

Reiner Knizia

AMPHIPOLIS

One of Greece's greatest excavations in the last years, the archaeological site of Amphipolis, is threatened by landslides. As a result, several teams of archaeologists work feverishly to secure as many of the valuable findings as they can.

In "Amphipolis", an adventurous game for the whole family, you take the role of the captain of an Archaeological team, trying to save as many findings as possible and become the best Archaeological team of all time!

RULEBOOK

CONTENTS

- 1 Game Board with the archaeological site of Amphipolis
- 135 tiles



12 Caryatids



12 Sphinxes



24 Landslides



27 Mosaics



30 Skeletons



30 Amphoras

- 20 Cards



16 Character Cards in 4 colors



4 Player Aids
(German-French)

- 1 Bag
- 1 Rulebook

GAME SETUP

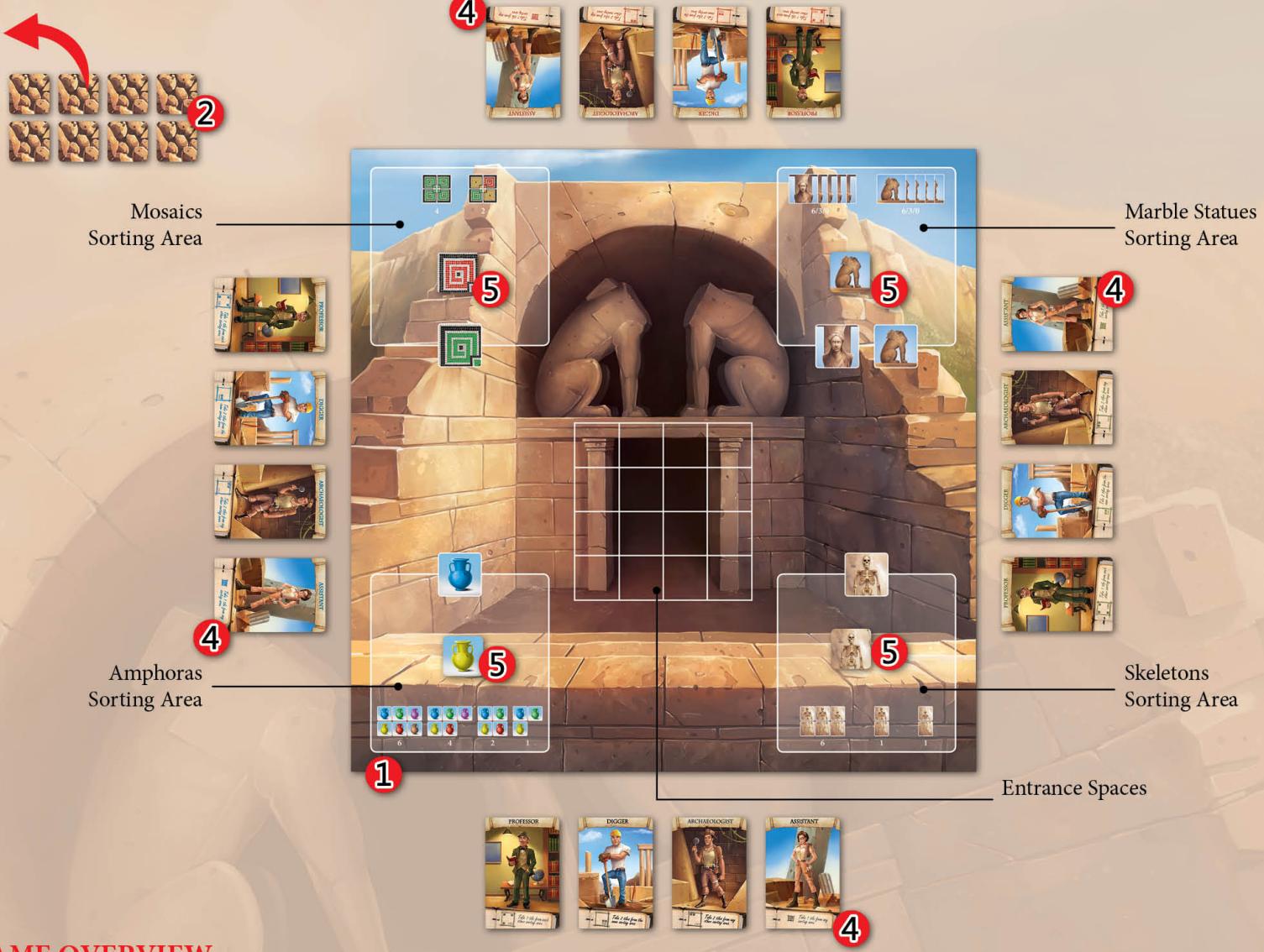
- ① Place the Game Board at the center of the table so that everyone has easy access to it.
- ② Depending on the number of players you may have to remove a few Landslide tiles. When playing with 3 players remove 3 such tiles and in a 4-player game, remove 8 of them. These tiles are returned to the box, they are not going to be used.
- ③ Put all the remaining tiles within the bag and place it next to the board.
- ④ Each player chooses a color, takes the 4 corresponding Character cards and places them face up in front of him.
- ⑤ Draw a random tile from the bag and place it on its corresponding area of the board (if it is a Landslide tile, return it in the bag). Repeat this process until each sorting area on the board has exactly one tile on it (if you draw a tile belonging to an area that already has one, return it in the bag).

