answer to a prayer). Four months later, the troops returned victorious, and I had a new monument I could build. Knossos and Calydon had both sworn loyalty to me, and including Cydonia, I now led four other cities.

Horror. Unspeakable horror is what you found at Mount Cithaeron. Madwomen who called themselves the Maenads, drunk on wine, were gleefully tearing apart the bodies of their innocent victims. Forced from Mount Cithaeron by your invasion, these servants of Dionysus have now scattered throughout Greece, continuing their reign of terror.

## EPISODE 7: THE MAENADS' RAMPAGE (F)

## THEBES

Fear is crippling nearly all of Greece. The Maenads are everywhere, leaving cities throughout Greece in shambles. Now, Dionysus has rallied his Maenads to attack Thebes to punish you for destroying their home. If things are ever going to return to normal, you will have to find a way to kill these horrible monsters and restore a feeling of safety to the people of Greece so that trade and diplomatic exchanges may be conducted once again.



Garden of Demeter (Front)

Garden of Demeter (Back)





## PRIMA'S OFFICIAL STRATEGY GUIDE

<b>Goals</b>			
II trading partners Protect city from the Maenads Yearly profit of 2000 Population of 4000			
<b>Sanctuaries Allowed</b>			
3			
<b>City Resources</b>			
Cheese Fleece Horses Marble Olives Wheat			
<b>Available Buildings</b>			
Administration      Palace Tax Office Aesthetics           Water Crossing Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park College Culture               Drama School Gymnasium Podium Stadium Theatre Husbandry           Carding Shed Dairy Fishery Growers' Lodge Wheat Farm	Hygiene & Safety Industry Military Mythology Population Storage & Distribution	Fountain Infirmary Maintenance Office Watchpost Masonry Shop Olive Press Sculpture Studio Winery Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall Hero's Hall Elite Housing Common Agora Granary Grand Agora Storehouse Trade Buildings	EY 2. Maenad unleashed in city, attacks food, active EY 2. Argos, trade opens up Between EY 2 and EY 3, Thasus, recurring construction request for 10-15 wood within 10 months Between EY 2 and EY 3, Cydonia ter- rorized by Talos, recurring request for 5-10 troops within 2 months, failure: unaffected Between EY 2 and EY 3, Knossos, recurring festival request for 5-10 fleece (Athena) within 12 months EY 4. Maenad unleashed in city, attacks food, reactive EY 4. Eleusis, supply increase of wine EY 5. Maenad unleashed in city, attacks food, active EY 5. Mt. Pelion becomes active By episode completion, Cydonia, supply increase of wine By episode completion, Argos, demand decrease for wine By episode completion, Mt. Pelion becomes active By episode completion, Thasus, supply increase in wine By episode completion, Orchomenos appears By episode completion, Calydon becomes rival By episode completion, Argos becomes rival
<b>Unavailable Buildings</b>			
Husbandry	Industry	Events	
Carrot Farm Hunting Lodge Onion Farm Urchin Quay Foundry Mint Timber Mill		EY 0. Thasus, supply increase in wine EY 1. Maenad in city, attacks food, reactive EY 1. Eleusis becomes active Between EY 1 and EY 2, Eleusis, supply increase in wine Between EY 1 and EY 2, Argos, recur- ring request for 5-10 wine within 8 months Between EY 1 and EY 3, Mt. Pelion, recurring request for 10-15 wine within 10 months	

Remember the bit about Demeter's sanctuary being a mistake? A Maenad shows up (by the way, she's an entertaining little sprite, even when she's eviscerating someone), and the only one who can stop her is Achilles. Achilles' needs are simple: 32 suits of armor, a trio of hoplite companies, a peaceful city with no unrest, 16 amphorae of wine and ... a sanctuary to Athena. And you can't build a fourth sanctuary until the next episode. (Did I mention that passing over Athena's sanctuary was a mistake? When I found this out, I simply sat on the floor and stared into space for about 15 minutes.) I did learn one other thing from this — you can demolish a sanctuary. Down went Demeter's sanctuary and up (after a long wait) came Athena's.

A total of three Maenads show up, one at a time. If it takes a while for Achilles to appear (for example, if you have to tear down one sanctuary and build another), at least one of the Maenads will venture into the city and start rending your citizens.

An advantage to the sledge hammer approach — I had no problem with the population or profit goals. On the other hand, I spent a while waiting for another city to appear so I could have 11 trading partners, until I took matters into my own hands and went and finally conquered Eleusis. (Vassals are much more agreeable to trade than rivals.) Some of that time waiting I spent gift-giving. With over 100,000 drachmas in hand, and far more supplies than I needed, I could well afford to drop 30,000 or 40,000 drachmas and lots of goods on other cities to boost my rating with them. And the more I gave them, the more inclined they were to return a requested gift, if I was short on a particular commodity. In particular, give a gift of what they buy — if Calydon buys onions and marble, it much prefers a gift of marble to a gift of wood.

Everything has returned to normal. People can leave their homes without fear, contact has been restored between you and other leaders, and goods are once again flowing throughout Greece. Yet, a foreboding sense of doom permeates the air. Perhaps it's because the Robe and Necklace of Harmonia, promised to you so long ago by the honorable Cadmus, have not yet arrived in Thebes. Worse still, you haven't heard from Cadmus for some time. There could still be trouble brewing.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 8: THE PRETENDER TO THE THRONE

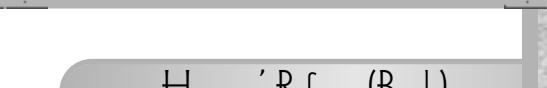
#### THEBES

The dastardly Polynices of Orchomenos, exiled from Thebes, has stolen the Robe and Necklace of Harmonia! The double-crosser has claimed the throne of Thebes, and promised Adrastus of Argos and Tydeus of Calydon these and other spoils if they help him take your city. You must defeat these villains to keep what's rightfully yours.

Meanwhile, Hephaestus, the lame god, has caught his wife, Aphrodite, in a forbidden embrace with Ares. Slowly, Hephaestus has put two and two together and finally understood why Ares and Aphrodite had both been so proud of Harmonia at her wedding, and why the gorgeous goddess of the tender passions thought it necessary to spend nine months at a beauty spa some twenty years ago. Hotter than the metals that he pounds in his forge, Hephaestus has decided to destroy all that Ares holds dear, whether it be a mortal, a monster or a city!



Hermes' Refuge (Front)



Hermes' Refuge (Back)



## EPISODE 8: THE PRETENDER TO THE THRONE

Goals	Culture	Unavailable Buildings
Rule Calydon Rule Argos Rule Orchomenos 4 sanctuaries 100 people in Estate or better	Husbandry	Husbandry      Carrot Farm Gymnasium      Hunting Lodge Podium      Onion Farm Stadium      Urchin Quay
<u>Sanctuaries Allowed</u>		Industry      Foundry Mint      Timber Mill
4		
City Resources	Hygiene & Safety	Events
Cheese Fleece Horses Marble Olives Wheat	Fountain Infirmary Maintenance Office Watchpost	EY 0. Calydon, invasion from Invasion Markers I-6, 40 troops within 8 months
	Industry	EY 0. Mt. Pelion, gift of IO armor
	Military	EY 1. Argos, invasion from Invasion Markers I-6, 40 invaders, attack food within 8 months
<u>Available Buildings</u>		Between EY 1 and EY 3, Hephaestus, recurring god invasion
Administration	Palace Tax Office Water Crossing	Between EY 2 and EY 3, Orchomenos, recurring invasion from Invasion Markers I-6, 50 troops within 4 months
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park	Between EY 2 and EY 3, Thasus, recurring construction request for IO wood within 12 months
	Mythology	Between EY 2 and EY 3, Thasus, recurring gift of IO wine
	Population	Between EY 2 and EY 4, Cadmea, recurring request for 5-10 fleece within 8 months
	Storage & Distribution	



## PRIMA'S OFFICIAL STRATEGY GUIDE

This is the climax, but if you've put everything in order, it won't be as difficult as it could be. Your biggest problem will be battle fatigue — you've got to conquer three other cities, and that will tire out your troops (especially if you send them all each time, which of course is what I did). Note that each of these cities are going to attack you if you don't get to them first, and an offensive war is much preferable to a defensive war.

I'd recommend attacking Calydon first. They're going to attack you first, and they've got the statues you need to complete your fourth sanctuary. Which sanctuary should you build? Pick the cheapest one you can ... if you accomplish your conquest goals quickly, the adventure will be over as soon as you complete it, so you won't get any benefit from its special gifts. I conquered Argos first, then sent the troops back out with just three months rest when Calydon announced its intention to attack. I conquered Calydon before its troops reached Thebes, so I avoided that defensive confrontation.

Orchomenos was next. By that time, I had a whole roster of cities who would answer my call to arms, and I sent every last one of them, plus all my own troops and Ares' Spartans, against Orchomenos. It wasn't a coordinated attack — each of the assisting cities sent back word that their attack had failed — but they might have helped wear Orchomenos down, because it fell when my own troops arrived. After that, everyone answers to me, but few are very happy about it, so I kept sending gifts — drachmas and goods were still in abundant supply — until one city answered, "Enough already."

Meanwhile, Hephaestus' feelings are hurt and so he invades (twice), but Aphrodite meets him at the door and delivers a good spanking each time.

Now for what should have been an easy conclusion. Build one more sanctuary, and keep 100 in estates. But I started having trouble — lack of employees, unrest, people leaving because of excessive military service, vandals in my elite housing, slow deliveries to the sanctuary construction site. I was about to throw my hands up in despair when a friendly angel whispered the question, "Why are your troops still mustered?" Ahh ... Military tab, information window, send everyone home and (within a few minutes) city back at rest. It still takes awhile to complete the fourth sanctuary, but you are well and truly the leader of Greece when you complete it.

You have thoroughly crushed Polynice's attempt to usurp your power, and the leaders that supported him are now firmly under your rule. Not even Hephaestus will threaten Thebes now!



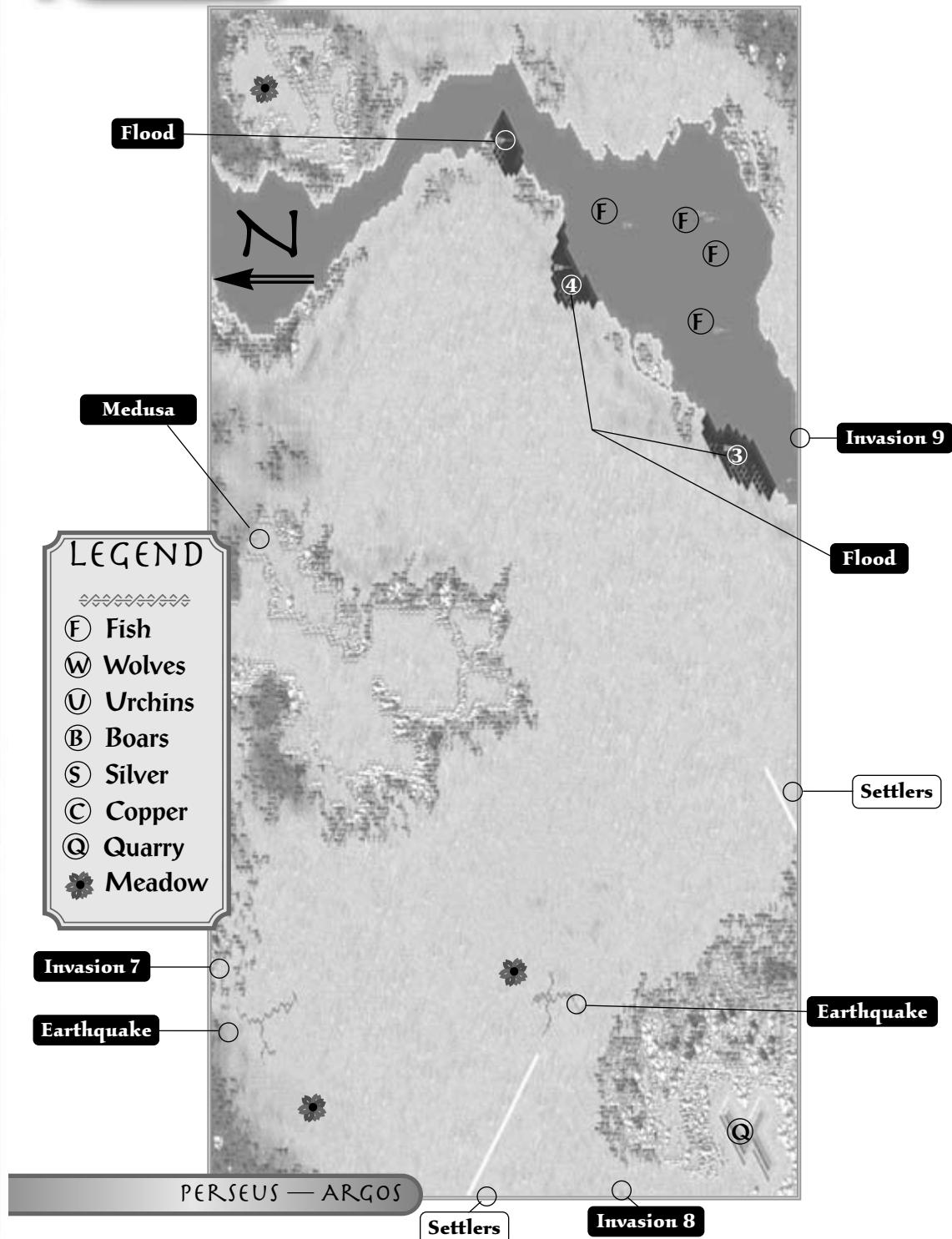
## ADVENTURE COMPLETE

Any one of your many achievements would have been enough to rank you among Greece's best leaders. Not only did you defeat Ares' serpent and rescue Europa from Crete, you rid Greece of the horrible Maenad threat and rebuffed Polynice's attempt to depose you! Never has a single ruler done as much for Greece as you have.





PRIMA'S OFFICIAL  
STRATEGY GUIDE



# PERSEUS AND MEDUSA

The people of Greece are scattered around the country. You will gather them together, like a shepherd gathers his flock, and lead them to a brighter day.

Difficulty	Initial Funds	Proponents	Heroes
Not too challenging	15,000/10,000/8000	Apollo Athena Dionysus Hades Hermes Zeus	Perseus Theseus
Episodes	Opponents		Monsters
6	Artemis Poseidon		Calydonian Boar Kraken Medusa
Start Date			
3000 BC			





## PRIMA'S OFFICIAL STRATEGY GUIDE

### CITIES

#### Mt. Pelion

Ally	
Tribute:	receives 400 drachmas; pays 2 wood
Sells wood	12
Sells sculpture	sometimes
Buy's wine	36

#### Calydon

Colony	
Receives	400 drachmas; pays 18 grapes
Sells grapes	24
Sells sculpture	12
Buy's armor	12
Buy's olive oil	24

#### Mycenae

Ally	
Tribute:	receives 400 drachmas; pays 8 wood
Sells wood	12
Buy's cheese	24
Buy's fleece	12
Buy's sculpture	sometimes

#### Argos

Home City	
Buy's Bronze	12
Sells Marble	24
Sells Fleece	24
Sells Olive Oil	12

#### Troezan

Ally	
Tribute:	receives 400 drachmas; pays 8 wood
Sells wood	sometimes
Buy's marble	sometimes
Buy's fleece	sometimes
Buy's wine	sometimes

#### Taenarum

##### Enchanted Place

#### Egypt

Distant	
Sells wheat	24
Sells armor	12
Buy's wood	sometimes
Buy's wine	12

#### Miletos

Colony	
Receives	400 drachmas; pays 8 bronze
Sells wheat	24
Sells wood	12
Sells bronze	12
Buy's wine	24

#### Ethiopia

Rival	
Tribute:	receives 400 drachmas; pays 8 wood
Sells wood	12
Sells bronze	12
Buy's wine	12

#### Phoenicia

Distant	
Sells wood	12
Buy's wine	12

#### Cyprus

Distant	
Sells bronze	24
Buy's wine	

PERSEUS AND  
MEDUSA



Perseus and Medusa



# PRIMA'S OFFICIAL STRATEGY GUIDE



## EPISODE 1: A NEW WAY OF LIFE

### ARGOS

In a time of darkness, Discord reigned in Greece and the people lived apart from each other. Now, a new day is dawning, and the time has come for a leader to rise up and, for the first time, draw the people together, uniting them in a mighty city. Zeus himself has selected you to achieve this remarkable feat and has pointed you to a site in the Argolid. The city's name will be Argos. People will flock to the city in the hopes of learning a trade and feeding their families, and they will expect you to provide for them.

Other would-be leaders in Greece are also trying to start new cities. Some of them will achieve a modicum of success, while others will fail completely. You might encounter them in your journeys.

<b>Goals</b>	Storage & Distribution Common Agora Granary Storehouse Trade Buildings	Hygiene & Safety Industry	Watchpost Foundry Masonry Shop Mint Sculpture Studio Timber Mill Winery
500 people in Homestead or better Produce 20 skeins of fleece in one year Yearly profit of 500			
<b>Sanctuaries Allowed</b>	<b>Unavailable Buildings</b>		
0	Administration Palace Tax Office Water Crossing Aesthetics Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze College Gymnasium Podium Stadium Culture Carrot Farm Dairy Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm	Military	Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall
<b>City Resources</b>	Aesthetics Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze College Gymnasium Podium Stadium	Mythology Population	Hero's Hall Elite Housing Storage & Distribution Grand Agora
Fish Fleece	Husbandry Carding Shed Theatre Fisher		
<b>Available Buildings</b>	Husbandry Fountain Infirmary Maintenance Office Olive Press	<b>Events</b>	
Aesthetics Column Park Culture Drama School Husbandry Theatre Hygiene & Safety Fountain Infirmary Maintenance Industry Office Olive Press		EY 0. Troezan appears EY 1. Troezan becomes active EY 1. Troezan, demand increase for fleece EY 2. Troezan, demand increase for fleece EY 3. price increase for fleece by 5-10 By episode completion, Ethiopia appears By episode completion, price decrease for fleece by 10	

## EPISODE 1: A NEW WAY OF LIFE

This is a very simple introductory episode that just requires a bit of patience.

Extend the road from the southern edge of the map straight up, and build your city near the large central meadow. This will give you good access to the waterfront and the quarry as well.

Your options are very limited at first. Don't overbuild, and make sure to leave room for the things you know are going to come later (palace, college, watchtower). It's going to be tricky to get an average-sized city up to 1000 to earn your first monument. Nine-tile gardens are your best tool for raising appeal. Build fisheries for your food supply.

You're going to want to get your fleece industry going quickly. When Troezan wakes up they'll start importing fleece. You're going to need to wait until Troezan ups its order to 24 skeins a year, then sell them a full year's order to make your profit goal. About four carding sheds with a full complement of fleece should be enough to meet your production and profit goals. Unemployment will be high, but there's no need to panic and start overproducing fleece.

*Argos is on its way to becoming a great city, and even the residents of Mount Olympus have begun to take notice!*



Zeus Stronghold (Front) — see p. 86 for Back view



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 2: THE CITY GROWS

#### ARGOS

Argos is beginning to thrive, and you are learning more about the bounties that the land offers. The time has come to build a Palace that will serve as the staff around which the scattered people of Greece will gather. It is also time to begin collecting taxes from your people to help pay for the services that your city provides.

Up on Mount Olympus, the Tribunal of the River Gods had just come to order. 'We have come to a decision in this dispute,' the head of the Tribunal announced. And, though both parties presented convincing cases, we have no choice but to award Argos to Hera, wife of Zeus. Sorry, Poseidon.' As Hera jumped up and down in glee, Poseidon's brow furrowed, and his face became stormy. Under his breath, he vowed that if he couldn't have Argos, no one could! You might have to turn to Hera's husband for protection from the ruler of the sea!

#### Goals

- 640 people in Tenement or better
- Set aside 48 slabs of marble for colony
- Set aside 12 jugs of olive oil for colony

#### Sanctuaries Allowed

1

#### City Resources

- |        |           |
|--------|-----------|
| Fish   | Fleece    |
| Marble | Olive Oil |
| Olives |           |

#### Available Buildings

- |                |               |
|----------------|---------------|
| Administration | Palace        |
|                | Tax Office    |
| Aesthetics     | Avenue        |
|                | Bench         |
|                | Column        |
|                | Flower Garden |
|                | Gazebo        |
| Culture        | Park          |
|                | College       |
|                | Drama School  |
|                | Podium        |

#### Husbandry

- Theatre
- Carding Shed
- Fishery
- Growers' Lodge
- Fountain
- Infirmary
- Maintenance
- Office
- Watchpost

#### Hygiene & Safety



#### Industry



#### Storage & Distribution

- Masonry Shop
- Olive Press
- Sculpture Studio
- Common Agora
- Granary
- Storehouse
- Trade Buildings

#### Unavailable Buildings

- |                        |                |
|------------------------|----------------|
| Administration         | Water Crossing |
| Aesthetics             | Boulevard      |
| Culture                | Fish Pond      |
| Husbandry              | Hedge Maze     |
| Industry               | Gymnasium      |
| Military               | Stadium        |
| Mythology              | Carrot Farm    |
| Population             | Dairy          |
| Storage & Distribution | Hunting Lodge  |
|                        | Onion Farm     |
|                        | Urchin Quay    |
|                        | Wheat Farm     |
|                        | Foundry        |
|                        | Mint           |
|                        | Timber Mill    |
|                        | Winery         |
|                        | Armory         |
|                        | Gatehouse      |
|                        | Horse Ranch    |
|                        | Tower          |
|                        | Trireme Wharf  |
|                        | Wall           |
|                        | Hero's Hall    |
|                        | Elite Housing  |
|                        | Grand Agora    |

Events		
EY 1. Troezan, demand increase for marble	Between EY 2 and EY 6, recurring tidal wave from Disaster	Between EY 3 and EY 5, recurring earthquake from Disaster
EY 1. Poseidon, god invasion	Markers 3-5, devastation	Markers 1-2, devastation
Between EY 1 and EY 2, recurring price increase for fleece by 10-12	EY 3. Troezan, gift of 8 bronze	By episode completion, Troezan, supply decrease in wood
EY 2. Troezan, supply increase for wood	Between EY 3 and EY 4, Poseidon, recurring god invasion	By episode completion, Troezan, demand increase for fleece

The bad news is that you are not officially on Poseidon's List, and he'll keep showing up to knock down your fisheries. Just keep rebuilding as fast as you can ... they're still your only source of food. Also Troezan has dropped its fleece order, so make sure you're not overproducing.

On the other hand, you can now produce oil and marble, and you have access to several new basic options, including a palace and tax office, a college and podium and a watchtower.

Be forewarned that you'll need a wall around your palace when you come back in Episode 4, as well as room for a hero's hall or two.

Your quarry has difficult access to town and only limited space for shops (you have room for two right next to it, with maybe a few more a good ways down the road). Put a maintenance office right next to the quarry, and build two storehouses as close as possible.

You can start a sanctuary to Hermes in this scenario. Go ahead and do so, if you're not tired of Poseidon kicking your heinie. You probably won't have the resources to finish it, but you will in Episode 4. You can trade marble with Troezan in this adventure, but between the large victory requirement and starting a sanctuary, you probably won't want to.

*In spite of Poseidon's animosity, Argos continues to grow. But, to become a truly powerful kingdom, Argos must expand its borders.*

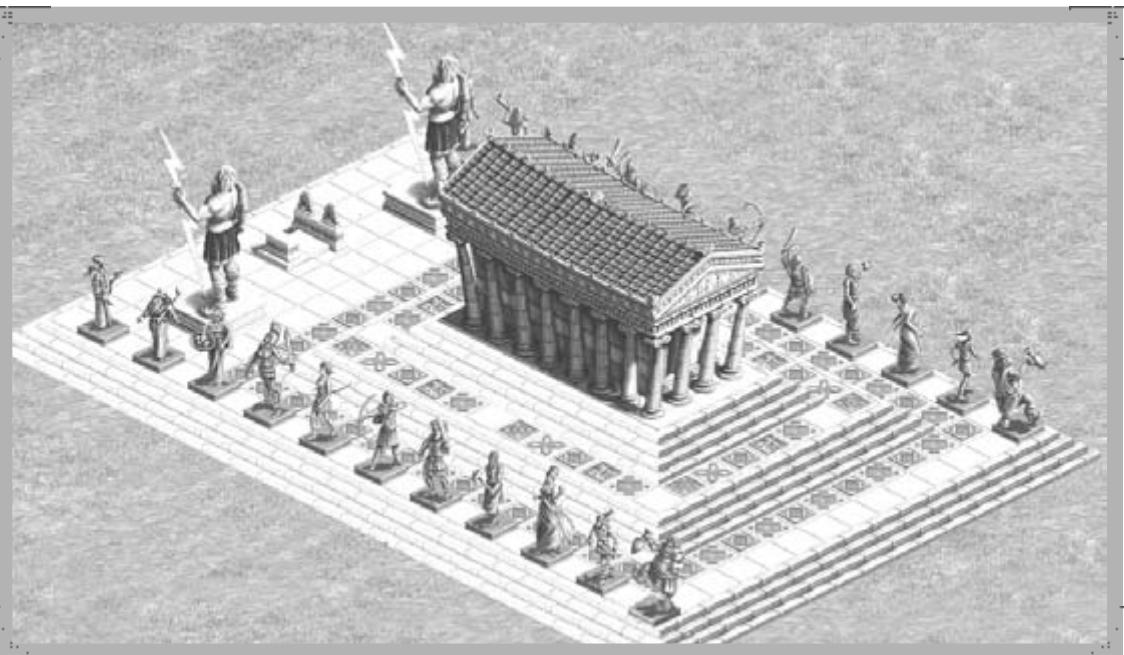


## EPISODE 3(5): ARTEMIS' REVENGE

### CALYDON

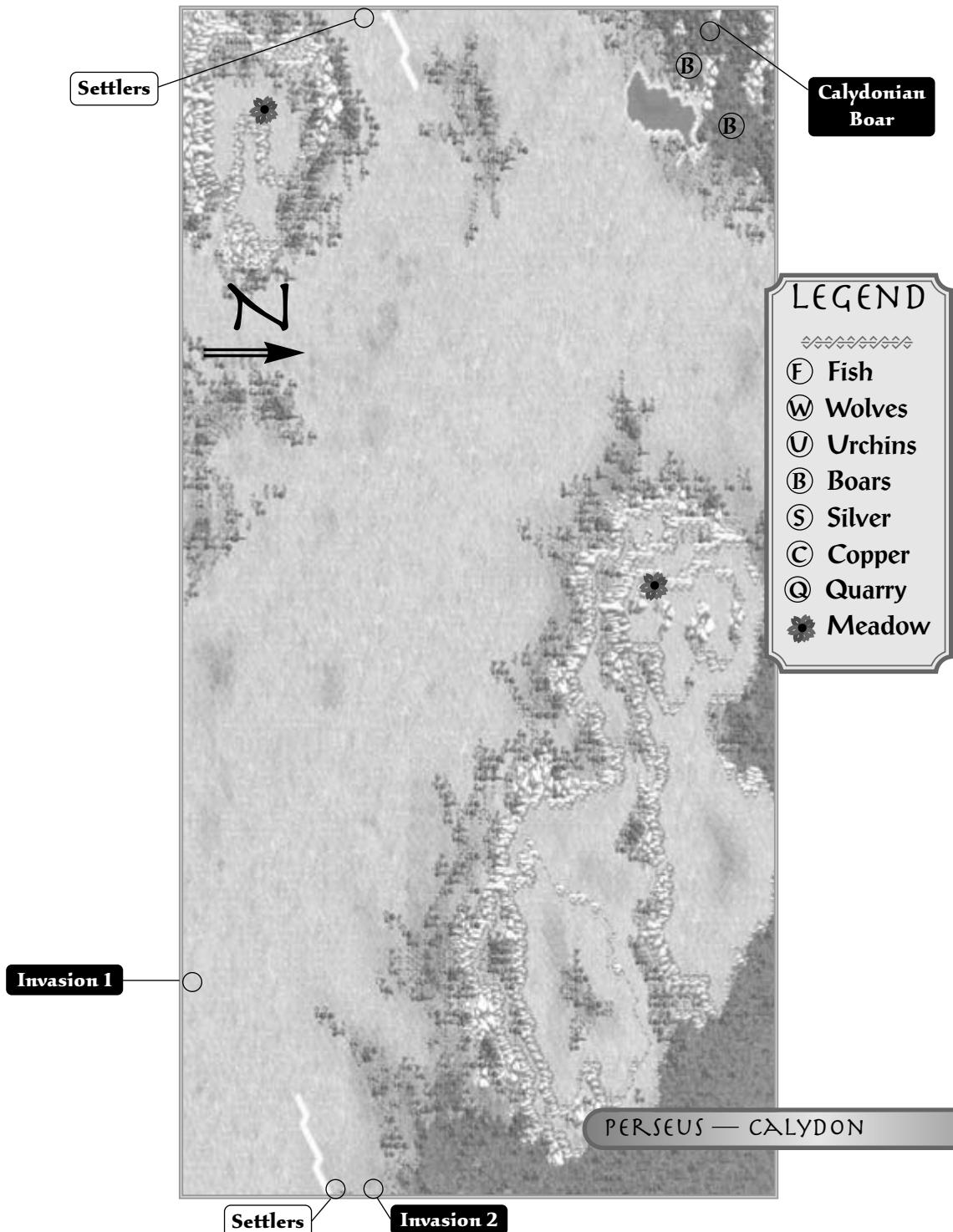
Calydon is a rich and fertile region, noted for its fine vineyards. But, nothing is ever as good as it seems.

Life has been tough on Artemis lately. First, her beloved Kernycian Hind, a majestic stag, was wounded by Hercules who was trying to capture the animal. Then, the people in and around the region of Calydon refused to worship her properly. The depressed Artemis turned to her menagerie of animals for solace and, when she saw her mighty boar, snorting and snarling in his pen, her eyes lit up, and a small smile played across her face ... either Calydon or Miletos can be played at this point.



Zeus Stronghold (Back) — see p. 83 for Front view

EPISODE 3(5): ARTEMIS' REVENGE





# PRIMA'S OFFICIAL STRATEGY GUIDE

## Goals

Protect city from the Calydonian Boar  
Sanctuary to Hermes  
Yearly profit of 500  
Set aside 8 pieces of sculpture for parent city

## Sanctuaries Allowed

2

## City Resources

Cheese  
Grapes  
Pork  
Wine  
Wood

## Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Column Fish Pond Flower Garden Gazebo Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Dairy Growers' Lodge Hunting Lodge
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Timber Mill Winery

## Military

Mythology  
Population  
Storage & Distribution

Gatehouse Wall

Hero's Hall  
Elite Housing  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

## Unavailable Buildings

### Aesthetics

Boulevard  
Hedge Maze

### Husbandry

Carding Shed  
Carrot Farm  
Fishery

### Industry

Onion Farm  
Urchin Quay  
Wheat Farm

### Military

Foundry  
Masonry Shop  
Mint  
Olive Press  
Sculpture Studio  
Armory  
Horse Ranch  
Tower  
Trireme Wharf

## Events

- EY 0. Mt. Pelion appears
- EY 0. Mt. Pelion becomes active
- EY 0. price decrease for sculpture by 140
- EY 1. price decrease for fleece by 10-20
- EY 1. price increase for wine by 15-20
- Between EY 1 and EY 2, supply increase for sculpture
- Between EY 1 and EY 2, Argos, gift of 48 marble
- EY 2. Ethiopia, recurring invasion from Invasion Markers I-2, 16-24 invaders, attack industry within 12 months
- EY 3. Calydonian Boar unleashed in city, attacks random resources, active
- EY 3. Mt. Pelion, trade shuts down
- EY 3. Mt. Pelion, trade opens up
- EY 6. Mt. Pelion, trade shuts down
- EY 6. Mt. Pelion, trade opens up
- EY 9. Mt. Pelion, trade shuts down
- EY 10. Mt. Pelion, trade opens up
- By episode completion, Mt. Pelion disappears
- By episode completion, price increase for sculpture by 140
- By episode completion, price increase for fleece by 15-20
- By episode completion, Troezan, supply increase for wood
- By episode completion, Miletos appears

In this episode you will need Theseus' Hero's Hall to be protected by city walls. He also insists on being right next to the Palace. A simple way to do this is to just build a separate area with the Palace, Theseus' Hall, a maintenance shack, fountain and several cultural locations, and maybe a monument or two, in a walled enclosure. If you try to enclose the entire city, the boar will keep knocking down your gatehouse and the walls will forever be springing leaks. Although the goals only call for building Hermes' Sanctuary, you may want to build Dionysius' Sanctuary as well. He gives a great boost to the winemaking industry that is your major export. The wine pays for the marble to build Hermes' Sanctuary. You'll have to start fighting off invaders. Walls do little and your forces aren't powerful, so at least early on, just pay them to go away.

Once the monster is dead and you've achieved your other goals, consider lingering awhile and pumping your cash reserves through the wine trade, before you send the sculptures you're saving back to Argos.

In spite of the many attacks by Artemis' Boar, you have built a thriving colony that will ensure that Argos never wants for luscious grapes. The city will also provide sculpture from the Centaur outpost of Mount Pelion. And, the boar that was a frequent and unwelcome guest will forever bear the name of the city and henceforth be known as the Calydonian Boar.



# PRIMA'S OFFICIAL STRATEGY GUIDE



## EPISODE 4: THE HERO PERSEUS

### MILETOS

Poseidon continues his onslaught on Argos and is determined to destroy the city, and word around the Agora is that the god might also enlist the aid of one of his consorts to turn your city to stone! Only Perseus, who is off founding the city of Mycenae, will be able to help you slay this monster. But even this worthy hero won't be able to defeat the creature by himself. He will need some magical items to vanquish this unsightly foe.

Some clever herders have discovered how to tame the wild goat. At a Dairy, the goat's rich milk can be made into succulent cheese that your citizens find quite tasty.

#### Goals

- Acquire Hades' Helmet of Invisibility
- Acquire Athena's Mirror Shield
- Set aside 48 slabs of marble for colony
- Set aside 24 jugs of olive oil for colony

#### Sanctuaries Allowed

3

#### City Resources

Cheese	Fish
Fleece	Marble
Olives	Olive Oil

#### Available Buildings

Administration	Palace
	Tax Office
Aesthetics	Water Crossing
	Avenue
	Bench
	Boulevard
	Column
	Fish Pond
	Flower Garden
	Gazebo
	Hedge Maze
	Park

#### Culture

College	Drama School
	Gymnasium
Husbandry	Podium
	Stadium
	Theatre
Hygiene & Safety	Carding Shed
	Dairy
	Fishery
	Growers' Lodge
Industry	Fountain
	Infirmary
	Maintenance Office
	Watchpost
Industry	Masonry Shop
	Olive Press
	Sculpture Studio
Military	Winery
	Armory
	Gatehouse
	Wall
Mythology	Hero's Hall
Population	Elite Housing
Storage & Distribution	Common Agora
	Granary
	Grand Agora
	Storehouse
	Trade Buildings

#### Unavailable Buildings

Husbandry	Carrot Farm
	Hunting Lodge
	Onion Farm
	Urchin Quay
	Wheat Farm
Industry	Foundry
	Mint
	Timber Mill
	Horse Ranch
Military	Tower
	Trireme Wharf

## EPISODE 4: THE HERO PERSEUS

Events		
EY 0. Taenarum, Athena quest, Perseus, small commemorative monument	EY 2. Ethiopia, recurring request for 8-12 fleece/ olive oil within 12 months	By episode completion, Mycenae becomes active
EY 1. Taenarum, Hades quest, Perseus, small commemorative monument	EY 2. Mycenae becomes active	By episode completion, Calydon disappears
EY 1. Mycenae appears	Between EY 3 and EY 4, Poseidon, recurring god invasion	By episode completion, Miletos disappears
EY 1. Troezan, demand increase for fleece	Between EY 3 and EY 5, Calydon terrorized, recurring request, 10 troops within 9 months, Calydonian Boar, failure: unaffected	By episode completion, Mycenae appears

Here you need Perseus to get a couple of things, and you need to save up marble and oil. You should be making a tidy profit from trade by now. Don't worry about saving up the marble and oil for your goals right away. When you're geared up for building sanctuaries and you get done, the marble will flow in fairly quickly. If you're tired of Poseidon knocking down the fisheries, just build Zeus' sanctuary. He keeps Poseidon away. It's kind of big, but worth it under the circumstances. You also have to complete Hermes' Sanctuary (which is why you started it in Episode 2) and build another for Athena. You're going to need a lot of marble. There is a lot of meadow around this city, so you can add some goats to the sheep you placed in Episode 1, and start making cheese, both for local consumption and export. Make a few more statues than you need for your sanctuaries; they'll come in handy in Episode 6.

With your help, Perseus has obtained a shiny shield and some fine headwear that will prove invaluable to him and to you. Argos' stature is continuing to rise, but for the city to reach its apex, you must again expand its borders. It would be wise to establish this colony in an area of the world distant from your first colony to avail yourself of the resources of different regions. Your two colonies, however, will be so far from each other that their only contact with each other will be through Argos.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 5(3): THE EASTERN FRONTIER

#### MILETOS

No one knows much about the land of Miletos, located across the sea, far to the east. But, many great nations thrive in this land, so it must have much to offer. Hopefully, all the nations surrounding this site will be friendly ...

No Greek has ventured this far east before, across the great sea, and you'll have to tread very softly to start a city in this land. Great nations shoulder against each other here, and they'll be suspicious of you, a newcomer. Cassiopeia, Queen of Ethiopia, will be particularly annoyed that you have come near her territory. But she has much bigger things to worry about. Ever the proud mother, Cassiopeia boasted that her own daughter, Andromeda, is more beautiful than Poseidon's daughters, the Nereids. Now, Andromeda is to be fed to the Kraken, and Cassiopeia is devastated. If you can find a way to rescue Andromeda, the powerful Cassiopeia will certainly appreciate it, and you may gain a valuable friend.



The fleet-footed Hermes has also been spotted in the area, looking for Perseus. The god says that he's seen an item in his travels that Perseus might find useful ...

While the Kraken roams free, life along the water might be difficult, and trade might be prone to disruption. Look to other cities, even your rivals, for the things you need. Worshipping the gods can also be a boon to you, as many of their sanctuaries have valuable resources of their own.

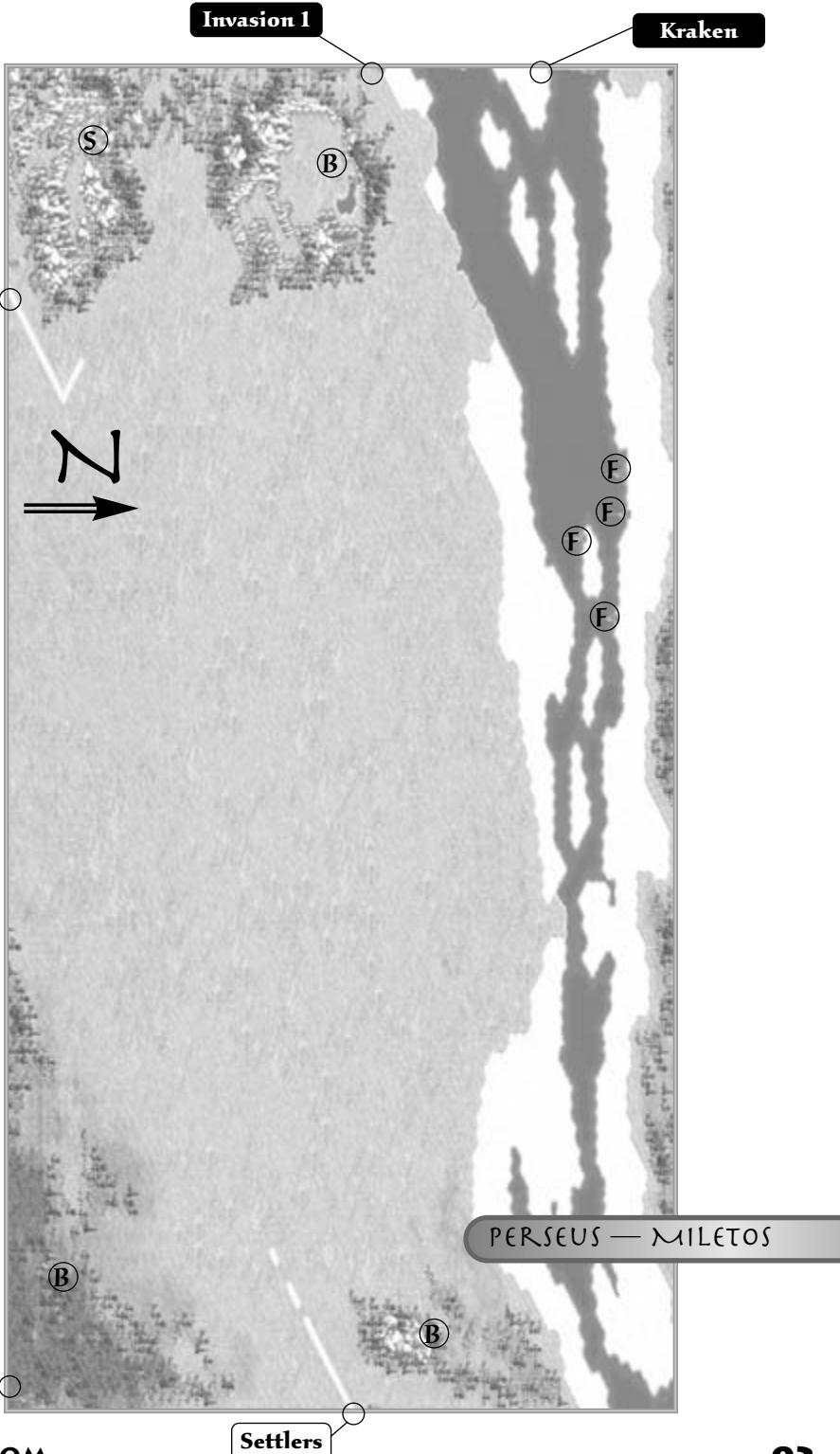
Either Calydon or Miletos can be played at this point.

