

ATTIKA

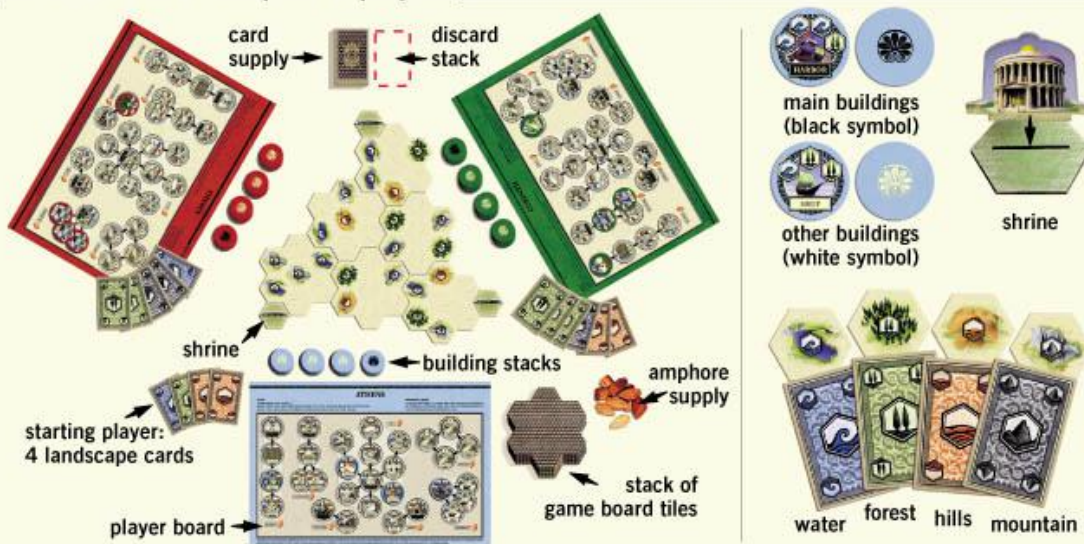


AUTHOR: MARCEL-ANDRÉ CASASOLA MERKLE - GRAPHICS: MANUEL CASASOLA MERKLE - 2-4 PLAYERS - 10 YEARS AND UP

Contents

22 game board tiles, 4 shrines, 15 amphore, 4 player storage boards, 120 building tiles, 60 landscape cards

Example for an initial setup for 3 players



Preparation

Before the first game, carefully remove the game board tiles, building tiles, and shrines from their frames. Put together the 4 shrines from their 2 parts (see above).

Shuffle the **game board tiles** and place them face down in a stack away from the middle of the table. Depending on the number of players, draw 4, 6 or 8 game board tiles and place them face up in the middle of the table as shown below.

Initial setup for

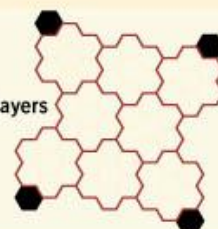
2 players



3 players



4 players



Depending again on the number of players, place 2, 3, or 4 **shrines** next to the game board tiles (see above ●).

Place the **amphore** to the side in a pile.

Each player chooses a color and places the **player board** of that color in his play area (the space before himself).

Each player takes the **30 building tiles** in his color. **Note:** For simplicity, all tiles are called **buildings**, even corn field, ship, road, etc..

Each player sorts out the **6 main buildings** (black symbol on back), shuffles them face down, and places them in a stack next to his player board.

Each player shuffles his remaining **24 building tiles** face down and places them face down in **3 stacks of 8 buildings** each next to his player board.

Each player draws the top-most building from **each of his 4 stacks** and places them face up on the corresponding spaces on his player board.

Shuffle the **60 landscape cards** and place them face down as a supply away from the middle of the table.

The players choose a **starting player**. The starting player draws **4 landscape cards** as his starting hand. His left opponent draws **5 cards**, the next player draws **6 cards** (with 3 or 4 players), and the next player draws **7 cards** (with 4 players).

Overview

Each player oversees the building of his city-state. Temple, theater and oracle, a harbor with ships, vineyard with vintner, and many more must find space on the greek peninsula. Players must move fast to get the best land for themselves while blocking their opponents from good building spots. As building is expensive, players seek to save money by using the natural resources of the peninsula. Players also seek to organize their building in an order that allows building for free.

