

ARCHITEKTON

A game of tactics for 2 players by M.Schacht

Players build a town in Ancient Greece in friendly competition with each other. But there is a catch. Each building must be surrounded by the appropriate scenery otherwise points are deducted.



GETTING READY TO PLAY

Each player is given the houses in the colour of his choice and 1 points chip. The rest of the chips are laid ready.



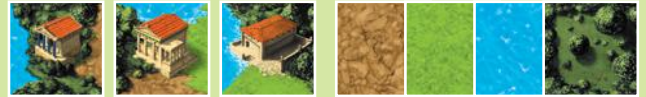
24 houses in
2 colours



8 points chips

Preparing the Building Tiles

All the **building tiles** are shuffled and laid ready **face down in a pile**. The 4 top tiles are taken and laid to one side face-down. These form the **reserve pile**. Then 3 more building tiles are picked up and laid face-up.



22 building tiles
show different combinations
of types of scenery.

24 landscape tiles
show 4 types of scenery:
earth, meadow, water, forest.

Preparing the Landscape Tiles

The **landscape tiles** are shuffled and laid **face-down in a second pile**. The 4 top tiles are also taken from this pile and laid face-down as the **reserve pile**.

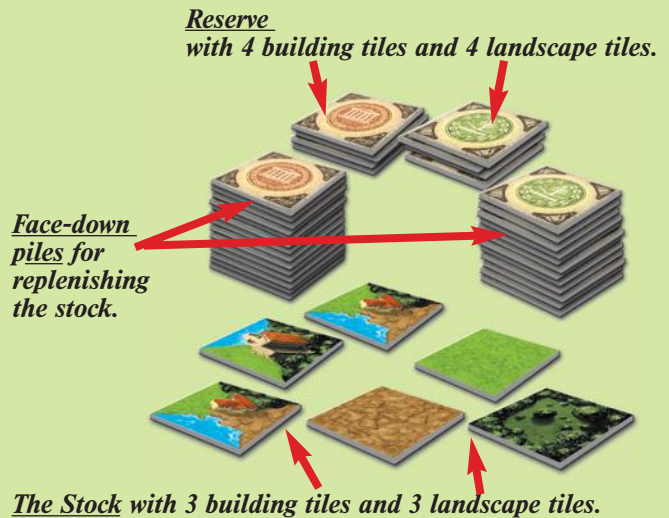
Three more landscape tiles are turned up, ...

The Stock

... they go together with the 3 face-up building tiles to make **the stock (6 tiles)**.

The Starting Position

To complete the preparations, 2 more landscape tiles are taken from the pile and laid in the middle of the table so that they touch each other at one corner; there should be the same amount of space all round them. **This is the Starting Position.**



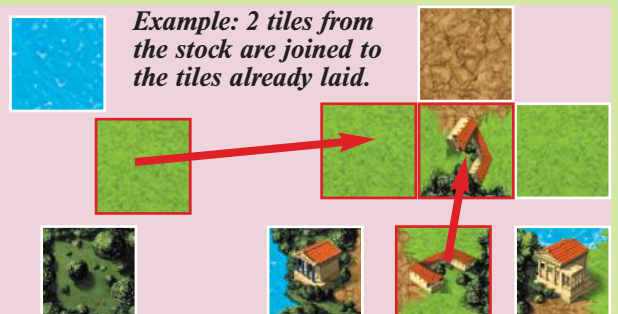
HOW TO PLAY

The older player starts; play then passes from one player to the other alternately.

Joining Two Tiles

The player whose go it is takes **any two tiles** from the stock and **lays them in any order** next to those tiles previously laid in accordance with the **rules for laying tiles**.

After that **the stock is brought up** to 3 building tiles and 3 landscape tiles again.



Rules For Laying Tiles

- All tiles are laid at **right angles** to each other. They make a **chequered pattern**, with alternating building tiles and landscape tiles.
- A **building tile** can **only be joined** on to **landscape tiles** on its four sides and of course vice versa.
- **Building tiles** can be turned as they are laid (*i.e. roofs can face in different directions*).
- A tile must be laid with at least **one side** joining on to a tile that has already been laid. At least **one side** must be joined to a tile of the **same colour**. (see example).
- If a **building tile** is laid, the player must place **one of his houses** on it at the same time. If the houses have all already been used, he must move one of his other houses onto the new tile.

If, when a tile is laid, a building tile is enclosed on all 4 sides, the score is added up for this tile. Then it is the turn of the other player.

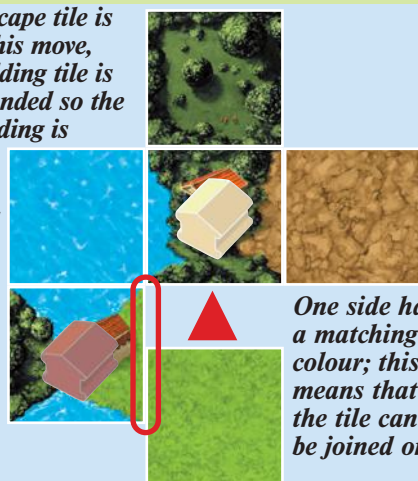
Scoring

- If all 4 **sides match** the colour of their neighbouring landscape tiles, the owner of the house gets **1 points chip**.
- With 1 side not matching, he loses 1 chip
- With 2 sides not matching, he loses 2 chips
- And with 3 sides not matching, 3 points chips.

In the last three cases, the owner **can take away his house** and put it back in his stock. If he does this, the number of points chips he has to hand over is reduced by one.

Example: a landscape tile is joined on. With this move, the adjoining building tile is completely surrounded so the score for this building is added up.

The player with the light-coloured house must hand over 1 points chip because 1 side does not have a matching colour.



One side has a matching colour; this means that the tile can be joined on.

EARLY END TO THE GAME

If a player is unable to give back the required number of points chips, the game **comes to an early end** and the **other player has won**.

LAST ROUND / END OF THE GAME

If the stock (3 building tiles and 3 landscape tiles) cannot be completely replenished, the reserve is broached. **The last round begins**.

If it is the starting player's go, both players still have one complete go. However, if it is the other player's turn, the game ends after his go. **The final scores** are then added up.

Note: This ensures that both players have exactly the same number of turns.



FINAL ROUND OF SCORING

First of all, all the building tiles (including houses) which are only joined on to **1 or 2 landscape tiles** are removed.

Then each player gets points for his **largest group of diagonally connected houses**. Each house in this group gives him 1 point. Each points chip which the players have also counts for 1 point.

The player with the most points wins. If the players have the **same number of points**, the player with the highest number of houses in play wins. If this also results in a tie, the game is drawn.

Do you want revenge? Here are some alternatives:

Victory points are recorded for each win.

2 points for a win when the game ends early,

1 point for every other kind of win.

Players take turns to begin the games. Whoever is first to get 2 victory points is the overall winner.