## EPISODE 5(3): THE EASTERN FRONTIER

PERSEUS AND  
MEDUSA



Invasion 2





# PRIMA'S OFFICIAL STRATEGY GUIDE

## Goals

- Protect city from a Kraken
- Acquire Hermes' Winged Sandals
- Rule Ethiopia
- Set aside 16 sheaves of wheat for parent city
- Set aside 24 planks of wood for parent city
- Set aside 8 bars of bronze for parent city

## Sanctuaries Allowed

3

## City Resources

- Fish
- Pork
- Sculpture
- Wood

## Available Buildings

Administration	Palace
	Tax Office
Aesthetics	Avenue
	Bench
Column	Boulevard
	Fish Pond
Culture	Flower Garden
	Gazebo
	Hedge Maze
Husbandry	Park
	College
	Drama School
	Gymnasium
	Podium
	Stadium
	Theatre
	Fishery
	Hunting Lodge

## Hygiene & Safety

Industry

Mythology

Population

Storage & Distribution

## Unavailable Buildings

Administration

Husbandry

Hygiene & Safety

Industry

Military

Fountain Infirmary

Maintenance Office

Mint

Sculpture Studio

Timber Mill

Hero's Hall

Elite Housing

Common Agora

Granary

Grand Agora

Storehouse

Trade Buildings

Water Crossing

Carding Shed

Carrot Farm

Dairy

Growers' Lodge

Onion Farm

Urchin Quay

Wheat Farm

Watchpost

Foundry

Masonry Shop

Olive Press

Winery

Armory

Gatehouse

Horse Ranch

Tower

Trireme Wharf

Wall

## Events

EY 0. Cyprus appears

EY 0. Cyprus becomes active

EY 0. price decrease for wheat by 8-10

EY 0. Cyprus, demand increase for wine

EY 1. Phoenicia appears

EY 1. Egypt appears

EY 1. Phoenicia becomes active

EY 1. Egypt demand increase for wood

EY 1. Argos, recurring gift of 16-24 marble

Between EY 1 and EY 2, Kraken unleashed in city, attacks sea, active

EY 2., Ethiopia becomes vassal

Between EY 1 and EY 2, Argos, Hermes hero quest, Perseus, small commemorative monument

EY 2. Egypt becomes active

Between EY 3 and EY 4 , Argos, recurring request, 8-16 bronze/food/wood within 3 months

By episode completion, Cyprus disappears

By episode completion, Phoenicia disappears

By episode completion, Egypt disappears

By episode completion, Ethiopia becomes vassal

By episode completion, price increase for wheat by 5-9

By episode completion, Calydon appears

## EPISODE 5(3): THE EASTERN FRONTIER

Skip piers and fisheries in the early part of the adventure — they will only be destroyed by the Kraken. Feed everyone by hunting. Build mints early to keep up cash flow, since exporting will be limited until you can kill the Kraken. You will also need storehouses in place to accept all the gifts your friends will be offering. You can only build three of the four possible sanctuaries. Perseus requires sanctuaries for Athena and Hermes, so don't try to build both sanctuaries for Hades and Dionysus. Seriously consider Hades' Sanctuary in spite of the additional labor and cost, since he boosts your drachma production.

When you need armor for the elite housing to evolve, pause the game as the Kraken is walking away from the shore, then:

- build a pier to Egypt and set it to purchase armor,
- build a storehouse right next to the pier and set it to take the armor *only*,
- build a couple of fisheries to distract the Kraken,
- make sure storage and distribution are fully staffed,
- then take off pause.

You should be able to get one load of armor in the storehouse before the pier is destroyed. If the pier is destroyed before the armor is removed, the armor will be lost. Once you can summon Perseus and he kills the Kraken, you can put in all the piers and fisheries you like, and just kick back and pump up your cash reserves through silver and trade.

Miletos makes a fine addition to your empire. The city is well respected by Cyprus, Egypt and Phoenicia, all of which eagerly trade with Miletos to obtain the finest Greek goods. Through Miletos, Argos will have access to the valuable goods that these three nations provide. Queen Cassiopeia is eternally grateful for your role in saving her daughter from a horrible death, and she has cast her lot with yours. As you leave Miletos, she has graciously offered to look after the colony in your absence.

Perseus now has in his possession the Winged Sandals. The footwear could come in very handy in the near future.





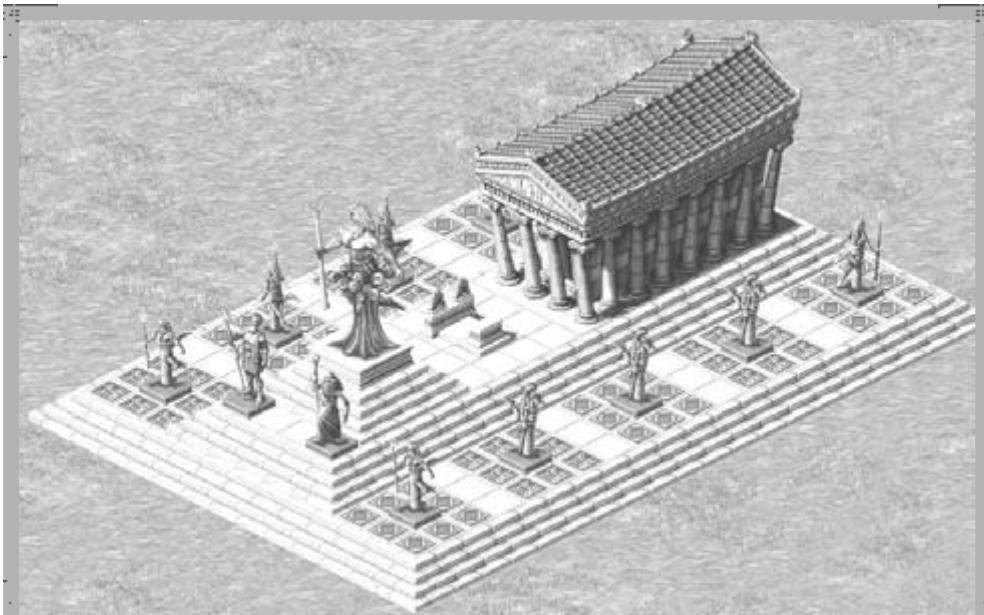
## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 6: THE GORGON, OR THE BAD HAIR DAY

#### ARGOS

Just as you are about to bring Argos into its full glory, some long-promised trouble has reared its ugly head. That ugly head belongs to Medusa, a consort of Poseidon, who has taken up the god's cause and vows to crush Argos! If you don't find a way to vanquish the Gorgon, she might soon turn your entire city to stone!

As you find a way to slay the horrible beast, you must continue to guide Argos to its destiny. Diverse people continue to come to your city from far and near, and they will want diverse gods to worship. You should also take care of your colonies, making sure that they both enjoy all the resources available to Argos. The city will be a shining example of what can be achieved when people band together.



Poseidon Promontory (Front) — see p. 99 for Back view

## EPISODE 6: THE GORGON, OR THE BAD HAIR DAY

Goals	Hygiene & Safety	Events
4 sanctuaries Population of 4500 Treasury of 10,000 Support 16 horsemen Produce 32 jugs of olive oil in one year Slay Medusa	Fountain Infirmary Maintenance Office Watchpost Masonry Shop Olive Press Sculpture Studio Winery Industry	EY 2. Medusa invades city, attacks random resources, troops, military within 1 month, very active
Sanctuaries Allowed	Military	EY 2. Miletos, festival request for 12 wine (Zeus) within 6 months
4	Mythology	EY 2. Troezan, construction request for 32 marble within 4 months
City Resources	Population	Between EY 2 and EY 3, Miletos, one time supply decrease in wheat
Cheese Fish Fleece Marble Olive Oil Olives	Storage & Distribution	Between EY 2 and EY 4, Calydon terrorized, recurring request for 15-20 troops, Calydonian Boar, within 9 months, failure : unaffected
Available Buildings	Unavailable Buildings	EY 3. Miletos, supply decrease in wheat
Administration  Aesthetics  Culture  Husbandry	Husbandry  Industry  Military	Between EY 3 and EY 4, Miletos, recurring supply decrease in bronze
Palace Tax Office Water Crossing Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park College Drama School Gymnasium Podium Stadium Theatre Carding Shed Dairy Fishery Growers' Lodge	Carrot Farm Hunting Lodge Onion Farm Urchin Quay Wheat Farm Foundry Mint Timber Mill Tower Trireme Wharf	Between EY 3 and EY 4, Troezan, recurring demand increase for wine
		EY 4. Miletos, recurring supply decrease in bronze
		Between EY 4 and EY 5, Miletos, recurring supply decrease in wood
		EY 5. Mycenae, recurring demand increase for sculpture
		EY 5. Miletos, recurring supply increase in wood
		EY 9. Miletos, supply increase in wheat
		EY 10. Miletos, supply increase for wheat
		EY 14. Miletos, recurring supply increase in bronze
		EY 15. Miletos, recurring supply increase in wood



## PRIMA'S OFFICIAL STRATEGY GUIDE

To get Perseus to come to town you will need a few sculptures. You might as well make a few extras while building all those sanctuaries. By now your city should be fairly well developed. Perseus' Hero's Hall from Episode 4 is gone, but the spot is still there. I just built it in the same spot when it became available.

The most important things in this episode will be getting your population high enough and getting support for horsemen. You'll need plenty of housing and work for everyone. Make sure you have enough olive groves & presses for your production goal. You can make plenty of money exporting oil, marble, fleece, cheese and wine.

To get the horsemen you will need wheat. The wheat supply will come and go, so start buying it as soon as possible. Always set the granaries to not accept wheat, and make three or four storehouses that will not take anything else. You will also find that there is a limit to how far the armorer and horse ranch can be from the grand agora, so keep them near your elite housing.

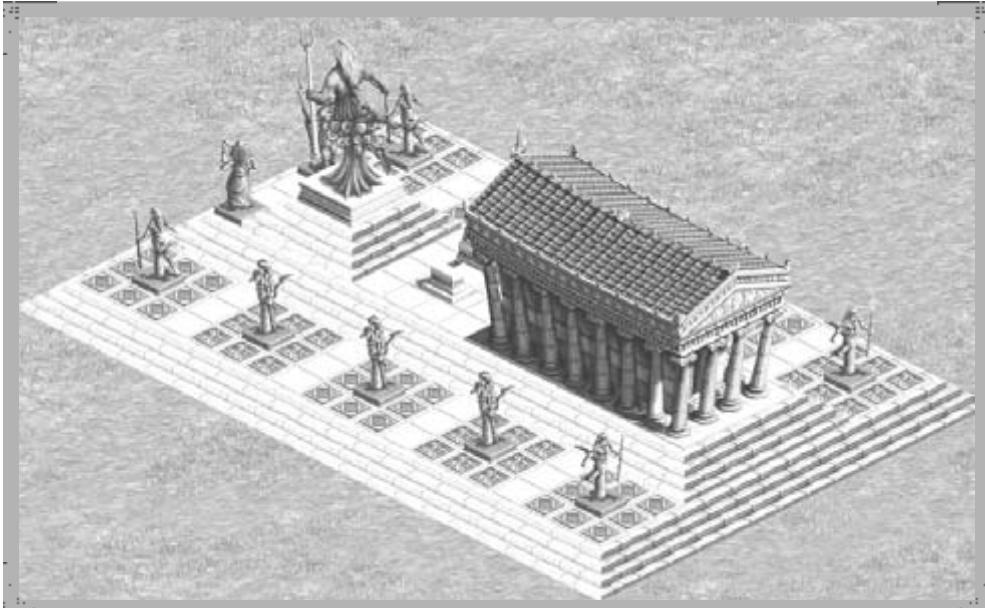
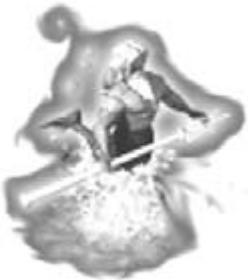
When your elite housing has *all* evolved to where it says you only need horses to evolve and your population is at or closely approaching the goal, build the horse ranch(es). Then monitor the population and watch the elite housing. If the elite housing devolves past the point where it can support horses, the horses will go away. The horses will also not always be counted immediately when they are delivered to the homes. Just wait a few minutes when all four houses have four horses and the game will eventually acknowledge them.

Through deft use of Athena's Mirror Shield, Hades' Helmet of Invisibility, and Hermes' Winged Sandals, Perseus has slain Medusa, saving Argos from a cold fate! You have guided Argos to its zenith, inspiring other leaders around Greece to gather people together and start cities of their own.



## ADVENTURE COMPLETE!

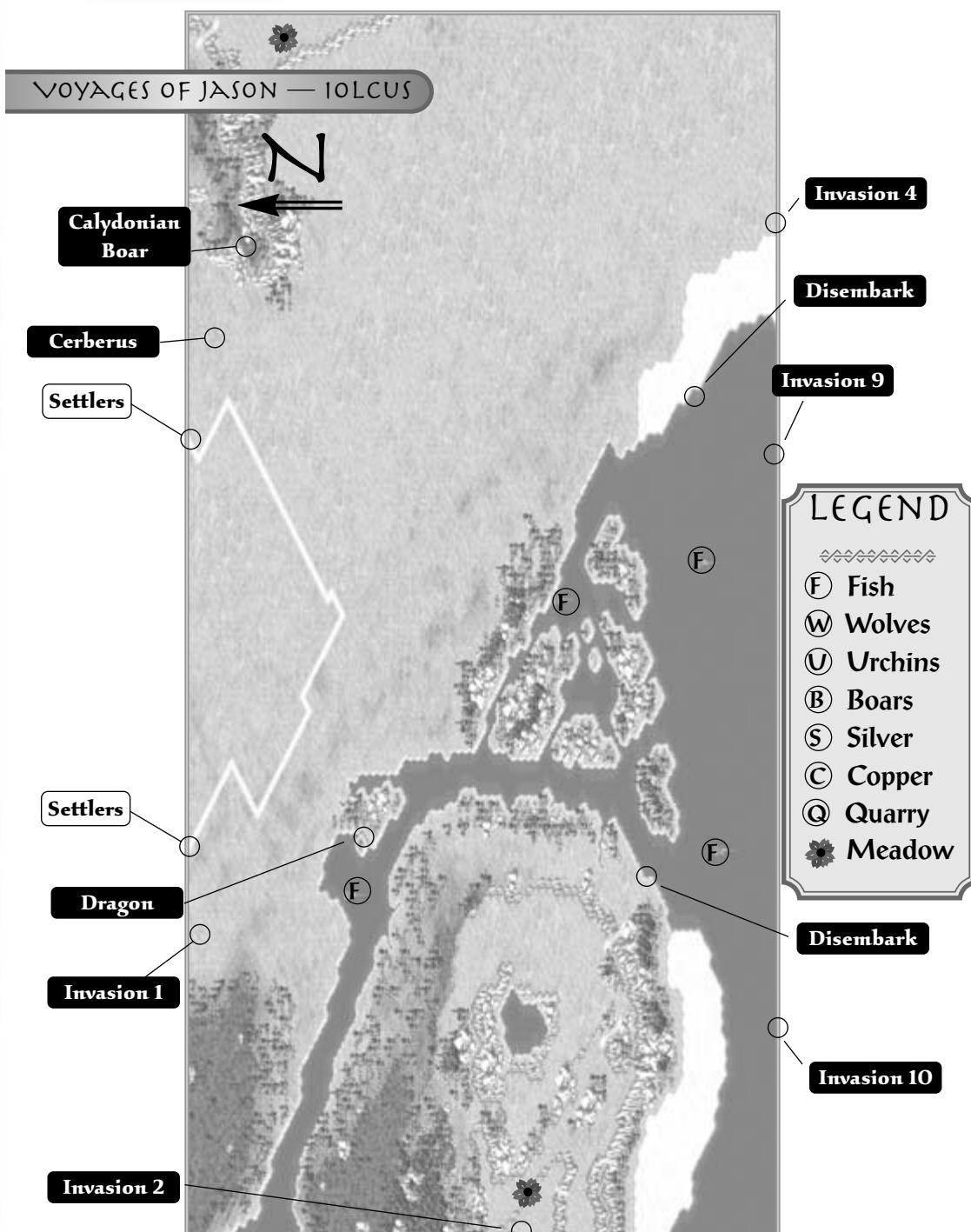
Through your leadership, you have forever changed the face of Greece. With Argos, you have shown the people of Greece that they should no longer live isolated from one other, but should put themselves under the protection of a great leader like you, who will provide them with the things they need to enrich their lives.



Poseidon Promontory (Back) — see p. 96 for Front view



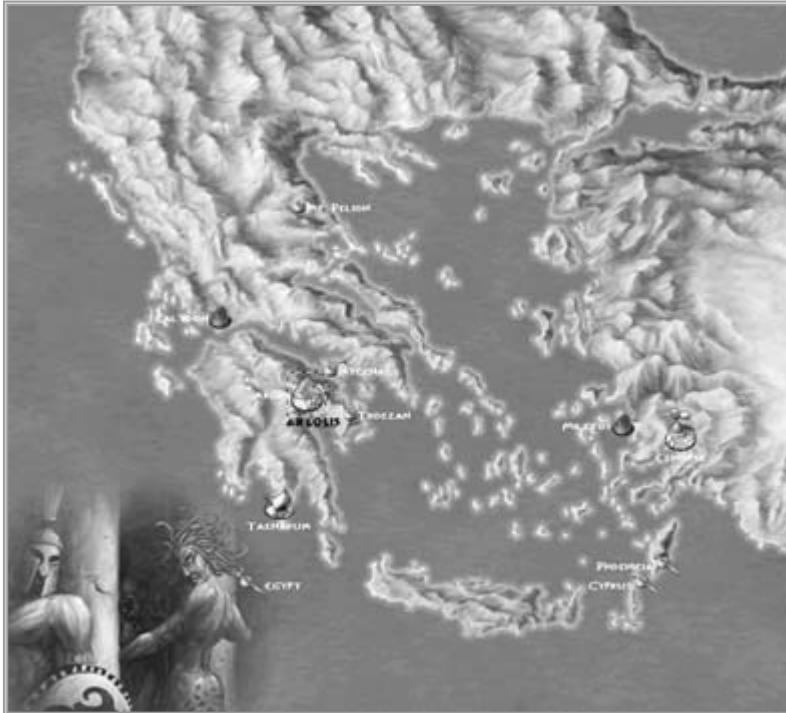
PRIMA'S OFFICIAL  
STRATEGY GUIDE



# THE VOYAGES OF JASON

Overcome Zeus' curse to become one of the most celebrated rulers in all of Greece!

Difficulty	Initial Funds	Proponents	Heroes
Somewhat challenging	7500/5000/4000	Apollo	Hercules
Episodes	Opponents	Athena	Jason
5	Ares	Demeter	Theseus
Time	Artemis	Dionysus	
1409 BC	Hades	Hermes	
	Poseidon	Zeus	
			Monsters
			Calydonian Boar
			Cerberus
			Dragon





## PRIMA'S OFFICIAL STRATEGY GUIDE

### CITIES

#### Colchis

Distant  
Sells nothing  
Buys nothing

#### Corcyra

Colony  
Receives 400 drachmas; pays 8 wine  
Sells wheat 24  
Sells sculpture 24  
Sells wine 24  
Buys fleece 24

#### Corinth

Colony  
Receives 400 drachmas; pays 8 armor  
Sells wheat 12  
Sells armor 36  
Buys fleece 24

#### Eretria

Ally  
Tribute: receives 400 drachmas;  
pay 8 wine  
Sells wine sometimes  
Buys cheese 24  
Buys wood sometimes

#### Iolcus

Home City  
When playing a colony:  
Buys armor 24  
Buys sculpture 24  
Buys wine 24  
Sells fleece 36

#### Lemnos

Ally  
Tribute: receives 400 drachmas;  
pays 8 marble  
Sells marble 12  
Sells wine sometimes  
Buys wood 24  
Buys olive oil 12

#### Libya

Distant  
Sells wheat 24  
Sells olive oil 24  
Buys sculpture 24  
Buys wine 12

#### Mount Ida

Enchanted Place

#### Naxos

Ally  
Tribute: receives 400 drachmas;  
pays 4 sculpture  
Sells marble 36  
Sells armor 12  
Sells sculpture 12  
Buys fleece 24

#### Stymphalus

Rival  
Tribute: receives 400 drachmas;  
pays 500 drachmas  
Sells nothing  
Buys wheat 24  
Buys fleece 24

#### Taenarum

Enchanted Place

#### Thrinacia

Distant  
Sells wood 12  
Sells olives 24  
Sells sculpture 36  
Buys fish sometimes

#### Troezan

Rival  
Tribute: receives 400 drachmas;  
pays 500 drachmas  
Sells nothing  
Buys nothing

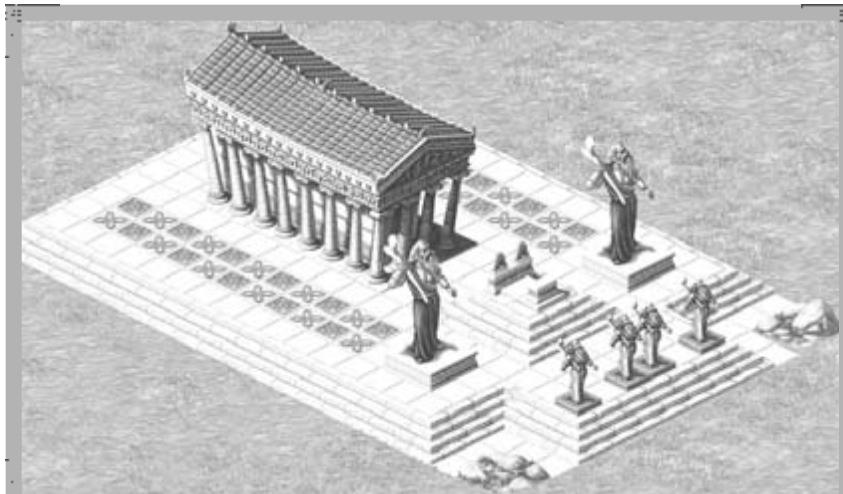


## EPISODE 1: RESCUING A HERO

## IOLCUS

Zeus has put a curse on your family, the house of Aeolus, decreeing that it shall never rule an empire. There is only one way to lift the curse, and you will need the help of three of Greece's most famous heroes. Theseus purportedly knows more about this curse, but Hades is holding the hero captive in the Underworld, and the great god will loose Cerberus upon anyone who dares to interfere with his plans for Theseus!

Meanwhile, all of Greece is talking over the Centaurs' latest antics at Dirithous' wedding. Intoxicated as usual, the Centaurs ruined the ceremony when they tried to carry off the bride! Now, the Centaurs are on a drunken rampage through Greece, looking for more wine, and leaders of cities everywhere are jealously hoarding their supplies of the beverage. You would be wise to do the same should you receive some.



Hades' Gates (Front) — see p. 106 for Back view



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Rescue Theseus from Hades  
Protect city from Cerberus  
Treasury of 3000

### Sanctuaries Allowed

0

### City Resources

Carrots  
Cheese  
Fish  
Fleece  
Wheat  
Wood

### Available Buildings

Administration	Water Crossing
Culture	College
	Drama School
	Gymnasium
	Podium
	Stadium
Husbandry	Theatre
	Carding Shed
	Carrot Farm
	Dairy
	Fishery
	Wheat Farm
Hygiene & Safety	Fountain
	Infirmary
	Maintenance Office
	Watchpost
Industry	Timber Mill
Military	Gatehouse
	Wall

### Mythology

#### Storage & Distribution

Hero's Hall  
Common Agora  
Granary  
Storehouse  
Trade Buildings

### Unavailable Buildings

#### Administration

Palace

Tax Office

#### Aesthetics

Avenue

Bench

Boulevard

Column

Fish Pond

Flower Garden

Gazebo

Hedge Maze

Park

Growers' Lodge

Hunting Lodge

Onion Farm

Urchin Quay

Foundry

Masonry Shop

Mint

Olive Press

Sculpture Studio

Winery

Armory

Horse Ranch

Tower

Trireme Wharf

Elite Housing

#### Population

#### Storage & Distribution

Grand Agora

### Events

EY 0. Taenarum, Apollo, hero quest,  
Hercules, large commemorative mon-  
ument

EY 0. Taenarum disappears

EY 0. Eretria, gift of 8-10 wine

EY 0. Stymphalus, request for 10 wood  
within 3 months

EY 1. Eretria, recurring gift of 5-9 wine

EY 1. Stymphalus, request for 8 food  
within 2 months

EY 2. Lemnos, festival request for 8  
food (Artemis) within 4 months

EY 2. Cerberus in city, attacks aesthetic  
resources, reactive

Between EY 2 and EY 3, Stymphalus,  
recurring construction request for 16-  
24 wood within 4 months

Between EY 2 and EY 3, Stymphalus,  
recurring request for 10-16 fleece with-  
in 5 months

Between EY 2 and EY 3, Naxos, recur-  
ring request for 6-10 wood within 4  
months

Between EY 2 and EY 4, Lemnos,  
recurring request for 6-10 fleece with-  
in 3 months

By episode completion, Mount Ida  
appears

Establish your city low-center in the north central section of the map. That puts you about equally close to the meadows in the east and the river on the west. Make sure you build a city with plenty of expansion room; you're going to need it further down the line. Be warned that this is close to Cerberus' stomping ground, so don't dawdle.

Your meadow is strictly limited, and you're going to need to use it a lot. Be aware that you can cut down the trees on the upper portion to reveal more meadow beneath.

This is a pretty straightforward episode. The interesting part is how limited your resources are. You don't have access to a tax office, so you won't have any regular income unless you establish trade (if you keep on good terms with your trading partners — fulfilling as many requests as possible — you may be able to get by on their gifts). You don't have access to an olive oil supply, so that's going to limit how much your housing can grow. On the other hand, you can produce plenty of food and fleece.

Without a palace you're basically defenseless, and your budget for bribes will be strictly limited. That makes it extremely important that you keep the belligerent Stymphalus happy by fulfilling its demands, to prevent an invasion. Make sure you have a working timber mill, to provide wood to meet demands.

The easiest way to remain financially stable in this episode is to develop industry and trade early and export a lot of goods: fleece, wood and cheese. This will solve unemployment problems and provide money with which Stymphalus can be bribed. It will also give you a bankroll you can take to the next episode, and that helps keep you from going into debt.

Between Stymphalus and Ceberus, your best strategy for this episode is speed. Try to get Hercules called as quickly as possible. This means getting your culture operations up and running, and also getting your vineyards and wineries productive within the first couple of years. Because the lack of oil is keeping your houses low-density, you may end up building more blocks of houses than you really want to make the 1500 population limit Herc requires. Once the hero is safely called, consider tearing down any housing that doesn't fit in to your long-term city plan, to keep unemployment down.

You don't have any on-demand access to wine, which you'll need to call the hero, but don't panic. If you don't do anything to horribly annoy your allies, they'll give you enough wine to meet Hercules' needs. This should happen about the same time your population gets up to the required level and you meet the other goals to summon Herc.

Once Hercules shows up and kills the monster, you can send him on the quest to the Underworld. Now all you have to do is build up your treasury. You basically have two options. The first is to build up your fleece industry to the point where you can profitably export some. This is a prudent course, but it's made more difficult by the expensive and belligerent demands Stymphalus is making on your city. The shortcut is to ask your allies for the money. If you've stayed on good terms with all three, fulfilling their requests whenever possible, they should be willing to give you more than enough to take your treasury to 3000, plus give you a little nest-egg for the next adventure. Of course, you'll have to spend some time kissing up to them in the next adventure to get back in their good favor.

Thanks to you and Hercules, Theseus has returned from the Underworld and is again roaming the Greek countryside looking for adventure. He has sent word to you that the key to unlocking Ioleus' full potential lies in the far-off land of Colchis.



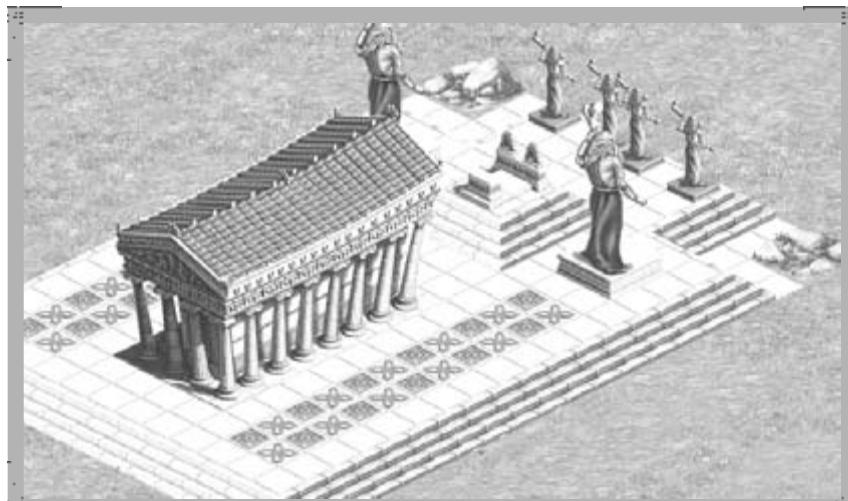
## EPISODE 2: RETURN OF THESEUS

### IOLCUS

The immortals are quite busy these days! Dionysus has become aware that you were instrumental in freeing Theseus from the Underworld! The god is quite pleased by this news, because he needs Theseus' help. Who knows? Maybe if you can convince Theseus to help Dionysus, the god of the vine might reward you.

Unlike Dionysus, Artemis is completely fed up with mortals. It seems that a goddess cannot bathe anywhere any more without some mortal peeping at her. The goddess is so completely disgusted that she's decided to release her entire collection of oversized stags, boars, horses, lions and hares into the world to vent her fury on all mortals.

If you ever find yourself in need of Theseus' help, you should know that his Hall must be located close to the city's Palace. After you build the Hall, right-click on it to see if you have built it close enough.



Hades' Gates (Back) — see p. 103 for Front view

## EPISODE 2: RETURN OF THESEUS

THE VOYAGES  
OF JASON

Goals	Unavailable Buildings				Events
Retrieve the Horn of Amalthe Protect city from the Calydonian Boar					EY 0. Mount Ida, Dionysus, hero quest, Theseus, large commemorative monument
<u>Sanctuaries Allowed</u>					EY 0. Lemnos, supply increase of wine
I					EY 0. Eretria, supply increase of wine
<u>City Resources</u>					EY 0. Stymphalus, request for 16-24 wood/fleece within 5 months
Carrots Cheese Fish Fleece Wheat Wood					Between EY 0 and EY 1, Lemnos, supply increase of wine
<u>Available Buildings</u>					Between EY 0 and EY 3, Naxos, festival request for 16 food (Poseidon) within 3 months
Administration	Palace Water Crossing	Husbandry	Tax Office Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze Growers' Lodge Hunting Lodge Onion Farm Urchin Quay		Between EY 0 and EY 3, Lemnos, construction request for 12 wood within 6 months
Aesthetics	Column Park	Industry	Foundry Masonry Shop Mint Olive Press Sculpture Studio Winery		EY 1. Calydonian Boar in city, attacks food, active
Culture	College Drama School Gymnasium Podium Stadium	Military	Armory Horse Ranch		EY 1. Lemnos, demand increase for wood
	Theatre	Population	Elite Housing		Between EY 1 and EY 2, Lemnos, supply increase of wine
Husbandry	Carding Shed Carrot Farm Dairy Fishery Wheat Farm				Between EY 1 and EY 2, Lemnos, Stymphalus, Eretria, Naxos, recurring request for 6-16 wood/food/fleece within 6 months
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost				Between EY 1 and EY 3, Stymphalus, recurring request for 12-24 wood/fleece/food within 6 months
	Timber Mill Gatehouse Tower				Between EY 1 and EY 4, Lemnos, recurring gift of 5-12 wine/marble
Industry	Trireme Wharf Wall				EY 2, Stymphalus, invasion from Invasion Marker 1, 5 invaders, attack random resources within 3 months
Military	Hero's Hall Common Agora Granary Grand Agora Storehouse Trade Buildings				By episode completion, Mount Ida disappears
Mythology					
Storage & Distribution					



## PRIMA'S OFFICIAL STRATEGY GUIDE

The actual goals of this adventure both follow directly from summoning Theseus to your city. However, the real business of the adventure shouldn't be a mad rush to meet your goals. If your trade structure isn't up and running smoothly by now, make sure it gets set up and fine-tuned. It's also about time to build your first sanctuary as well.

You can now build a palace, which allows you to summon Theseus and maintain an army, but Zeus' curse still prevents you from maintaining a tax office. To get your cash flow under control you'll need to establish trading posts Lemnos and Naxos, and begin selling your wood and fleece — especially the wood. You'll probably need to build four or five more timber mills to get production up. This will be your main source of income. Lemnos can also provide the marble and wine you need to summon the hero.

If you really hurry, starting to work on the things you'll need to summon Theseus even before the quest is announced, you can probably finish the hero's hall before the Calydonian Boar even shows up. This will probably put you severely into debt, but it's worth it, since the boar will materialize in the middle of the meadow and immediately start tearing up your food supply. Don't forget that there's a meadow on the other side of the map that is never threatened by the boar.

Once Theseus is in residence and the crashing boar is barbecue, there's no need to rush to fulfill the quest and end the adventure. You'll probably have to fight off Stymphalus at least once, but with your new army of citizen soldiers, that shouldn't be a problem. First, get your exports up and running and get yourself out of debt.

Second, think seriously about building a sanctuary. You can build one sanctuary in this adventure, and you get to choose between Athena and Hermes. Although much more expensive, Athena is probably the more attractive choice — she can get you out of your ongoing olive oil crunch, which will become particularly important in the next episode. Pace yourself importing the raw materials for the sanctuary, so you don't go broke buying marble and (especially!) sculpture for the project.

Once you've built the sanctuary, take a little more time to build up your cash reserves to a comfortable level. When you're in a position you like, dispatch Theseus to fulfill his quest and end the episode.

Dionysus is indeed quite grateful that you have helped him retrieve the Horn of Amalthea, and there may be still more reward from Dionysus in the future. The god has been spotted on Sickle Island, the home of his beloved nurse Macris, and he has been overheard saying that he is preparing a place for you, if you want it.

## EPISODE 3: A NEW HERO ARRIVES

## IOLCUS

Before Theseus left your city, he told you a sad story: 'Once, two children, Phrixus and Helle, were in grave danger and tried to escape across the sea on the back of a golden, winged ram. Helle lost her grip on the animal and plunged into the sea, but Phrixus managed to hold on. When he arrived in Colchis, he sacrificed the ram to Zeus and gave King Aeetes, Colchis' ruler, the fleece. Retrieve the Golden Fleece, and Zeus' curse will be lifted, but returning the Fleece to Greece — hee hee, that rhymes! — won't be easy. You'll require the services of a third, great hero.'

In other news, Hercules has been busy scaring birds away from Stymphalus. These weren't your garden-variety sparrows! These were huge, ravenous birds that weren't picky about what they put in their beaks: animals, crops, humans — everything tasted good to them. Luckily, Hercules managed to drive the birds away with Hephaestus' castanets — though no one is sure if it was the noise of the castanets that scared the birds off, or the flamenco that Hercules performed as an accompaniment. Regardless, Agapenor, the leader of Stymphalus, is very thankful for Hercules' help.

When you honor Athena with a Sanctuary, she will plant a sacred grove of olive trees for your citizens, and you can ask her for gifts of olives and olive oil. You will certainly need her help to succeed here.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Return the Golden Fleece to Greece  
Treasury of 5000  
Set aside 24 jugs of olive oil for colony  
Set aside 24 skeins of fleece for colony  
Set aside 24 sheaves of wheat for colony

### Sanctuaries Allowed

2

### City Resources

Carrots  
Cheese  
Fish  
Fleece  
Horses  
Wheat  
Wood

### Available Buildings

Administration	Palace Water Crossing
Aesthetics	Column Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Carding Shed Carrot Farm Dairy Fishery Wheat Farm
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Olive Press Timber Mill

### Military

Gatehouse  
Horse Ranch  
Tower  
Trireme Wharf  
Wall  
Mythology  
Population  
Storage & Distribution

Hero's Hall  
Elite Housing  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

### Unavailable Buildings

Administration	Tax Office
Aesthetics	Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze
Husbandry	Growers' Lodge Hunting Lodge Onion Farm Urchin Quay
Industry	Foundry Masonry Shop Mint Sculpture Studio Winery
Military	Armory

### Events

EY 0. Colchis, Zeus, hero quest,  
Jason, large commemorative  
monument

EY 0. 2 months, Dragon in city,  
attacks military, industry and mytho-  
logical, very active

EY 0. Colchis appears

EY 0. Eretria, supply increase of wine

EY 0. Stymphalus becomes ally

EY 0. Eretria, demand increase for  
cheese

EY 0. Lemnos, gift of 5-10 marble

EY 0. Eretria, gift of 5-10 wine

EY 1. Naxos, gift of 1 sculpture

EY 1. Naxos, demand increase for fleece

Between EY 1 and EY 2, Stymphalus,  
recurring request for 8-14  
wood/fleece/food within 5 months

Between EY 1 and EY 2, Lemnos, recur-  
ring construction request for 10-16  
wood within 6 months

Between EY 1 and EY 2, Naxos, recur-  
ring request for 6-14 fleece/wine  
within 6 months

EY 2. Stymphalus, gift of 1000 drach-  
mas

Between EY 2 and EY 4, Eretria, recur-  
ring festival request for 6-12 food  
(Dionysus) within 6 months

By episode completion, Colchis disap-  
pears

By episode completion, Libya appears

At last we get to the real meat of the adventure. Summon Jason, fetch the golden fleece, get Zeus on your side at last.

Ah Jason ... now there's a needy hero. Just look at those requirements. You're going to need to expand your city to get enough workers to support this effort. Shoot for a population of, oh, say 4000 (hint, hint). You'll need three granaries (one for your population, and another two for the food to summon Jason), and enough food to fill them both. Two horse ranches, and four blocks of fully-developed elite housing. Plus those three trireme wharves. This is going to take a while, and it's going to be expensive.

Fortunately, you don't have any nasty monsters or bloodthirsty rivals breathing down your neck this time (Stymphalus sues for peace early in the adventure) so you can take your time.

The key here to this episode is maximizing your agriculture, especially wheat farms. You'll use this extra food production both directly (summoning Jason, setting aside wheat for the colony, wheat for your horse ranches) and indirectly (with the significant exception of the wood you're trading to Lemnos, most of the goods you can export are agricultural: fleece, wheat, cheese, oil). A thriving export business is particularly important in this adventure, both to fund your city expansion and to pay wages (because you still can't build a darn tax office).

You get to build another sanctuary in this episode (for a total of two). You can choose between the two you were offered last episode (Athena and Hermes), plus Apollo and Demeter. If for any reason you didn't build a sanctuary to Athena last episode, you probably really want to do so now. Her sanctuary remains your only reliable access to olive oil, and oil is particularly vital in this adventure.

If you've already got Athena's grove up and running, seriously consider a sanctuary to Demeter in a reasonably open area. Yes, it's expensive, but consider — your main priority is to get your agricultural production up. A sanctuary to Demeter can greatly increase your usable land, relieving you of the necessity of developing the hard-to-get-to meadowlands in the southwest corner of the map.

There is one thing to watch out for. Make sure that your sanctuaries are placed so that you'll still have room for the enormous sanctuary that you'll have to build to Zeus in the final episode.

As always, once you summon Jason let him cool his heels for awhile while you build sanctuaries, fulfill the other victory requirements and get your cash reserves up to where you like them. When everything else is in place, fulfill the quest and end the adventure.

*At last, Jason has brought the Golden Fleece safely back to Greece! He has returned from Colchis with King Aeetes' powerful daughter, Medea, as his wife.*

*Zeus has lifted the curse on your house, and it is now time to begin your own journey and build a kingdom. The road before you forks. Will you choose the way of the sickle and build an economic powerhouse, or will you choose the way of the sword and build a military machine? Corcyra, a fertile island, promises many resources that will help Iolcus thrive. Corinth will provide you with a strong foothold from which you can exercise your might over all of Greece.*



## EPISODE 4A: THE WAY OF THE SICKLE (ONE OR THE OTHER — NOT BOTH)

### CORCYRA

Located on Sickle Island, Corcyra is a beautiful and fertile land that is sacred to both Demeter and Dionysus.

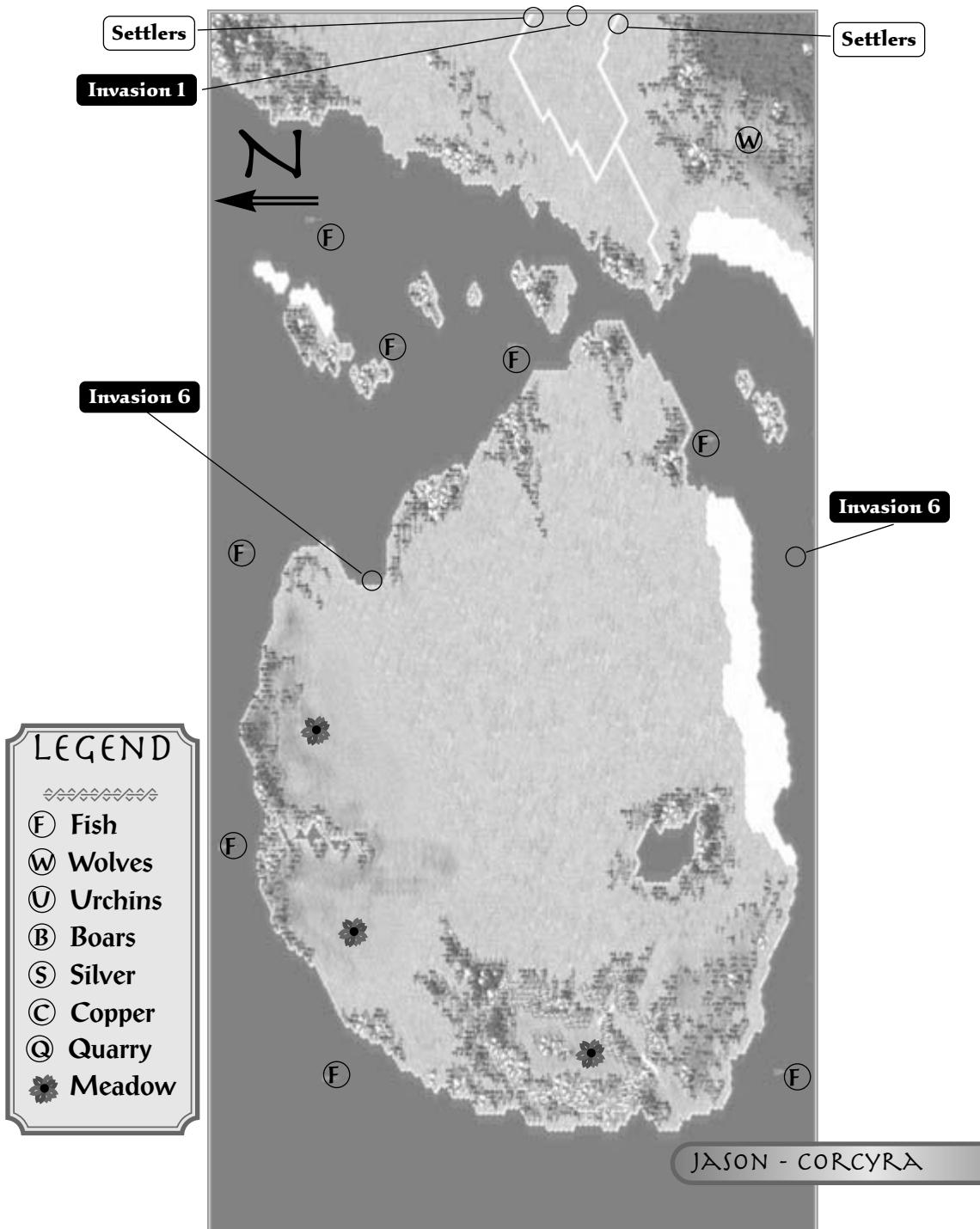
The island of Corcyra is Dionysus' gift to you for helping him retrieve the Horn of Amalthea. The island is the home of his nurse, Macris, who is also one of Demeter's favorite nymphs. As a result, this land is doubly blessed — it is perfect for the cultivation of both grapes and wheat. Dionysus is feeling generous and might reward you even further if you build a Sacred Grove in his honor.