Goal

- The winner is the first player
- to place all 30 of his buildings on the game board
- or
- connect any two shrines with his buildings



Figure:
the Thebes player (red) wins as he has connected two shrines with his buildings.

Playing the game

The starting player begins and the players continue in clockwise order.

A player's turn

On a player's turn, he either **draws 2** new buildings or **builds 3** buildings from his player board.

Draws

The player **draws 1 building** from any of his **building stacks** and looks at it.



If he wants to spend the cost to build it (► see building rules), he pays the building cost and places it on the game board.



Otherwise, he places it on the corresponding space on his player board.

When a player chooses the **draw** action, he does it twice.

Builds

The player **takes 1 building** of his choice from his **player board**, places it on the game board, and pays the building cost (► see building rules).



When a player chooses the **build** action, he does it thrice.

After the player has drawn twice or built thrice, his turn ends.

Note: a player may **not** use the draw action and build action in the same turn.

Draw landscape cards



When can a player draw landscape cards?

A player may choose to forsake all or part of his draw or build actions to draw landscape cards. For each draw or build action he forsakes, he draws **1 landscape card** from the supply, adding it to his hand.

Example: the Sparta player chooses to build on his turn. First, he builds a fortress on the game board. Instead of further builds, he draws 2 landscape cards, adding them to his hand. Had he used the draw action and drawn a fortress, he could then draw only 1 landscape card.

If a player forsakes all draw/build actions he draws 3 landscape cards.

Notes: The player must always draw landscape cards **after** he has taken all draw or build actions he wants. A player may not draw landscape cards and then take draw or build actions. The hand of landscape cards is not limited to a certain number.

When the landscape card supply is exhausted:

shuffle the landscape discard stack and place it face down as the new supply.

Building rules

Building space

Where can a player build a building?

A player may build a building on **any empty space on the game board**, regardless of whether the space has a landscape symbol or not. A player may not build a building on a shrine or a space that already has a building.

Building cost

The **cost** of a building is shown in landscape symbols on the building tile itself and also on the player board.

From the building cost, the player may reduce his payment by the **landscape symbol** shown on the space he builds and by **each landscape symbol** shown on **empty** spaces directly adjacent to the building space.

The player pays the **remaining cost** with **corresponding landscape cards** from his hand. He places these cards face up on the discard stack.

He may play **any 2 landscape cards** in place of a required landscape card.

Example: the fortress costs 1 hill and 3 mountains.

The Corinth player builds a fortress on the space shown, reducing his cost by 2 mountains (1 on which he builds plus 1 adjacent mountain).

The player must pay 1 hill and 1 mountain card from his hand.

If he did not have a mountain card in his hand, he could play 1 hill, and 1 forest and 1 water for the missing mountain card.



Building for free

A player can **completely eliminate the cost** to build a building by building it in the **right order**.

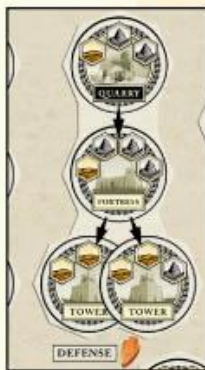
The **arrows on the player boards** depict the free building order. To build for free:

- The player's building, from which an arrow points must already be on the game board.
- The player builds his building pointed to by the above building **directly adjacent** to the above building.

Example: the Corinth player builds his tower directly adjacent to his fortress, paying nothing to build the tower as it is pointed to by the fortress on his player board.

In the following cases, players may not build for free:

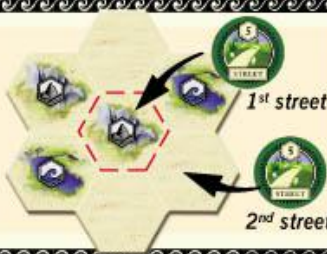
- **Inverse:** the tower has been built and the player builds the fortress.
- **Skipped building:** the quarry has been built and the player builds a tower.
- **Wrong player:** the player builds a tower next to an opponent's fortress.
- **Main building** (white words on black background): there exists **no right order** for main buildings.