The player who most recently visited an archaeological site or a museum plays first.

- 9 Replacement Tiles



You will find 9 replacement tiles that have the "AMPHIPOLIS" logo on both sides. These tiles can be used as replacements in case a regular tile is lost or damaged.



GAME OVERVIEW

On your turn, perform the following actions, in sequence:

Draw new Tiles: Draw 4 random tiles from the bag and place each one on its corresponding sorting area on the board. If you draw a Landslide tile, cover with it one of the empty Entrance spaces on the board.

Take Tiles: Choose up to 2 tiles from any ONE sorting area and place them in front of you, face-up. The other players must be able to see them at all times.

Use Character (optional): You may optionally use the ability of one of your characters. Each character can only be used once in the game - turn its card face-down after the use as a reminder.

The characters' abilities are the following:



Assistant: Take 1 tile from any one sorting area.



Archaeologist: Take up to 2 tiles from any sorting area other than the one you chose earlier in your turn.



Digger: Take up to 2 tiles from the sorting area you chose earlier in your turn.



Professor: Take 1 tile from each sorting area other than the one you chose earlier in your turn.

After you complete your actions, it's the turn of the player to your left.

GAME END

The game ends immediately when all 16 Entrance spaces are covered with Landslide tiles. The player who drew the last Landslide tile does not get any tiles this turn.

You then calculate your victory points based on the findings you have in front of you:

Mosaics: Each set of 4 Mosaic tiles forms a complete mosaic. Single-

color mosaics score 4 victory points while multi-color ones score 2 points. Mosaics that are not complete do not score any points.



4 points

2 points

Skeletons: There are two types of skeletons: The large ones that belong to adults and the slightly smaller ones that belong to children. A complete skeleton consists of 2 corresponding tiles (upper body and lower body). Each family, made up of two complete large skeletons and one complete small skeleton, scores 6 victory points. A complete skeleton, that is not part of a family, scores 1 point on its own (whether large or small).. Incomplete skeletons do not score any points.



6 points



1 point 1 point

Amphoras: The Amphora tiles are scored in groups of different colors as seen below. You may score several groups, but you may use each tile only once.

Amphoras of different color	Victory Points
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6



5



4



3

6

4

2

1

Note that any combination of colors will score, not only the ones shown above.

Marble Statues: There are two types of marble statues (Caryatids and Sphinxes) that are scored independently. The players with the most statues of one type score 6 points. The players with the fewest statues of one type score 0 points. The rest of the players score 3 points.