Dionysus Grove (Front)

Dionysus Grove (Back)







## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

- Sanctuary to Dionysus
- Set aside 32 amphorae of wine for parent city
- Set aside 32 sheaves of wheat for parent city
- Set aside 16 pieces of sculpture for parent city

### Sanctuaries Allowed

3

### City Resources

- Fish
- Grapes
- Horses
- Wheat
- Wine

### Available Buildings

Administration	Palace
	Tax Office
Aesthetics	Water Crossing
	Avenue
	Bench
	Boulevard
	Column
	Fish Pond
	Flower Garden
	Gazebo
	Hedge Maze
Culture	Park
	College
	Drama School
	Gymnasium
	Podium
	Stadium
	Theatre
Husbandry	Fishery
	Growers' Lodge (Grapevines)
	Wheat Farm

### Hygiene & Safety

- Industry
- Military
- Mythology
- Population
- Storage & Distribution

### Fountain Infirmary

- Maintenance Office
- Watchpost
- Olive Press
- Winery
- Gatehouse
- Horse Ranch
- Tower
- Trireme Wharf Wall
- Hero's Hall
- Elite Housing
- Common Agora
- Granary
- Grand Agora
- Storehouse
- Trade Buildings

### Unavailable Buildings

- Husbandry
- Industry
- Military

- Carding Shed
- Carrot Farm
- Dairy
- Hunting Lodge
- Onion Farm
- Urchin Quay
- Foundry
- Masonry Shop
- Mint
- Sculpture Studio
- Timber Mill
- Armory

### Events

- EY 0. Thrinacia appears
- Between EY 0 and EY 1, lolcus, gift of 24 fleece
- Between EY 0 and EY 1, lolcus, gift of 24 olive oil
- Between EY 0 and EY 1, lolcus, recurring gift of 6-10 wood
- Between EY 0 and EY 1, lolcus, recurring gift of 32 wheat
- Between EY 0 and EY 2, lolcus, wage increase by 3-6
- Between EY 1 and EY 3, Troezan, recurring request for 12-32 wine/food within 6 months
- Between EY 1 and EY 3, lolcus, recurring request for 10-20 food within 6 months
- Between EY 2 and EY 3, lolcus, recurring festival request for 10-24 wine (Zeus) within 6 months
- EY 3. lolcus, construction request for 2 sculpture within 6 months
- By episode completion, Thrinacia disappears
- By episode completion, Eretria becomes vassal
- By episode completion, Eretria, demand increase for wood

*For episode 4, you can establish a colony in either peaceful Corcyra or warlike Corinth. Choose well, because you won't be able to return to the other colony later in the adventure.*

What a friendly, happy little episode this is. Definitely the soft option for this episode, Corcyra offers you the opportunity to make loads of drachmas with only basic management skills.

Basically, all you have to do to win this adventure is establish a city that produces enough of a surplus in wheat and wine for profitable trade. Considering the enormous expanse of fertile meadow you're given, that should be no problem. Plus Zeus has finally forgiven your family, so you can build a tax office! Of course, as soon as you start collecting taxes the workers will demand a pay raise, but you should come out ahead nonetheless.

You'll want permanent trading posts to Stymphalus (to export wheat), and Libya and Iolcus (to export wine). You'll also need to import all your fleece (from Iolcus) and all your oil (at last! A dependable foreign supply of oil — Libya). A trading post with Thrinicia will allow you to import the wood and sculpture you need for Dionysus' sanctuary, and the sculpture you'll need to send back to Iolcus. Finally, you'll need to trade with either Naxos or Lemnos for the marble for the sanctuary, but this trading post need not be permanent, if you're short on usable coastal space.

Once you've got your wheat and wine industries cranking out a surplus and Dionysus' sanctuary is built, this episode is just a matter of patience. Build up enough cash to buy the sculpture you need for the victory conditions, then build up your cash reserves again to where you like them. Then dispatch the goods to the parent city and leave your island paradise to return to the tough old real world of ancient Greece.

Dionysus has indeed blessed you, granting you his city of Eretria. Corcyra is bustling, and it is time to return to Iolcus. You have entrusted your new city to Alcinous and hope that he proves to be a capable and resourceful leader.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 4B: THE WAY OF THE SWORD

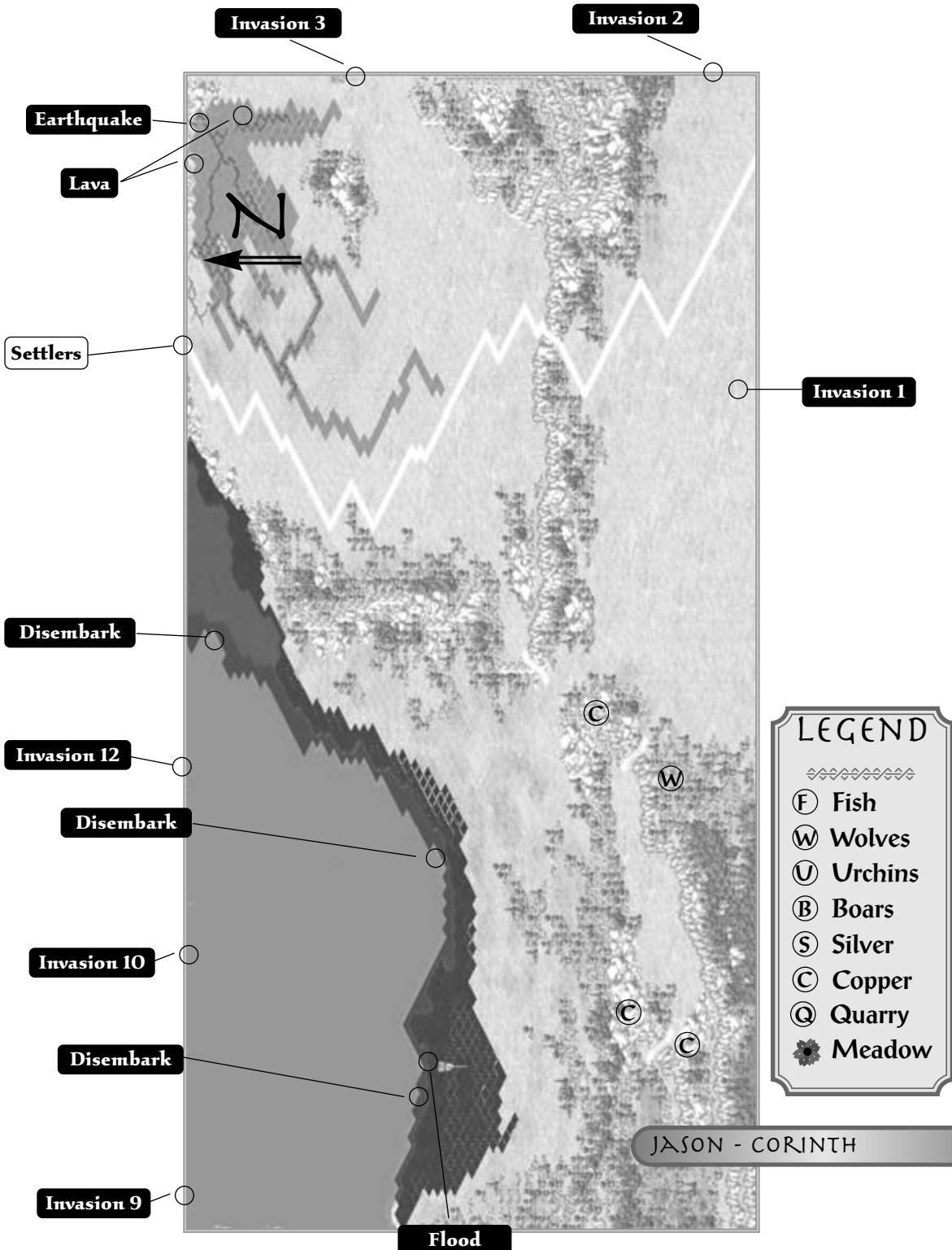
#### CORINTH

Corinth's central location within Greece makes it the perfect site for a strong military base.

Being an adventurous hero is a double-edged sword. On the one hand, there's the thrill of dangerous challenges in far off lands. On the other hand, things become tiresome and dull quickly. It wasn't long before Jason's eyes wandered away from his wife, the sorceress Medea, to a new, more exciting visage. Jason, completely smitten with the new woman, left Medea. Now, Medea is in a rage. She has already killed her sons by Jason and the father of Jason's new wife. Still bloodthirsty, she has decided to exact revenge on you, too. After all, if you had never sent Jason to retrieve the Golden Fleece, she would still be in Colchis. The sorceress was last seen racing toward the Amazon city of Lemnos in a chariot pulled by two fiery dragons to find solace with the warrior women!



EPISODE 4B: THE WAY OF THE SWORD





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Support 2 triremes  
Support 12 hoplites or better  
Produce 36 suits of armor in one year

### Sanctuaries Allowed

I

### City Resources

Armor  
Bronze  
Grapes  
Horses  
Olive Oil  
Wheat  
Wine  
Wood

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Fishery Growers' Lodge (Grapevines) Wheat Farm
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost

### Industry

### Military

### Mythology

Population  
Storage & Distribution

### Unavailable Buildings

### Husbandry

### Industry

Foundry  
Olive Press  
Timber Mill  
Winery  
Armory  
Gatehouse  
Horse Ranch  
Tower  
Trireme Wharf  
Wall

Hero's Hall  
Elite Housing  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

Carding Shed  
Carrot Farm  
Dairy  
Hunting Lodge  
Onion Farm  
Urchin Quay  
Masonry Shop  
Mint  
Sculpture Studio

### Events

EY 0. Lemnos becomes rival  
Between EY 0 and EY 1, Iolcus, gift of 24 fleece

Between EY 0 and EY 1, Iolcus, gift of 24 olive oil

Between EY 0 and EY 1, Iolcus, gift of 32 wheat

Between EY 0 and EY 2, Iolcus, recurring wage increase by 3-6

EY 1. Naxos becomes ally

EY 1. Lemnos, invasion at Invasion Marker 9, 4 invaders, attack random resources within 3 months, with 1 warship

Between EY 1 and EY 2, Stymphalus, recurring construction request for 8-16 wood within 6 months

Between EY 1 and EY 2, Troezan, recurring request for 1000-2000 drachmas within 2 months

Between EY 1 and EY 2, Lemnos, recurring request for 16-32 olive oil/wood/armor within 3 months

Between EY 1 and EY 3, Iolcus, recurring request for 8-16 armor within 6 months

Between EY 1 and EY 3, Naxos, recurring request for 24-32 wood/olive oil within 3 months

EY 2. Earthquake crisis

EY 2. Lemnos, invasion from Invasion Marker 9-II, 16 invaders, attack military within 3 months, with 1 warship

EY 3. Lava flow crisis

EY 3. Naxos, invasion from Invasion Marker 9-II, 24 invaders, attack industry within 3 months, with 2 warships

EY 6. Tidal wave crisis

Not only is this colony more violent than Corcyra, it's just plain harder.

First, Lemnos goes renegade on you and starts launching attacks. You'll also have to deal with natural disasters; tidal waves will periodically batter your coast. Even more importantly, a major earthquake will splinter your meadow, to be followed by a lava flow. You should have enough good land left to support your wheat and wine industries, but don't be fooled by the miles and miles of fertile land you see when you first open the map.

Space for housing is very limited, but you'll somehow have to find room for 2000 commoners and four blocks of elite housing, so think efficient design. The two Triremes you have to build will require a lot of resources, but fortunately you don't have to keep them crewed all the time.

What do you do with all this military might once it's completed? Well, actually you don't have to do anything. You can try to conquer Lemnos, but you don't have to and it's not a sure thing by any means. If you want to go off on a course of conquest, you're on your own.

Build a timber mill while you're building your Triremes. Once the ships are finished, either turn the timber industry off or just tear down the mill. Sadly, nobody wants to buy timber in this episode.

The main thing this episode has in common with the Corcyra option is that you'll have to import all your fleece from Iolcus and all your olive oil from Libya. These two are the only trading posts you really need to have. The trading post to Iolcus is particularly important, because it's where you'll sell your wine and all that armor you'll have to make.

There are a couple of upsides, however. Your tax offices are still back (but so's the pay raise your workers demand). Also, the armor trade is very lucrative. Build up your industry slowly, and you'll be able to establish a very nice nest egg by the time you hit 36 units of armor a year.

To meet that goal you'll need at least six foundries and six armories all fully staffed and working all year.

*Corinth's loyal fighting men are more than capable of defending their homes from harm. Now it is time to return to mighty Iolcus and establish the city's dominance in Greece once and for all. Your trusted general, Corinthus, will lead the city in your absence.*



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 5: IOLCUS THRIVES

#### IOLCUS

Iolcus is on the verge of becoming the preeminent power in all of Greece. With a colony to call your own, you have begun to build a kingdom. Now, you must spread your influence throughout Greece, making friends with those who treat you with respect and putting down those who oppose you. As you near the end of your journey, Iolcus will shine forth, and its power will not be eclipsed.

It is now time to thank Zeus for lifting the curse on your house and enabling you to become a great leader. Building a Sanctuary in his honor is sure to please him, and he will smile upon you.

<b>Goals</b>			
4 trading partners			
Sanctuary to Zeus			
Population of 4000			
Treasury of 10,000			
72 people in Residence or better			
<b>Sanctuaries Allowed</b>			
4			
<b>City Resources</b>			
Carrots			
Cheese			
Fish			
Fleece			
Horses			
Wheat			
Wood			
<b>Available Buildings</b>			
Administration	Palace		
	Tax Office		
	Water Crossing		
Aesthetics	Avenue		
	Bench		
	Boulevard		
	Column		
	Fish Pond		
	Flower Garden		
	Gazebo		
	Hedge Maze		
Culture	Park		
	College		
	Drama School		
	Gymnasium		
	Podium		
	Stadium		
	Theatre		
Husbandry	Carding Shed		
	Carrot Farm		
	Dairy		
	Fishery		
	Wheat Farm		
<b>Hygiene &amp; Safety</b>			
	Fountain		
	Infirmary		
	Maintenance Office		
	Watchpost		
Industry	Olive Press		
	Timber Mill		
Military	Gatehouse		
	Horse Ranch		
	Tower		
	Trireme Wharf		
	Wall		
Mythology	Hero's Hall		
Population	Elite Housing		
Storage & Distribution	Common Agora		
	Granary		
	Grand Agora		
	Storehouse		
	Trade Buildings		
<b>Unavailable Buildings</b>			
Husbandry	Growers' Lodge		
	Hunting Lodge		
	Onion Farm		
	Urchin Quay		
Industry	Foundry		
	Masonry Shop		
	Mint		
	Sculpture Studio		
	Winery		
Military	Armory		
<b>Events</b>			
	EY 0. Corcyra, gift of 32 wheat		
	EY 0. Corcyra, gift of 32 wine		
	EY 0. Corcyra, recurring gift of 16 sculpture		
	EY 0. Eretria, supply increase of wine		
	EY 1. Stymphalus, recurring construction request for 5-10 wood within 3 months		
	EY 3. Corinth, recurring request for 5-16 fleece within 3 months		
	EY 0. Corcyra, financial woes request for 500 drachmas within 2 months		
	EY 0. Corcyra, financial woes request for 250 drachmas within 2 months		
	EY 0. Corcyra, financial woes request for 250 drachmas within 2 months		
	EY 0. Naxos, request for 12 fleece within 2 months		
	EY 0. Lemnos, request for 12 wood within 2 months		
	EY 0. Troezen, request for 500 drachmas within 2 months		
	EY 1. Corcyra, recurring request for 3-8 food/fleece/drachmas within 3 months		
	Between EY 1 and EY 2, Lemnos, recurring request for 16-32 wood/olive oil within 2 months		
	Between EY 1 and EY 2, Naxos, recurring request for 16-32 fleece/food within 2 months		
	Between EY 1 and EY 2, Troezen, recurring request for 1000-5000 drachmas; within 2 months		
	Between EY 1 and EY 4, Corinth under attack by Lemnos, recurring request for troops within 3 months, failure: conquered		
	Between EY 2 and EY 3, Corcyra, recurring financial woes request for 500-2000 drachmas within 1 month		
	Between EY 4 and EY 8, Corinth under attack by Naxos, recurring request for troops within 3 months, failure: conquered		
	Between EY 4 and EY 8, Lemnos, recurring invasion from Invasion Marker 9, 48 invaders, attack random resources within 2 months, with 3 warships		
	Between EY 4 and EY 8, Naxos, recurring invasion from Invasion Marker 10, 16-48 invaders, attack random resources within 2 months, with 2 warships		



## PRIMA'S OFFICIAL STRATEGY GUIDE

If you've played your cards right, you should come into this episode with four out of five of the victory conditions either complete or close enough for never-mind. Four trading partners? Unless you've been a total crud to everybody, no problem. Population of 4000? We tipped you off about that one in episode three. Treasury 10,000? Your trade should be in good enough shape to make that easy. And oh yeah, build those tax offices. Now. You won't believe how much good this does your treasury. 72 persons in elite housing? If you maintained those four blocks of estate that you built up for Jason, you already have 80 persons that qualify.

That leaves the sanctuary to Zeus. Before you start, however, you should note that you can actually build four sanctuaries in this city. Assuming you already have Athena's and Demeter's built, and saving one slot for Zeus', that leaves a choice between Hermes, Apollo and Dionysus. We recommend Hermes. It's a quick and easy sanctuary, and it will help finance your construction of Zeus' sanctuary. Plus, with your new found prominence, people will be asking for hand-outs all the time. Hermes can help relieve some of that burden.

Now just start importing the tons and tons of marble you'll need to build Zeus' sanctuary (make sure you have plenty of free storage space near the sanctuary). You can produce the wood you'll need locally. As for the statuary, if you've treated your allies decently throughout the adventure you'll actually be given most of it before you have to go retail.

The only black spot on the horizon will come from your new rival, Ephesus (and, if you played the Corinth colony, Lemnos will remain hostile). This shouldn't be a major threat. In fact, between your allies and your horsemen, you should have enough military power to conquer your rivals, if you care to do so. Of course, you can expect to spend far more mending diplomatic fences after the attack than you'll ever make back in tribute, but hey, isn't it worth a little trouble to be the undisputed master of the Hellenic world?

*Now, Iolcus is truly a powerful kingdom. Nearly all of the cities in Greece call you either friend or master, and Zeus looks with pride upon the city of Iolcus and its capable leader.*



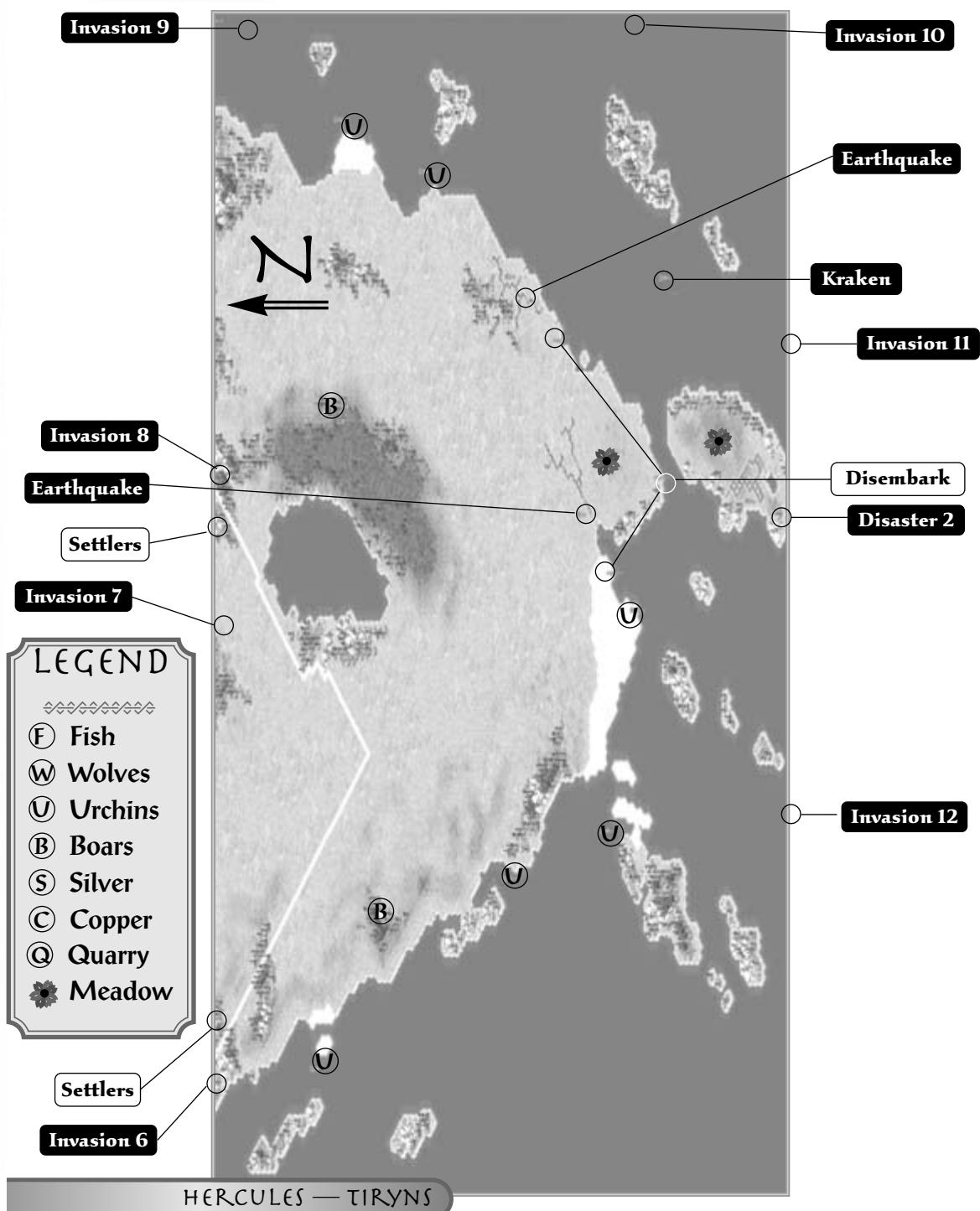
## ADVENTURE COMPLETE!

You have taken Iolcus from its humble beginnings and built it into the most powerful kingdom in all of Greece, risking the wrath of gods and mortals alike to achieve your destiny. Along the way, you have liberated a hero from the Underworld, slain the fearsome Calydonian Boar, and restored one of Greece's most treasured possessions, the Golden Fleece, to its proper place. Zeus, who had once cursed your family, now blesses you and celebrates your name throughout Mount Olympus!





PRIMA'S OFFICIAL  
STRATEGY GUIDE



# THE LABORS OF HERCULES

Together, you and Hercules will begin the journey to immortality. As he performs his legendary labors, you will build a legendary Kingdom that will provide fodder to storytellers for years to come.

<u>Difficulty</u>	<u>Initial Funds</u>	<u>Proponents</u>	<u>Heroes</u>
Somewhat challenging	14,250 / 9500 / 7600	Aphrodite Artemis Athena Dionysus Hermes Zeus	Hercules Perseus
<u>Episodes</u>	<u>Opponents</u>		<u>Monsters</u>
7	Apollo Hades Hephaestus Poseidon		Cerberus Hydra Kraken
<u>Time</u>			
500 BC			





## PRIMA'S OFFICIAL STRATEGY GUIDE

### CITIES

#### Cyme

##### Ally

Tribute: receives 400 drachmas;  
pays 2 sculpture  
Sells wood 24  
Sells bronze 12  
Sells sculpture 12  
Buys fleece 36

#### Eleusis

##### Ally

Tribute: receives 400 drachmas;  
pays 100 drachmas  
Sells armor 12  
Sells olive oil 12  
Sells wine 24  
Buys marble 24

#### Elis

##### Ally

Tribute: receives 400 drachmas;  
pays 100 drachmas  
Sells nothing  
Buys nothing

#### Ephesus

##### Colony

Tribute: receives 200 drachmas;  
pays 10 wood  
Sells wood 24  
Sells bronze 12  
Buys fleece 24  
Buys olive oil 12

#### Erymanthus

##### Ally

Tribute: receives 400 drachmas;  
pays 300 drachmas  
Sells nothing  
Buys nothing

#### Knossos

##### Ally

Tribute: receives 500 drachmas;  
pays 50 drachmas  
Sells nothing  
Buys nothing

#### Lemnos

##### Colony

Tribute: receives 400 drachmas;  
pays 10 marble  
Sells urchins 36  
Sells marble 36  
Sells olive oil 12  
Buys fleece 12

#### Lerna

##### Colony

Tribute: receives 400 drachmas;  
pays 8 olive oil  
Sells olive oil 24  
Sells wine 12  
Buys fleece 12

#### Mt. Malea

##### Ally

Tribute: receives 400 drachmas;  
pays 3 wine  
Sells wood 12  
Sells bronze 12  
Buys wheat 24  
Buys wine 24

#### Mt. Pelion

##### Ally

Tribute: receives 200 drachmas;  
pays 5 wine  
Sells bronze 12  
Sells marble 24  
Buys fleece 12  
Buys wine 36

#### Nemea

##### Rival

Tribute: receives 300 drachmas;  
pays 15 bronze  
Sells nothing  
Buys wood 24  
Buys bronze 24  
Buys grapes 12  
Buys armor 24

#### Phloe

##### Ally

Tribute: receives 400 drachmas;  
pays 300 drachmas  
Sells nothing  
Buys nothing

#### Themiscyra

##### Ally

Tribute: receives 400 drachmas;  
pays 15 bronze  
Sells wood 24  
Sells bronze 12  
Buys grapes 36  
Buys fleece 24

#### Tiryns

##### Home City

When playing a colony:  
Buys fish 24  
Buys bronze 24  
Buys olive oil 24  
Sells fleece 24

#### Troy

##### Ally

Tribute: receives 400 drachmas;  
pays 500 drachmas  
Sells nothing  
Buys nothing

## EPISODE 1: THE LABORS BEGIN

## TIRYNS

The seer emerged from the oracle at Delphi and uttered these words: 'I see two people walking together towards greatness. One of these people is a hulking man, stronger than anyone else in the world. The other person is incredibly good-looking and extremely smart. Hercules is the muscle-bound man, a son of Zeus who has incurred the wrath of Hera, Zeus' wife. She drove Hercules to madness, and he killed his wife and children. Since that fateful day, he has traveled around Greece, doing good deeds to atone for his sins.'

'The incredibly good-looking and smart person is you. You are destined to become the ruler of a great dominion, and some of the immortals will call you friend. But that day is some time from now, and you have much to do before that beautiful day dawns. Along the way, your fate and Hercules' fate will be intertwined. His enemies will become your enemies; his friends, your friends. Your path to glory begins with establishing the city of Tiryns in Argolis and introducing it to the world.'

You'll have plenty of time to build Tiryns into a thriving metropolis later. If you try to build a large city now, you'll have difficulty feeding everybody.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Produce 30 skeins of fleece in one year  
250 people living in Tenement or better  
Treasury of 7500

### Sanctuaries Allowed

0

### City Resources

Fleece  
Pork  
Urchin

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Column Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Carding Shed Hunting Lodge Urchin Quay

### Hygiene & Safety

Storage & Distribution	Fountain Infirmary Maintenance Office Watchpost Common Agora Granary Storehouse Trade Buildings
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### Unavailable Buildings

Aesthetics	Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze Carrot Farm Dairy Fishery Growers' Lodge Onion Farm Wheat Farm
Husbandry	Foundry Masonry Shop Mint Olive Press Sculpture Studio Timber Mill Winery
Industry	

### Military

Mythology	Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall
Population	Hero's Hall Elite Housing

### Events

EY 0.	Cyme under attack by Nemea, request for troops within 3 months, failure: unaffected
EY 0.	Cyme trade shuts down
EY 0.	Cyme trade opens up
EY 1.	Elis under attack by Nemea, request for troops within 4 months, failure: destroyed
EY 2.	price decrease on fleece of 5-10
EY 3.	Knossos under attack by Nemea, request for troops within 3 months, failure : conquered
EY 4.	Cyme under attack by Nemea, request for troops within 4 months, failure : unaffected
EY 4.	Cyme trade shuts down
EY 4.	Cyme trade opens up
EY 8.	price increase on fleece of 5-10
EY 10.	price increase on fleece of 7-10
By episode completion,	Cyme trade opens up

You're going to be coming back to Tiryns a lot throughout the adventure, so it's important to pick an ideal starting point. Your key resource throughout the adventure is going to be fleece, so you want to extend the road south and build your first settlement near, but not on, the large meadow at the tip of the land.

There's nothing you can do to answer the call for military help at the very start of the adventure. It's just the adventure's way of letting you know that there's trouble brewing across the eastern sea.

To complete this episode's production requirement, you're going to need at least four fully-staffed carding sheds with a full compliment of sheep.

To support your city, you have good placement for urchin quays along the east side of the peninsula. There's also wild boar near the swamps in the center and west side of the peninsula. Build about four hunters' lodges about where the original road bends. This will allow you to take full advantage of the local game, which will become important when you next return to Tiryns.

You have plenty of money, and the best way to meet your financial target is just to not spend so much that you ever go under it. This should be easy, with just a little careful planning. If you do overspend, you'll have to up your fleece production a bit and start exporting it.

That leaves only the very modest population requirement, which should be easy to reach and surpass. Don't hesitate to build more housing than you'll need to meet the population requirement; you'll grow into it. Now all you need is basic city services and an adequate supply of fleece and food, both of which you can supply locally. You don't even need to import olive oil, although it's not a bad idea to do so, just for pure development purposes. Just make sure you don't buy more oil than you need (12 jars should easily see you through the whole episode) and drain your cash reserves.

Basically, take care of the basics and this adventure will take care of itself.

*You have taken the first step on your journey to fame! Now, it's time to leave Tiryns in the hands of your capable deputy, Eurystheus, and spread your influence to another area of the world.*

## EPISODE 2, WHERE TO GO?

YOU HAVE THREE CHOICES WHERE TO ESTABLISH YOUR FIRST COLONY. DON'T WORRY ABOUT MISSING OUT ON ANYTHING, YOU'LL COME BACK TO ALL THREE LOCATIONS EVENTUALLY. SO THE QUESTION IS, WHAT ORDER TO TAKE THEM IN? FOR MAXIMUM EFFICIENCY, WE RECOMMEND THE FOLLOWING ORDER.

**1. EPHESUS.** YOU CAN BUILD UP A NICE NEST EGG JUST TRADING WITH THE HOME CITY FROM THIS COLONY.

**2. LERNA.** THIS IS PROBABLY THE EASIEST OF THE THREE TO BEAT, BUT WE RECOMMEND TAKING IT SECOND BECAUSE AT THIS POINT IN THE ADVENTURE YOU CAN PROFITABLY OPEN TRADE ROUTES WITH THE CENTAURS OF MT. PELION AND MT. MALLEA AND SELL THEM WINE. THESE TRADE OPTIONS AREN'T AVAILABLE AFTER THE FIRST EPISODE, BUT ARE AFTER THE THIRD.

**3. LEMNOS.** THIS IS THE TOUGHEST OF THE THREE BY FAR, SO SAVE IT FOR LAST.

BE WARNED, HOWEVER, THAT THERE ARE TRADEOFFS TO BE MADE WITH ANY ORDER. FOR EXAMPLE, IF YOU COLONIZE EPHESUS FIRST, YOU ALIENATE THE AMAZONS WHEN HERCULES STEALS THE GIRDLE, THUS LOSING A PROFITABLE TRADING PARTNER IN CYME A BIT PREMATURELY. OR IF YOU CHOOSE TO COLONIZE LEMNOS FIRST OR SECOND, IT WILL PROVIDE RESOURCES THAT MIGHT ALLOW YOU TO FINISH ZEUS' SANCTUARY IN EPISODE 5, RATHER THAN EPISODE 7.



PRIMA'S OFFICIAL  
STRATEGY GUIDE

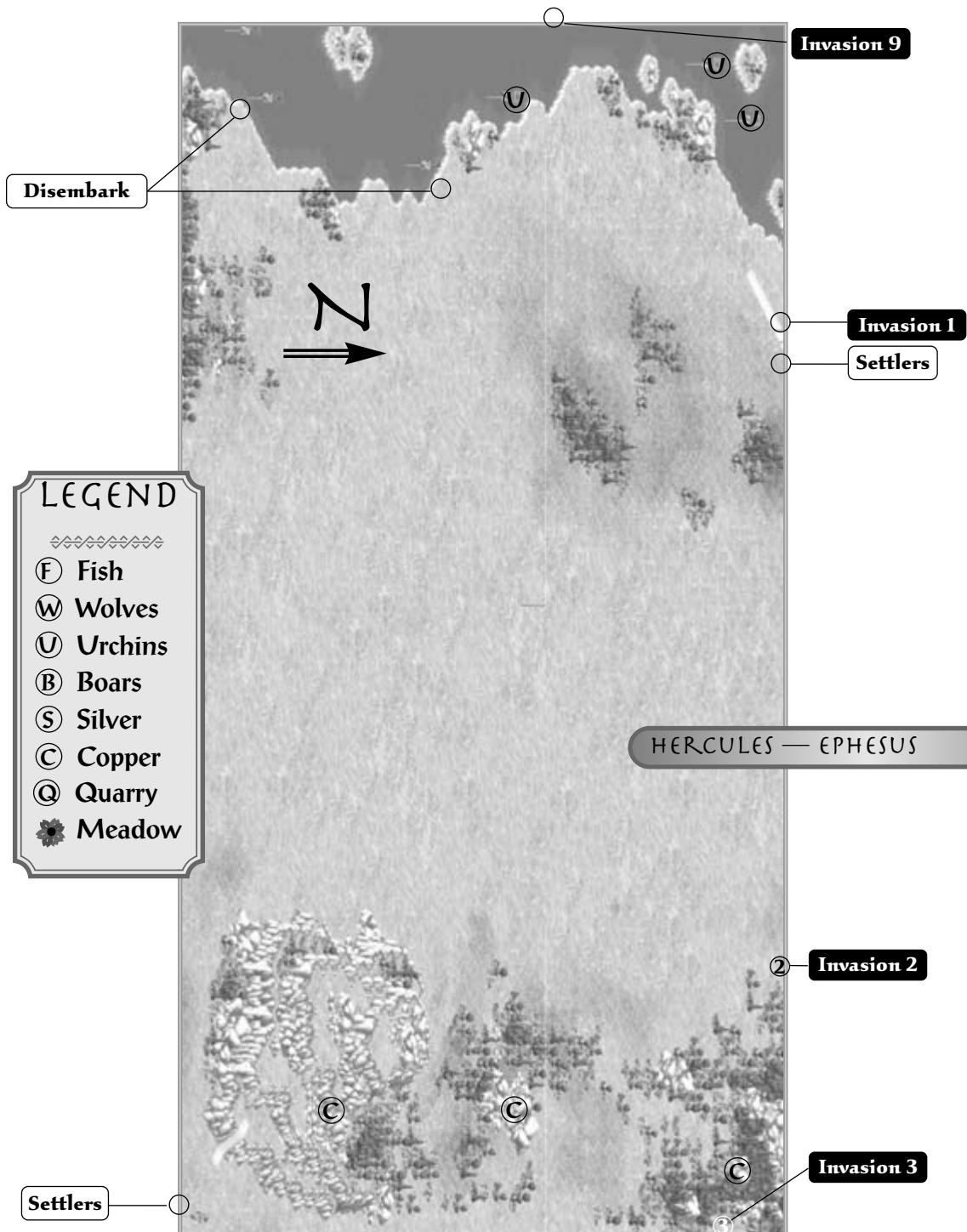
## EPISODE 2 (4, 6): THE AMAZON WORLD

### EPHESUS

This far-off land, located on the outskirts of the Amazon kingdom, is rumored to have rich deposits of copper ore.

Traders from the Amazon city of Cyme have told you about this spot, and it is exactly as they described: rich in copper ore. Certainly no one from Greece has ever ventured into this area, and it is rumored that the Amazon capital is nearby. If the gods hear that you've discovered the city, one of them just might ask you to find something else ...







## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Retrieve the Girdle of Hippolyte  
Set aside 18 bars of bronze for parent city  
Set aside 8 planks of wood for parent city

### Sanctuaries Allowed

O

### City Resources

Bronze  
Urchin

### Available Buildings

Administration	Palace Tax Office
Aesthetics	Bench Column Flower Garden Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Urchin Quay
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Foundry Hero's Hall
Mythology	Common Agora
Storage & Distribution	Granary Storehouse Trade Buildings

### Unavailable Buildings

Administration	Water Crossing Avenue Boulevard Fish Pond Gazebo Hedge Maze Carding Shed Carrot Farm Dairy Fishery Growers' Lodge Hunting Lodge Onion Farm Wheat Farm
Aesthetics	Masonry Shop Mint Olive Press Sculpture Studio Timber Mill
Culture	Winery Armory Gatehouse Horse Ranch Tower Trireme Wharf
Husbandry	Wall Elite Housing
Hygiene & Safety	Grand Agora
Population	
Storage & Distribution	

### Events

EY 0.	Artemis, hero quest, Themiscyra, Hercules, small commemorative monument
EY 0.	Themiscyra becomes rival
EY 1.	Tiryns, recurring request for 9 bronze within 6 months
EY 1.	Eleusis, supply decrease of wine
Between EY 1 and EY 2,	Themiscyra, Artemis, god disaster ends
Between EY 2 and EY 3,	Themiscyra, recurring invasion from Invasion
Marker I, IO invaders, attack random resources within 4 months	
EY 3.	Mt. Malea, recurring request for 3-6 wine within 6 months
EY 4.	Mt. Pelion, recurring request for 4-8 wine within 6 months
Between EY 4 and EY 5,	Themiscyra, recurring invasion from Invasion
Markers I-3, IO-15 troops within 8 months	
EY 6.	Cyme and Themiscyra, recurring invasion from Invasion Markers 9-10, IO-15 invaders, attack random resources within 9 months, with 1 warship
By episode completion,	Cyme becomes rival
By episode completion,	Eleusis, supply increase of wine

Right away you're thrown into colonization. Fortunately, this is a very friendly site.

Your access to food and trade goods is on the west side of the map. Your key resource, copper, is on the east side of the map. Build your colony somewhere between them (things will probably be easier in the long run if you lean a bit towards the coastal side).

You'll need a good, balanced city for this episode. Culture, trade, agriculture and industry are all equally important.

You have three trading partners at the moment, and you'll need ports/trading posts for all three. You'll have to buy all your fleece and oil, but you can offset the expense by exporting bronze to Tiryns.

Do get your bronze industry up and running as soon as you have the workers for it ... at least a couple of foundries to start with (leave room for more later). You'll get a demand for bronze from Tiryns early on. Do fulfill the demand as quickly as you can, but don't worry if you're a bit late — you'll have plenty of chance to make it up to the home city later.

Your wood requirement is just an excuse to get you to open up trade with Cyme. Build a trading post early on, buy eight wood, stop buying wood, dispatch wood to Tiryns, forget about Cyme for the rest of the episode.

The centerpiece of this episode is calling Hercules to fulfill Artemis' quest for the Amazons' girdle (which is not what you think — it's sort of the bronze-age equivalent of a wrestling championship belt).

Herc is actually pretty easy to call. Start importing the wine ASAP. It will take three years to import all you need at your current trade rate, but no need to get greedy and start demanding freebies. You're under no time pressure.

As for his neighborhood requirements, if you've already got good culture placement for your citizens, they should take care of themselves. Just build Herc's hall near the theatre or stadium, and build him an extra gym next door. If for some reason that doesn't do it, find a corner for a podium nearby.

The victory requirement is a bit out of your hands. The only thing that can be said is to get your culture venues up and operating as early as possible, after which a victory should follow in reasonable order. That leaves only the population requirement, which should take care of itself if you built your city according to solid principles.

Once you call Herc and dispatch him on his quest, Artemis will let you build her a pretty little statue. This is in addition to the population, heroic figure and victory monuments you've already earned just getting this far. Your city should be in excellent shape aesthetically.

Your last concern in this episode is the bronze industry. You can hoard the bronze you need for victory and dispatch it in fairly short order, but don't get in a hurry. As we mentioned before, there's no time pressure. Instead, as soon as you have the employees available, build your original couple of foundries up to six or so (more than that is probably overkill), and kick back for a few years. Sell bronze to Tiryns until you like your cash reserve again, then put aside your final 18 units and call it a night in Ephesus.

Ephesus thrives, and Artemis certainly got what she wanted, but now the entire Amazon nation is incensed at the theft of Hippolyte's Girdle! These fierce women will follow you to the ends of the earth to make your life miserable!



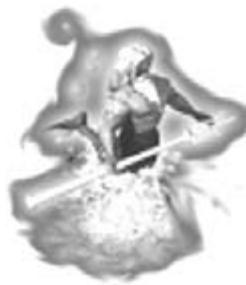
## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 3: GODS IN THE WORLD

#### TIRYNS

While you were busy establishing a colony, Hercules was headed for Troy where he whisked Hesione, princess of Troy, out of the jaws of Poseidon's gruesome Kraken. How did Hesione manage to find herself in this scrape? Her father, King Laomedon, refused to keep his promise to pay Apollo and Poseidon for building the walls of Troy. So, the gods punished Troy with plagues and floods, and the only way for Laomedon to save his city was to sacrifice his daughter.