Building streets

To build a street, a player must pay any **5 landscape cards**, reduced by the landscape symbol shown on the space he builds and by each landscape symbol shown on spaces adjacent. **Building for free:** a player may build a street for free when he builds it directly adjacent to one of his streets.

Example: the player builds his first street on the space shown, reducing his cost by 2 mountains and 2 water. He pays 1 landscape card of his choice. Later in the game, he builds a second road adjacent to his first road for free.



Settlements

What is a settlement?

A settlement is one or more connected buildings of the **same player color**. A player founds a **new settlement** when he builds a building that is **not** directly adjacent to any of his other buildings.

When a player finds a new settlement, he pays a **new settlement cost** in addition to the building cost. The new settlement cost is **1** of any landscape card for each other settlement the player has.

Example: the Thebes player already has 2 settlements. He builds a road on the space shown, founds a new settlement, and must pay an **additional 2 landscape cards**.

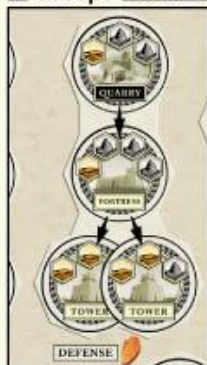
Notes: a player may connect two or more of his settlements with a building, reducing later new settlement costs. Buildings connected only through a shrine are **not** in the same settlement.



Amphore

Each building belongs to one of **7 groups** (e. g. defense oder shipping).
When a player builds buildings from one of his groups together, he earns **amphore**, which can be used to extend the length of his **game turns** at appropriate times.

Groups



Which buildings belong to a group?

On the player boards, the **buildings of each group** are shown together.
For example, quarry, fortress, and the two towers belong to the defense group.

When a player builds **all buildings of a group** such they are **connected to each other** on the game board, he earns a reward of **1 amphora**, which he may use immediately or save in his play area until later.

Example: the Corinth player builds his quarry such that he now has all 4 buildings in the defense group connected. He takes an amphora from the supply, places it in his play area, and completes his normal turn.

When the supply of amphore is exhausted:

The player draws a landscape card, placing it in his hand.



Connected defense group: as the above shows, the group need not be built in the order shown on the player board.

Extend game turn



The player puts **1 amphora** back in the supply and may take **1 additional draw** (when he chose draw for this turn) or **1 additional build** (when he chose build for his turn).

An amphora may also be used to draw **1 landscape card**. Reminder: a player may not draw or build after drawing a landscape card.

Example: the Corinth player draws a quarry and a tower. he then puts 1 amphora back in the supply and draws another building. Finally, he puts another amphora back in the supply and draw 1 landscape card.

Note: a player may use as many amphore in a turn as he wants (and has), including those he earns during the turn.

Expand game board



When can the game board be expanded?

When a player **draws the last building tile from one of his 4 building stacks**, he first places the tile on the game board, paying the building cost, or places the tile on his player board. **Then**, he draws a game board tile from the stack and adds it to the game board. He may place the tile in any orientation he chooses.

Where may he place the board game tile?

A player must place the game board tile such that it is adjacent to **at least one other game board tile or 1 shrine**. The game board tiles may be placed such that there are holes in the game board. Players may not place game board tiles on top of shrines or other game board tiles. Buildings may be immediately placed on new game board tiles.

When the stack of game board tiles is exhausted:

the player continues his turn without placing a new game board tile.



End of game

A player **wins the game**, when he is the first player to either **place all 30 of his buildings on the game board** or **to connect any two shrines with a string of his connected buildings**.

The game ends immediately when a player wins.

Reminder! Things often forgotten in a first game

A player may play 2 of any landscape card **instead of 1** required landscape card (▶ see Building cost).

When a player **founds a new settlement**, he must additionally pay the new settlement cost (▶ see Settlements).

When a player **has built an entire group** so that it is **connected**, he earns 1 amphora (▶ see Groups).

When a player **draws the last tile from a building stack**, he places a new game board tile (▶ see Expand game board).

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If you have comments, questions, or suggestions, please write:
Rio Grande Games, PO Box 45715, Rio Rancho, NM 87144, USA or
Email us at RioGames@aol.com. Visit our website at www.riograndegames.com.

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