Example of 3 Players Game

Players	Marble Statues	Victory Points
Player 1		6 points
		3 points
Player 2		3 points
		0 points
Player 3		0 points
		6 points

In a 2-player game, as an exception, the player with the fewest tiles of one type gains 3 points, as long as the number of tiles he has, is at least equal to half the number of the other player's tiles (of that type).

The player with the most victory points is the winner! In case of a tie between 2 or more players, the winner is the player who gained the most points from a single sorting area. If there is still a tie, the winner among them is the player who played last.

Example: The game is over and John is calculating his score. He starts by checking his Mosaics. He has a total of 5 red tiles, 3 green and 2 yellow. This means he can complete 1 red mosaic and 1 more with multi-colored tiles. The 2 remaining tiles do not complete a mosaic so they do not score any points. In total he scores 6 victory points from the mosaics.



4 points

2 points

0 points

Next he checks his skeletons. He didn't manage to complete a family but he has one complete adult skeleton, so he scores 1 point.



1 points

Then he looks at the Amphoras. He has one group of 5 differently colored Amphoras and another one of 3 Amphoras (also differently colored). Thus he scores 4 victory points from the first group and another 1 from the second group, for a total of 5 points.



4 points

1 points

Finally, he checks his marble statues. He has gathered 2 Caryatids and 4 Sphinxes. To see if he scores any points out of them he must compare their numbers to those of the other players. Mike has gathered no Caryatids and 3 Sphinxes while Lisa has 6 Caryatids and 1 Sphinx. Thus, he scores 3 victory points from the Caryatids (he has neither the most nor the fewest of them) and 6 points from the Sphinxes (he has the most of them).



3 points



6 points

Mike



Lisa



John's total score is 21 victory points.

SOLO GAME

Amphipolis can also be played by someone on his own with the following changes to the rules:

During the game's setup, place 8 Landslide tiles on 8 Entrance spaces - these are already covered when the game starts. In addition to that, remove 4 Landslide tiles from the bag and return them to the box.