Now, Poseidon and Apollo are enraged that Hercules has meddled in their affairs ... and they are well aware of your connection to this hero! And the Kraken, whose taste buds were primed for a bite of human, is very hungry. Elsewhere in the world, the Centaurs, who are always on the look out for a new source of wine, have taken notice of you and your kingdom. Trouble might not be far off!



Goals	Unavailable Buildings	Events
Protect city from a Kraken	Boulevard	EY 0. Kraken unleashed in city, attacks
Sanctuary to any god	Fish Pond	sea, active
<u>Sanctuaries Allowed</u>	Flower Garden	EY 0. Earthquake, devastation
2	Gazebo	EY 0. Mt. Pelion becomes active
<u>City Resources</u>	Hedge Maze	EY 0. Mt. Malea becomes active
Fleece	Carrot Farm	EY 0. Ephesus, gift of 18 bronze
Pork	Dairy	EY 0. Ephesus, gift of 8 wood
Urchin	Fishery	EY 2. Mt. Pelion, recurring request for
<u>Available Buildings</u>	Growers' Lodge	8-12 wine within 12 months
Administration	Onion Farm	EY 2. Mt. Pelion, gift of 16 marble
	Wheat Farm	EY 3. Mt. Malea, recurring request for
Aesthetics	Foundry	4-8 wine within 6 months
	Masonry Shop	EY 3. Mt. Malea, recurring gift of 8-
Culture	Mint	12 wood/bronze
	Olive Press	Between EY 3 and EY 5, Apollo,
	Timber Mill	recurring god invasion
Husbandry	Winery	EY 4. Mt. Pelion, recurring gift of 16-
	Armory	24 marble/bronze
	Gatehouse	Between EY 4 and EY 6, Cyme and
Hygiene & Safety	Horse Ranch	Hemiscyra, recurring invasion from
	Tower	Invasion Markers 8-10, 16 invaders,
	Trireme Wharf	attack random resources within 9
	Wall	months, with 2 warships
	Elite Housing	Between EY 7 and EY 8, Cyme and
	Storage & Distribution	Hemiscyra, recurring invasion from
Industry	Grand Agora	Invasion Markers 8-10, 16-24 invaders,
Mythology		attack random resources within 12
Storage & Distribution		months, with 3 warships



## PRIMA'S OFFICIAL STRATEGY GUIDE

The nasty thing about this episode is that the Kraken will make it pretty much impossible for you to maintain a useful urchin industry, and options for imported food are nonexistent. This means that you'll have to rely on your hunters, and their very limited supply of wild game, to support your city. Your best bet is probably to just keep your employment requirements under control and let your food supply determine the size of your population. Your best bet in this scenario is speed. Plan ahead for maximum efficiency, and don't wait for anything.

Don't worry about maintaining ports to overseas cities; the Kraken will just smash them up. The centaur cities of Mt. Pelion and Mt. Mallea will open up soon, and they'll provide everything you need to build your sanctuaries. Mt. Pelion will also buy a little bit of fleece every year.

Building the sanctuaries to Athena and Hermes and then summoning Perseus is basically this whole scenario. Start importing marble, wood and bronze and making sculpture as quickly as you can. Between the two sanctuaries and Perseus' art collection, you'll need 16 pieces of sculpture by the end of this episode. You should have a sculpture studio and two artisan guilds up and running as quickly as possible.

Build the sanctuary to Hermes first. It's a quick job (appropriately enough), and once it's done Hermes will fulfill the demands for wine that come from Mt. Pelion and Mt. Mallea, keeping the centaurs happy and trading with you, without having to resort to expensive imported wine.

Build the sanctuary to Athena as quickly as you can afterwards. Late in the episode Apollo will start showing up and making trouble. With Athena's sanctuary built, she'll send him off with his tail between his legs. Plus, the olive groves that come with the sanctuary will provide enough oil to make additional imports a very rare thing (don't forget to build a growers' lodge and an olive press ... and a maintenance office to keep them both standing ... near the sanctuary).

Once you have the sanctuaries up and running, you should be all set to summon Perseus. The fleece requirement should be trivial with your current fleece industry. Sculpture should be ready by now, if you planned ahead for it while you were building your sanctuaries. The money requirement should likewise be easy, if you thought ahead and padded your nest at your first colony. If you're short on money, you probably want to reopen fleece exports to Cyme, although this will be an annoying process, between Cyme's usual trade skittishness and the Kraken tearing up your port at regular intervals.

Once you summon Perseus he'll show up in short order and finish off the Kraken, and you'll be moving on to your next colony.

Thanks to Perseus, the Kraken has been slain, and Tiryns is once again safe! Now that the city is peaceful again, it is again time to set forth and found a new colony.

## EPISODE 4 (2, 6): THE HYDRA

## LERNA

It's strange that no one has settled at Lerna. It's well-known for its fertile land and fish-filled lake. What could be keeping people away?

Lerna is a place of great beauty, with fertile land perfect for the cultivation of olive trees and grapevines and a lake filled with plentiful fish — a perfect paradise except for one tiny little many-headed problem. The hideous Hydra stalks the shores of the lake, destroying anything that comes in its path. Only your friend Hercules is strong enough to dispatch this creature, and rumor has it Aphrodite is looking for a hero to help her find some vegetable or fruit or something. The gods can be so hard to understand.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Protect city from a Hydra  
Retrieve the Apples of the Hesperides

### Sanctuaries Allowed

0

### City Resources

Fish  
Grapes  
Olive Oil  
Olives  
Wine

### Available Buildings

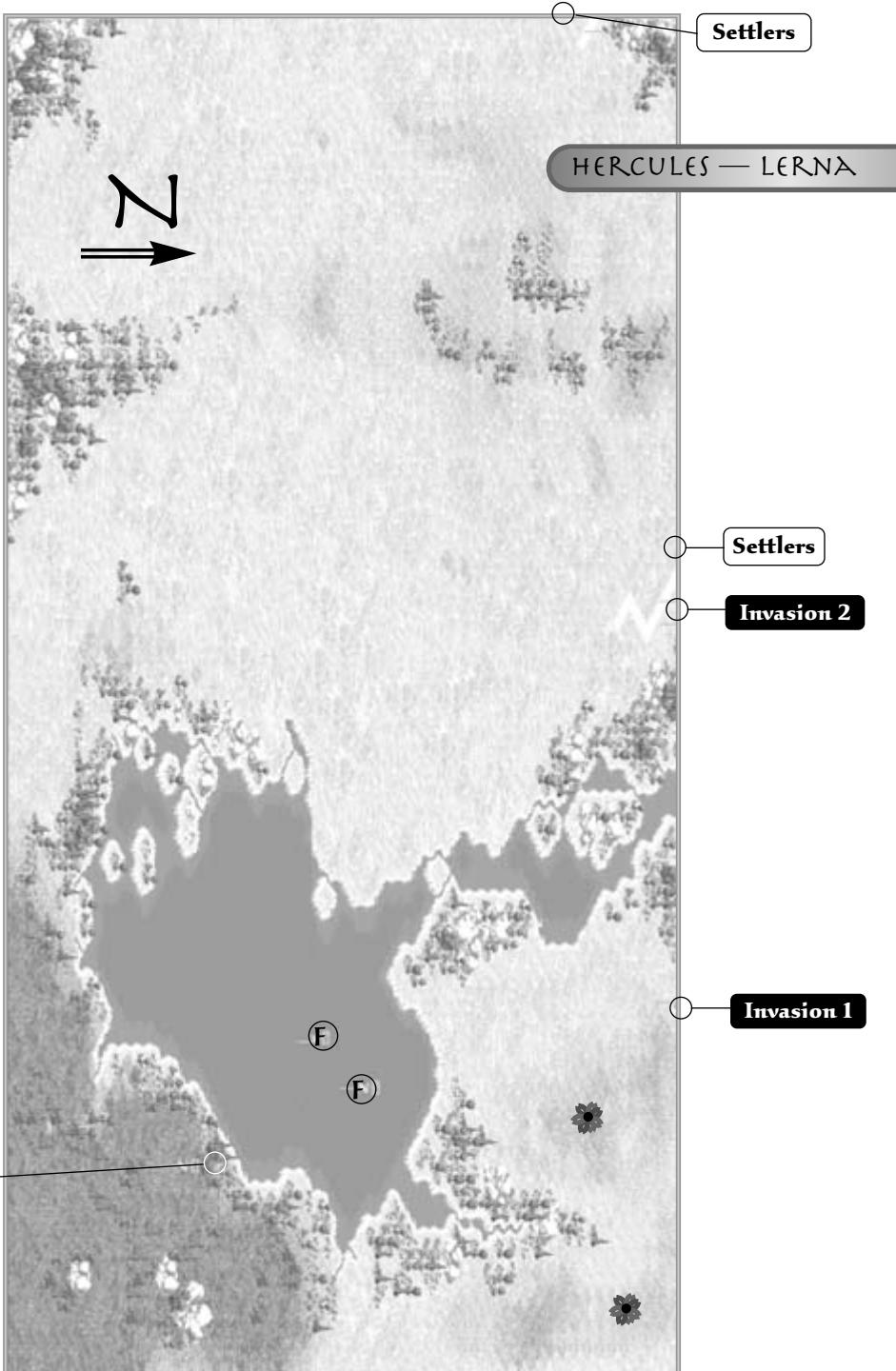
Administration	Palace Tax Office Water Crossing
Aesthetics	Bench Column Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Fishery Growers' Lodge (Grapevines, Olive Trees)
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Olive Press Winery
Mythology	Hero's Hall
Storage & Distribution	Common Agora Granary Storehouse Trade Buildings

### Unavailable Buildings

Aesthetics	Avenue Boulevard Fish Pond Flower Garden Gazebo Hedge Maze Carding Shed Carrot Farm Dairy Hunting Lodge Onion Farm Urchin Quay Wheat Farm Foundry Masonry Shop Mint Sculpture Studio Timber Mill
Husbandry	Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall
Industry	Elite Housing Storage & Distribution Grand Agora
Military	

### Events

- EY 0. Aphrodite, hero quest, Phoebe, Hercules, small commemorative monument
- EY 2. Mt. Malea, recurring request for 4-8 wine within 9 months
- EY 3. Mt. Pelion, recurring request for 6-8 wine within 12 months
- EY 4. Hydra in city, attacks industry and food
- EY 4. Reactive, price increase on urchins, by 5-10, triggered
- Between EY 4 and EY 5, Mt. Pelion, recurring invasion from Invasion Markers I-2, 8-12 invaders, attack industry within 12 months





## PRIMA'S OFFICIAL STRATEGY GUIDE

Lerna is a very straightforward episode. You have two goals, both of which depend directly on your summoning Hercules.

Go ahead and build close to the road, in the northern part of the map. Try building your city on the west side of the river, then placing a bridge to your agriculture and industry on the east side.

You'll need a trading post to Tiryns early on, to import some fleece. There's no reason to build a trading post to Cyme.

The Hydra won't show up for awhile, even after you receive Aphrodite's quest. Get your wine industry up and running quickly, so you'll have enough wine to summon Herc as soon as his other prerequisites are available (see **Episode 2: Ephesus**, p. 130). If you're in good shape financially, you might even want to import some wine from Eleusis. The quicker you can summon Herc after he becomes available, the less damage the Hydra will do. Don't go crazy on wine production, though. Once you summon Herc, you have little use for the stuff. Sixteen vines and a couple of wineries should get the job done.

On the other hand, you want to get your olive and fish production as high as you can. Ideally, you need enough to fully support your own city with both, while still having a good bit left to trade with Tiryns. You have lots of room for olive vines. Producing enough olives to keep five or six presses running is not excessive. Sites for fishing wharves are a bit limited around the lake, but if you take full advantage of the terrain you should be able to place enough to fill your granary, plus have a surplus that you can sell to Tiryns every few years.

The Hydra appears in the swamp on the southeast side of the lake. He's unlikely to wander all the way into town, but he is dangerously close to your best site for fishing wharves.

Once the Hydra is out of the way, don't rush to send Herc off on Aphrodite's quest and end the episode. Consider taking a few years to build up a decent stockpile of fish and oil, then sell off your surplus to Tiryns. Do this two or three times, until you like the way your treasury looks, then fulfill Aphrodite's quest and move on.

Hercules has removed the hideous blemish that defaced Lerna!  
The Hydra has been dispatched, and the shores are now safe.  
Aphrodite smiles this day, for she has the Golden Apples of the  
Hesperides in her clutches.

## EPISODE 5: WAR WITH THE CENTAURS

## TIRYNS

Did you hear the one about Hercules and Pholus? It seems that the hero had wandered deep into the Centaur territory of Erymanthus in pursuit of a boar when he grew quite thirsty. The Centaur Pholus was willing to share his wine with Hercules, and they were soon raising flagon after flagon of the beverage. It wasn't long before a horde of other centaurs decided to join the party.

One thing led to another, as things usually do when there's wine involved, and Hercules slew many of them in self-defense. The Centaurs, of course, are none too pleased and are plotting their revenge against Hercules and anyone associated with him.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Support 8 hoplites or better  
Population of 2500

### Sanctuaries Allowed

3

### City Resources

Fleece  
Pork  
Urchin

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Carding Shed Hunting Lodge Urchin Quay
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Sculpture Studio
Mythology	Hero's Hall
Population	Elite Housing
Storage & Distribution	Common Agora Granary Grand Agora Storehouse Trade Buildings

### Unavailable Buildings

Aesthetics	Fish Pond
Husbandry	Carrot Farm Dairy Fishery Growers' Lodge Onion Farm Wheat Farm Foundry Masonry Shop Mint Olive Press Timber Mill Winery
Industry	Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall
Military	

### Events

EY 0.	Mt. Malea becomes rival
EY 0.	Ephesus, gift of 18 bronze
EY 0.	Ephesus, gift of 8 wood
EY 1.	Mt. Malea, invasion from Invasion Markers 6-10, 25 invaders, attack industry within 9 months, with 2 warships
EY 2.	Mt. Pelion becomes rival
EY 2.	Mt. Pelion, invasion from Invasion Markers 6-10, 25 invaders, attack industry within 9 months, with 1 warship
EY 2.	Cyme and Themiscyra, invasion from Invasion Markers 9-10, 32 invaders, attack random resources within 9 months, with 1 warship
Between EY 2 and EY 9,	Cyme and Themiscyra, recurring invasion from Invasion Markers 9-10, 32 invaders, attack mythological within 6 months, with 2 warships
EY 3.	Eleusis, gift of 24 armor
EY 4.	Mt. Malea, recurring request for 8-12 wine within 9 months
EY 5.	Mt. Malea, recurring invasion from Invasion Markers 6-10, 36 invaders, attack industry within 12 months, with 2 warships
EY 5.	Mt. Pelion, recurring request for 12-16 wine within 12 months
EY 5.	Eleusis, recurring gift of 8-12 armor
Between EY 7 and EY 11,	Mt. Pelion, recurring invasion from Invasion Markers 6-10, 32-48 invaders, attack industry within 18 months, with 4 warships
By episode completion,	Nemea becomes ally
By episode completion,	Mt. Pelion becomes rival
By episode completion,	Mt. Malea becomes rival

## EPISODE 5: WAR WITH THE CENTAURS

The important thing in this one is to stay focused. Don't get distracted by the fights against the Centaurs and Amazons. Concentrate on achieving your goals quickly and moving on.

You have the option in this scenario to build a sanctuary to Zeus. Because the Centaurs turn against you early on, you probably won't have the resources to finish (depending on what your colony situation is), but that's no reason not to get a head start. Just make sure starting on the sanctuary isn't going to put you in a severe cash pinch, and don't let it distract you from your primary objectives.

Keep your existing trading posts to Mt. Pelion and Mt. Mallea up and running as long as you can. Once the Centaurs turn on you, however, go ahead and tear them down if you have something else you can use the space for.

You need two blocks of elite housing to fulfill this episode's requirements, but you might as well go ahead and build four ... a group of four elite residences is more efficient than two, in the long run. Plus the extra unit of hoplites will probably come in handy.

Your conventional housing should, by this time, be about as evolved as it's going to get. If you need to add more housing to get to 2500, don't hesitate to build enough capacity for even more citizens. The space will come in useful in the finale.

If you're building your city efficiently, you should be able to complete this episode's goals shortly after the first round of invasions by the Centaurs and Amazons, before the follow-up raids start. If you have good cash reserves (and you should, if you exploited your colonies intelligently) think seriously about just bribing the invaders to go away. Yes, it's expensive, but you're hoping to finish up and move on before the enemy has too many chances to shake you down.

You've managed to secure Tiryns from danger for now, but the Centaurs are bound to have more tricks up their sleeves ... or wherever it is that Centaurs hide their tricks. Now, the thrill of building a new city beckons. Eurystheus will keep an eye on the city while you establish another colony to provide the supplies that Tiryns needs.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 6 (2, 4): THE FALLEN GOD

#### LEMNOS

Rocky Lemnos looks like the world turned inside out. Silver and marble, which usually reside deep inside the earth, have risen to the surface.

Poor Lemnos was in the wrong place at the wrong time. Once, Hephaestus enraged Zeus by disobeying him. Zeus cast Hephaestus to the earth from high atop Mount Olympus. Unfortunately for Lemnos, Hephaestus landed right on top of it, and the impact stirred up the land so that what once used to lie beneath it was now on top of it.

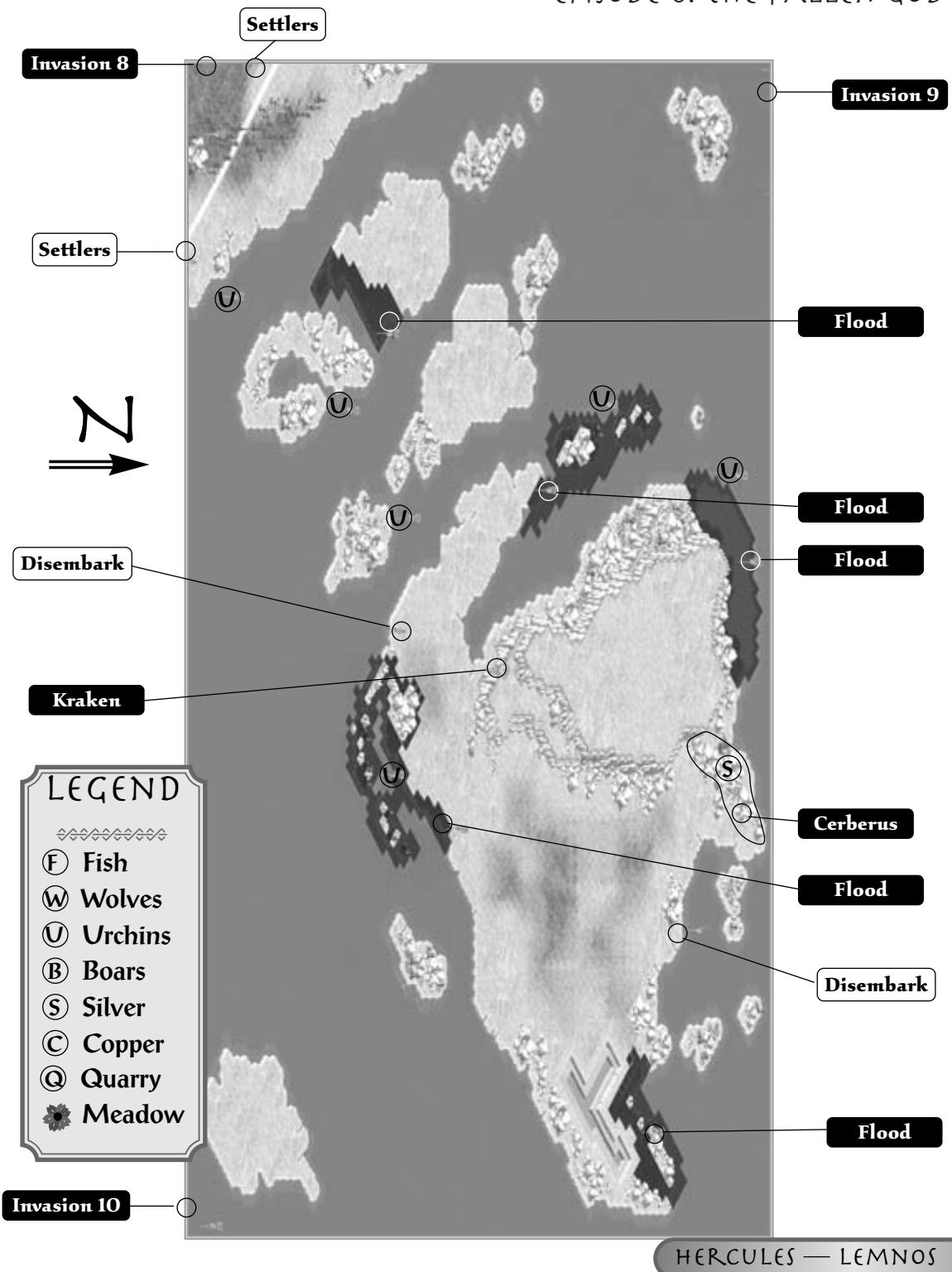
When Hephaestus tried to stand up after his fall, he found that he had been lamed! It was useless for Hephaestus to try to retaliate against Zeus — after all, tangling with Zeus was what got him into this mess in the first place. So, Hephaestus decided to take his anger out on the island that broke his fall, and he has been pounding the land ever since.

Due to the strange geography of Lemnos, getting food to your people can be very time consuming. If your population grows too large, you'll have trouble feeding everybody.



## EPISODE 6: THE FALLEN GOD

THE LABORS  
OF HERCULES





# PRIMA'S OFFICIAL STRATEGY GUIDE

## Goals

Population of 2000  
Sanctuary to Aphrodite

## Sanctuaries Allowed

I

## City Resources

Marble  
Urchin

## Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Bench Column Flower Garden Gazebo Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre
Hygiene & Safety	Urchin Quay Fountain Infirmary Maintenance Office Watchpost
Industry	Masonry Shop Mint Sculpture Studio
Storage & Distribution	Common Agora Granary Storehouse Trade Buildings

## Unavailable Buildings

Aesthetics	Avenue Boulevard Fish Pond Hedge Maze Carding Shed Carrot Farm Dairy Fishery Growers' Lodge Hunting Lodge Onion Farm Wheat Farm
Husbandry	Foundry Olive Press Timber Mill Winery
Industry	Armory Gatehouse Horse Ranch Tower
Military	Trireme Wharf Wall
Mythology	Hero's Hall
Population	Elite Housing
Storage & Distribution	Grand Agora

## Events

EY 0. Hephaestus, god invasion
Between EY 1 and EY 3, Tidal wave, recurring catastrophe
EY 2. Tiryns, recurring construction request, 8-24 marble within 6 months
Between EY 2 and EY 9, Mt. Malea, recurring invasion from Invasion Markers II-I2, 5-9 invaders, attack random resources within 12 months, with I warship
EY 3. Hephaestus, recurring god invasion
Between EY 3 and EY 4, Tiryns, recurring request, 200-400 drachma within 3 months
Between EY 3 and EY 4, Tiryns, recurring gift of 6-8 wood
Between EY 3 and EY 6, Cyme and Themiscyra, recurring invasion from Invasion Markers 9-I0, 8 invaders, attack random resources within 12 months, with I warship
Between EY 4 and EY 7, Cyme and Themiscyra, recurring invasion from Invasion Markers 9-I0, 10 invaders, attack random resources within 12 months, with I warship
EY 5. Poseidon, god invasion
Between EY 7 and EY 10, Mt. Pelion, recurring invasion from Invasion Marker I2, 10-I4 invaders, attack random resources within 9 months, with 2 warships

This one's kind of nasty. The geography's difficult, resources are limited, and you have to build a sanctuary while two powerful gods pound on you.

All the good stuff is up on the northeastern island. Build water crossings to it and establish your city center there. You'll need ports to three other cities, for fleece, oil, and the bronze and wood you need for your sanctuary.

Your money makers (literally, in the case of the silver) are the silver deposits in the northeast corner of the island and the marble quarry in the southeast. Of course, you're going to need to quarry a lot of marble for the sanctuary (and to meet outstanding demands) before you can start selling it. Plan on establishing at least two stonemasons from the start, expanding to four as soon as you have the workers.

Don't get greedy with the mints. One or two are fine for starters. Once you've got all your other employment needs taken care of, build more mints to keep your unemployed hoi polloi profitably engaged.

Build urchin quays anywhere you can fit them in on any of the islands your bridges run across. Your urchin industry is probably going to end up pretty spread out, so don't forget to build enough maintenance offices to keep everything upright.

Poseidon will show up every so often to blockade your ports and destroy your quays. There's nothing to do except wait until he goes away and rebuild. Fortunately, his visits are fairly rare.

Much more irritating are Hephaestus' periodic rampages. He likes to blast your storehouses (particularly the ones that are full of useful and expensive trade goods) and your industries. Give him something on the southwest side of the island to take his anger out on (a sculpture studio is good) to distract him from your marble and silver industries on the west side of the island. Your only defense against Hephaestus is to get your sanctuary to Aphrodite up and running as quickly as possible. Once his wife moves into the neighborhood, Hephestus lays off the bottle and starts staying home watching football on Saturdays.

This is a fairly expensive episode, what with all that bronze and wood you have to buy. To recoup expenses, control your population so you're in no danger of reaching 2000 until you're ready. (For your convenience, 32 fully-occupied apartments, or eight 4X4 "blocks" of housing, can hold a maximum of 1,920 people. This is an excellent size to build to until you're ready to end the episode.) Once you finish the sanctuary, kick back awhile and make drachmas and sell marble. When you have your cash reserve back where you like it, build a little more housing and finish the episode off. You can hurry this process along by praying to Aphrodite for a population boost.

Lemnos is flourishing, providing valuable goods for Tiryns, and Aphrodite has calmed Hephaestus ... for now.



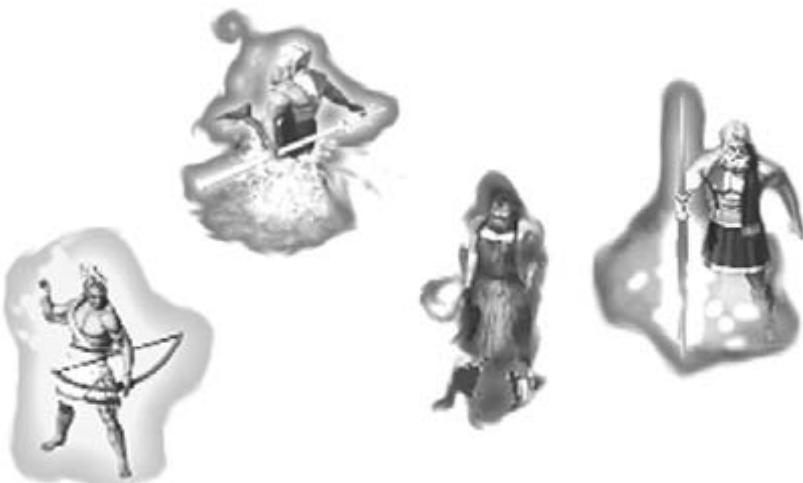
## EPISODE 7: THE TABLES HAVE TURNED

### TIRYNS

It seems ages now since you first heard how your fate would be intertwined with Hercules'. Many of the friends you had then are now your enemies, and one of your oldest enemies has become your friend. Nemea is now an ally, thanks to the exploits of the great Hercules, who killed a ferocious lion that was attacking the city. Grateful Ronphus, Nemea's ruler, has begun rebuilding his decimated city.

The Amazons and Centaurs, who were once your friends, continue to cause trouble, and the time has come to exert your dominance over them. Capturing Mount Delion, a prominent Centaur stronghold, will send them a loud and clear message that you are not to be trifled with.

Of course, the more things change, the more they stay the same. Apollo, Poseidon and Hephaestus still have nefarious plans to exact revenge on you. It is time to call Zeus, Hercules' father, to ensure that these warring deities will never be able to harm the city again.



## EPISODE 7: THE TABLES HAVE TURNED



## PRIMA'S OFFICIAL STRATEGY GUIDE

If you've planned ahead throughout the adventure, you should start this episode with enough elite housing to hold your elite population requirement (even if it's not fully developed yet) and probably enough normal housing to make your overall population requirement (or close to it).

You'll probably want trading centers for all five of your allies (the three colonies, Nemea and Eleusis), if for no other reason than so you'll have a place to sell off unneeded gifts. (Plus, with 3000+ citizens, you'll probably need all the employment you can find.)

That leaves Zeus' sanctuary and the conquest of Mt. Pelion. Hopefully, you have some kind of head-start on the sanctuary from your last visit to Tiryns, and your three colonies can provide all the raw materials you'll need. To save time, you may want to build three or even four artisan guilds. This is a big project. And if you don't already have most of your statuary finished, consider adding a second sculpture studio as well.

You'll want to finish Zeus' sanctuary as quickly as possible, so he can help you fight off invaders. He's also the only God who can run Poseidon off before he does extensive damage to your docks and quays.

While you're finishing the sanctuary, undertake a massive program of bribery among all your allies. You'll want them to love you enough to launch a strike against Mt. Pelion on your behalf. In particular, concentrate on your new ally of Nemea.

At some point you'll start receiving intelligence reports about Nemea expanding their military and economy. This is your moment to strike. Make sure you have two full units of hoplites, and that everybody loves you enough to launch a strike on your behalf. Enlist Nemea as your ally, and order everybody else to launch preliminary strikes. This should be enough to bring Mt. Pelion down, if not on the first try, then soon.

With Mount Pelion serving you, your empire has again grown! Zeus now guards the city, and Apollo, Hephaestus and Poseidon have gone away to see if they can cause trouble someplace else. All is well in the kingdom of Tiryns!



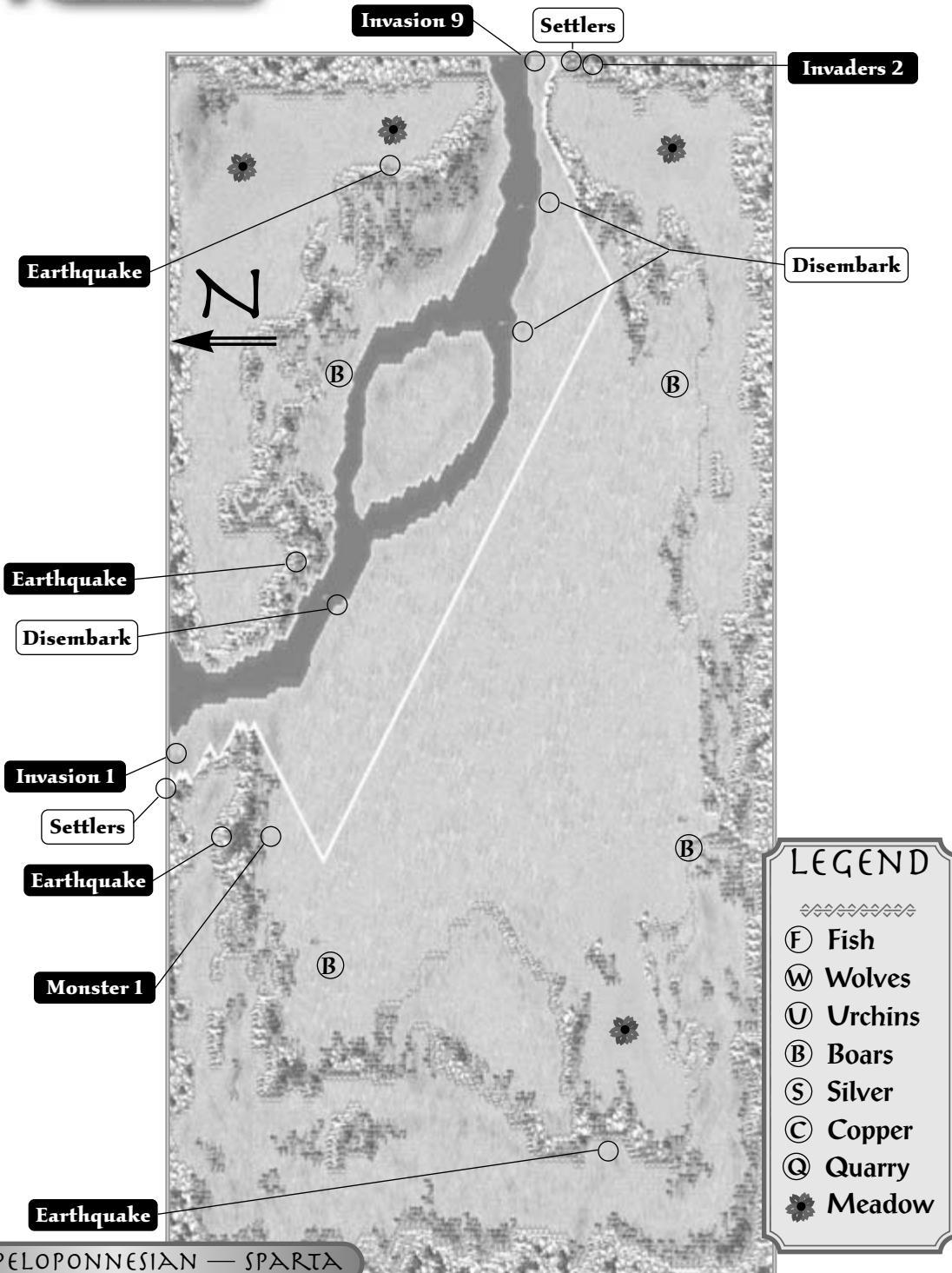
## ADVENTURE COMPLETE!

All that was foretold has come to fruition. In spite of many battles and obstacles, you and Hercules together have risen to prominence. Through his deeds, Hercules has atoned for the murders of his wife and children and has earned immortality from the gods! You, too, have earned a measure of immortality, for people will long tell tales of your many triumphs as leader of Tiryns'. They will speak of how you defeated Amazons and Centaurs, faced a monster and even managed to thwart the bad intentions of Apollo, Poseidon and Hephaestus! Your fame is secured!





PRIMA'S OFFICIAL  
STRATEGY GUIDE



LEGEND

- F Fish
- W Wolves
- U Urchins
- B Boars
- S Silver
- C Copper
- Q Quarry
- M Meadow

# THE PELOPONNESIAN WAR

Build Sparta's might and lead its military against all comers, whether they be Greek or barbarian!

Difficulty	Initial Funds	Proponents	Monsters
Challenging	11,250 / 7500 / 6000	Apollo	Cyclops
Episodes	Opponents	Ares	Hydra
5	Athena	Artemis	Scylla
Start Date	Dionysus	Hephaestus	
500 BC	Hermes	Heroes	
	Poseidon	Hercules	
	Zeus	Odysseus	





# PRIMA'S OFFICIAL STRATEGY GUIDE

## CITIES

### Amphipolis

Rival

Tribute:	receives 400 drachmas; pays 10 marble
Sells wood	24
Sells marble	12
Buyς fleece	24
Buyς wine	24

### Athens

Ally

Tribute:	receives 400 drachmas; pays 500 drachmas
Sells marble	36
Sells olive oil	12
Buyς wheat	36
Buyς wine	24

### Bistonria

### Enchanted Place

### Corinth

Ally

Tribute:	receives 400 drachmas; pays 10 fleece
Sells fleece	36
Buyς sculpture	36
Buyς olive oil	12
Buyς wine	24

### Delos

Rival

Tribute:	receives 400 drachmas; pays 500 drachmas
Sells fish	24
Sells grapes	sometimes
Buyς wood	24
Buyς olive oil	24

### Elis

Ally

Tribute:	receives 400 drachmas; pays 10 wine
Sells wheat	24
Sells wine	12
Buyς marble	36
Buyς armor	24

## Eretria

Rival

Tribute:	receives 400 drachmas; pays 10 wine
Sells grapes	sometimes
Sells wine	sometimes
Buyς fleece	24
Buyς olive oil	12

## Hattusas

Rival

Tribute:	receives 400 drachmas; pays 500 drachmas
Sells nothing	
Buyς nothing	

## Ithaca

Colony

Receives	400 drachmas; pays 10 marble
Sells wood	24
Sells marble	24
Buyς wheat	24
Buyς fleece	36

## Marathon

Ally

Tribute:	receives 400 drachmas; pays 10 wheat
Sells wheat	24
Sells wine	12
Buyς fleece	24
Buyς armor	24

## Odessos

Rival

Tribute:	receives 400 drachmas; pays 10 wheat
Sells wheat	36
Sells marble	24
Buyς grapes	24
Buyς olive oil	24

## Olympia

Rival

Tribute:	receives 400 drachmas; pays 10 olives
Sells olives	24
Sells fleece	24
Sells olive oil	24
Buyς marble	24

## Phoenicia

Distant

Sells wood	24
Sells bronze	24
Sells sculpture	24
Buyς fleece	24

## Sardis

Rival

Tribute:	receives 400 drachmas; pays 10 bronze
Sells wood	24
Sells bronze	24
Sells sculpture	24
Buyς olive oil	24

## Sparta

Home City

When playing a colony:	
Buyς bronze	36
Buyς marble	24
Sells wheat	24
Sells armor	24

## Taras

Colony

Receives	400 drachmas; pays 10 wine
Sells fleece	12
Sells wine	24
Buyς armor	24
Buyς olive oil	24

## Thermopylai

Ally

Tribute:	receives 400 drachmas; pay 250 drachmas
Sells fish	24
Sells bronze	36
Buyς wheat	12
Buyς olives	24

## EPISODE 1: A KINGDOM REBORN

### SPARTA

Not so long ago, Sparta was the greatest city in the Peloponnese. Menelaus and his beautiful wife Helen ruled over all, and people were content. But then, Paris of Troy abducted Helen, and a great war broke out. Through cunning and strength, our soldiers won the war, but things weren't the same when Menelaus returned to Sparta. The city soon crumbled, and only a few ruins remain of what was once a glorious city.

The time has come to establish a new Sparta on new land! The new Sparta will rise in glory and power, and one day eclipse the prestige of the old Sparta!





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

800 people in Homestead or better

### Sanctuaries Allowed

0

### City Resources

Armor  
Pork  
Sculpture  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park

### Culture

College  
Drama School

Gymnasium  
Podium

Theatre  
Hunting Lodge

Wheat Farm  
Fountain

Infirmary  
Maintenance

Office  
Watchpost

Sculpture Studio  
Armory

Military  
Gatehouse

Tower  
Wall

Mythology  
Hero's Hall

Storage & Distribution  
Common Agora

Granary  
Grand Agora

Storehouse  
Trade Buildings

### Industry

Office  
Watchpost

Sculpture Studio  
Armory

Military  
Gatehouse

Tower  
Wall

Mythology  
Hero's Hall

Storage & Distribution  
Common Agora

Granary  
Grand Agora

Storehouse  
Trade Buildings

### Military

### Unavailable Buildings

Culture  
Husbandry

Stadium  
Carding Shed

Carrot Farm  
Dairy

Fishery  
Growers' Lodge

Onion Farm  
Urchin Quay

Industry  
Foundry

Masonry Shop  
Mint

Olive Press  
Timber Mill

Winery  
Horse Ranch

Trireme Wharf  
Elite Housing

### Events

EY 1. Corinth, gift of 5 fleece

EY 2. Thermopylai, financial woes  
request for 450 drachmas within 7 months

Between EY 2 and EY 3, Corinth,  
recurring gift of 5 fleece

Between EY 2 and EY 4, Athens,  
recurring request for 5-10 food within 10 months

EY 4. Corinth, famine request for 15-20 food within 4 months

Sparta has very few natural resources. Wheat and pork are pretty much it, you have to import or ask for/demand everything else. Build near the bottom of the map, to gain access to the two groups of boar and the meadows for wheat. Set up close to the main road, so that you'll have space for an industrial area between the main housing and the wheat fields. There's not a whole lot to do here, so lots of wheat farms are a great thing to keep the workers busy, as well as for export income. Build a palace ASAP, so that you can muster troops for future adventures and collect taxes.

Corinth is a very good neighbor in this episode; you needn't worry too much about your money running low. They are your source for fleece, which you will need to develop your housing. Build a trading post for Corinth as soon as you can. Cultivate good relations with other cities as much as you can; you'll need friends later. Don't worry about Athens in this episode — they're all talk.

Focus on developing your housing and getting people. Plan your city carefully, because you will need an industrial area and one or two "high rent districts" for future adventures.

Sparta is growing, and soon our power will be unrivaled in all of Greece! Before we can attain that height, we must first acquire some resources that our city lacks. Of course, there is a certain Athenian quaintness to trading for the items, but leaders we trade with tend to think we owe them other things as well. Really, why should trade relations have anything to do with helping them through a famine or plague? There must be a better way ...





## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 2: SPARTA ON THE RISE

#### SPARTA

If we are to build a mighty army, our citizens must have some olive oil. We don't seem to have any here in Sparta, but word is that puny city Olympia makes it. We haven't had any fun in so long — let's go take over Olympia and get their olive oil! We could probably get Corinth to join us, and maybe our beloved Ares will come along! Maybe Olympia will get word of our plans and even try to attack us! Wouldn't that be a gas?

Meanwhile, the cult of Dionysus is on the rise in Greece. Wine does have its purpose — a drop or two can go a long way to quenching one's thirst. But, why anyone would drink to excess is a mystery. Still, the drunken lout seems to hold a strange appeal to others around the country, and they swoon at the mere mention of his name.

And, what is this rising in the east like the sun? We hear rumblings of a new empire that is gaining some prominence.



Goals	Military	Between EY 2 and EY 3, Thermopylai, recurring famine request for 15 food within 5 months
Sanctuary to Ares Rule Olympia	Armory Gatehouse Tower Wall Hero's Hall Common Agora Grand Agora Granary Storehouse Trade Buildings	EY 3. Dionysus, invasion EY 3. Thermopylai, recurring gift of 5 bronze
Sanctuaries Allowed	Mythology	EY 3. Olympia, recurring invasion at Invasion Marker I, 12 invaders, attack military within 6 months
2	Storage & Distribution	Between EY 3 and EY 4, Corinth, recurring construction request for 3 sculptures within 8 months
City Resources	Unavailable Buildings	Between EY 3 and EY 5, Corinth, recurring gift of 5 fleece
Armor Pork Sculpture Wheat	Husbandry	EY 4. Hattusas appears EY 4. Athens, trade shuts down
Available Buildings	Industry	EY 5. Athens, trade opens up By episode completion, Delos, supply increase of grapes
Administration  Aesthetics  Culture  Husbandry  Hygiene & Safety  Industry	Military  Population  Events	<p>EY 0. Athens, gift of 15 marble</p> <p>EY 0. Olympia, invasion at Invasion Marker I, 10 invaders, attack military within 6 months</p> <p>EY 1. Thermopylai, gift of 10 bronze</p> <p>EY 1. Olympia, invasion at Invasion Marker I, 12 invaders, attack military within 6 months</p> <p>EY 2. Sardis appears</p> <p>Between EY 2 and EY 3, Athens, recurring request, 10-15 food within 10 months</p>



## PRIMA'S OFFICIAL STRATEGY GUIDE

The real Spartans boasted that while other cities might need walls, theirs did not. Well, in this scenario, you'll have to swallow your pride. Your rabble might be able to turn back the invaders from Olympia the first time, but if you don't build walls and towers soon, they will make you eat sand later. You could try to bribe your way out of their attacks until you're ready, but that's not the Spartan way.

Walls are good. Towers are even better. Take advantage of the terrain, and wall off the chokepoint to the north; that is where the predictable Olympians will attack. Be sure your towers are connected to the palace by roads! Assemble your rabble inside the walls while the tower guards whittle your enemies down, and send the rabble to finish them off when they bust through.

Remember to avoid a standing army, since mustering your forces diminishes your workforce. As soon as the Olympians retreat with their tails between their legs, send your soldiers and tower guards home. You'll need them in the city, because it's time to get busy!

As we said, this region lacks a lot of natural resources, so you'll have to trade for much of what you need to develop your housing and attract people. That's okay, because a lot of people like you in this scenario. Cultivate allies by granting requests and giving spontaneous gifts, then build lots of trading posts. Import bronze and turn it into armor and statues to sell. You might also want to sell some wheat too, or give it as gifts. Slowly build more and more armories, because you will need them in the future, and you can sell the armor for now.

Rivals will not trade with you, but you can demand things that you need from them, such as bronze and especially wood. Push them, but not too hard. If you can spare some goods, give a gift to keep them from going over the edge.

Ares' Fortress is a priority. It is not only one of your goals, it is also a prerequisite for the conquest of Olympia. Build the sanctuary in one of the parts of town you are earmarking for future elite housing, because the temple boosts desirability. Put your various monuments in that same area, to make the place primo real estate for your future hoplites!

Don't neglect culture. Not only will it help you optimize your housing, but winning games (especially the Olympic games) is a real benefit to your diplomacy. If you win the Olympics, make sure you have a stadium to host the next games!

Dionysus will pay you several visits. Just hunker down and wait; at least he doesn't cause any property damage! Perhaps a friendly god will show up to help you, especially if you get that sanctuary built. Once Ares' Fortress is complete, you get his elite troops. Enlist the aid of other cities if you can to strike at Olympia, then send Ares' legbreakers to do the deed. If you pray to Ares, he may choose to accompany your strike force. Victory is assured.

With Olympia firmly under our thumb, obtaining olive oil is easy, and our star is on the rise. While our city is gaining power, we've heard that some cities in the east are having trouble with some foreign empire. If they raised their kids correctly instead of leaving them home with their mothers, they wouldn't be having these troubles!

## EPISODE 3: WAR WITH PERSIA

### SPARTA

The leader of that upstart empire causing so much trouble for those feeble cities has finally revealed himself. He calls himself Darius, king of Persia, and he is quite the jester. He has sent word that he claims Sparta, along with the rest of Greece, as a subject! Maybe a mere declaration of superiority is enough for wine-soaked cities like Eretria to surrender, but that silly little ploy isn't going to work on us!

I don't know why we've been dragged into this, because this is Athens' problem, anyway. The Athenians started a revolt in Ionia, and now that Darius is attacking them in return, they realize that they've bitten off more than they can chew. Gluttony just doesn't get you anywhere!

Hipponax of Corinth has the right idea, though. He's planning an all-out attack on Sardis, the capital of those barbarian Persians.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Set aside 20 skeins of fleece for colony  
Set aside 20 sheaves of wheat for colony  
80 people in Mansion or better

### Sanctuaries Allowed

3

### City Resources

Armor  
Horses  
Pork  
Sculpture  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Fishery Hunting Lodge Wheat Farm
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost

### Industry

Olive Press  
Sculpture Studio  
Winery  
Armory  
Gatehouse  
Horse Ranch  
Tower  
Wall  
Hero's Hall  
Elite Housing  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

Between EY 2 and EY 3, Dionysus,  
recurring god invasion

Between EY 2 and EY 4, Corinth,  
recurring gift of 10 fleece

Between EY 2 and EY 4, Marathon,  
recurring gift of 10-15 wine

Between EY 2 and EY 4, Eretria, sup-  
ply increase in grapes

EY 3. Corinth attacks rival (Sardis),  
request for troops within 10 months,  
success: unaffected

EY 3. Sardis, request for 10 olive oil  
within 7 months

EY 3. Sardis, invasion from Invasion  
Marker 9, 36 invaders, attack mili-  
tary, with 3 warships

Between EY 3 and EY 4, Athens  
under attack by Sardis, recurring  
request for troops within 6 months,  
failure: unaffected

Between EY 3 and EY 4, Athens,  
recurring famine request for 15-20  
food within 6 months

Between EY 3 and EY 6, Athens, sup-  
ply decrease in marble

By episode completion, Eretria, supply  
increase in grapes

By episode completion, Eretria, supply  
increase in wine

By episode completion, Athens becomes  
rival

By episode completion, Sardis becomes  
rival

By episode completion, Delos becomes  
rival

By episode completion, Thermopylai  
becomes rival

By episode completion, Marathon  
becomes rival

### Unavailable Buildings

#### Husbandry

Carding Shed  
Carrot Farm  
Dairy  
Growers' Lodge  
Onion Farm  
Urchin Quay  
Foundry  
Masonry Shop  
Mint  
Timber Mill  
Trireme Wharf

#### Industry

Between EY 3 and EY 4, Athens  
under attack by Sardis, recurring  
request for troops within 6 months,  
failure: unaffected

Between EY 3 and EY 4, Athens,  
recurring famine request for 15-20  
food within 6 months

Between EY 3 and EY 6, Athens, sup-  
ply decrease in marble

By episode completion, Eretria, supply  
increase in grapes

By episode completion, Eretria, supply  
increase in wine

By episode completion, Athens becomes  
rival

By episode completion, Sardis becomes  
rival

By episode completion, Delos becomes  
rival

By episode completion, Thermopylai  
becomes rival

By episode completion, Marathon  
becomes rival

#### Military

EY 0. Marathon under attack by  
Sardis, request for troops within 10  
months, failure: unaffected

EY 0. Sardis, invasion from Invasion  
Marker 9, 25 invaders, attack mili-  
tary within 9 months, with 1 warship

EY 1. Sardis, invasion from Invasion  
Marker 9, 36 invaders, attack mili-  
tary within 6 months, with 1 warship

EY 2. Thermopylai under attack by  
Sardis, request for troops within 8  
months, failure: unaffected

EY 2. Sardis, recurring request for 10-15  
fleece within 4 months

EY 2. Corinth, demand increase for olive  
oil

Ah, the sweet smell of victory. Smells like ... olives? Olympia now pays you tribute, so that you can make your own olive oil. Just make sure you have a warehouse ready to receive it every year. Be gracious in victory and treat Olympia well. They might send you troops or gifts in the future.

"Who are the Athenians?" is the question Darius is reported to have asked. Troublemakers, that's who. They've meddled in the affairs of the King of Kings, and of course Sparta has to do the heavy lifting. You'll get attacked several times by the Persians, as will some of your allies. The rabble will not suffice for this task. Elite troops are a necessity, and therefore so is elite housing.

Use your sanctuary, your palace, and all those monuments you accrued to build a high desirability zone or two. Build grand agoras to meet the needs of your future hoplites and horsemen. Build more armories, because arms will be in greater demand. Consider importing some wine, and build a horse ranch near your agora. Soon you'll see companies of hoplites and even horsemen growing.

Since you're shouldering much of the burden for the defense of Greece, don't be shy about making requests for goods and cash. If some of your troops are off defending a city, or carrying the fight to Darius, you should even ask another city to help you defend your soil. Time the request carefully, however. It's very disheartening to watch your "friends" walk away while Darius is sailing up to attack! Cowardly Athenians ...

Help out your friends, but always hold on to some elite troops to keep the home fires burning. Consider building walls and towers along the seashore, to pepper the Persians as they land. And always before you leave for a foreign adventure, say a little prayer at Ares' Fortress. Just make sure the sanctuary has all the workers it needs!

A second sanctuary is required, and all the ones available to you have advantages: Apollo will boost your chances at future games, Artemis offers some Amazons to bolster your army, and Hephaestus keeps the city cool and supplied with metals. Make this sanctuary the centerpiece of a second high-rent district, to help you meet your elite population requirements. The Athenians will typically provide you with marble, but you will also need wood. You could buy some from Phoenicia, but that's boring. Why not pay a courtesy call (i.e., a raid) on your old friend Darius?

The latter stages of this episode essentially involve holding the Persians off while your second sanctuary gets built. See if you can build up a little cash for the next episode. You should even have time for a little adventure or two. Smack Darius down a little at home. Or look north. Amphipolis has a very bad attitude. They also have marble and wood. Hmmmm. I smell more tribute ...

With their tails between their legs, the Persians were sent packing all the way back to Sardis. But, can you believe how wimpy the Athenian military is? They couldn't even defend their own city! They were lucky that the Persian navy was so pathetically weak and inept, or else they would have never succeeded at Marathon.

Still, those Athenians are a squirrelly bunch, and we've heard that they are plotting, forming alliances throughout the Cyclades. All of Greece is choosing sides, and smart ones will choose ours.



## EPISODE 4A: THE FIRST SKIRMISHES (TARAS) (ONE OR THE OTHER — NOT BOTH)

### TARAS

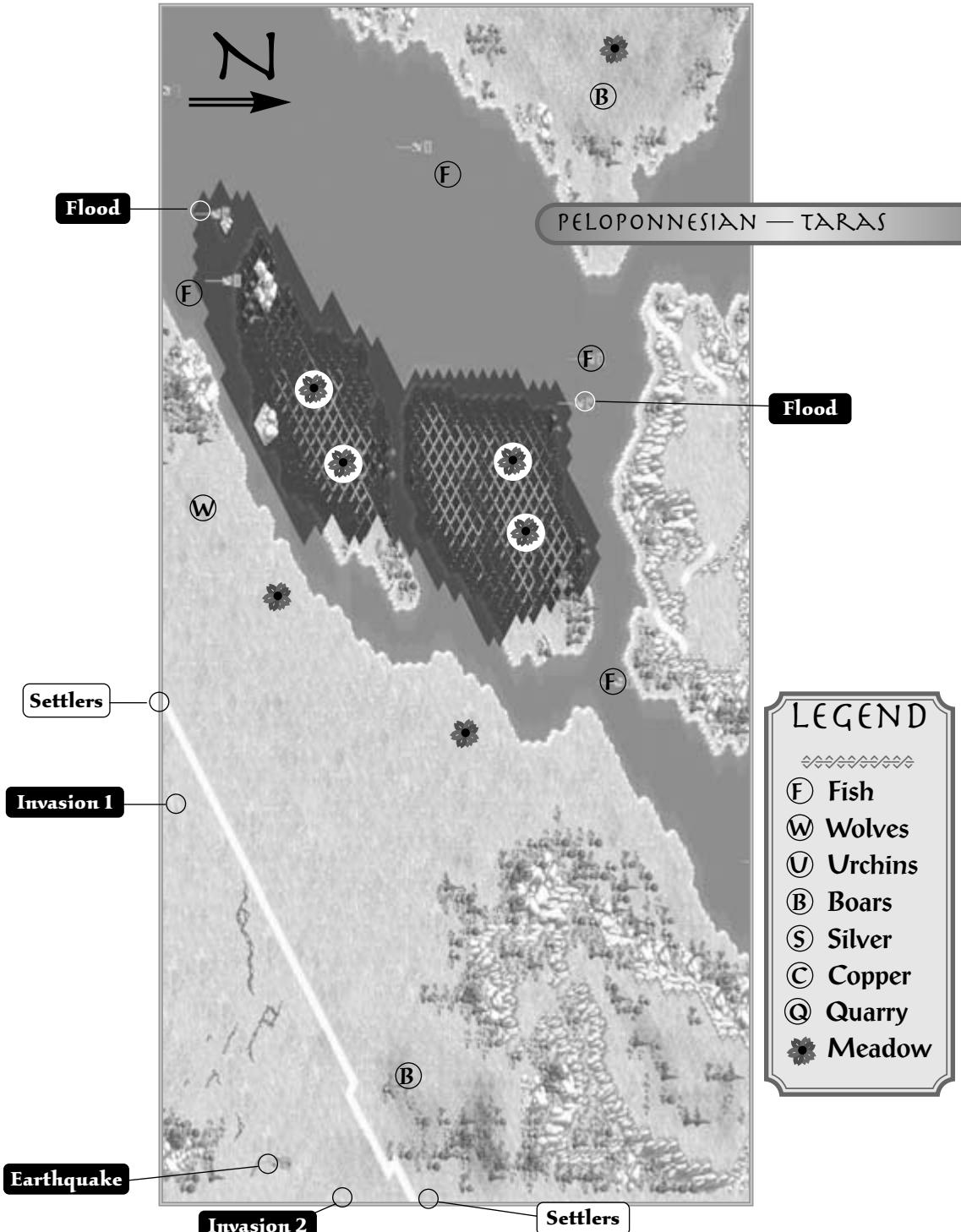
Some may say that Taras' fertile fields are lovely sights. We see only grapes and herd animals that will ultimately allow Sparta to develop a stronger army!

Taras looks to be the perfect place to station a Spartan army. Plus, our spies have told us that somewhere in the vicinity is the city of Odessos, Athens' source of wheat. If we can crush Odessos and cut off Athens' food supply, then Athens' downfall is certain. And, our great god Ares has promised to help us find Odessos if we help him to retrieve something he wants!



## EPISODE 4A: THE FIRST SKIRMISHES

THE  
PELOPONNESEAN  
WAR





# PRIMA'S OFFICIAL STRATEGY GUIDE

## Goals

Retrieve the Mares of Diomedes  
Rule Odessos

## Sanctuaries Allowed

2

## City Resources

Fish  
Fleece  
Grapes  
Pork  
Wine

## Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Carding Shed Fishery Growers' Lodge (Grapevines) Hunting Lodge Fountain Infirmary Maintenance Office Watchpost
Hygiene & Safety	

## Industry

## Military

## Mythology

## Population

## Storage & Distribution

Olive Press  
Sculpture Studio

Winery  
Armory

Gatehouse  
Horse Ranch

Tower  
Wall

Hero's Hall

Elite Housing

Common Agora

Granary

Grand Agora

Storehouse

Trade Buildings

## Unavailable Buildings

## Husbandry

## Industry

## Military

Carrot Farm

Dairy

Onion Farm

Urchin Quay

Wheat Farm

Foundry

Masonry Shop

Mint

Timber Mill

Trireme Wharf

## Events

EY 0. Bistonia, Ares, hero quest,  
Hercules, large commemorative mon-  
ument, triggers next event

EY 0 months, Odessos appears, trig-  
gered

EY 0. Sparta, gift of 20 wheat

EY 0. Sparta, gift of 20 fleece

Between EY 2 and EY 3, Sparta, recur-  
ring festival request for 8 wine  
(Artemis) within 12 months

Between EY 2 and EY 3, Corinth  
attacks rival (Athens), recurring  
request for troops within 10 months,  
success: unaffected

Between EY 4 and EY 7, recurring tidal  
wave, annoyance

Between EY 5 and EY 6, Sparta, recur-  
ring financial woes request for 500  
drachmas within 10 months

By episode completion, Thermopylai dis-  
appears

By episode completion, Athens, eco-  
nomic decline

By episode completion, Athens, demand  
increase for wheat

By episode completion, Athens, supply  
decrease in marble

By episode completion, Athens, supply  
decrease in olive oil

## EPISODE 4A: THE FIRST SKIRMISHES (TARAS)

Here's hoping your bank account isn't in the red when you start this; debt not only keeps you from building things, it can also keep people from migrating to your new colony. If you are in a cash crunch, first thing, pass the hat around to your allies and vassals. You might even try to hit up your rivals for cash, but don't push too hard. You're not ready for conflict — yet. Remember to have a storage facility ready for all the tribute you'll be receiving from vassals.

The mother city may ask you for goods, so it's best to get industries such as fleece and wine up and running soon. Besides, you'll need fleece for your housing, and wine when you need to call for the Herc! Also, set up the money-making industries you did before, with sculpture, weapons and olive oil.

You should always have in the back of your mind Goal #1: to recruit Hercules. He's a pretty demanding fellow, especially for the grape, so crank out the wine. Plot out where his Hall is going to go, and make sure that it has access to every cultural structure. Sprinkle gymnasiums around to saturate the city — after that, reaching the population goals and winning some games is just a matter of time. While you're waiting on Hercules, lay the foundation for Goal #2: Conquest.

Another Ares' Fortress is a must. His boys may be all you need to get the job done. You might want to invest in some elite housing, just in case. Take your troops out and do some raiding and conquering. Pick up the small fry first. You might need to raid for food, since pickings are slim as far as food you can produce. In fact, you might want to purposefully avoid conquering a city in favor of repeated raids. It's cheaper than buying, and more reliable than requesting, in some cases.

You might also want to consider building a sanctuary to Artemis, for a little pest control. Space is a problem, however, and you'll likely be finished with the conquering before it's finished.

Once Hercules does a favor for the boss, the city you need to conquer is revealed. Be sure to annex any other cities that look ripe for the plucking, then go after your goal.

We have crushed Odessos under our heels, and Athens is beginning to starve. Already, its ally Thermopylai has collapsed, and its citizens have scattered to the four winds. The final battle cannot be too far off!



## EPISODE 4B: THE FIRST SKIRMISHES (ITHACA) (ONE OR THE OTHER — NOT BOTH)

### ITHACA

Ithaca is a tree-covered island, perfectly suited to be the base for the Spartan navy!

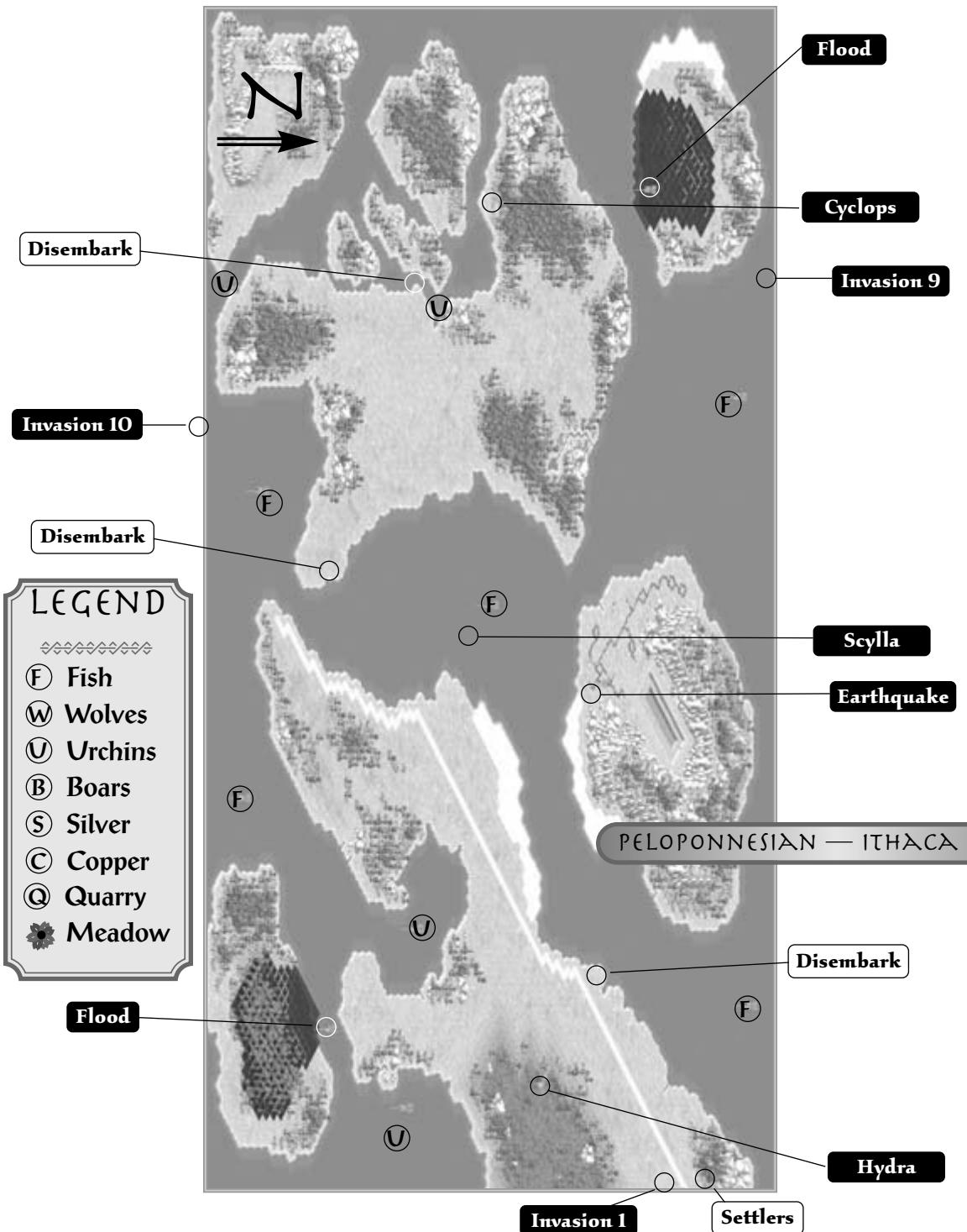
Ithaca is the perfect spot to build a powerful naval base. If Athens has a strength, it is the Athenian fleet. Our army is already vastly superior to the Athenians; if our navy can overmatch the Athenian navy, Athens doesn't stand a chance! When we have some triremes built, we should test them out by attacking someone!

Unfortunately, Ithaca, home of the great Odysseus, has its problems. Cyclops is coming to the city, looking for revenge. He is enraged with Odysseus because the hero hurled a pointy stick into the Cyclops' only eye! Luckily for the Cyclops, Athena managed to pluck it out, and he eagerly anticipates settling his score with Odysseus. Scylla, too, is nonplussed with Ithaca's hero. Imagine — sailing past the beast, and only offering six soldiers for her to eat. That's just barely an appetizer! We'll need to find Odysseus to rid the land of these creatures.

Scylla's master, Hermes, is also in the area, making life difficult for the city of Elis. Hermes is extremely attached in an embarrassingly emotional way to Scylla. If Odysseus can turn back Scylla, Hermes is likely to leave Elis alone, and the city will be extremely grateful.

With so many monsters in the area, you might find that you need to ask for goods from your allies or take them from your rivals.

## EPISODE 4B: THE FIRST SKIRMISHES (ITHACĀ)





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Slay a Cyclops  
Slay Scylla  
Rule Delos  
Support 2 Triremes

### Sanctuaries Allowed

2

### City Resources

Fish  
Marble  
Urchin  
Wood

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Fishery Urchin Quay
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost

### Industry

Masonry Shop
Olive Press
Sculpture Studio
Timber Mill
Winery
Armory
Gatehouse
Horse Ranch
Tower
Trireme Wharf Wall
Hero's Hall
Elite Housing
Storage & Distribution
Common Agora
Granary
Grand Agora
Storehouse
Trade Buildings

### Unavailable Buildings

Husbandry	Carding Shed Carrot Farm Dairy Growers' Lodge Hunting Lodge Onion Farm Wheat Farm Foundry Mint
Industry	

### Events

EY 0. Scylla in city, attacks food, active
EY 0. Elis becomes vassal
EY 0. Elis appears
EY 0. Sparta, gift of 20 wheat
EY 0. Sparta, gift of 20 fleece
Between EY 1 and EY 2, Elis, recurring god disaster (Hermes) within 6 months
Between EY 2 and EY 3, Elis, recurring god disaster ends (Hermes)
Between EY 2 and EY 4, Sparta, recurring request for 15 wood within 12 months
Between EY 2 and EY 4, recurring tidal wave, annoyance
Between EY 2 and EY 4, Corinth attacks rival (Athens), recurring request for troops within 8 months, success: unaffected
Between EY 3 and EY 4, Sparta, recurring construction request for 12 marble within 12 months
EY 6. Cyclops invades city, attacks food immediately, active
EY 6. Earthquake, annoyance
By episode completion, Elis, supply increase of wine

## EPISODE 4B: THE FIRST SKIRMISHES (ITHACA)

You're setting up a colony on Odysseus' old stomping grounds, and two of his old friends are coming to call. Scylla is a powerful threat to your fishing industry, so you need Odysseus quick.

Be sure to ask around for money. Restrict things to your allies and vassals — don't make any enemies yet. You may even need to bribe people to leave you alone, at first.

Set up near the northern shore of the isthmus, so that you have easy access to the marble quarry across the sound. Quarry the marble for sale and for sanctuaries.

Food will be a problem. You will find yourself continuously replacing fisheries as long as Scylla is swimming around. You'll have to import or raid for food quite often. Keep a close watch on your granaries, because a city without food will quickly spiral downward out of control.

Odysseus' demand for elite housing is very difficult, since space is at such a premium in broken-up Ithaca. Plan your sanctuary locations carefully, so that you can build high-rent districts around them. A sanctuary to Ares is, as always, a must, and you may want to honor another god. Save your monuments for boosting appeal and setting up elite housing.

Once you have built the sanctuary to Ares, do some conquering and raiding to increase your holdings. Especially pick up Delos. Then, when you qualify, call the Odysseus Exterminating service, build a couple of trireme wharfs, and wait for Odysseus to send you back home a success!

Now, while Scylla is the traditional enemy of Odysseus, if you don't really have the leisure or inclination to build up a city to Odysseus' standards, there is an alternative. Build a Sanctuary to Apollo and let him take care of Ithaca's super-vermin.

When Odysseus killed Scylla, Hermes predictably went back to his mother, Maia, and bawled his eyes out. What a sissy! Anyway, he couldn't cry and bother Elis at the same time, so Elis is now free from Hermes. In their gratitude, the city has become our subject! Ithaca, once dominated by a pair of monsters, is now dominated by the Spartan fleet! Our new fleet performed very well at Delos, and the city is now under our rule. Soon, Athens and the rest of its allies will fall to us one by one, like olives falling off a tree!





# PRIMA'S OFFICIAL STRATEGY GUIDE

## EPISODE 5: ALL OUT WAR

### SPARTA

Athens has really gotten too big for its britches! They have attacked Melos, killing all its men and enslaving its women and children, for refusing to participate in that silly Delian League! It's up to us now to put an end to this foolishness! As soon as we conquer Athens, Amphipolis, Delos and Eretria, we can return the world to normal.

Goals	Available Buildings	Hygiene & Safety	Fountain
Rule Athens	Administration	Palace	Infirmary
Rule Amphipolis		Tax Office	Maintenance
Rule Delos		Water Crossing	Office
Rule Eretria	Aesthetics	Avenue	Watchpost
50 people in Estate		Bench	Olive Press
<u>Sanctuaries Allowed</u>		Boulevard	Sculpture Studio
4		Column	Winery
<u>City Resources</u>		Fish Pond	Armory
Armor	Culture	Flower Garden	Gatehouse
Horses		Gazebo	Horse Ranch
Pork		Hedge Maze	Tower
Sculpture		Park	Wall
Wheat		College	Hero's Hall

Mythology	Population	Storage & Distribution	Elite Housing
			Common Agora
			Granary
			Grand Agora
			Storehouse
			Trade Buildings

Husbandry			

Unavailable Buildings			
Husbandry	Carding Shed Carrot Farm Dairy Growers' Lodge Onion Farm Urchin Quay	EY 2. Marathon, from Invasion Marker 4, 10-15 invaders, attack military within 6 months	Between EY 3 and EY 4, Athens, invasion from Invasion Markers 1-4, 10 invaders, attack food within 6 months
Industry	Foundry Masonry Shop Mint	EY 2. Eretria under attack by Delos, request for troops within 2 months, failure: conquered	Between EY 3 and EY 4, Corinth attacks rival (Athens), recurring request for troops within 10 months, success: unaffected
Military	Timber Mill Trireme Wharf	EY 2. Delos, invasion from Invasion Marker 9, 24 invaders, attack military within 4 months, with 2 warships	Between EY 3 and EY 6, Delos attacks rival (Eretria), recurring request for troops within 10 months, success: conquered
Events		EY 4. Delos, rival army away	EY 4. Eretria, recurring invasion from Invasion Markers 1-4, 10-15 invaders, attack military within 2 months
EY 0. Eretria under attack by Athens, request for troops within 6 months, failure: conquered		EY 4. Amphipolis, recurring rival army away	EY 5. Athens, recurring invasion from Invasion Markers 1-2, 24 invaders, attack military within 6 months
EY 0. Athens, invasion from Invasion Marker 1, 32 invaders, attack military within 4 months		EY 4. Athena, recurring god invasion	EY 7. Eretria, recurring invasion from Invasion Markers 1-2, 24 invaders, attack military within 5 months
EY 1. Taras under attack by Amphipolis, request for troops within 8 months, failure: conquered		EY 2. Odessos under attack by Amphipolis, recurring request for troops within 10 months, failure: unaffected	
EY 1. Amphipolis, recurring rival army away		EY 2. Dionysus, recurring god invasion	
EY 1. Ithaca under attack by Athens, request for troops within 6 months, failure: conquered		EY 2. Delos under attack by Eretria, recurring request for troops within 6 months, failure: unaffected	
EY 1. Athens, rival army away		EY 3. Odessos attacks rival (Amphipolis), request for troops within 10 months, success: conquered	
EY 1. Athens, invasion from Invasion Markers 1-2, 48 invaders, attack military within 4 months		EY 3. Athens, invasion from Invasion Markers 1-2, 70 invaders, attack military within 2 months	



## PRIMA'S OFFICIAL STRATEGY GUIDE

You return to Sparta, and find it exactly as you left it. If you've built up a good infrastructure, success should be a foregone conclusion. As before, send part of your army out to conquer. Leave some remaining to defend the city, and don't be shy about asking allies and vassals for help. Cultivate and maintain elite housing, both for your victory conditions and for elite troops to bolster your army.

If you have properly honored the gods, they may come to defend your city. There is nothing more satisfying after all this toil than to see panicked Athenians running into your troops to get away from Apollo!

Make sure to build some horse ranches, if you haven't done so already, so that your elite housing can reach the pinnacle of Greek society.

Once you have conquered all the cities except Athens, pour everything into an all-out assault. With a little help from Ares — say your prayers! — the Peloponnesian War will be over, and Sparta will be standing tall.

*The last of the Delian League has fallen to us, and Sparta reigns over all!*





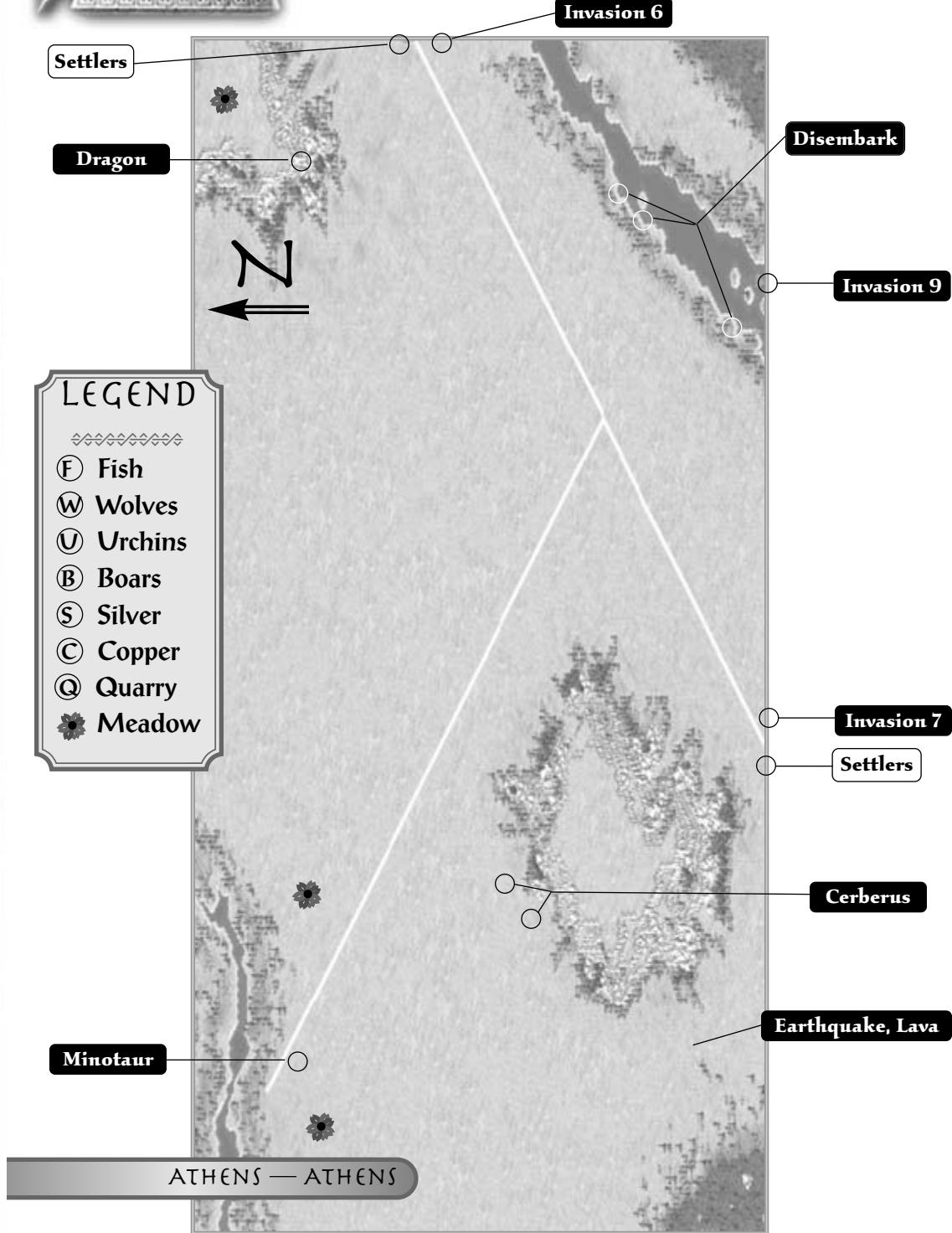
## ADVENTURE COMPLETE

Could there ever have been any doubt that Sparta would once again rise and far surpass its previous glory? From our humble rebirth, we have slowly inculcated Greece in the Spartan way, and now Greeks everywhere have no choice but to follow our rules. And the first rule of Sparta? Under penalty of death, no one is to worship that foul-smelling, drunken, messy excuse for a god, Dionysus!





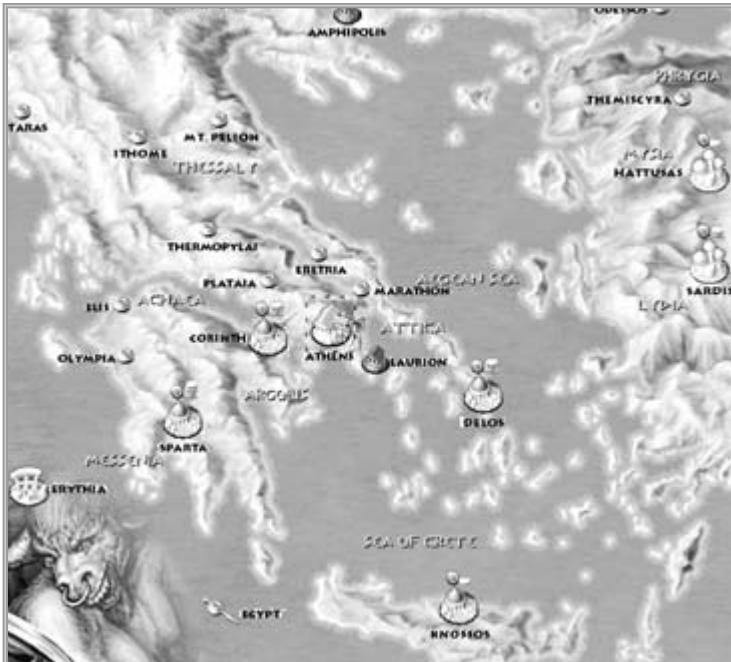
PRIMA'S OFFICIAL  
STRATEGY GUIDE



# ATHENS THROUGH THE AGES

Lead Athens from its earliest days, through times of war, to the Golden Age!

Difficulty	Initial Funds	Proponents	Heroes
Quite challenging and very long	22,500 / 15,000 / 12,000	Apollo Athena Demeter Hermes	Hercules Jason Theseus
Episodes	Opponents		Monsters
8	Ares Artemis Hades Poseidon		Cerberus Dragon Minotaur
Start Date			
800 BC			





## PRIMA'S OFFICIAL STRATEGY GUIDE

### CITIES

#### Amphipolis

Colony

Receives 400 drachmas; pays 16 marble
Sells fish 24
Sells wood 12
Sells bronze 12
Sells marble 24

#### Athens

Home City

When playing a colony:

Buys Fleece 12
Sells Cheese 12
Sells Marble 12

#### Corinth

Ally

Tribute: receives 400 drachmas;

pays 6 fleece
Sells fleece sometimes
Buy marble sometimes
Buy olive oil sometimes
Buy wine sometimes

#### Delos

Rival

Tribute: receives 400 drachmas;

pays 6 fish
Sells fish 12
Sells grapes 12
Buy marble 24
Buy olive oil 12

#### Egypt

Distant

Sells fish sometimes
Sells wheat sometimes
Buy wood sometimes
Buy bronze sometimes

#### Elis

Rival

Tribute: receives 400 drachmas;

pays 7 carrots
Sells carrots 24
Sells wine 12
Buy marble sometimes
Buy armor sometimes

#### Eretria

Ally

Tribute: receives 400 drachmas;
pays 4 grapes
Sells grapes sometimes
Sells wine 12
Buy wheat 12
Buy olive oil 12

#### Erythia

Enchanted Place

#### Hattusas

Rival

Tribute: receives 400 drachmas;
pays 75 drachmas
Sells nothing
Buy nothing

#### Ithome

Rival

Tribute: receives 400 drachmas;
pays 5 cheese
Sells cheese 12
Sells olives 12
Sells fleece 12
Buy nothing

#### Knossos

Rival

Tribute: receives 400 drachmas;
pays 6 wheat
Your city is paying yearly tribute to Knossos at the beginning of this adventure.

Sells wheat sometimes
Sells wood 12
Sells olive oil sometimes
Buy cheese sometimes

#### Laurion

Colony

Receives 400 drachmas;
pays 1500 drachmas
Sells bronze 12
Buy wheat 24

#### Marathon

Ally

Tribute: receives 400 drachmas;
pays 5 fleece
Sells wheat 12
Sells wine 12
Buy fleece 24
Buy olive oil 12

#### Mt. Pelion

Rival

Tribute: receives 400 drachmas;
pays 4 bronze
Sells bronze 12
Sells armor 12
Sells sculpture 12
Buy wine 24

#### Odessos

Ally

Tribute: receives 400 drachmas;
pays 8 marble
Sells wheat 12
Sells marble 24
Buy grapes 24
Buy olive oil 12

#### Olympia

Ally

Tribute: receives 400 drachmas;
pays 4 fleece
Sells fleece sometimes
Sells armor sometimes
Sells olive oil sometimes
Buy marble sometimes

#### Plataia

Ally

Tribute: receives 400 drachmas;
pays 1 sculpture
Sells carrots 12
Buy sculpture 12

## CITIES (CONT'D)

Sardis

Rival
Tribute: receives 400 drachmas; pays 5 wood
Sells wood                    sometimes
Sells bronze                sometimes
Sells sculpture             sometimes
Buy olive oil                12

Sparta

Ally
Tribute: receives 400 drachmas; pays 100 drachmas
Sells nothing
Buy nothing

Taras

Rival
Tribute: receives 400 drachmas; pays 6 fleece
Sells fleece                12
Sells wine                  12
Buy armor                  12
Buy olive oil               12

Themiscyra

Rival
Tribute: receives 400 drachmas; pays 4 wood
Sells wood                 sometimes
Sells bronze               sometimes
Buy fleece                 24

Thermopylai

Ally
Tribute: receives 400 drachmas; pays 6 fish
Sells fish                  12
Sells fleece               sometimes
Buy wheat                  24
Buy olives                 12



THE MINOTAUR



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 1: UNLIKELY BEGINNINGS

#### ATHENS

The land here is desolate and bare, but then so is most land in mountainous Greece. It's as good a place as any to establish a city, and you have your good friend Theseus to help you. He's out and about in Attica, visiting other small cities in the region and convincing them that they should place themselves under your wing. Though the city of Athens itself might not have the resources to prosper, perhaps it can grow into a mighty city once it is banded together with its neighbors.

There's only one problem with claiming land in Attica. Minos, king of Knossos and master of the Minotaur, calls this land his own and won't take too kindly to someone trying to build a new city upon it.

Build on the mesa to the east and at its base. There is meadow there for your goats, and the Minotaur is going to be haunting the larger meadow in the north.

No one is buying cheese, but it's the only thing you can make right now. If you have a surplus, try giving it as gifts to your friends and asking them for money. What can it hurt? Build a few cultural venues to allow housing to upgrade, but try to meet the population goal without overshooting much, to keep consumption low.

In spite of King Minos, Athens is on its way to becoming a great city. Already, several small cities in and around Attica consider you their friend or have placed themselves under your leadership. But, Athens' growth will always be stunted as long as you suffer under the yoke of Minos.