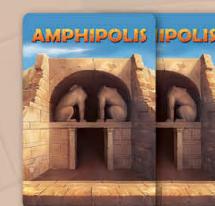
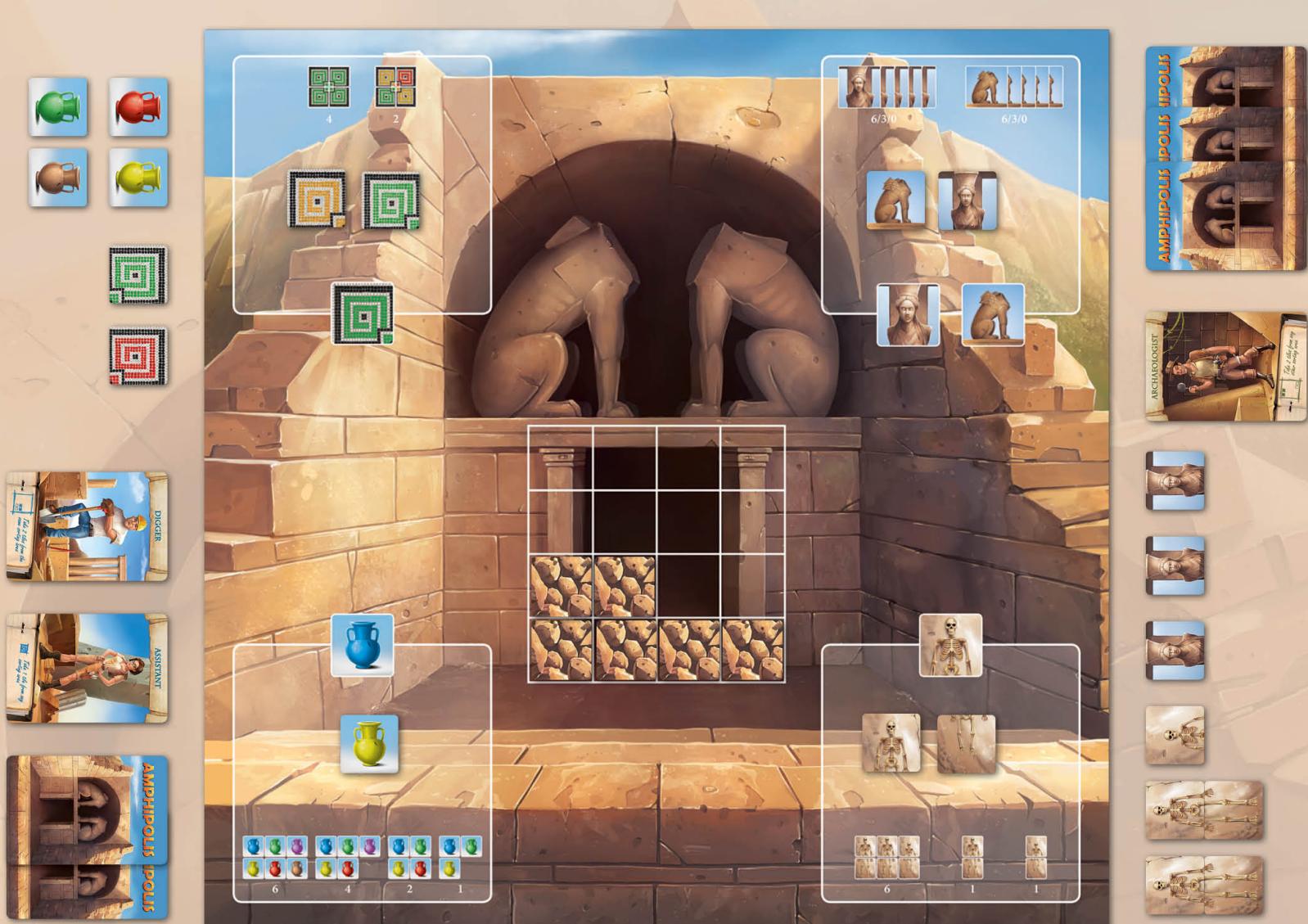
Play the game as normal, taking one turn after the other. However, there is now a grave robber in the loose, trying to steal as many findings as he can. If during a turn, you draw any Landslide tokens, place them over the Entrance spaces as normal, place the rest of the tiles on their corresponding sorting areas, and end your turn immediately. The grave robber then strikes and collects all the tiles from all sorting areas - place them somewhere next to the board face-up so you can see them. You then play the next turn as normal.

As usual, the game is over when all 16 Entrance tiles are covered, with the grave robber still getting all the remaining tiles in the 4 sorting areas.

Score your tiles and then score the grave robber's. If you have more points you win!

Write down your score and next time try to beat not only the grave robber's but your previous highest score as well!

3 PLAYER GAME IN PROGRESS



HISTORICAL INFO

Amphipolis was a famous city in Ancient Macedonia. It was founded on 437 BC by Athenians who wanted to establish Athen's presence in Thrace and control the local mines. During the Pelopponesian war the city was taken by Sparta with numerous failed attempts afterwards from Athens to take it back.

On 357 BC, Phillip II conquered Amphipolis and turned it into an impregnable macedonian fortress and a great economic center. A few years later, on 334 BC, Alexander the Great used Amphipolis as a naval base during his campaign in Asia. After his death, his mother Olympiad gave the city to Cassander who exiled there, and later murdered, Alexander's wife Roxanne and their son, Alexander IV.

The rich history of Amphipolis is the reason for its many monuments and archaeological sites. The numerous excavations have uncovered a lot of buildings, parts of the city wall, a necropolis and significant other findings like the famous Amphipolis lion. The recent excavations in particular, at the Kasta Hill, unearthed a unique large tomb of incalculable value, consisting of 3 chambers, which is actually the one depicted in our game.

Within the tomb of Amphipolis, many important findings were uncovered like the imposing Sphinxes in the monument's entrance, the grandiose Caryatids in the first chamber and the impressive mosaic with the Abduction of Persephone in the second chamber. In the third chamber, multiple skeletal remains were also uncovered which, when analyzed, indicated there were 5 different people buried there.

CREDITS

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