## EPISODE 1: UNLIKELY BEGINNINGS

Goals	Unavailable Buildings	Events
Population of 500 Set aside 12 skeins of fleece for colony Set aside 12 baskets of fish for colony 500 people in Homestead or better		EY 0. Knossos, invasion from Invasion Marker 8, 12-24 invaders, attack random resources within 1 month
<u>Sanctuaries Allowed</u> 0		EY 0. Minotaur in city, attacks random resources, reactive
<u>City Resources</u> Cheese		EY 0. Marathon becomes active
<u>Available Buildings</u>		EY 0. Thermopylai becomes active
Aesthetics	Flower Garden Park	EY 0. Thermopylai, supply increase in fleece
Culture	College Drama School Podium Theatre	EY 1. Thermopylai, request for 4-8 food within 6 months
Husbandry	Dairy Fountain Infirmary Maintenance Office Watchpost	EY 1. Marathon becomes vassal
Hygiene & Safety		Between EY 1 and EY 2, Knossos, recurring invasion from Invasion Markers 7-9, 4-6 invaders, attack random resources, immediately, with 1 warship
Storage & Distribution	Common Agora Granary Storehouse Trade Buildings	Between EY 1 and EY 2, Knossos, recurring request for 100 drachmas within 1 month
		Between EY 1 and EY 3, Thermopylai, recurring request for 6-10 food within 9 months
		EY 2. Thermopylai becomes vassal
		By episode completion, Plataia becomes active
		By episode completion, Thermopylai becomes vassal
		By episode completion, Marathon becomes vassal
	Mythology Population Storage & Distribution	
	Palace Tax Office Water Crossing Avenue Bench Boulevard Column Fish Pond Gazebo Hedge Maze Gymnasium Stadium Carding Shed Carrot Farm Fishery Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm Foundry Masonry Shop Mint Olive Press Sculpture Studio Timber Mill Winery Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall Hero's Hall Elite Housing Grand Agora	



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 2: BREAKING THE BONDS

#### ATHENS

Minos and his Minotaur, son of Minos' queen Pasiphae and a bull, still plague Athens. The time has come to cast off these burdens for good to prove that Athens can stand on its own two feet. You must call Theseus, who is still traveling around Attica, back to the city, for only he can help you vanquish the Minotaur. You'll also need a sleek and powerful trireme to sail to Crete to defeat Minos.

You have to rule Knossos here. You must also build a trireme, which you need anyway in order to attack, and you need to develop a couple of units of elite housing to provide hoplites. You need to stay as small as possible and still evolve two elite housing units. You have to build a palace and Theseus' Hall inside a walled enclosure with a maintenance office and some recreational areas or monuments to boost appeal. It also helps to have an avenue. You will also receive several gifts from your friends that will allow you to continue without having to import quite everything.

After Theseus kills the Minotaur, you can develop more cheese industry with goats in the larger meadow. It can be given in quantities to Knossos to make them friendlier — you can defeat them more easily the happier they are with you. When your trireme and hoplites are ready, save the game and send an invasion force, including Theseus. If they win, you should be done. If they don't, reload, develop a bit more, send more gifts of cheese to Knossos, then invade again.

The people of Athens stand tall and proud today. The man they used to call master is now their humble servant, and his grotesque stepson has been sent away from Greece's shores. News of your achievements has spread through Greece like a wildfire, and Eretria and Odessos, in awe of your accomplishments, have willingly placed themselves under your leadership. Yet, the goods that these new subjects provide to Athens still aren't enough for the city to achieve greatness. It is time to leave Athens behind and establish a new city.

## EPISODE 2: BREAKING THE BONDS

Goals	Unavailable Buildings	
Rule Knossos	Water Crossing	Between EY 2 and EY 5, Knossos, recurring invasion from Invasion
Support 1 trireme	Boulevard	Markers 7-9, 12 invaders, attack random resources within 0 months, with 2 warships
Support 4 hoplites or better	Stadium	EY 3. Sparta, recurring request for 8-10 olive oil within 6 months
10 people in Mansion or better	Carding Shed	EY 3. Corinth, recurring request for 5-9 olive oil within 5 months
<u>Sanctuaries Allowed</u>	Carrot Farm	EY 3. Knossos, recurring request for 100 drachmas within 1 month
I	Fishery	By episode completion, Eretria becomes active
<u>City Resources</u>	Growers' Lodge	By episode completion, Olympia becomes vassal
Cheese	Hunting Lodge	By episode completion, Corinth, demand increase for marble
<u>Available Buildings</u>	Onion Farm	By episode completion, Knossos becomes vassal
Administration	Urchin Quay	By episode completion, Mt. Pelion becomes active
	Wheat Farm	
Aesthetics	Foundry	
	Masonry Shop	
	Mint	
	Olive Press	
Culture	Sculpture Studio	
	Timber Mill	
	Winery	
Husbandry	Armory	
Hygiene & Safety	Horse Ranch	
	Tower	
<u>Events</u>		
	EY 0. Odessos becomes active	
	EY 0. Eretria becomes active	
	EY 0. Odessos becomes vassal	
	EY 0. Sparta, request for 4-8 olive oil within 9 months	
	EY 1. Olympia becomes active	
	EY 1. Corinth, recurring request for 3-5 olive oil within 7 months	
	EY 1. Olympia, gift of 16 armor	
	EY 1. Olympia, gift of 16 olive oil	
Military	EY 1. Knossos, request for 100 drachmas within 1 month	
	EY 2. Olympia, gift of 3-4 wood	
	EY 2. Olympia, recurring gift of 8-12 armor	
	EY 2. Olympia, recurring gift of 12 olive oil	
	EY 2. Corinth, supply increase in fleece	
	EY 2. Earthquake, devastation	
Mythology	Between EY 2 and EY 5, Olympia, recurring gift of 3-4 wood	
Population		
Storage & Distribution		



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 3(5): THE SILVER MINES

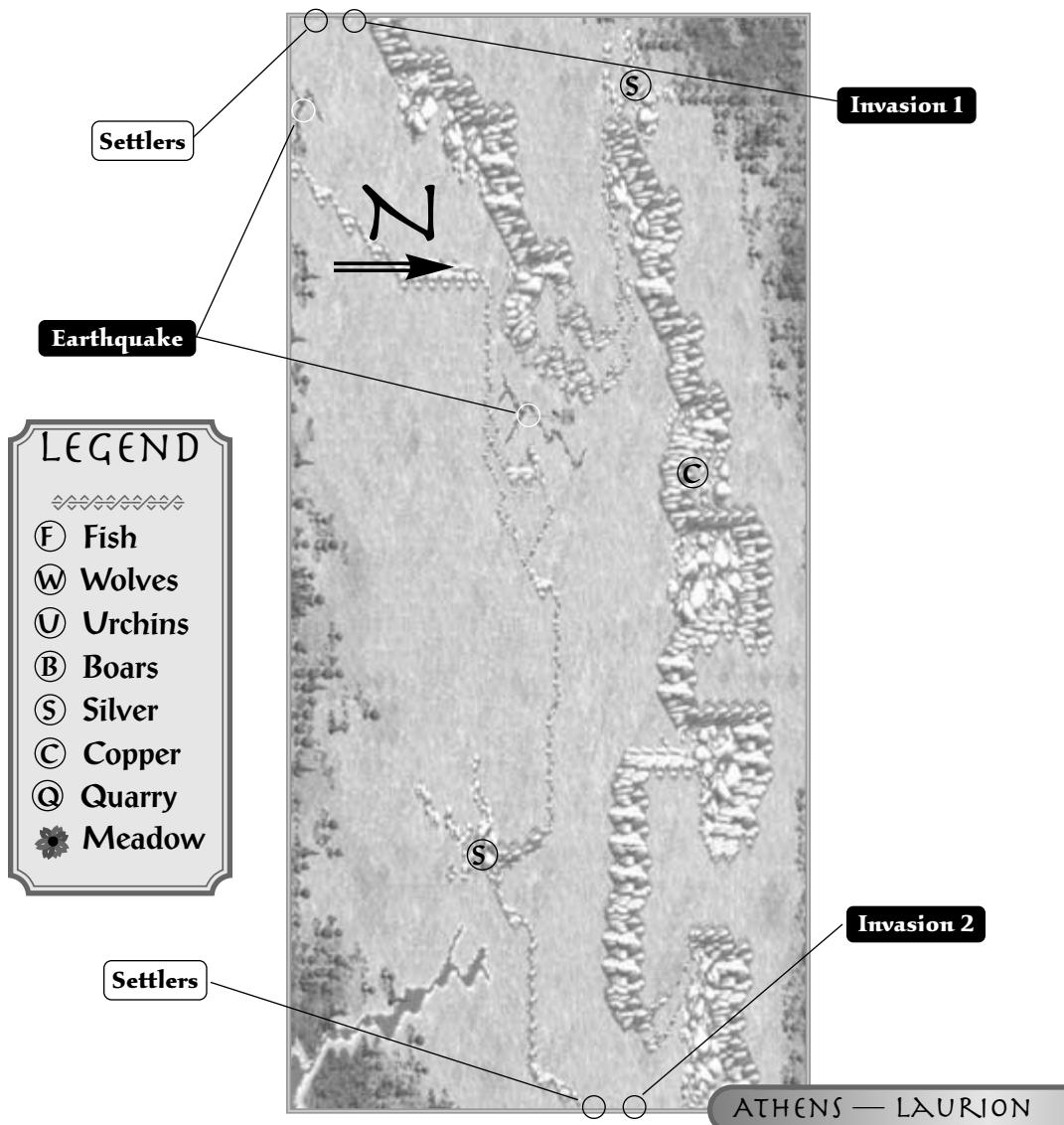
#### LAURION

This harsh land has little to offer except rich deposits of silver ore. Establishing a city here will be a boon to Athens. There is plenty of silver ore to be had here, silver that can be minted into the drachmas that Athens will need to thrive. Living here won't be easy, though, because the land is very unkind.

The only goal here is to make money. Literally. So set up on the mesa to the south and build mints. You'll also want to build a granary and a storehouse to accept the gifts you will receive. Keep industry and housing balanced, as usual. Build a few cultural facilities to allow the housing to upgrade, and you can fit a fairly large community on the mesa.

Of the two colonies, Laurion is probably preferable at this stage of the adventure. You'll end up with more money, and that's what you get to take back to Athens with you.

Goals	Military	Industry	Events
Treasury of 7500 Yearly profit of 1500	Gatehouse Tower Wall Storage & Distribution Common Agora Granary Storehouse Trade Buildings	Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm Masonry Shop Olive Press Sculpture Studio Timber Mill Winery	EY 0. Athens, request for 1000 drachmas within 9 months
Sanctuaries Allowed	Aesthetics	Military	Between EY 1 and EY 4, Earthquake, annoyance
O	Administration Aesthetics	Armory Horse Ranch Trireme Wharf	EY 2. Athens, recurring request for 500-1000 drachmas within 3 months
City Resources	Culture	Mythology	By episode completion, Laurion, economic prosperity
Bronze	Water Crossing Avenue Bench Boulevard Fish Pond Flower Garden Gazebo Hedge Maze Drama School Gymnasium Stadium Theatre Carding Shed Carrot Farm Dairy Fishery	Hero's Hall Elite Housing Storage & Distribution Grand Agora	
Available Buildings	Husbandry	Population	
Administration Aesthetics Culture Hygiene & Safety Industry	Palace Tax Office Column Park College Podium Fountain Infirmary Maintenance Office Watchpost Foundry Mint		



The Laurion mines give Athens the economic stability it so desperately needs.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 4: REVOLT IN IONIA

#### ATHENS

What wise sage advised to hold your friends close and your enemies even closer? Hippias, a coward exiled from Athens long ago, has whispered his plans to usurp you in the ear of Darius, King of Persia. Hippias has promised Darius eternal servitude if the king agrees to help him! Now, the battle has started, and Delos has entered the fray, revolting against the Persian city of Sardis. The clarion call has been sounded throughout Greece, and most city-states have agreed to set aside their differences and unite in one Greek front to help Delos and turn back the Persians! Only Sparta and Corinth have turned a deaf ear on the cry of our Greek brother!

This one's all about getting your military infrastructure up and running. You have to conquer a couple of cities and build a couple more triremes. The triremes will help you to conquer the cities this time, so they're not just make-work. Develop additional elite housing and try to boost population and quality of life. You can make a lot of cheese. Give presents to your target cities so they won't fight as hard when you invade.

In general, try to invade with at least four full units of hoplites and four triremes. This will require 16 units of Elite housing, because the lack of a stadium is still holding back your housing evolution (but that's OK, the next time you come back to Athens, you'll be more than glad to have that Elite housing up and working). Give gifts to friendly cities when possible, to avoid alienating them when you go on the offensive.



## EPISODE 4: REVOLT IN IONIA



# ATHENS THROUGH THE AGES

<b>Goals</b>		
Rule Sardis	Storage & Distribution	Common Agora
Rule Delos		Granary
Support 3 Triremes		Grand Agora
960 people in Homestead or better		Storehouse
480 people in Tenement or better		Trade Buildings
<b>Sanctuaries Allowed</b>	<b>Unavailable Buildings</b>	
I	Culture	Stadium
<b>City Resources</b>	Husbandry	Carding Shed
Cheese		Carrot Farm
<b>Available Buildings</b>		Fishery
Administration	Palace	Growers' Lodge
	Tax Office	Hunting Lodge
Aesthetics	Water Crossing	Onion Farm
	Avenue	Urchin Quay
	Bench	Wheat Farm
Culture	Boulevard	Industry
	Column	Foundry
	Fish Pond	Masonry Shop
	Flower Garden	Mint
	Gazebo	Olive Press
	Hedge Maze	Timber Mill
Husbandry	Park	Military
Hygiene and Safety	College	Armory
	Drama School	Horse Ranch
	Gymnasium	Tower
	Podium	<b>Events</b>
	Theatre	EY 0. Delos, rival becomes ally
	Dairy	EY 0. Delos under attack by Sardis, request for troops within 2 months, failure: conquered
	Fountain	EY 0. Olympia, supply increase in olive oil
	Infirmary	EY 0. Sparta, request for 6 olive oil within 6 months
	Maintenance Office	EY 0. Eretria, supply increase in grapes
Industry	Watchpost	EY 0. Olympia, request for 6-8 wine within 8 months
Military	Sculpture Studio	EY 1. Sparta, request for 6 olive oil within 6 months
	Winery	EY 1. Corinth, request for 6 olive oil within 6 months
	Gatehouse	EY 1. Olympia, recurring gift of 6 armor
	Trireme Wharf	EY 1. Sardis, military decline
Mythology	Wall	EY 1. Delos, military decline
Population	Hero's Hall	
	Elite Housing	



## PRIMA'S OFFICIAL STRATEGY GUIDE

Greece's borders are secure from the Persian threat ... for now. Delos is once again a Greek city, and you had even brought Sardis under your control. But Darius would not allow one of his most important cities to remain a subject to you and has snatched the city back. Darius is so incensed at your actions that he has instructed his servant, under penalty of death, to repeat the words, 'Master, remember the Athenians,' three times, every time the King sits down for a meal. You will certainly meet Darius again, and the oracle has enigmatically advised you to 'trust in a wall of wood.'

Turning back the Persians brought most of Greece together, yet Sparta and Corinth remained aloof and have even declared themselves Athens' rivals!



## EPISODE 5(3): LAND OF PLENTY

## AMPHIPOLIS

This lonely, isolated land is blessed with plentiful wood, bronze and marble.

Theseus' dear friend Pirithous, leader of the Lapiths, happily wed Hippodamia in a sumptuous ceremony that featured the best food and wine that Greece has to offer. When the thirsty Centaurs heard about the ceremony, they couldn't resist the prospect of drinking the delicious wine, and attended the ceremony uninvited. Pirithous and Hippodamia graciously greeted the Centaurs at first, but Centaurs aren't known for their self-control, and they were soon completely drunk. The besotted Centaurs then did the unthinkable: they attempted to kidnap the bride! Pirithous was so outraged he has declared war on the Centaurs, and Theseus has beseeched us to provide Pirithous with the raw materials he needs to make armor to help them in their war.

An outpost here in Amphipolis will be perfectly suited to provide the raw materials that Pirithous needs. The Centaurs, however, are well aware of the bounty of the land around Amphipolis and may prove to be unwelcome visitors again.

Build a water crossing and set up on the other side of the water. That's where all the resources are. Trade initially with Corinth and, when possible, Olympia. They will both buy your marble and you need the money, so start by building masonry shops. Also, get a foundry going fairly soon — Athens will ask for bronze.

You have to stay small until income starts rolling in, then expand as you're able to reach the production goals. When comfortably well off, temporarily stop selling marble to get the reserves you need.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Produce 24 bars of bronze in one year  
 Set aside 32 bars of bronze for parent city  
 Produce 32 planks of wood in one year  
 Set aside 48 planks of wood for parent city  
 Produce 48 slabs of marble in one year  
 Set aside 64 slabs of marble for parent city

### Sanctuaries Allowed

0

### City Resources

Bronze  
 Fish  
 Marble  
 Wood

### Available Buildings

Administration	Palace Tax Office
Administration	Water Crossing Column
Culture	Park College
Husbandry	Podium Fishery
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost

### Industry

Foundry  
 Masonry Shop  
 Timber Mill  
 Storage & Distribution  
 Common Agora  
 Granary  
 Storehouse  
 Trade Buildings

### Unavailable Buildings

#### Aesthetics

Avenue  
 Bench  
 Boulevard  
 Fish Pond  
 Flower Garden  
 Gazebo  
 Hedge Maze

#### Culture

Drama School  
 Gymnasium  
 Stadium  
 Theatre

#### Husbandry

Carding Shed  
 Carrot Farm

Dairy  
 Growers' Lodge

Hunting Lodge  
 Onion Farm  
 Urchin Quay

Wheat Farm  
 Mint

Olive Press  
 Sculpture Studio

Winery  
 Armory

Gatehouse  
 Horse Ranch

Tower  
 Trireme Wharf

Wall

#### Industry

#### Military

### Mythology

Population  
 Storage & Distribution

### Hero's Hall

Elite Housing  
 Grand Agora

### Events

EY 0. Ithome, request for 6-8 wood within 9 months

EY 0. Corinth, demand increase in marble

EY 0. Olympia, demand increase in marble

EY 1. Ithome, request for 6-8 bronze within 12 months

EY 1. Corinth, demand increase in marble

EY 1. Olympia, recurring demand increase in marble

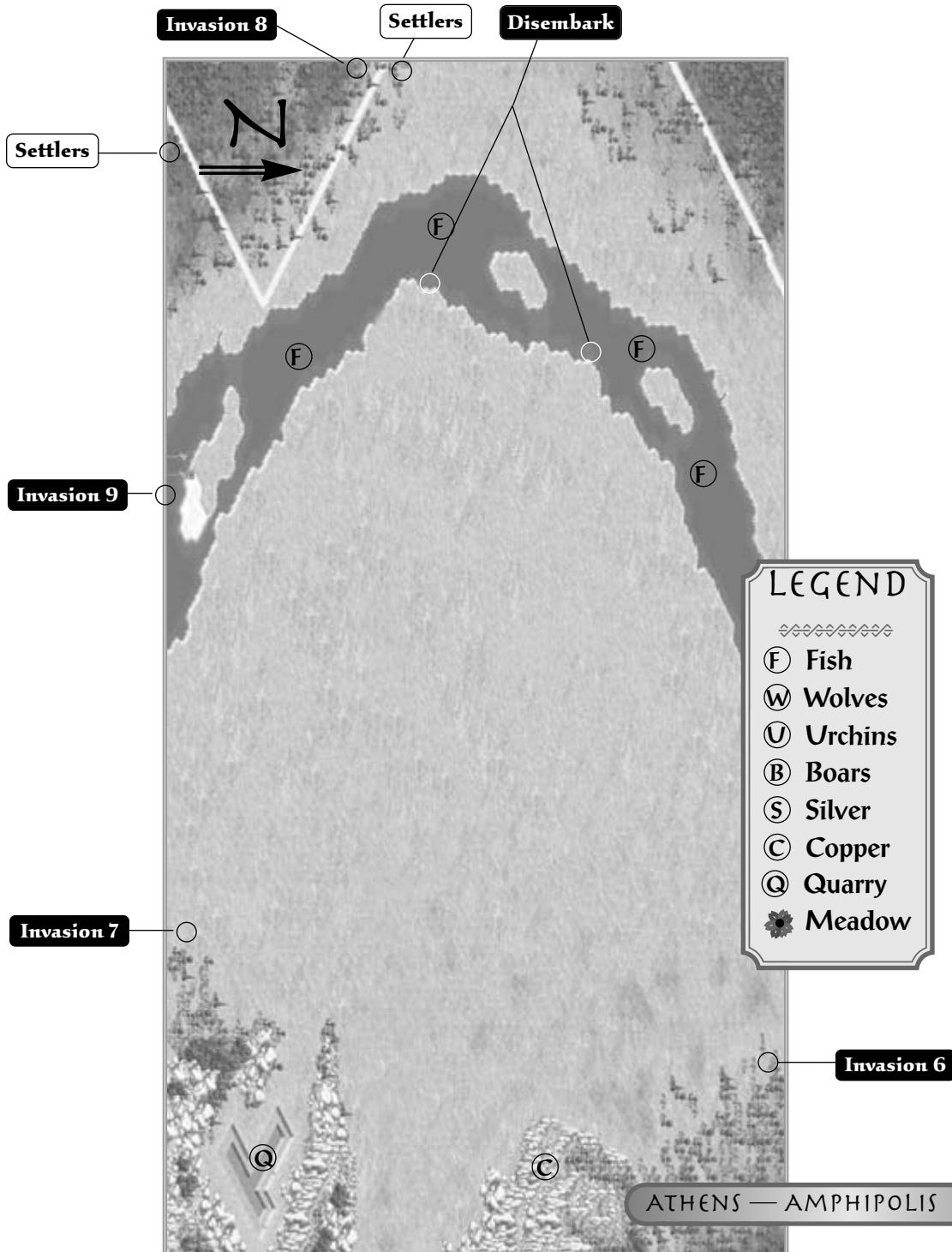
Between EY 2 and EY 3, Mt. Pelion, recurring invasion from Invasion Markers 6-9, 5-10 invaders, attack industry within 7 months, with 1 warship

EY 3. Ithome, recurring request for 8-12 wood/bronze within 9 months

EY 4. Athens, recurring request for 10-14 marble/bronze/wood within 12 months

By episode completion, Olympia, demand decrease in marble

With the Centaurs firmly under control, Amphipolis will be a reliable source of the goods Athens needs to build a powerful military.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 6: VENGEANCE

#### ATHENS

Darius has indeed remembered the Athenians, and now he, his son Xerxes, and the entire Persian war machine are on their way to Greece to avenge the humiliating defeat we handed the barbarians! Darius and the Persian fleet have cut a swath of destruction through the Aegean, and Xerxes and the Persian army, having already put down rebellions in Egypt and Babylonia, are marching towards us from the north. Already, Mount Idaion and Ithome have submitted to the Persians.

After a conference on the Isthmus of Corinth, all city-states in Greece have agreed to unite to face the latest barbarian threat. Even Corinth and Sparta agreed to join the alliance, albeit reluctantly. Even with all of Greece united, putting down the Persian military is a daunting task.

The taste of this most unbelievable victory is truly sweet! In spite of the overwhelming odds against us, we've defeated the Persians once and for all. Cities that had been conquered by Persia have returned to the fold, and the Persian city of Hattusas calls you master. In spite of the great victory that the city-states of Greece achieved together, Sparta and Corinth have again turned their backs on you.

Goals	Available Buildings	Culture
Rule Marathon	Administration	College
Rule Hattusas	Palace	Drama School
Rule Eretria	Tax Office	Gymnasium
Sanctuaries Allowed	Water Crossing	Podium
I	Aesthetics	Stadium
City Resources	Avenue	Theatre
Cheese	Bench	Dairy
	Boulevard	Fountain
	Column	Infirmary
	Fish Pond	Maintenance
	Flower Garden	Office
	Gazebo	Watchpost
	Hedge Maze	Olive Press
	Park	Sculpture Studio
		Winery

Military	Armory Gatehouse Tower Trireme Wharf Wall	EY 2. Hattusas, request for 1500 drachmas within 6 months EY 2. Hattusas, request for 2500 drachmas within 6 months Between EY 2 and EY 3, Laurion, Amphipolis, Thermopylai, Marathon, Odessos, Knossos, Delos, Plataia, recurring request for 5-10 wine within 2 months	EY 9. Hattusas, military decline EY 9. Plataia under attack by Hattusas, request for troops within 6 months, failure: conquered EY 9. Thermopylai becomes ally
Mythology	Hero's Hall	By episode completion, Hattusas becomes inactive	By episode completion, Eretria becomes vassal
Population	Elite Housing	By episode completion, Ithome, rival becomes ally	By episode completion, Delos, rival becomes ally
Storage & Distribution	Common Agora Granary Grand Agora Storehouse Trade Buildings	Between EY 2 and EY 4, Laurion, recurring gift of 500-750 drachmas Between EY 2 and EY 8, Laurion, recurring request for 8-10 food within 9 months	By episode completion, Plataia, rival becomes ally
<u>Unavailable Buildings</u>		Between EY 3. Marathon under attack by Sardis, request for troops within 6 months, failure: conquered	By episode completion, Odessos, rival becomes ally
Husbandry	Carding Shed Carrot Farm Fishery Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm	EY 3. Olympia, supply increase for olive oil	By episode completion, Sparta becomes rival
Industry	Foundry Masonry Shop Mint Timber Mill	EY 3. Thermopylai, supply increase in fleece	By episode completion, Corinth becomes rival
Military	Horse Ranch	EY 4. Eretria conquered by Plataia	By episode completion, Themiscyra becomes active
Events		EY 4. Odessos under attack by Hattusas, request for troops within 12 months, failure: conquered	By episode completion, Taras becomes active
		EY 5. Amphipolis under attack by Hattusas, request for troops within 8 months, failure: conquered	By episode completion, Elis becomes active
		EY 5. Ithome becomes rival	By episode completion, Olympia becomes rival
		EY 6. Corinth attacks Sardis, request for troops within 6 months, success: conquered	By episode completion, Corinth, demand increase for wine
		EY 6. Mt. Pelion becomes rival	By episode completion, Sparta, military buildup
		EY 7. Sardis, invasion from Invasion Markers 7-9, 24-32 troops within 8 months, with 5 warships	By episode completion, Thermopylai becomes vassal
		EY 8. Eretria becomes ally	By episode completion, Marathon becomes vassal
		EY 8. Thermopylai under attack by Hattusas, request for troops within 6 months, failure: conquered	
		EY 8. Thermopylai conquered by Sparta	
		EY 8. Hattusas, invasion from Invasion Marker 9, 32-48 troops within 6 months, with 8 warships	



## PRIMA'S OFFICIAL STRATEGY GUIDE

Welcome to the Persian Wars. This is one of the toughest combat episodes in the whole game. You're going to be glad you established all those elite neighborhoods in Episode 4. You do have a couple of things going for you. First of all, you can finally build a Gymnasium, which will allow your elite housing to finally evolve all the way (although you still don't have access to horsemen). Second, you can finally import bronze and make your own armor. You'll need it.

As the Persians move into Greece, you'll start getting frequent calls from vassals and allies for immediate, emergency military help. You can't help everyone, but you can't blow all the requests off either. The key thing here is to respond selectively ... go all out to defend those cities that provide you with key resources (including providing you with drachmas by buying your exports), and let the rest go.

You'll need an absolute minimum of six to eight full units of hoplites to have any hope of surviving this episode. Fortunately, when you combine the infrastructure you established last episode with the additional resources of this episode, that should be well within reach.

Start out fighting defensively, protecting your key allies. After about five years of this, you'll get a message that Hattusas, the Persian capital, is experiencing a military decline. By about year 10 Hattusas' strength will be at low ebb. This is your moment to strike ... if you're still around to strike.

The taste of this most unbelievable victory is truly sweet! In spite of the overwhelming odds against us, we've defeated the Persians once and for all. Cities that had been conquered by Persia have returned to the fold, and the Persian city of Hattusas calls you master.

In spite of the great victory that the city-states of Greece achieved together, Sparta and Corinth have again turned their backs on you.



## EPISODE 7: A BRIDE FOR A HERO

## ATHENS

Your old friend Theseus has one of the strangest habits. He's never satisfied with his current wife and is always on the lookout for a new bride. Antiope, sister of the Amazon queen, Hippolyte, is the latest woman to catch his eye, and he has abducted her. The Amazon nation is not likely to stand idly by and just let their queen's sister go.

Meanwhile, strange things are afoot in Sparta and Corinth. Spies report that both cities are mobilizing their military forces for what can only be some troublesome purpose. The Oracle of Apollo will come in handy to help you keep a watchful eye on these cities, but ultimately, Sparta must be subdued if you are going to fulfill your destiny.

In the middle of all these troubles is Artemis. The Amazons and Spartans are both her people, and she's bound to do something to help them both out. Ares, too, loves these warlike people, so don't be surprised if he gets involved.

With the Persians out of the way, your fair-weather friends Corinth and Sparta start making trouble. They want to own Eretria (one of only two sources of wine available to you in this adventure). You want to put them in their place. The combat action's less intense in this episode than in the last, but that doesn't make your enemies pushovers. You may even want to build up a couple more units of hoplites, just to be sure. Your strategy here is to keep your rivals at arm's length while you recoup and rebuild your military strength, then move in for the kill.

You can build Apollo's sanctuary in this episode. It's a good idea, if you can spare the resources between all the fights. As the war goes on, you'll get less and less warning of Sparta and Corinth's invasions ... unless, of course, you have the Oracle up and running.

Don't worry too much about your cash reserves at this point. Just get the job done and move on.

With Sparta defeated, Athens has become the most prominent city in Greece.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Rule Sparta  
Rule Eretria  
Rule Corinth  
Protect city from a Dragon  
Sanctuary to Apollo  
960 people in Tenement or better

### Sanctuaries Allowed

2

### City Resources

Cheese

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Dairy Fishery Fountain Infirmary Maintenance Office Watchpost
Hygiene & Safety	Olive Press Sculpture Studio Winery
Industry	Armory Gatehouse Horse Ranch Tower
Military	Trireme Wharf Wall

### Mythology

Population  
Storage & Distribution  
Hero's Hall  
Elite Housing  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

### Unavailable Buildings

Husbandry	Carding Shed Carrot Farm Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm
Industry	Foundry Masonry Shop Mint Timber Mill

### Events

- EY 0. Marathon, Odessos, Knossos, Delos, Plataia, supply decrease in wine
- EY 0. Sparta, request for 12 wine within 12 months
- EY 0. Sparta, request for 16 wine within 9 months
- EY 1. Sparta, request for 24 wine within 6 months
- Between EY 1 and EY 2, Knossos, supply increase in olive oil
- Between EY 1 and EY 4, Laurion, recurring gift of 250-500 drachmas
- Between EY 1 and EY 8, Thermiscyra, recurring invasion from Invasion Markers 7-9, 8-16 invaders, attack food within 8 months, with 2 warships
- EY 2. Dragon in city, attacks industry, food, military, active
- Between EY 2 and EY 3, Delos, gift of 32-64 wheat
- EY 2. Eretria under attack by Sparta, recurring request for troops within 12 months, failure: unaffected
- EY 2. Eretria under attack by Sparta, request for troops within 9 months, failure: unaffected
- Between EY 2 and EY 4, Ithome, recurring gift of 12-24 cheese/fleece
- Between EY 2 and EY 5, Laurion, recurring request for 8-10 food within 9 months
- EY 3. Eretria under attack by Sparta, request for troops within 8 months, failure: conquered
- EY 3. Eretria under attack by Sparta, recurring request for troops within 6 months, failure: conquered
- Between EY 3 and EY 5, Olympia, supply increase in olive oil
- Between EY 3 and EY 9, Sparta, recurring invasion from Invasion Markers 7-9, 12-24 invaders, attack random resources within 5 months, with 3 warships
- EY 4. Knossos under attack by Sparta, request for troops within 4 months, failure: unaffected
- EY 4. Thermopylai under attack by Sparta, recurring request for troops within 3 months, failure: unaffected
- EY 5. Marathon under attack by Sparta, request for troops within 2 months, failure: unaffected
- EY 5. Corinth, recurring military decline
- EY 6. Plataia under attack by Sparta, recurring request for troops within 2 months, failure: unaffected
- EY 6. Eretria under attack by Sparta, recurring request for troops within 1 month, failure: conquered
- EY 6. Marathon under attack by Sparta, request for troops within 1 month, failure: unaffected
- EY 6. Sparta, recurring military decline
- By episode completion, Eretria becomes vassal
- By episode completion, Sparta becomes vassal
- By episode completion, Corinth becomes vassal

## EPISODE 8: THE HERO'S HABIT

## ATHENS

The time has come to build Athens into the greatest city Greece — the world — has ever known. Athens will be a center of culture and learning, and the greatest heroes will call the city home. Only a few, monstrous obstacles remain between you and this glorious destiny. Defeating these monsters could open up new possibilities for Athens.

Theseus' womanizing habits continue to cause problems for those associated with him. He and his best friend, Pirithous, have decided that they must marry daughters of Zeus. Theseus has already made off with Helen from Sparta, and now Theseus and Pirithous are planning to raid the Underworld and steal Hades' wife, Persephone. If Hades wouldn't let Persephone go back to her own mother, he surely won't give her up to Pirithous and Theseus!

Meanwhile, Hercules has been off in the land of Elis, serving as King Augeas' stable boy. He'll be looking for a new challenge soon, and Demeter might just have one for him. Jealous of Artemis' menagerie of animals, she has been looking for some livestock to call her own.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

3 sanctuaries  
Population of 5000  
120 people in Estate or better  
1920 people in Apartment or better  
Yearly profit of 2500  
Acquire the Cattle of Geryon

### Sanctuaries Allowed

3

### City Resources

Cheese

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Dairy Fishery

### Hygiene & Safety

Industry  
Military  
Mythology  
Population  
Storage & Distribution

Fountain Infirmary Maintenance Office Watchpost Olive Press Sculpture Studio Winery Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall Hero's Hall Elite Housing Common Agora Granary Grand Agora Storehouse Trade Buildings

### Unavailable Buildings

Husbandry	Carding Shed Carrot Farm Growers' Lodge Hunting Lodge Onion Farm Urchin Quay Wheat Farm Foundry Masonry Shop Mint Timber Mill
Industry	

### Events

EY 0. Erythia, Demeter, hero quest, Hercules, large commemorative monument  
EY 0. Amphipolis, gift of 24-32 marble  
Between EY 0 and EY 1, Ithome, supply increase in olives  
Between EY 1 and EY 2, Marathon, supply increase in wine  
Between EY 1 and EY 2, Minotaur in city, attacks common, active  
Between EY 1 and EY 2, Cerberus unleashed in city, attacks desirable and money, active  
Between EY 1 and EY 2, Dragon invades, attacks food, sea, mythological within 4 months, active  
Between EY 1 and EY 2, Plataia, demand increase for sculpture  
Between EY 1 and EY 5, Themiscyra, recurring invasion from Invasion  
Markers 7-9, 24-32 invaders, attack aesthetics within 6 months, with 4 warships  
Between EY 2 and EY 5, Ithome, recurring gift of 12-24 cheese/fleece  
Between EY 2 and EY 6, Laurion, recurring request for 8-12 food within 12 months  
Between EY 3 and EY 8, Laurion, recurring gift of 500-750 drachmas  
EY 4. Earthquake, from Disaster  
Markers 1-3, catastrophe  
EY 4. Lava Flow, from Disaster  
Markers 4-6, catastrophe

Think of this one as free play time. After all the blood, sweat and tears of the last few episodes, you get to finish up with some serious city building. This episode is all about turning your city into one of the greatest in the world during a time of (relative) peace and stability.

Build a temple to Athena early on, otherwise Ares is going to start moving in and making trouble. At some point Hades will also show up — just to remind you that you're not omnipotent — and start kicking butt and taking names. Don't panic, he only shows up once, so just clean up after him and get back to business.

And what about all those beautiful military units you built up so carefully over the last couple of episodes? Well, if you're into the whole military thing, there's still plenty of Greece out there making faces behind your back. If you don't want your hoplites getting rusty pikes, feel free to sally forth and grab yourself a true empire.

You also have to summon Hercules to fulfill a quest. At this point, that should be a fairly insignificant challenge. Call Herc to town early on, and hold on to him until you've fulfilled all your other conditions and got your city and your empire both where you like them, then send him off and retire in triumph.

Athenas, the golden city, is a jewel in the Greek countryside. People from around the world flock to it to drink in its beauty and partake of its diverse cultural offerings.

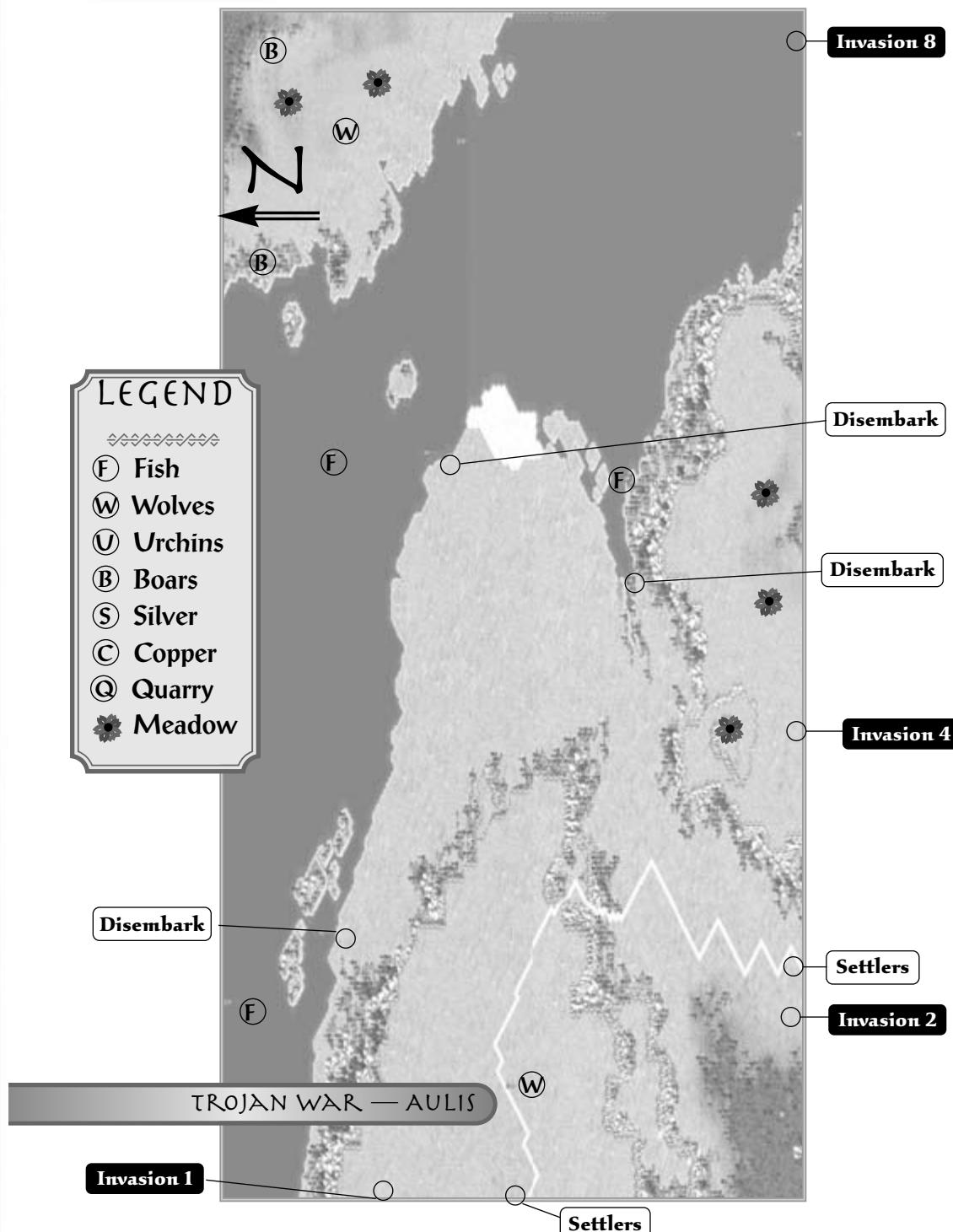


## ADVENTURE COMPLETE

In the harshest and most barren of environments, you have managed to build a city that has all the amenities of the richest, most fertile lands. You have led Athens through times of great turmoil from which it has emerged unblemished and strong. Greece's most noble heroes are frequently spotted on the city's streets, and monsters and other unsavory types steer clear of the most notable city in the world.



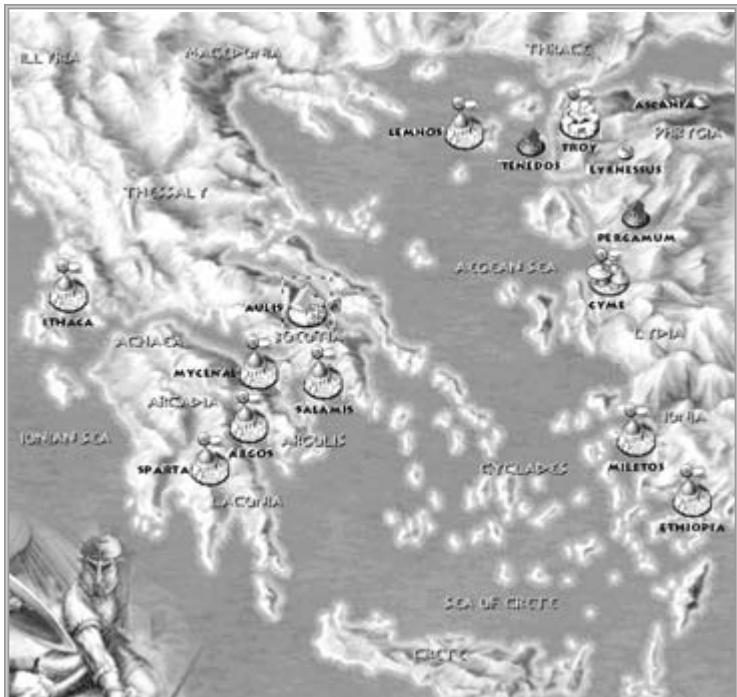
PRIMA'S OFFICIAL  
STRATEGY GUIDE



# THE TROJAN WAR

Lead Greek forces to Troy to rescue the most beautiful woman in the world!

Difficulty	Initial Funds	Proponents	Heroes
Extremely challenging	6000/4000/3200	Athena	Achilles
Episodes	Opponents	Hades	Odysseus
6	Aphrodite	Hephaestus	Monsters
Start Date	Apollo	Hermes	Cyclops
1239 BC	Ares	Poseidon	Hector
	Artemis	Zeus	Scylla





## PRIMA'S OFFICIAL STRATEGY GUIDE

### CITIES

#### Argos

Ally

Tribute: receives 400 drachmas;  
pays 32 cheese  
Sells cheese 12  
Sells olive oil 12  
Buys marble 12  
Buys armor 24

#### Ascania

Rival

Tribute: receives 1000 drachmas;  
pays 1000 drachmas  
Sells nothing  
Buys nothing

#### Aulis

Home City

Buys Armor 24  
Sells Wheat 36  
Sells Grapes 24  
Sells Olives 24

#### Cyme

Rival

Tribute: receives 400 drachmas;  
pays 4 sculpture  
Sells wood 12  
Sells bronze 12  
Sells sculpture 12  
Buys fleece 12

#### Ethiopia

Ally

Tribute: receives 400 drachmas;  
pays 750 drachmas  
Sells marble 12  
Buys fleece 12  
Buys olive oil 24  
Buys wine 12

#### Ithaca

Ally

Tribute: receives 9 fleece; pays 12 wine  
Sells wood 12  
Sells marble 12  
Sells wine 12  
Buys fleece 12

#### Lemnos

Ally

Tribute: receives 400 drachmas;  
pays 16 fish  
Sells fish 24  
Buys wood 12

#### Lynnessus

Rival

Tribute: receives 400 drachmas;  
pays 16 pork  
Sells pork 36  
Sells fleece 24  
Buys nothing

#### Miletos

Ally

Tribute: receives 400 drachmas;  
pays 750 drachmas  
Sells wheat 24  
Sells bronze 12  
Sells armor sometimes  
Buys wine 24

#### Mycenae

Ally

Tribute: receives 400 drachmas;  
pays 500 drachmas  
Sells grapes 12  
Sells wine 12  
Buys fleece 12

#### Pergamum

Colony

Receives 12 fleece; pays 4 sculpture  
Sells armor 24  
Sells sculpture 24  
Buys grapes 24  
Buys olives 36

#### Salamis

Ally

Tribute: receives 16 fleece;  
pays 16 olive oil  
Sells fish 12  
Sells olive oil 12  
Buys wood 24  
Buys fleece 12

#### Sparta

Ally

Tribute: receives 400 drachmas;  
pays 12 armor  
Sells marble 24  
Sells fleece 12  
Sells armor sometimes  
Buys wood 12

#### Tenedos

Colony

Receives 24 food; pays 1000 drachmas  
Sells nothing  
Buys wheat 36  
Buys grapes 24  
Buys olives 24  
Buys fleece 24

#### Troy

Ally

Tribute: receives 400 drachmas;  
pays 1000 drachmas  
Sells wheat 24  
Buys marble 12  
Buys fleece 12  
Buys armor 12

## EPISODE 1: THE OATH

## AULIS

The conversation at the dinner table turned from the subject of the city you were on the verge of establishing to the fair Helen, beloved of everyone in Greece, who was about to choose a husband. Odysseus said, 'Let us all swear an oath to protect Helen from harm and to support the man whom she chooses as a husband! We owe her no less! We shall name the oath after Helen's father and call it the Oath of Tyndareus!' All shouted in assent, and Odysseus administered the oath to each person. Everyone was too busy celebrating to notice that Odysseus did not take the oath himself, but the hero wouldn't have less than noble intentions.

Now that the festivities are over, you must return to your land to begin building the kingdom of Aulis in earnest. Soon, your city will match the cities that your friends Agammemnon, Odysseus and Ajax lead! You can count on your friends sending you 'city-warming' presents to help you start your city!





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Produce 64 sheaves of wheat in one year  
Produce 16 amphorae of wine in one year  
Treasury of 5000  
1000 people in Townhouse or better

### Sanctuaries Allowed

### City Resources

Fish  
Fleece  
Grapes  
Horses  
Olive Oil  
Olives  
Pork  
Wheat  
Wine

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre
Husbandry	Carding Shed Fishery Growers' Lodge Hunting Lodge Wheat Farm

### Hygiene & Safety

Industry	Fountain Infirmary Maintenance Office Watchpost
Mythology	Olive Press Sculpture Studio
Storage & Distribution	Winery Hero's Hall Common Agora Granary Grand Agora Storehouse Trade Buildings

### Unavailable Buildings

Aesthetics	Flower Garden Gazebo
Husbandry	Carrot Farm Dairy Onion Farm Urchin Quay
Industry	Foundry Masonry Shop Mint Timber Mill
Military	Armory Gatehouse Horse Ranch Tower
Population	Trireme Wharf Wall Elite Housing

### Events

EY 0. Mycenae, gift of 8 wine
EY 0. Argos, gift of 8 cheese
EY 0. Lemnos, gift of 5 fish
EY 0. Salamis, gift of 12 olive oil
EY 1. Troy, gift of 12 wheat
EY 1. Miletos, gift of 6 bronze
EY 1. Ethiopia, gift of 6 marble
EY 1. Ithaca, gift of 9 wood
Between EY 1 and EY 3, Mycenae, festival request for 9 food (Zeus) within 6 months
Between EY 1 and EY 3, Lemnos, request for 6 fleece within 6 months
Between EY 2 and EY 3, Argos, construction request for 4 sculpture within 9 months
Between EY 2 and EY 3, Ithaca, festival request for 8 olive oil (Athena) within 6 months
Between EY 2 and EY 10, Mycenae, recurring request for 6-18 fleece/food within 6 months
Between EY 2 and EY 10, Lemnos, recurring request for 6-12 fleece/wine/olive oil within 6 months
Between EY 2 and EY 10, Sparta, recurring request for 6-18 wine/olive oil within 6 months
Between EY 2 and EY 10, Argos, recurring request for 6-12 wine within 6 months
Between EY 2 and EY 10, Salamis, recurring request for 6-12 fleece/wine within 6 months
Between EY 2 and EY 10, Ithaca, recurring request for 6-12 fleece/olive oil within 6 months
Between EY 3 and EY 4, Sparta, festival request for 10 wine (Ares) within 9 months
Between EY 3 and EY 4, Salamis, financial woes request for 500 drachmas within 3 months
By episode completion, Troy becomes rival

Over the course of "The Trojan War", you will have to guide the evolution of Aulis as it rises from agrarian obscurity to become a military powerhouse. In order to succeed, you will want to keep certain things in mind over the course of this adventure.

Be careful how you use waterfront real estate. By the end of this adventure, most of your trading partners will be accessible only by piers. Not only that, but you will be supporting a fair number of Triremes as well, which require Trireme wharves. Tying up your waterfront property with fisheries is probably not a good long-term strategy.

Being a military superpower means having a super military. You're going to need a lot of elite housing. Plan to build at least 24 elite housing units, but don't worry about horse ranches.

This is a very straightforward episode. Build a big city as fast as you can, and grow a whole lot of grain while you're at it. As always, you'll be cash-starved in the beginning, but your friends will send you lots of presents early on. Even better, none of your neighbors are really mad at you, and most of them are downright friendly. Work hard to keep them that way; it will pay off big-time later on.

Food is plentiful, and the only resource you really have to think about managing is land, specifically the meadowland that you're going to need to grow all of that grain. You will not be attacked by men, gods, or monsters during this episode, so you can keep things relaxed on the military front. For now, anyway, just build your city and grow your grain.

The big job is supposedly growing your farming industry to the point where it can produce 64 sheaves of grain in a single season. This is considerably more grain than your city could reasonably use, so unless you want to cover the map in granaries, make this the trigger condition that ends the episode. Put another way, make sure that the grain production quota is the last goal that you satisfy.

There are two meadowland areas on the map; a highland meadow to the south, and another one across the large body of water to the east. You won't be able to build anything on the eastern area until you build a bridge across the strait. Use them however you like, but bear in mind that you will need room for a minimum of 10 farms before you're done. In general, plan to produce enough food, fleece, and olive oil to support a population of about 7000 people.

You'll want to get over to the lowland meadows fairly early on, but it's not your first concern. Get a stable city started near the shoreline on the west bank of the strait. Start near a reliable food source and expand from there, keeping all the basic city construction principles firmly in mind. For now, allow your housing to stay fairly low-grade, and don't worry too much about having to tear some of it down later. Once you've got the core of your city established, and a reliable food source properly utilized, build the bridge across the strait. You'll have to use the small island in the middle of the strait and build the bridge in two steps.

Once you've gained a foothold on the eastern shore, repeat the city building process, but try to keep your non-agricultural infrastructure off of the meadowland areas. Again, keep your housing fairly low-grade until you have a viable core established. You'll want to start some agriculture too, but don't waste your time on wheat. Plant olive orchards and vineyards. Why? Because a) these are the most profitable goods to trade with your neighbors, and b) they are the goods most commonly requested by other cities looking for a handout.



## PRIMA'S OFFICIAL STRATEGY GUIDE

While you're doing all this, various characters will be trying to distract you by either trying to give you stuff, or by asking you to give them stuff. You'll want to make sure you have enough storage space to accept the gifts. If you don't have the space when the gift arrives, postpone it and build another warehouse. Don't disburse these gifts to your citizens, though, because you're going to need them when other cities start asking you for gifts. If you aren't able to provide these gifts, the requesting cities will think poorly of you. This is bad, because you're going to be running out of cash. If you keep your allied cities happy, this is no problem; just engage in deficit spending and they'll gladly bail you out. If you make them unhappy, well, don't be looking for any financial aid from that quarter. However, you probably want to ignore the request for four pieces of sculpture. While it is important to keep your allies happy, this is a highly unreasonable and expensive request. Blow him off; he'll get over it.

So: build your city, raise sheep and make wine and olive oil for export. Rake in the cash. Once your treasury has recovered from your start-up expenses, start bringing in the cultural infrastructure that makes your property values skyrocket. At this point, you should have enough agricultural infrastructure to be well on the way to meeting your wine production quotas, but not raising any more Wheat than you need to feed your people. Build cultural crowd-pleasers (don't worry about losing in the games) until you are almost able to meet the "1000 people in townhomes" requirement. Then, and only then, should you get serious about wheat. By then, you should be able to just plop down about ten farms and wait for the harvest. Bing, you're a winner!

But before you move on, consider ... you've got things very easy right now; nobody's attacking you and nobody's placing any major demands on your economy. Take advantage of it! Building a small sanctuary (Hermes' Retreat is perfect) is a good idea. Build up stockpiles of expensive materials (bronze, armor) in preparation for the future; armor is about to get a lot more expensive, and Bronze will not be commercially available. You won't be able to build elite housing for a while yet, but you need to be ready for when you can. Above all, trade, trade, trade. You can never have too much cash.

If you really want to make your life easy, stay in this episode until you can meet all of the requirements for episode two and have about 20,000 in the bank.

Aulis is well on its way to becoming one of the greatest cities in all of Greece! Yet, there is a hint of trouble in the air. Helen has chosen to wed King Menelaus of Sparta, and the happy couple have settled into their home. While everything seems to be exactly as it should be, word around Greece is that Helen might not be safe.

## EPISODE 2: THE BEAUTY CONTEST

## AULIS

At the wedding of Thetis and Peleus, Paris of Troy was asked to award a golden apple to the most beautiful goddess. The contestants were Athena, Hera and Aphrodite. 'Very nice, ladies. That concludes the talent portion of our competition. Now, the interview: if you are crowned most beautiful goddess,' Paris asked the women, 'what will you do?' Hera replied, 'If I win, I'll use my title to bring world peace and to help all the little animals.' 'If I win,' Athena said, 'I'll make sure that everyone has olive oil and bakes everyone a batch of cookies!' Finally, Aphrodite said, 'If you choose me, I'll arrange for you to take Helen, the most beautiful woman in Greece, as your wife. I hope I win, because I just love golden apples!' Paris carefully considered each goddess's answer, but, intrigued by the prospect of being married to the most beautiful woman in Greece, chose Aphrodite. It wasn't long before Paris found Helen, tore her away from her husband, and brought her back to Troy.

Now, Menelaus has declared war on Troy, and everyone bound by the Oath of Tyndareus is rallying to his side, and other leaders have taken up Troy's part. Calchas the seer had this to say about the impending war: 'Though rescuing fair Helen may seem simple, be forewarned that many obstacles will stand in your way. Many will be old and gray by the time they return home.'

Agamemnon and his soldiers have already left Greece to attack Troy, but Troy's walls, built by Apollo and Poseidon, are incredibly strong. Only an intense, continual siege will be enough to break through the walls, and this type of onslaught will only be possible if the Greeks have a camp close to Troy. But, maybe Agamemnon will be lucky ...

On the home front, you must prepare for further attacks on Troy by asking other cities to give what they can to you to support the war effort.



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Set aside 32 skeins of fleece for colony  
 Set aside 16 jugs of olive oil for colony  
 Set aside 16 planks of wood for colony  
 Set aside 64 sheaves of wheat for colony  
 Set aside 12 suits of armor for colony  
 Treasury of 15,000

### Sanctuaries Allowed

2

### City Resources

Fish  
 Fleece  
 Grapes  
 Horses  
 Olive Oil  
 Olives  
 Pork  
 Wheat  
 Wine

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium Theatre

### Husbandry

Carding Shed  
 Fishery  
 Growers' Lodge  
 Hunting Lodge  
 Wheat Farm  
 Fountain  
 Infirmary  
 Maintenance Office  
 Watchpost

### Industry

Olive Press  
 Sculpture Studio

### Military

Winery  
 Armory  
 Trireme Wharf  
 Hero's Hall

### Mythology

Storage & Distribution  
 Common Agora  
 Granary  
 Grand Agora  
 Storehouse  
 Trade Buildings

### Unavailable Buildings

#### Aesthetics

Flower Garden  
 Gazebo

#### Husbandry

Carrot Farm  
 Dairy

#### Industry

Onion Farm  
 Urchin Quay

#### Military

Foundry  
 Masonry Shop  
 Mint

#### Population

Timber Mill  
 Gatehouse  
 Horse Ranch

Tower

Wall

Elite Housing

### Events

EY O. price increase in armor by 50

EY O. price increase in sculpture by 160

EY O. price increase in bronze by 40

EY O. Lyrnessus becomes active

EY O. Ascania becomes active

EY O. Miletos becomes rival

EY O. Ethiopia becomes rival

EY O. Sparta, supply increase in armor

EY O. Miletos, trade shuts down

EY O. Ethiopia, trade shuts down

EY O. Mycenae and Sparta, attack  
 rival (Troy), request for troops within  
 4 months, success: conquered

EY I. Argos attacks rival (Troy), request  
 for troops within 3 months, success:  
 conquered

EY I. Salamis attacks rival (Troy), request  
 for troops within 3 months, success:  
 conquered

Between EY 2 and EY 3, Mycenae  
 and Sparta attack rival (Troy), recurring  
 request for troops within 6  
 months, success: conquered

Between EY 3 and EY 4, Mycenae,  
 Sparta and Argos attack rival (Troy),  
 recurring request for troops within 6  
 months, success: conquered

Between EY 4 and EY 5, Salamis  
 attacks rival (Troy), recurring request  
 for troops within 6 months, success:  
 conquered

By episode completion, Miletos, supply  
 increase in armor



This episode is either trivial, if you carefully stockpiled extra stuff during the first episode, or a real pain, if you didn't. Your Ionian trading partners are going to start dropping out of your trading network, and your allies are going to start asking for soldiers to help them mount doomed attacks against Troy. You can oblige by building a couple of triremes and sending them over, but in general, the longer you hang around in this episode, the worse it gets.

There's no rocket science involved here. If you can't already meet the goals when the episode starts, get there by hook or by crook and go on to better things.

If you have the time, you can delay finishing the episode while you improve your war footing. The world is becoming a nasty place, so try to be prepared. If you haven't built Hermes' Retreat yet, consider doing so. If you have, consider starting the Gates of Hades.

Have about 20,000 in cash on hand before you leave this episode. The walls of Troy have thus far withstood the Greek attack. All of Greece's leaders have agreed that building a base of operations in Ionia will be the only way to carry the day at Troy and return Helen to her husband.

*The walls of Troy have thus far withstood the Greek attack. All of Greece's leaders have agreed that building a base of operations in Ionia will be the only way to carry the day at Troy and return Helen to her husband.*

*Meanwhile, rumblings of discontent have been heard in the cities that great leaders have left behind to fight Troy. In Mycenae, Agamemnon's wife Clytemnestra has been whispering seditious tales in the ears of anyone who will listen ...*





## EPISODE 3(5): THE GREAT GOD ZEUS

### PERGAMUM

Anything built here, deep in Ionia, will certainly draw the attention of gods and mortals alike.

The seer from the oracle have yet another prophecy: 'Thus far, Zeus has been on the sidelines of this great war. Build him a Sanctuary, and he will gladly join your side. The Trojans won't stand a chance. Build a Sanctuary to the great goddess Athena, too, and she will protect the city from harm.'

Of course, building a Sanctuary to Zeus in the heart of Ionia is bound to rile up the gods that have taken Troy's side, and they won't be too thrilled about the Sanctuary to Athena, either. They won't hesitate to make your life miserable and do what they can to prevent you from constructing the Sanctuary. It would be wise to begin construction on the Sanctuaries as soon as you can. The sooner you have both these gods firmly in your corner, the better off you'll be.

You may need to rely on your allies or raid your rivals for the things you need to make the city thrive.



For the third episode, you must venture forth and build a colony using the supplies and cash you set aside in Episode Two. You have your choice of one of two different colony sites, each of which is very different. You will have to do them both, so which one you pick doesn't really matter. This section covers Pergamum, which is the easier of the two.

During the course of this episode you will be asked, by various parties, for a lot of goods that are made from copper (bronze, armor, sculpture). Fine, but make sure you make your first priority export, you're going to need all you can get. It should be much easier to fulfill requests for food, cash or fleece.

You have a number of problems facing you here:

**Lousy terrain.** The terrain is divided into three tiers. Only two of these tiers are suitable for building on, and only one of them can be farmed on. Only the topmost tier is large enough to hold the Sanctuaries.

**Money.** Sanctuaries, especially that of Zeus, are hideously expensive. Not only that, but the local terrain provides neither marble nor wood, of which sanctuaries require a lot. There's no way you're coming into this episode with enough cash to float two sanctuaries, so you're going to have to find a way to earn it.

**Gods.** This operation is going to annoy a lot of deities, and if Ares or a pack of Amazons shows up and you're not ready for them, it's not going to be pretty. Since you can't build hoplites (no elite housing), your defensive options are limited. You could put your military under your direct control and send your rabble out to fight, but only if watching half your workforce getting slaughtered is your idea of a fun time.

**Men.** As if the gods weren't enough, random not-so-passive/aggressive types will try to invade you. Again, you don't have any way to make Hoplites, although your rabble may be able to handle them. Maybe if you ask them nicely, they'll go away.

On the other hand you've got a few things going for you, too.

**Divine protection.** If you can get Athena's sanctuary built, she will protect the city from men and Gods. End of invasion problem. Not only that, but you get olives in the deal.

**Food.** You've got plenty of boar in the area. This is the only food source that can be transported without roads, so you can use it to feed a city on the top tier, which is good since there's no farmland up there. Also, you get a first-year gift of 64 wheat, which lets you jump-start your population.

**Copper.** The place is just rolling in copper, which can also be transported from the mines to the foundries without roads.

From the very beginning, there should be exactly one thing on your mind: get Athena's sanctuary built as fast as possible. Without it, you're nearly defenseless, so you've got to get it built before the first round of mythological invaders shows up. You should be able to survive the first divine attack (it's just Aphrodite), but a horde of Amazons will ruin your whole day, and it only gets worse after that.

Fortunately, Athena's is a moderate-sized sanctuary (as sanctuaries go), so this isn't too impossible. Unfortunately, you don't have the materials (except for copper) with which to build it, and you don't have the cash with which to buy them. What to do, what to do?



## PRIMA'S OFFICIAL STRATEGY GUIDE

Build one city area and both sanctuaries on the top tier. Build a second city area on the middle tier. You're going to get a bunch of gifts right up front, so immediately build two granaries and three or four warehouses to store them. The timing on this is a little tricky, because you have to have enough population to get one employee in each granary/warehouse before the gifts arrive, but it's not too hard to get it right. Build some hunting lodges to augment your food supply.

Ramp your population up as fast as possible. Establish trading posts with cities that export marble and wood (Ithica, Sparta) and import armor (Aulis). Crank up your metal-working industry as quickly as possible. You will need at least six foundries, three armories, and a sculpture studio to pull this off. Nine foundries, four armories and two sculpture studios would not be excessive. Start exporting armor and importing marble and wood (you will also have to import olives and fleece). Start work on Athena's Sanctuary as soon as you have the marble for the foundation.

The second city area will be on the middle tier and will be agrarian. Its main purpose is to have people in it so you can meet the population requirement and so you can tax them for more cash. It can also trade Fleece for more cash, but it will have to import olives.

Fortunately, there is a city that imports Fleece and exports olives (how convenient), so you can do it all through one trading post. Other than that, you can ignore this suburb once you get it going.

Back on the first tier, start Athena's sanctuary as soon as you have the marble for the foundation. Build artisans (two to four of them) and a warehouse that only accepts marble right near the foundation. Tell it to go get marble and refuse everything else; this will greatly speed construction. *When placing your city and Athena's sanctuary, be sure to leave enough room for the sanctuary of Zeus! It's huge, so be careful.*

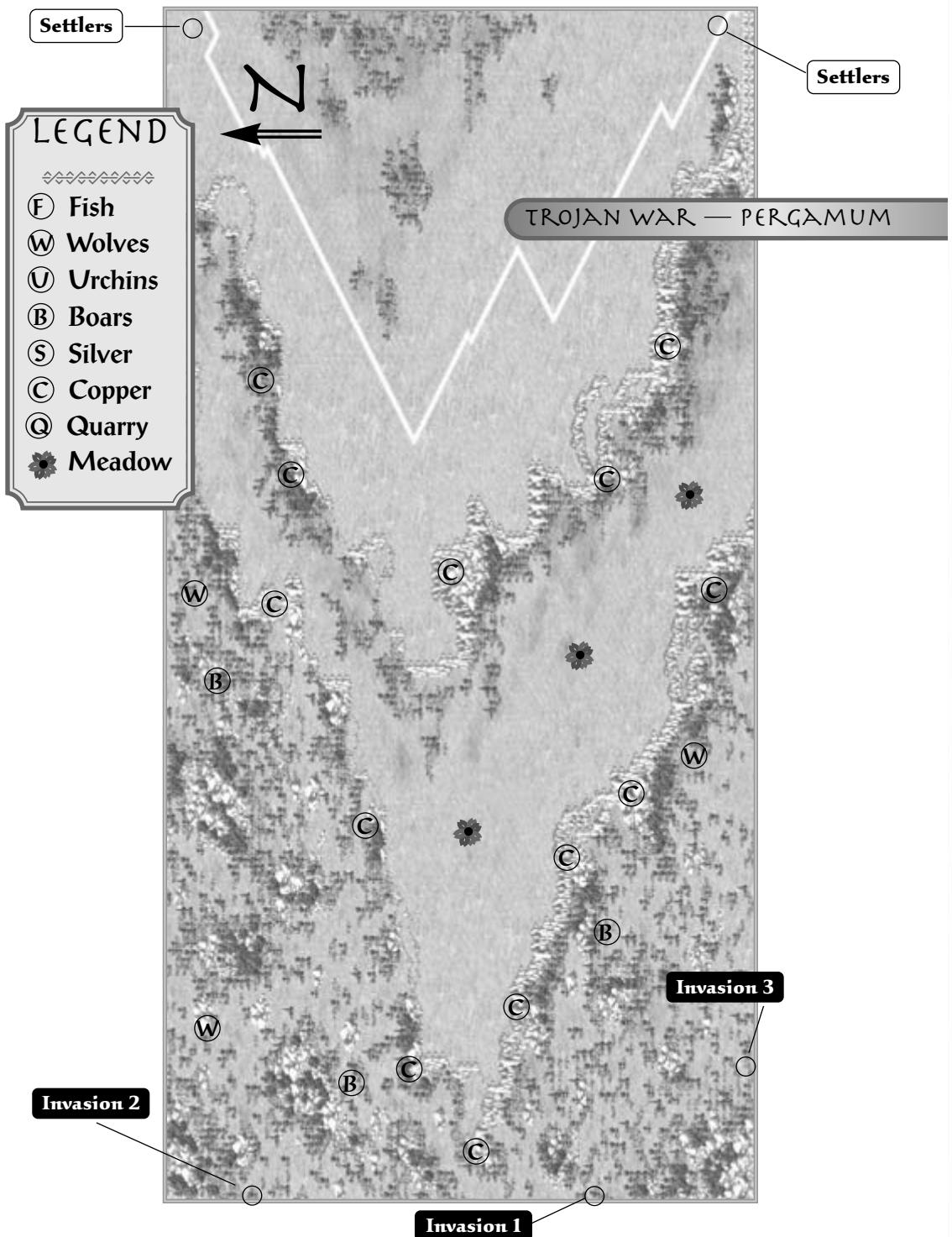
Make certain that the construction project is continuously supplied with raw materials. You will have to start cranking out sculpture early on, as it takes a while to make and you will need a lot of it before you're done. Make sure you have enough fully staffed foundries to supply your armor and sculpture industries. Do these things, and you will be fine.

If you get Athena's sanctuary built before Artemis shows up with her horde of Amazons, you'll be fine. Athena will defend the city from all comers and the remainder of the episode is just building the sanctuary of Zeus, which you will be able to complete without interference. If you don't... well, good luck! This episode is all about jump-starting your population, trade, and industry simultaneously.

You can't really afford to screw up, so frequent saves are a good idea.

Be sure to fatten your coffers before completing this episode, you'll want to have 20,000 or so on hand for the next step.

Many cities in Ionia have taken notice of the beautiful Sanctuary dedicated to Zeus in Pergamum. Seeking to worship the greatest of all the gods, Ascania has declared its desire to be your loyal subject forever. Many of their soldiers have even given up on the fighting life to worship Zeus.





## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Sanctuary to Athena  
Sanctuary to Zeus  
Population of 2000

### Sanctuaries Allowed

3

### City Resources

Armor  
Bronze  
Fleece  
Horses  
Pork  
Sculpture  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Bench Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Carding Shed Fishery Hunting Lodge Wheat Farm
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Foundry Olive Press Sculpture Studio Winery

### Military

Armory  
Gatehouse  
Tower  
Wall

Mythology  
Storage & Distribution

Hero's Hall  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

### Unavailable Buildings

Aesthetics	Avenue Boulevard Carrot Farm Dairy Growers' Lodge Onion Farm Urchin Quay
Husbandry	Masonry Shop Mint Timber Mill
Industry	Horse Ranch Trireme Wharf
Military	Elite Housing
Population	

### Events

EY 0. Aulis, gift of 16 wood	Between EY 1 and EY 6, Cyme under attack by Lymnessus, recurring request for troops within 3 months, failure: conquered
EY 0. Aulis, gift of 16 olive oil	Between EY 1 and EY 6, Lymnessus under attack by Cyme, recurring request for troops within 3 months, failure: conquered
EY 0. Aulis, gift of 32 fleece	Between EY 1 and EY 6, Miletos under attack by Ethiopia, recurring request for troops within 3 months, failure: conquered
EY 0. Aulis, gift of 64 wheat	
EY 1. Tenedos, recurring request for 12 food within 3 months	
	EY 10. Apollo, god invasion
	EY 10. Artemis, god invasion
	EY 10. Ares, god invasion
	EY 10. Aphrodite, god invasion
	By episode completion, Ascania becomes vassal
	By episode completion, Ascania, military decline

Between EY 1 and EY 6, Ethiopia under attack by Miletos, recurring request for troops within 3 months, failure: conquered

EY 2. Tenedos, request for 6-8 fleece within 6 months

EY 2. Aphrodite, god invasion

EY 2. Aulis, request for 10-16 bronze within 6 months

Between EY 2 and EY 3, Troy, recurring invasion from Invasion Markers I-3, 12-16 invaders, attack mythological within 6 months

Between EY 2 and EY 4, Sparta, festival request for 500-1500 drachmas (Zeus) within 6 months

Between EY 2 and EY 5, Argos, request for 3-6 armor within 6 months

EY 3. Aulis, recurring request for 1-8 armor within 3 months

EY 3. Tenedos, request for 5-10 armor within 3 months

EY 3. Lymnessus, request for 2000-4000 drachmas within 9 months

Between EY 3 and EY 4, Salamis and Ithaca, recurring request for 6-12 fleece within 6 months

EY 4. Artemis, god invasion

EY 4. Aulis, recurring request for 1-4 sculpture within 9 months

EY 5. Tenedos, request for 15 bronze within 6 months

EY 7. Ares/Apollo, recurring god invasion

EY 10. Apollo, god invasion

EY 10. Artemis, god invasion

EY 10. Ares, god invasion

EY 10. Aphrodite, god invasion

By episode completion, Ascania becomes vassal

By episode completion, Ascania, military decline

## EPISODE 4: THE HERO ODYSSEUS

### AULIS

Just outside the walls of Troy, the Greek army captured an old man named Helenus. Like most old men in Greece, Helenus was a great seer, and he weighed in with his two drachmas: 'Did anyone mention the Palladium yet? There is an object held within Troy's walls, an object that Poseidon himself gave to the city when he was building its walls. Troy will never fall as long as it has possession of this object. You'll need to retrieve this object if you want to win the war.'

Only Odysseus, grandson of the master thief Autolycus, will be able to retrieve this magical object, and the great hero has been acting quite strangely lately. He is the only great leader who has yet to participate in the war effort against Troy, pointing out that he never swore the Oath of Tyndareus. Later, he was spotted laughing hysterically, sowing salt into earth around his Palace, rendering it infertile. Crazy or not, Odysseus is the only one who can help. Maybe if you offer him plenty of wine and olive oil and a lovely Hall to call home, he'll come to Aulis, though who knows what will happen to Ithaca if he leaves the city behind ...

During the course of this episode, you will receive a request for troops from the first colony you constructed (whichever one you picked). If you choose to meet this request, be sure to send enough hoplites to do the job; three full companies should be sufficient. If you can't send at least that many, don't send any at all. If you successfully defend the colony, more requests for defensive aid will follow. On the other hand, you could just allow the colony to be taken. Once you've finished building up your military might, just take it back.

You're back in Aulis again, preparing to launch another colonization effort. Your city should be profitably humming along by now, so meeting the goals of setting aside the necessary goods should be no problem. The only trick lies in completing the quest you will be assigned by Poseidon. You will have to build elite housing in this episode, and you will want to make sure that you have excellent or better City Wide Health.

The only strategy required here is to grow your city. Concentrate on building your treasury and fine-tuning your distribution infrastructure. If you don't have enough bronze set aside to make the required armor, set up a trading post and import them one or two at a time from Sparta. Eventually, Poseidon will decide that you are worthy to execute the quest to retrieve the Palladium from within the walls of Troy. Only the great hero, Odysseus, can accomplish this feat.



## PRIMA'S OFFICIAL STRATEGY GUIDE

Once you have received the quest, you can build a Hero's Hall with which to lure Odysseus to Aulis. Odysseus, however, doesn't come that cheap. Once you build the Hall, you will find yourself with a new set of goals. Didn't you just know this episode was too easy?

Most of these goals are for stockpiling goods, which should be easy to meet. The trick lies in building eight elite houses, and in getting your Popularity up to excellent.

If you planned for elite housing from the start, then you should be fine. If you didn't you could be in for some serious urban renewal. Once you get the elite houses built, raise your wages or drop your tax rate by one step. This should cause your Popularity to jump to excellent. Enter Odysseus (once he's in residence, you can return your wages and taxes to normal). When you're ready, dispatch Odysseus to steal the Palladium and end the episode.

Your real goal in this episode should be to turn Aulis into a money-making machine. Build a sanctuary for Hades, if you haven't already. This is literally a license to mint drachma.

You'll want to have about 40,000 in the bank for the next episode. This is assuming that you did Pergamum first.

The crafty Odysseus has retrieved the Palladium, the first step in weakening Troy. He has been heard talking about an ingenious plan to break through the walls of Troy, though one must remember that Odysseus doesn't always make a lot of sense.

With Odysseus away from Ithaca, scores of suitors have descended upon the city, hoping to convince the fair Penelope, Odysseus' wife, to reject her sometimes batty husband and choose another. Choked by the vast number of suitors in the city, Penelope has had no choice but to remove Ithaca from the world's stage until she finds a way to deal with all the suitors.



## EPISODE 4: THE HERO ODYSSEUS



THE TROJAN  
WAR

## Goals

- Steal the Palladium
- Set aside 16 planks of wood for colony
- Set aside 32 skeins of fleece for colony
- Set aside 16 jugs of olive oil for colony
- Set aside 64 sheaves of wheat for colony
- Set aside 24 suits of armor for colony

## Sanctuaries Allowed

2

## City Resources

Fish  
Fleece  
Grapes  
Horses  
Olive Oil  
Olives  
Pork  
Wheat  
Wine

## Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Avenue Bench Boulevard Column Fish Pond Hedge Maze
Culture	Park College Drama School Gymnasium
Husbandry	Podium Stadium Theatre Carding Shed Fishery Growers' Lodge Hunting Lodge Wheat Farm

Hygiene & Safety

Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Olive Press Sculpture Studio Winery
Military	Armory Trireme Wharf
Mythology	Hero's Hall
Population	Elite Housing
Storage & Distribution	Common Agora Granary Grand Agora Storehouse Trade Buildings

## Unavailable Buildings

Aesthetics	Flower Garden
Husbandry	Gazebo
	Carrot Farm
	Dairy
	Onion Farm
Industry	Urchin Quay
	Foundry
	Masonry Shop
	Mint
Military	Timber Mill
	Gatehouse
	Horse Ranch
	Tower
	Wall

## Events

- EY O. Tenedos, Poseidon, hero quest,  
*Odysseus*, large commemorative  
monument
- EY I. Ithaca becomes inactive
- EY I. Tenedos, recurring request for 10-  
20 food/fleece/olive oil within 5  
months
- EY I. Tenedos, recurring request for  
1000-2000 drachmas within 3  
months

Between EY 1 and EY 2, Tenedos under attack by Ascania, request for troops within 3 months, failure: unaffected

Between EY 1 and EY 3, Mycenae,  
Sparta and Argos, recurring request  
for 12-24 wine/ olive oil within 6  
months

Between EY 1 and EY 3, Salamis,  
Ithaca and Ascania, recurring request  
for 12-24 fleece/food within 6  
months

Between EY 2 and EY 3, Tenos,  
recurring festival request for 24 wine  
(Athena) within 6 months

Between EY 2 and EY 3, Lyrnessus under attack by Ascania, request for troops within 6 months, failure: conquered

EY 3. Pergamum, recurring festival request for 12-16 fleece<sup>7</sup> olive oil (Zeus) within 3 months

EY 3. Pergamum under attack by Troy,  
recurring request for troops within 6  
months, failure: conquered

Between EY 3 and EY 5, Miletos under attack by Ethiopia, recurring request for troops within 6 months, failure: conquered

Between EY 3 and EY 5, Ethiopia under attack by Miletos, recurring request for troops within 6 months, failure: conquered

Between EY 4 and EY 5, Lyrnessus,  
financial woes request for 2000-  
4000 drachmas within 3 months

EY 5. Ascania under attack by Troy,  
recurring request for troops within 3  
months, failure; conquered



## PRIMA'S OFFICIAL STRATEGY GUIDE

### EPISODE 5(3): ACHILLES THE WARRIOR

#### TENEDOS

Tenedos is the perfect site for a military base, but is not well-suited for much else.

Calchas the seer had this to say: 'To successfully conquer Troy, you'll need the help of the hero Achilles. Achilles was once a willing participant in the war, but Agamemnon managed to offend him somehow ... heroes can be so touchy. You'll have to gently convince him to return to the fray, and maybe the gods will help you convince Achilles to fight.'

While you try to convince Achilles to return to the fighting, you should build Tenedos into a strong military base that will help you conquer Troy. Since it is devoid of natural resources, you'll have to rely on others to acquire the goods you need for the city. You can always ask your friends for the supplies you need, and you can of course raid your rivals. Naturally, Troy won't stand idly by and let you build a military stronghold in its backyard. The Trojans just might turn to their favorite son, Hector, to cause you trouble. Of course, the big, strong Hector is a favorite with Aphrodite ...

Remember that Calchas also prophesied that many men will be old and gray before they return home. Building a military base that can challenge Troy will take a long time.

Goals	Available Buildings	Culture	College
Slay Hector	Administration	Palace	Drama School
Rule Lyrnessus		Tax Office	Gymnasium
Support 32 Hoplites or better		Water Crossing	Podium
Recover the Bow and Arrows of Hercules	Aesthetics	Avenue	Stadium
<u>Sanctuaries Allowed</u>		Bench	Theatre
2		Boulevard	Fishery
<u>City Resources</u>		Column	Fountain
0		Fish Pond	Infirmary
		Hedge Maze	Maintenance
		Park	Office
			Watchpost
			Olive Press
			Sculpture Studio
			Winery
		Industry	

## EPISODE 5(3): ACHILLES THE WARRIOR

Military	Armory Gatehouse Horse Ranch Tower Trireme Wharf Wall	EY 1. Troy, invasion from Invasion Markers 1-5, 12 invaders, attack military immediately Between EY 1 and EY 3, Pergamum, recurring gift of 8-10 armor/ sculpture Between EY 1 and EY 3, Mycenae, recurring gift of 8-12 wine Between EY 1 and EY 3, Sparta, recurring gift of 6-14 armor/ marble Between EY 1 and EY 4, Argos, recurring gift of 12-18 olive oil/ fish EY 2. Troy, invasion from Invasion Markers 1-5, 12 troops within 1 month Between EY 2 and EY 3, Ithaca, recurring gift of 12-24 wood Between EY 2 and EY 3, Pergamum under attack by Lyrnessus, request for troops within 6 months, failure: conquered Between EY 2 and EY 4, Salamis, recurring gift of 8-24 fish/ olive oil Between EY 2 and EY 5, Lemnos, recurring gift of 12-32 fish/ wine EY 3. Troy, invasion from Invasion Markers 1-5, 16 invaders, attack military immediately Between EY 3 and EY 4, Salamis, recurring gift of 1000 drachmas Between EY 3 and EY 4, Cyme, Miletos and Ethiopia under attack by Lyrnessus, request for troops within 6 months, failure: conquered Between EY 3 and EY 5, Cyme, Lyrnessus, and Ethiopia under attack by Miletos, request for troops within 6 months, failure: conquered Between EY 3 and EY 5, Cyme, Lyrnessus, and Miletos under attack by Ethiopia, request for troops within 6 months, failure: conquered EY 4. Ares, god invasion EY 4. Troy, invasion from Invasion Markers 1-5, 16 invaders, attack military within 3 months	EY 5. Mycenae becomes inactive EY 5. Troy, invasion from Invasion Markers 1-5, 32 troops within 3 months EY 6. Hector invades city, attacks military and troops within 2 months, aggressive EY 6. Lyrnessus, military decline EY 6. Tenedos, Hephaestus, hero quest, Achilles, large commemorative monument EY 6. Troy, invasion from Invasion Markers 1-5, 38 invaders, attack military within 3 months EY 7. Troy, invasion from Invasion Markers 1-5, 32 invaders, attack sea within 1 month EY 7. Aphrodite, god invasion EY 8. Troy, invasion from Invasion Markers 1-5, 42 invaders, attack food within 3 months EY 8. Aphrodite, god invasion EY 9. Troy, invasion from Invasion Markers 1-5, 52 invaders, attack sea within 4 months EY 10. Troy invasion from Invasion Markers 1-5, 58 invaders, attack sea within 3 months EY 10. Ares, recurring god invasion By episode completion, Lyrnessus, military decline By episode completion, Mycenae becomes inactive
Mythology	Hero's Hall		
Population	Elite Housing		
Storage & Distribution	Common Agora Granary Grand Agora Storehouse Trade Buildings		
<b>Unavailable Buildings</b>			
Aesthetics	Flower Garden Gazebo		
Husbandry	Carding Shed Carrot Farm Dairy Growers' Lodge Hunting Lodge Onion Farm Urchin Quay		
Industry	Wheat Farm Foundry Masonry Shop Mint Timber Mill		
<b>Events</b>			
EY 0. Aulis, gift of 32 fleece			
EY 0. Aulis, gift of 16 olive oil			
EY 0. Aulis, gift of 16 wood			
EY 0. Aulis, gift of 64 wheat			
EY 0. Aulis, gift of 12 armor			
Between EY 0 and EY 1, Lemnos, gift of 16 wine			
EY 1. Aulis, recurring gift of 1000 drachmas			
EY 1. Troy, invasion from Invasion Markers 1-5, 8 invaders, attack sea within 2 months			



## PRIMA'S OFFICIAL STRATEGY GUIDE

The significant events in this episode are almost uniformly unpleasant, consisting as they do of Ares and his ilk making unauthorized modifications to your zoning ordinances. Since having your warehouse district rezoned as a "smoking crater" is unlikely to make you happy, you might want to pay attention to the strategy section.

If you established your colony at Pergumum first (which is a good idea), it will be under attack from various sources, and they will request that you send Soldiers to aid in their defense. Whether or not you do so should probably depend on how badly you need to trade with Pergamum in order to meet your other goals. If the colony does fall, don't worry about it. Just remember to take it back before you end the episode.

Basically, this episode requires you to build a military base on a barren rock with no resources whatsoever. The terrain is lousy, too, but does have the advantage of having some highly defensible locations. This is a good thing, because your little land-grab is going to attract a lot of unfriendly attention (particularly from Ares). If that isn't enough, Hephaestus will charge with a quest intended to weaken Troy's defenses. Oh, yeah: you're supposed to conquer the city-state of Lyrnessus while you're at it. Exactly what you're supposed to use to accomplish this won't be immediately apparent.

How you approach this episode depends on how much cash you have on hand at the start. It takes about 40,000 to jump-start things, because you have to beg, buy, or steal everything.

The first thing to do is lay down the skeleton for two city areas. Build one on top of the defensible plateau in the center of the map, and the second somewhere down by the beach. Try to keep the two city areas close enough together to maximize the effectiveness of your stadium. When laying out your city areas, remember that you are going to have to build enough elite housing to support at least 32 Hoplites (four fully-evolved units of elite housing). Build two granaries and four warehouses, because you're about to get a lot of housewarming presents. It's a good idea to split these structures between the two city areas; this ensures that both areas are supplied with food and some kinds of goods.

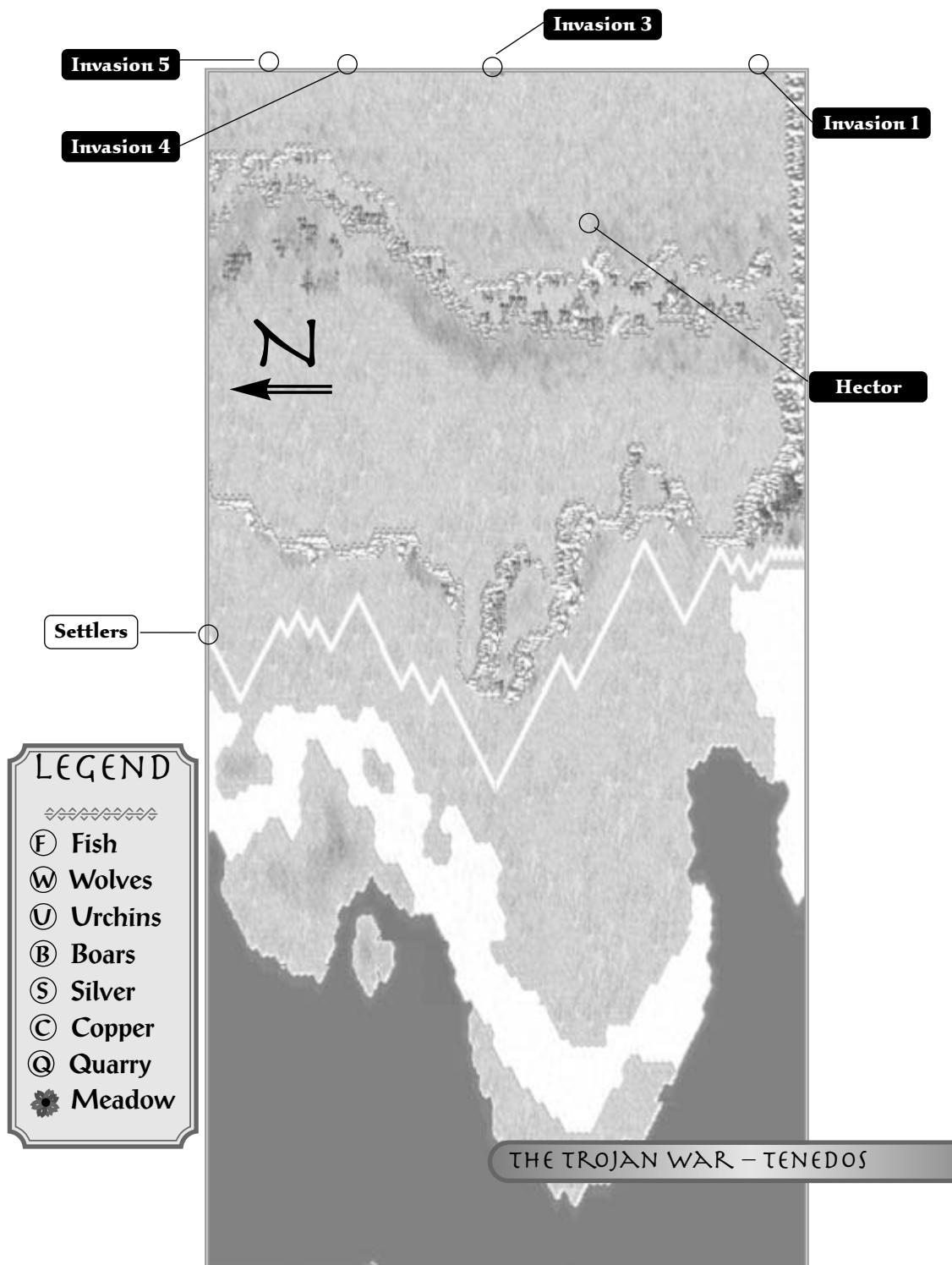
You will be under attack almost immediately, but only from mortals, at first. If you don't have the cash to bribe them, you will have to depend on either your rabble, or upon defensive aid from your parent city and/or your allies to fend these opportunists off. Bribery is the recommended approach, hence the suggestion that you enter this episode with full coffers.

No matter what you do, Ares is going to show up in EY 4 to express his displeasure. Unless you can get Athena's sanctuary built by then, you'll just have to take it and pray he doesn't work you over too badly. Plus, if you've irritated Cyme, other hostiles start harassing you, including an invasion of Amazons from Cyme in EY 7. Starting in EY 10, Ares begins paying you more regular visits, so be ready.

In EY 6, Hephaestus will charge you with a quest to steal the Bow and Arrows of Hercules. This, of course, can only be accomplished by the great Hero Achilles. Once you receive the Quest, you will be able to build a Hero's Hall for Achilles. This results in a whole new set of requirements, the most significant of which is to build a Sanctuary for Hephaestus. Building a Sanctuary for Hephaestus is a good idea anyway, because it generates copper deposits at its four corners. Making your own armor is cheaper than buying it any day. Just remember that Athena should probably come first.

In between cranking out sanctuaries for fickle gods, build your military up as fast as possible. As soon as you have two full companies of hoplites (eight elite houses), start conducting raids on your neighbors for whatever materials you need. The more hoplites you send, the more goodies they bring back, and so elite housing has a high priority.

## EPISODE 5(3): ACHILLES THE WARRIOR





## PRIMA'S OFFICIAL STRATEGY GUIDE

Once you have Hephaestus' sanctuary built, you will probably have everything you need to summon Achilles. A little over six years into the adventure, Hector shows up, gunning for Achilles. They fight, Achilles wins, end of story. Send Achilles off to find the Bow and Arrows.

The last task before you is to conquer Lyrnessus. You will need a minimum of four full companies of cavalry, fully equipped with horses, and backed by a sanctuary for Athena in order to succeed in your invasion. That's eight elite houses, plus 16 horses. If you don't have the horses, you can send as many hoplites as you want without taking the city. Horses are special in this game; think of them as if they were tanks. While four companies should be enough, plan on having a couple of extras just to be safe. Build 12 elite houses, fully equipped with horses, and victory is assured.

If you made this your second colony, the state of your treasury at the end of this episode isn't important, because you're going back to Aulis to prepare for the final assault on Troy. So long as Aulis is the cash-cow it should be by now, you won't have any more money problems.

Tenedos has grown into a powerful military base that is sure to help you conquer Troy. Agammemnon will stay on here to direct some of the military efforts, even though his own city has fallen into disarray under the leadership of his wife, Clytemnestra. Rumor has it that Clytemnestra has even taken a lover and no longer offers support to the war effort.

In one of Tenedos' first triumphs, the city of Lyrnessus was taken. The city incurred heavy losses in its fall, though, and its defenses are weak. Now, it is time to return to Aulis.



## EPISODE 6: THE INGENIOUS PLOT

It's just crazy enough to work. Odysseus' plan to break through the walls of Troy is ridiculous, but thus far, more traditional methods have failed. Odysseus' plan is to build a huge wooden animal and fill it with the most skilled soldiers in the Greek army. The Trojans will drag the wooden animal into the city themselves, and, under cover of night, the soldiers will attack the city from within. Then, you can send more soldiers to attack Troy. This two-pronged attack is sure to succeed. Now, the only thing left is to decide which animal to build. A badger? No, too small. A rabbit? No, it's been done. A puppy? No, too cute. What about a horse?

At this point in "The Trojan War" things get really simple. All you have to do is send your armies forth into the world to stamp "property of me" all over the Hellenic world. Of course, this entails the minor detail of actually conquering Troy, but it's certain that you'll think of something. Maybe a giant wooden rabbit ...

Militarily, this is by far the toughest of the episodes. While it's unlikely that Aulis itself will come under attack, your colonies certainly will. Also, the list of cities that you have to conquer has some real heavyweights in it, even discounting Troy. Ethiopia, in particular, is nobody's pushover. Unfortunately, you can't build horses in Aulis, or this world-conquering thing would be a lot easier.

Unless you really went crazy with the elite housing in Episode Three, you're going to need more of it. By the time you attack Troy, you're going to need at least eight full companies of hoplites, and even this is assuming that you have the assistance of your colony in Tenedos.

Aside from the fact that you don't have any cavalry of your own, there is another major difference to the military side of things: naval warfare. Most of the cities that you will have to conquer are costal, and they have triremes. These are annoying, as they will cut your defenseless transports to ribbons and drown all of your hoplites. It's not much fun for the hoplites, either.

The proper way to address such an affront to the natural order of things is to build your own triremes. Note that it takes 100 people to crew each trireme, and you're going to need four of them by the time you assault Troy. Fortunately, triremes don't have to be crewed while they're not in use.

The key concept here is to attack the weakest cities first. You've already taken Ascania and Lyrnessus, so here is a list of the remaining cities, in the order they should be conquered, along with a recommended minimum strength for your attack force. Note that the assumption here is that you've built a sanctuary for Athena. If you haven't, you're going to need more guys.

City	Hoplite Companies	Elite Housing	Triremes	Allies
1 Cyme	6	12	1	Tenedos
2 Miletos	9	18	2	Tenedos
3 Ethiopia	10	20	2	Tenedos
4 Troy	11	22	4	Tenedos



## PRIMA'S OFFICIAL STRATEGY GUIDE

### Goals

Sanctuary to Athena  
Sanctuary to Zeus  
Population of 2000

### Sanctuaries Allowed

3

### City Resources

Armor  
Bronze  
Fleece  
Horses  
Pork  
Sculpture  
Wheat

### Available Buildings

Administration	Palace Tax Office Water Crossing
Aesthetics	Bench Column Fish Pond Flower Garden Gazebo Hedge Maze Park
Culture	College Drama School Gymnasium Podium Stadium
Husbandry	Theatre Carding Shed Fishery Hunting Lodge Wheat Farm
Hygiene & Safety	Fountain Infirmary Maintenance Office Watchpost
Industry	Foundry Olive Press Sculpture Studio Winery

### Military

Armory  
Gatehouse  
Tower  
Wall

Mythology  
Storage & Distribution

Hero's Hall  
Common Agora  
Granary  
Grand Agora  
Storehouse  
Trade Buildings

### Unavailable Buildings

Aesthetics	Avenue Boulevard Carrot Farm Dairy Growers' Lodge Onion Farm Urchin Quay
Husbandry	Masonry Shop Mint Timber Mill Horse Ranch Trireme Wharf
Industry	Elite Housing
Military	
Population	
Events	
	EY 0. Aulis, gift of 16 wood EY 0. Aulis, gift of 16 olive oil EY 0. Aulis, gift of 32 fleece EY 0. Aulis, gift of 64 wheat EY 1. Tenedos, recurring request for 12 food within 3 months
	Between EY 1 and EY 6, Cyme under attack by Lyrnessus, recurring request for troops within 3 months, failure: conquered
	Between EY 1 and EY 6, Lyrnessus under attack by Cyme, recurring request for troops within 3 months, failure: conquered
	Between EY 1 and EY 6, Miletos under attack by Ethiopia, recurring request for troops within 3 months, failure: conquered
	Between EY 1 and EY 6, Ethiopia under attack by Miletos, recurring request for troops within 3 months, failure: conquered
	EY 2. Tenedos, request for 6-8 fleece within 6 months
	EY 2. Aphrodite, god invasion
	EY 2. Aulis, request for 10-16 bronze within 6 months
	Between EY 2 and EY 3, Troy, recurring invasion from Invasion Markers 1-3, 12-16 invaders, attack mythological within 6 months
	Between EY 2 and EY 4, Sparta, festival request for 500-1500 drachmas (Zeus) within 6 months
	Between EY 2 and EY 5, Argos, request for 3-6 armor within 6 months
	EY 3. Aulis, recurring request for 1-8 armor within 3 months
	EY 3. Tenedos, request for 5-10 armor within 3 months
	EY 3. Lyrnessus, request for 2000-4000 drachmas within 9 months
	Between EY 3 and EY 4, Salamis and Ithaca, recurring request for 6-12 fleece within 6 months
	EY 4. Artemis, god invasion
	EY 4. Aulis, recurring request for 1-4 sculpture within 9 months
	EY 5. Tenedos, request for 15 bronze within 6 months
	EY 7. Ares/Apollo, recurring god invasion
	EY 10. Apollo, god invasion
	EY 10. Artemis, god invasion
	EY 10. Ares, god invasion
	EY 10. Aphrodite, god invasion
	By episode completion, Ascania becomes vassal
	By episode completion, Ascania, military decline

You have sacked Troy, and Helen has been returned to her husband in Sparta. Now, all the Greek leaders are headed back to their kingdoms, all of which have suffered in their absences. Only your city of Aulis has managed to retain its previous glory.



## ADVENTURE COMPLETE

Not all the leaders who fought alongside you in the Trojan War have fared so well as you. Sparta has collapsed, and Menelaus and Helen have gone to Egypt to start their lives anew there. Odysseus is nowhere to be found, and the suitors at Ithaca are imposing themselves more and more everyday. Mycenae, too, has collapsed under the treachery of Clytemnestra. Yet, Aulis, through your sage leadership, stands tall and proud.





PRIMA'S OFFICIAL  
STRATEGY GUIDE

# ANCIENT GREECE



## ZEUS AND EUROPA

The story of Zeus and Europa is one of the most widely known of the Greek myths. Europa (daughter of the king of Tyre) dreamed that two continents struggled over her. Frightened by her dream, she went with friends to pick flowers by the sea. They were approached by a great white bull, and were soon entranced by his gentleness. Europa climbed on and was kidnapped by the bull, who escaped by running on the water. (Various versions have the bull taking the woman to Zeus or the bull actually being Zeus.)

In later years, Crete had the legend of a woman coming to the island on top of the sea, riding a white bull. The woman (the mother of Minos) was left on Crete, guarded by Talos, the Bronze Man.

The wedding of Harmonia and Cadmus (one of Europa's brothers) is also well known in the tales. Ares and Aphrodite presented gifts to Harmonia, and were obviously very proud of her. Hephaestus, suspicious, caught Ares and Aphrodite together later and confirmed that they were the parents of Harmonia. As he was the husband of Aphrodite, this did not improve his disposition.



## PERSEUS AND MEDUSA

Medusa was essentially Poseidon's curse on the city of Argos. A tribunal of River Gods granted the city of Argos to Hera rather than to Poseidon. Poseidon, angered by the decision, promised to send the Gorgon Medusa to turn the city to stone. There she stayed, until one day a young hero named Perseus was sent to destroy her.

Years before, Perseus had been born to Zeus and Danae after Zeus appeared to her as a shower of gold. Polydectes, king of Seriphos (an Aegean island), who was unsuccessful in trying to force his unwelcome attentions on Danae, decided to send the young Perseus to defeat Medusa. This was meant simply to get him out of the way of Polydectes' courtship, perhaps permanently.

On the way, he passed through Ethiopia. Cassiopeia, queen of Ethiopia, was the mother of the lovely Andromeda. Cassiopeia claimed more beauty than Poseidon's daughters, the Nereids. (Here, the tales differ as to whether she claimed the beauty for herself or for her daughter. The penalty was the same either way.) Poseidon was angered by the boast, and sent a flood and a great sea monster. To save the city, the king was told he must chain his daughter Andromeda to a rock as an offering for the sea monster.

Perseus presented himself as a son of Zeus and the slayer of Medusa. Fresh from battle, greatly confident in his abilities, and overwhelmed by the beauty of the young girl, he demanded a kingdom and the girl if he could kill the monster. He used the Winged Sandals to strike quickly and from unexpected angles, and slew the monster. During the fight, he set Medusa's head on a soft spot on the ground, cradled in seaweed, to keep it safe. The blood of the Gorgon turned the seaweed to coral.

Having saved the city, Perseus returned home with his new bride.



## VOYAGES OF JASON

Jason was from the house of Aeolus, which had been cursed to never rule an empire. Jason was sent to the centaurs at a young age for safekeeping and training. (Pelias, ruler of Iolcus, had been told that ruin would befall him in the person of a young man with only one sandal.) After his training and education, Jason returned to Iolcus. One the way, coincidentally, he lost one sandal crossing the river. Pelias, seeing this, was terrified. When Jason approached Pelias regarding the throne (his family's claim seemed to be stronger than that of Pelias), Pelias agreed to give it to him – if he could return the Golden Fleece to Iolcus.

The Golden Fleece, of course, had a history. Many years before, Phrixus and his sister, Helle, rode the golden ram to Colchis for safety. Unfortunately, Helle fell off, but Phrixus made the journey safely, and married the daughter of King Aeetes of Colchis. Aeetes became the keeper of the Fleece on Phrixus' death.

The Fleece was in the high branches of a tree, well guarded by a dragon. Aeetes put Jason to three tests, and said if he was successful at the tests, then Jason could claim the fleece.

Jason had to first survive a ploughing match with Aeetes, using a plough and oxen presented to the king by Hephaestus. Although the magic plough burned with fire, Aeetes was a son of Helios, and thus was unharmed. Luckily for Jason, Aeetes' daughter, Medea, fell in love with him. Since she was a powerful sorceress, she gave Jason an ointment to keep him from burning, and he passed the test.

His second trial was to sow the Hydra's teeth and fight the warriors who sprang from them. (It is believed that when the teeth were first collected by Athena, she gave some to Ares to create the Sparti and used the rest for this test.) When the warriors were first "born", they couldn't see. Jason threw a rock amongst the warriors, and, thinking they were being attacked, they killed each other. The few that were left were quickly despatched by Jason and his crewmembers, the Argonauts. (Argo is the name of Jason's ship.)

His third trial was to retrieve the Fleece. Jason retrieved the Fleece, but nearly died fighting the dragon that guarded it. Only through Medea's ministrations did he survive. Accounts differ from here as to whether or not Aeetes allowed them to leave or they slipped away with the Fleece. It is generally agreed that Jason and Medea were married on the way back to Iolcus.

Along the journey, Jason and Medea encountered the bronze man-machine Talos, who was crafted by the forge-god Hephaestus. Talos circled the island of Crete three times a day as an eternal guard. Some stories have it that Jason killed Talos, but in other accounts, it's actually Medea who killed Talos. In those versions, she bewitched him and magically distracted his gaze, and while so "blinded," he grazed his ankle on a sharp rock. This injury opened the "vein" in his foot that contained all of his necessary fluids. (Essentially, he bled to death.)

Back at home, Pelias declined to give up his kingdom, despite the fact that Jason had returned with the Fleece. Realizing that they'd been tricked by Pelias, the couple plotted the king's downfall. Medea was a powerful sorceress, and had the ability to rejuvenate creatures by returning them from the dead. To prove her claim to Pelias' daughters, she took a lamb, cut it into pieces, and returned it to health. Most of Pelias' daughters, worried for their father's failing health, decided to trust her. On her advice, they slaughtered Pelias, but then Medea failed to bring him back to life. The throne was free, and Jason took it. For a while, Jason and Medea ruled together in harmony, but for Medea, happiness never lasted long. Jason's eyes soon wandered, taking the rest of him along. He left Medea for a beautiful young woman. In a blind rage, she killed their children and fled.



## LABORS OF HERCULES

Hercules was the son of Zeus and Alcmene, a granddaughter of Perseus and Andromeda. Because he was related to a god, Hercules had phenomenal strength from infancy.

However, the goddess Hera was intensely jealous of Hercules, in part because he was (yet another) symbol of Zeus' infidelities. There was another element to her emotions, though. Zeus had declared that whichever of two boys to be born on a specific day was born first would be ruler of the Argives. The two boys who were born on that day were Hercules and Eurystheus. Eurystheus was born first, thanks to Hera's intervention in the births. Eurystheus was henceforth Hera's favorite.

Under pressure, Hera finally agreed to grant Hercules immortality, but only after he had served Eurystheus. To make his success less likely, she first temporarily drove Hercules to madness, causing him to kill his wife and children. In despair, Hercules asked the Oracle at Delphi where he should go. He was told that he must serve Eurystheus for 12 years, performing 10 labors, but that at the end of that time he would be immortal.

Each task was thought to be impossible, even for one as strong as Hercules. They were:

1. Bring back the hide of the Nemean Lion. The problem was that it was not possible to wound the Lion. After several attempts to wound it, Hercules eventually strangled it with his bare hands.
2. Kill the Hydra of Lerna. The Hydra was a monster with 9 heads, 1 of which was immortal. What made it especially difficult was that for each head that was cut off, two more grew in its place. Hercules cut off the heads in a long battle, and his friend Iolaus burned the stumps so they could not regrow. Then Hercules buried the immortal head under a heavy rock. After the battle Hercules dipped his arrows into the poisonous blood of the Hydra. Eurystheus, in an underhanded move, declared that this labor did not count toward his total because he had help.
3. Bring back — alive — the Cerynean Hind. This was a wild deer, beloved by the goddess Artemis, with antlers of gold. Killing it would be easy, but Hercules was not allowed to use deadly force. Instead, he chased it for an entire year until it was exhausted, wounded it and carried it in.



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4. Defeat the Erymanthian (Calydonian) Boar. On the way to perform this labor, Pholus, a centaur, entertained him. When the wine was opened, all the centaurs in the area entered the cave, armed and looking for a fight. Hercules chased them away, in the process killing many with his poisoned arrows, but Pholus was also accidentally poisoned. Hercules then netted the Boar. (The Boar itself seems to have been rather anticlimactic in this particular tale. The centaurs were a lot more difficult to deal with.)

5. Clean the stables of King Augeas, king of Elis, in one day. Hercules made a bargain with Augeas that he would clean the stables for one-tenth of the cattle. Augeas agreed, believing it to be an impossible task. Hercules tore away the foundations of the stables and diverted two rivers so that they flowed through the stables. He then returned the rivers to their courses and collected his cattle. Simple, yes? Again, though, Eurystheus refused to honor this labor, as it was done for pay. You'd think they'd have worked out the details of the contract before sending Hercules halfway around the world, but no.

6. Get rid of the Stymphalian birds. These were large and particularly violent birds that had taken to nesting near Stymphalos and killing everything in sight. Athena gave Hercules some bronze rattles that had been made by Hephaestus. He shook them, and when the noise scared the birds out of the trees, he shot them with arrows.

7. Bring back the Cretan Bull. Minos had vowed to sacrifice whatever appeared from the sea, and Poseidon had sent the great bull. The bull was so perfect, however, that Minos couldn't bear to sacrifice it. He put it into his pastures and sacrificed a different bull. Poseidon was incensed at this insult, and in retaliation he caused the bull to be amazingly fierce. Hercules caught the bull and returned with it to Eurystheus.

8. Bring back the Mares of Diomedes of Thrace, king of the Bistones. The catch here was that the Mares were man-eating — and moreover, Diomedes didn't want them stolen. Our hero fought the Bistones, killed Diomedes, and took the Mares to Eurystheus. Eurystheus didn't pen them in securely enough, and within a short while they wandered throughout the countryside, munching on the peasants. Of course, these were tough times, and other, even more ferocious, beasts soon killed the Mares.

9. Get the Warrior's Girdle of Hippolyte, queen of the Amazons. The girdle — which was an armored belt, by the way, and not a piece of women's underwear — had been a gift from Ares. Things were actually shaping up for this to be a simple labor, since Hippolyte was perfectly happy to simply hand the girdle to Hercules. Nothing's ever easy, though. As she was handing over the gift, Hera, disguised as an Amazon, cried out that the strangers were seizing the queen. The angry Amazons chased Hercules who, believing it all to be a trap, killed Hippolyte and took the girdle.

On his return from this labor, Hercules traveled through Troy, where King Laomedon was suffering mightily. He had refused to pay the gods for building the walls of the city and they were retaliating with a plague and a sea monster. To save the city, Laomedon chained his daughter Hesione to a rock as an offering to the sea monster. Hercules offered his help, in return for some horses which had come from Zeus. He rescued Hesione, only to find that Laomedon now had no intention of paying him, either. Hercules promised war — at a more convenient time — and went on his way.



10. Return with the Cattle of Geryon. Geryon was a monster who had three bodies (like three big men joined at the waist, apparently). Not someone to face in a dark alley. On his way to perform this labor, Hercules took a shot at Helios in his sun chariot. Helios was so amazed by the arrow, and the audacity, that he loaned Hercules a huge golden cauldron in which to cross the seas to his destination. Hercules killed the herdsman, the guard dog, and Geryon, and loaded up his magical, sea-crossing cauldron with the cattle. (He eventually returned the cauldron to Helios.) To make matters more difficult, on the way, the bull got loose and joined the herd of Eryx, son of Poseidon. Eryx demanded a wrestling match to decide the fate of the bull. Hercules agreed, and won three matches in a row, only to have Eryx demand a fourth. Hercules killed Eryx in the fourth match and took the bull and the rest of the cattle back to Eurystheus. Couldn't they think of anything too difficult for this man to do?

11. Get the Golden Apples of the Hesperides. Earth presented the Apples to Zeus at his wedding to Hera. They were guarded by an immortal dragon with 100 heads, and the Hesperides. (These were tough race of people who lived incredibly far north, by Greek standards. They were up by the British isles, which was so far north that it was near where Atlas held up the earth.) Hercules kidnapped and bound Nereus, who changed into many shapes trying to get free. Hercules finally released him after finding out where the Apples were. On Prometheus' advice, Hercules went to Atlas, the Titan who supports the heavens on his shoulders. Hercules offered to hold the heavens if Atlas would retrieve the Apples for him. Atlas, glad of a break, agreed. When Atlas returned with the Apples, however, he suggested that Hercules hold the heavens a while longer while he, Atlas, took the Apples to Eurystheus. Hercules, smelling a rat, agreed on one condition: that Atlas would take the heavens back for just a moment while Hercules put a pad across his shoulders to make the burden easier to bear. Atlas agreed, and Hercules, once free, took the Apples and left.

12. Bring Cerberus from Hades. Cerberus was a monster with 3 dog heads and a dragon's tail. For this labor, Hercules traveled to Taenarum, the entrance to Hades. On his travels through the underworld, Hercules found Theseus and, taking his hand, freed him to live again. Hades told Hercules that he could borrow Cerberus if he could subdue him with no weapons. Hercules strangled Cerberus until he was subdued, took him to Eurystheus, and returned him to Hades. All in a day's work.

After all this, Hera had no choice but to grant him immortality.





## PELOPONNESIAN WAR

Sparta was a strong city in the Peloponnesian region of Greece, known for its hoplites and valued for its military expertise.

508 BC. Sparta sent an army to intervene in an Athenian power struggle. 700 Athenian households were forced into temporary exile. The Spartan army was forcibly ejected from Athens and its surrounding area.

507 BC. Athens sent ambassadors to Sardis to ask for a protective alliance with Darius I, king of Persia. Darius' representative at Sardis said, "Athens? Where is Athens?", but happily accepted from them a token of earth and water from their lands. Unbeknownst to the Athenians, they had just declared themselves vassals of Persia.

499-494 BC. Greek city-states under Persian rule in Ionia (a part of Anatolia, across the eastern sea from Greece) revolted. Athens sent aid, and Sardis was burned to the ground. Darius of Persia claimed Greece as Persian territory.

490 BC. Persians invaded Greece, burning Eretria and landing at Marathon. Athens sent word to several cities asking for help. (The runner sent to Sparta ran 140 miles in less than two days.) Only one city's forces could arrive in time for the battle. Thanks to superior tactics, the Athenian army crushed the overwhelming numbers of the Persian army in a pincer movement, then picked off most of the survivors in the surrounding swamp. They then quickly marched the twenty miles back to Athens to guard it from the Persian fleet, a threat which never materialized. The Persians retreated, and the Athenians won the day, giving us our modern marathon in the process.

480 BC. Darius' son, Xerxes, attacked in force, bringing many thousands of soldiers to bear against the Greek mainland. Many city-states joined to face them, placing Sparta at the head of their army. 300 Spartans managed to slow the army for several days at a narrow pass called Thermopylae, but a Greek traitor showed the Persians a way around and the Spartans were crushed. The Athenians evacuated their city, but eventually, with strong alliances, took it back, while naval battles proved the allied Greek navy to be quite up to the challenge of facing the Persian navy. The Persians left for home around 478 BC.

477 BC. In an overseas venture, the Spartan troops and commander proved to be arrogant and violent. A movement to make Athens the head of the alliance was agreed upon, and the Spartans happily withdrew their troops to protect Sparta. The Athenian-led alliance is now referred to as the Delian League, as the funds were kept on Delos.

445 BC. A peace treaty was signed between Athens and Sparta, intended to last 30 years.

430s BC. Corcyra, an island naval power, clashed with Corinth, an ally of Sparta. Athens lent aid by levying economic sanctions against Megara and blockading Potidaea, two more allies of Sparta and Corinth. Corinth, a powerful naval force, threatened to leave the Peloponnesian League (led by Sparta) and join the Athenian alliance if Sparta didn't back them in their cause. Sparta threatened war if Athens didn't withdraw its economic sanctions and its blockade. Athens refused all concessions, but offered to take the issue to arbitration, as provided for under the peace treaty of 445 BC. Sparta refused arbitration. They were afraid they would lose the arbitration, and so lose Corinth. They were confident that their abilities would win them the war, but Athens was also confident. Sparta had gone against the treaty, and so against an obligation sworn before the gods.

431 BC. Athens attacked the Peloponnesians, Sparta attacked Attica.

430 BC. Plague epidemic ravished Athens, killing hundreds, including the Athenian political leader.

425 BC. Spartan hoplites were captured in the battle for Pylos; these were the first Spartans ever to be captured. The commander made the decision that the numbers of Spartan elite troops were too low to allow these men to die. In the meantime, factionalism at the family level all across Attica caused weakening of the power of the Athenian alliance.

422 BC. Spartans took Amphipolis, and Athens thereby lost several important natural resources.

421 BC. Peace of Nicias temporarily stopped hostilities and reestablished alliances of 431 BC.

418 BC. War resumed under the instigation of Alcibiades in Athens.

416 BC. Athens attacked the island of Melos for not joining the Delian League, killing the men and sending the women and children into slavery. An Athenian colony was created on the island.

415–413 BC. An Athenian expedition was launched against Syracuse, but leadership was lost when Alcibiades defected to Sparta. The Athenian army was defeated and wiped out; the Athenian navy was crushed.

411 BC. Athenian democracy was temporarily abolished.

404 BC. Athens surrendered to the Spartan general Lysander. The reign of terror under the Thirty Tyrants began. The Thirty Tyrants were a ruling board of antidemocratic Athenian collaborators, put into power by the Spartans. Their rule was characterized by brutality, violence, and execution for the sake of seizing property. Street battles and strong opposition ended their reign and reinstated Athenian democracy in 403 BC.





## ATHENS THROUGH THE AGES

Most of the mythology and history in this section is duplicated elsewhere in this chapter, or concerns the hero Theseus, so we'll follow Theseus on his adventures for a while. Historians are still arguing about the order of these adventures, by the way.

Theseus is most well known for his adventure with the Minotaur. The Minotaur was the child of Minos' queen, Pasiphae, and a bull. It was not known whether Theseus was the son of Aegeus of Athens or of Poseidon. Aegeus had gone to the oracle for advice, and passed through Troezen on his way home. He was a guest of Pittheus, with whom he discussed the oracle's advice. He had asked the oracle about begetting children, as he was worried about his succession, and had been told to "loosen not the extended mouth of the wineskin" before he got home. While Aegeus didn't understand the meaning of the prophecy, Pittheus did, and promptly plied the ruler with wine. When Aegeus was drunk, Pittheus sent him in to his daughter, Aethra, knowing that a child would be produced. (Unfortunately, Poseidon also decided that Aethra was a good choice for that night, thus befuddling the matter of parentage.) Aegeus left his sword, buried under a rock, for his son, telling Aethra not to let anyone know about the boy's father.

Years later, Minos of Crete's son was killed and Theseus' grandfather was blamed for the death. Minos attacked Athens, and the war dragged on for months, with plague and famine. When the city asked the oracle for advice, they were told to give Minos what he asked. Minos asked for seven boys and seven girls, unarmed, every year, to feed the Minotaur, which was confined in a labyrinth under his palace. They did, but they didn't like it. What they needed was a hero, but none of the local boys were up to the task. Theseus traveled to Athens to help, and Aegeus' wife, the ever-charming Medea, tried to poison him. Just in time, Aegeus saw the boy's sword and recognized his own son. In a rage, he drove Medea from the kingdom. Theseus then volunteered to be sent to the Minotaur, and accompanied the next set of youths to Minos' palace. There he fell in love with Minos' lovely daughter, Ariadne. Ariadne returned his affection, and promised to help him if he would marry her and take her away from all this. He agreed. She gave Theseus a thread, which he trailed behind him through the labyrinth so that he could find his way out. He then strangled the Minotaur with his bare hands, found his way out, and left Ariadne on Naxos. It is believed that he had a dream telling him to do so. Less charitable historians have insinuated that perhaps he just forgot her. Surely not. In any case, her grief was short-lived. Dionysus fell madly in love with Ariadne and carried her away, giving her many children. Life could be worse.

Theseus' friend Pirithous, leader of the Lapiths, son of Ixion and brother to the centaurs, later wed Hippodamia. At the wedding, the centaurs got wildly drunk (something they were wont to do at the drop of a hat) and tried to kidnap the bride. The outraged groom declared war. Pirithous and Theseus expelled the centaurs from their homeland of Mt. Pelion.



Some time later, Pirithous and Theseus decided that as sons of Zeus and Poseidon, they *must* marry daughters of Zeus. Theseus stole Helen from Sparta (this was before her wedding to Menelaus). Pirithous tried to take Persephone from Hades, but both heroes were caught and tricked into sitting in the chairs of Lethe (forgetfulness). They were stuck there, quite literally, until Hercules came down during his labors and freed Theseus.

To understand why this abduction was so difficult, we need to know more about Persephone. Persephone was the daughter of Demeter and Zeus. She was playing in the fields one day and was seen by Hades, who was immediately smitten. He asked for, and received, permission from Zeus to take her as his wife. Demeter, a goddess in her own right, wasn't involved in the negotiations ... in fact, she didn't know any of it was going on. Hades opened the earth and took Persephone with him to the underworld. Demeter heard her child's cries, and searched for many months to find her beloved daughter, to no avail. She finally petitioned Helios for information, knowing that he would have seen what happened from on high. When she heard the truth, she went into mourning, swearing that the earth would not give forth crops until she had her daughter back. Zeus requested that Hades return Persephone, and he agreed. Before he sent her back, he fed her a pomegranate, the food of the dead, knowing that once she ate, she would have no choice but to return to him. Hades and Demeter have practiced a cautious truce since then, sharing Persephone between them. When she is in the underworld with her husband, her mother still grieves, and thus we have the winter months. Spring is the goddess' joy at the return of her daughter.

Theseus later abducted Antiope, Hippolyte's sister. Not yet satisfied, he took to wife a Cretan princess, Phaidra. The Amazons, insulted, attacked. Antiope was killed in the battle. In the meantime, Phaidra had fallen in love with Antiope and Theseus' son, Hippolytas. Rebuffed by the boy, she told Theseus that his son had forced his attentions on her. Outraged, Theseus exiled the boy and prayed for his death. Hippolytas was killed in an accident soon thereafter.





## TROJAN WAR

At a great feast, Odysseus proposed that all present should take an oath to protect the most beautiful Helen, and that it should be called the Oath of Tyndareus, after her father. It was lauded as a good idea, and all took the oath. Well, all but Odysseus. Surely, in the confusion, he just forgot. Soon, Helen was happily wed to Menelaus of Sparta.

At the wedding of Thetis and Peleus, Paris of Troy was chosen to give the golden apple to the most beautiful goddess. He had to choose between Hera, Athena, and Aphrodite. Not an easy task for a mortal. Aphrodite bribed Paris with a promise that she would make sure that he received Helen, the most beautiful woman. Paris, intrigued by this possibility, gave the apple to Aphrodite. He then rushed off to steal Helen from Sparta and take her back to Troy. Menelaus, her husband, was justifiably incensed. He declared war and was joined by the allied oathkeepers.

The siege of Troy was not an easy one. Apollo and Poseidon built the walls of Troy. That was essentially a secret, since Zeus had sent them in disguise to help with the construction. They worked on them for one year, for a set wage. Aeacus assisted them in the task. When they were finished, three serpents tried to climb the walls. Two fell back, but one got over the wall. Apollo read this portent to mean that wherever Aeacus had worked, the walls could be breached. Something had to be done.

Agamemnon attacked Troy with all speed, leaving his kingdom with his queen, Clytemnestra. She quickly set about fostering rebellion at home in Mycenae. Agamemnon soon offended Achilles by taking a captive maiden from him. Achilles left the war for a while, and Hector and the Trojans gained ground while Achilles was missing. He was finally talked into returning.

Now, back to the walls of Troy. There was a magical statue that was keeping the weaker parts of the walls from falling. Palladium was a statue of Pallas, a youth who was a childhood friend of Athena's, accidentally killed in a play battle. It had been cast from the sky by Zeus (possibly from Poseidon?) as a sign of approval of the founding of the city. When the Trojans realized that this statue was keeping the walls from being breached, they made several copies to confuse thieves. That would have worked, except that Helen, who was missing her husband and family, told Odysseus how to recognize the original. Odysseus and Diomedes entered the city, killed the guards, and stole the statue.

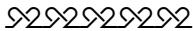
Odysseus then had the idea of making the now-famous Trojan horse. The best and bravest of the Greek warriors were hidden inside a large wooden horse, which was then pushed up to the gates of Troy, labelled as a thank you gift to a goddess. The Greek fleet moved out of sight. The Trojans began to celebrate, and were soon drunk and asleep. The Greek warriors crept out of the horse and opened the city to the returning fleet, then killed everyone they could lay their hands on. Troy was taken, and the weary warriors headed home. Menelaus and Helen went to Egypt, Agamemnon went home to Mycenae to find an unpleasant situation brewing, and Odysseus went missing.



## THE OLYMPIAN GODS

### ZEUS (ORIGINS OF THE OLYMPIANS)

Uranus and Gaea, heavens and earth, were two of the original gods of ancient Greece. Their children included the Titans, the Cyclopes, and the Hecatonchires. The three Hecatonchires each had 50 heads and 100 arms. Uranus was horrified by them, and placed them inside the earth soon after they were born. (Wouldn't you?) Their mother was outraged by this treatment of her children, and turned their other children against Uranus. Uranus was attacked and injured by Cronus, their youngest son, who then reigned with his sister, Rhea. Their offspring included Zeus, Hera, Hades, Poseidon, Demeter, and Hestia. Cronus remembered what can happen to a father when he lets his children run free, though, and wisely confined them – in his stomach. He swallowed them immediately after they were born. Hoping to foil this slaughter of her children, Rhea replaced her youngest son Zeus with a large stone, which Cronus promptly swallowed whole. Gaea hid Zeus on Crete. Zeus grew into a fine young god, and later freed his siblings from their intestinal prison. He also declared himself ruler of the gods, and those Titans who opposed him were thrown into Tartarus, deep inside the earth. Zeus and Hera reigned together and produced many children. Life was not always champagne and chocolates (nectar and ambrosia?) for them, though. Hera was known to have a jealous temper. But who could blame her? Zeus, after all, did have quite a reputation with the ladies, and since several of his children were not also Hera's children, the reputation seems deserved. A partial list of Zeus' children includes Ares, Hephaestus, Athena, Apollo, Artemis, Persephone, Hermes, Aphrodite, Dionysus, Helen, Hercules, Minos, and Perseus. Definitely a busy god. Zeus is known as the father of gods and men, the ruler of the Olympian deities, and the thrower of lightning.



### APHRODITE

Goddess of love and beauty. Need we say more? Definitely the supreme babe of the Olympians, this is a goddess who always knows how to get her way. Born of the waves of the sea, this is another daughter of Zeus.



### APOLLO

Apollo represents healing, light, music, prophecy and poetry. A shining god, characterized by health and supreme good looks, he is Artemis' twin brother.





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### ARES

Ares, god of war, is a son of Zeus and Hera. Quick to react, good at your back in a fight and inspiring to warriors, Ares is also fairly well known for a quick temper and a wicked twist to his plots.

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### ARTEMIS

Artemis, twin to Apollo, is the goddess of the hunt. She is usually pictured with armor and often with a spear or bow. She is also protective of the beasts and the animals of the land.

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### ATHENA

Athena is the goddess of wisdom and of womanly arts. She is often represented by an owl, and is the daughter of Zeus and Metis, often described as Zeus' first wife.

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### DEMETER

Demeter is Zeus' sister, and the mother, by Zeus, of Persephone. Her powers extend over crops and fields, and are associated with planting, harvesting, and the turning of the seasons.

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### DIONYSUS

Everyone's favorite god, Dionysus is always the life of the party. As the god of grapes and wine, the Greeks often had occasion to call his name (and blame him the morning after). He does have a bad side, though, and getting on it can sometimes mean a visit from the Maenads — not a pleasant experience by any means.

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### HADES

Hades is the brother of Zeus and the husband of Demeter's daughter, Persephone. He has the rather unattractive job of ruling the underworld, land of the dead.

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## HEPHAESTUS

Hephaestus is the god of fire and of forge. He is a son of Zeus and Hera, and husband to Aphrodite. Hephaestus is also known as the lame god. When he was young, he offended Zeus, who threw him to the earth. Though immortal, the force of the blow was enough to injure Hephaestus and leave him with a limp. He's often characterized as a bit of a loner, and not particularly sociable.

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## HERMES

Hermes is the son of Zeus and Maia. With his famous Winged Sandals, he has become a universal symbol for fast delivery. God of commerce, travel and dreams, he is also the messenger of the Olympians.

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## POSEIDON

Zeus' brother, Poseidon, is lord and ruler of the seas, and guardian of the sea creatures of all kinds. He is also master of storms on the sea, and his nickname of "Earthshaker" reminds us that he is often associated with earthquakes. Horses are also part of Poseidon's domain, and he is quite fond of them.

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## PRIMA'S OFFICIAL STRATEGY GUIDE

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*Metamorphoses.* Ovid, translated by Rolfe Humphries. Indiana University Press, 1955.

### RECOMMENDED SITES

Ancient Sites	<a href="http://www.ancientsites.com">www.ancientsites.com</a>
Bullfinch's Mythology	<a href="http://www.webcom.com/shownet/medea/bulfinch/welcome.html">www.webcom.com/shownet/medea/bulfinch/welcome.html</a>
The Encyclopedia Mythica	<a href="http://www.pantheon.org/mythica">www.pantheon.org/mythica</a>
Greek Mythology	<a href="http://www.angelfire.com/mt/ahsb/">http://www.angelfire.com/mt/ahsb/</a>
Greek Mythology	<a href="http://www.messagenet.com/myths/index.html">http://www.messagenet.com/myths/index.html</a>
Classical Myth: the Ancient Sources	<a href="http://web.uvic.ca/grs/bowman/myth/">http://web.uvic.ca/grs/bowman/myth/</a>
The Olympians	<a href="http://198.248.56.50/~jjackson/oly.html">http://198.248.56.50/~jjackson/oly.html</a>
The Book of Gods, Goddesses ...	<a href="http://www.cybercomm.net/~grandpa/gdsindex.html">http://www.cybercomm.net/~grandpa/gdsindex.html</a>
Timeless Myths	<a href="http://members.nbc.com/bladesmaster/myths/">http://members.nbc.com/bladesmaster/myths/</a>