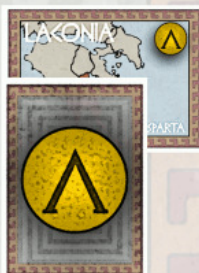


OBJECT OF AGONISTE

In Agoniste, players control one of four city-states in ancient Greece. Each player has a deck of cards representing his army and to use to conquer various territories within four different regions, with each territory granting a staging point for further conquests. Victory is granted to the player controlling the best parts of Greece!

SET UP

Each player chooses one of the four city-states, and takes all fourteen (14) cards of that city-state's deck, shuffles the cards, and places them in a face down deck in his play area. Then, each player takes his city-state's territory card and places it in his play area. Shuffle the remaining territory cards and place them in a face down deck in the middle of the play area. The youngest player takes the first turn. *(In a three player game, the Sparta territory card, and its deck are left in the box.)*



THE CARDS

There are two types of cards: army cards and territory cards.

Territory Cards

There are 16 territory cards, four for each region: Laconia, Boeotia, Attica, and Argos. Each region card has a shield icon in the upper right hand corner. This icon denotes which player, if any, defends this region. This shield also corresponds with the name of the region.

At the bottom of each territory card, there is either a route to another region, or the name of the city state which defends the region. City-state territory cards can never be taken by another player.



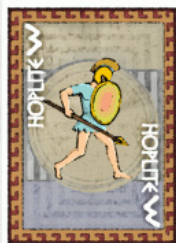
THE CARDS (continued)

Army Cards

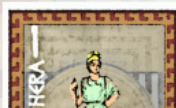
Each player has a deck of 14 cards. The cards in each deck are identical. The player uses these cards to make armies in order to defend his own territories or conquer others. There are two types of army cards: god cards and hoplite cards. Both types of cards have a set strength, however, god cards can be used to add to your army's strength or grant you a special power.

Hoplite Cards

Hoplite cards make up the bulk of the decks. They range in strength from two to four.



God Cards



God cards have an army strength of 1, however, they can be used to grant a special power to the player.



Hera

Hera destroys any one (1) card in any army. The card is placed in the player's discard pile.



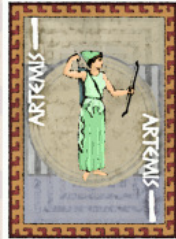
Ares

Ares adds eight (8) to an army's strength.



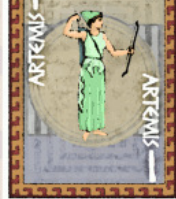
Athena

Athena multiplies the player's total army strength by two.



Hermes

Hermes allows the player to shuffle his army and discard pile into his deck.



Artemis

Artemis allows the player to look at the top card of each player's deck, and he may place that card on the bottom of that deck.

PLAYING AGONISTE

Agoniste is played over a series of conflicts, or rounds. Each conflict will have a single player defending a territory within his city-state's region, and the other players will attempt to conquer that territory.

CONFLICT

A **Conflict** is the equivalent of a round in Agoniste. A conflict is broken into several steps.

Tensions Mount

The topmost territory card is revealed, and the card is placed in front of the player whose city-state is in the same region as the revealed territory card. This player will be the **Defender** for the Conflict. The other players are the **Attackers**.

(In a three player game, Laconia territories are never defended, and the winner of these conflicts is the player with the strongest army.)

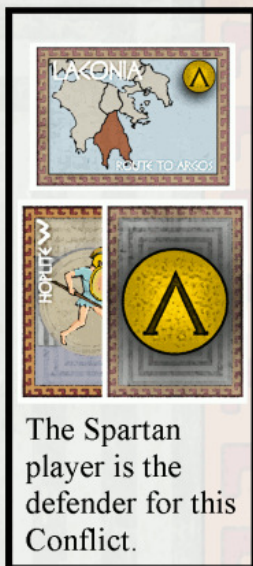
Prepare for Invasion

The Defender shuffles together half of the cards from his discard pile (at random, rounded down) into his deck. He reveals the topmost card of his deck and places it face up by the territory card. He then draws one card, looks at it, and places it face down next to the face up card.

Gathering Forces

Each other player, beginning with the player to the Defender's left, and continuing clockwise, one at a time, may attempt to gather an army. To gather an army, the player reveals the topmost card of his deck, if it is a hoplite card, he places it face up in his play area. If it is a god card, he has two choices: he may either place that god card in his army, raising the strength by (one) or he may turn the god card sideways to use the god's power. A maximum of one (1) god's power may be used by the player per Conflict.

The player may continue revealing cards and adding them to his army until he is satisfied with his army's strength, or his army's strength exceeds a strength of eight (8). An army's strength is the sum of the strength of all cards in his army. In the event that any player's army (including the defender's army) exceeds a strength of eight (8), that player has **Overextended** his army, and moves his entire army to his discard pile, and withdraws from the Conflict.



Gathering Forces (continued)

Any Attacker may **Reinforce** his deck instead of gathering an army. To Reinforce, the player shuffles together half of the cards from his discard pile (at random, rounded down) into his deck. He is no longer an Attacker. Once the player is satisfied with his army's strength, or has Overextended, each other player, in turn, gathers an army, including the Defender. When the Defender gathers an army, he may first choose to add the facedown card to his army, or place it on the bottom of his deck.

Splintered Spears

After each player has gathered his army, strengths are compared. If the Defender has a strength of eight (8), or has the highest strength, he wins the conflict and leaves the territory card in his play area. The Defender loses the territory if any Attacker's strength exceeds his strength, and the territory is taken and placed in the winning attacker's play area (if more than one attackers are tied, the defender chooses the winner). All armies are moved to the players' discard piles after a conflict.

Invasion

Each conflicted territory offers a route to another region. When a player wins a conflict, he may attempt to conquer a non-city-state territory in that region controlled by another player. If he does, a smaller conflict, or **Invasion**, ensues. An Invasion is the same as a Conflict except: it only involves two players, the Defender does not shuffle any of his discard pile into his deck, the Defender only loses his territory if the Attacker's strength exceeds his own, and the Invasion is not followed by an Invasion.

ENDING THE GAME AND SCORING

The game ends when no more Conflicts can take place. Players score points for the territories they control. Territories are worth various points: The player earns **one (1) point** for each territory he controls within his city-state's region. The player earns **two (2) points** for each territory he controls not within his city-state's region. The player earns an additional **four (4) points** if he controls at least one territory in each of the four regions. The player earns an additional **five (5) points** if he controls all of the territories of his city-state's region. The player earns an additional **five (5) points** if he controls all three routes to any given region. The player with the most points wins the game. In the event of a tie, one final conflict ensues between all tied players, with each players as Attackers. The winner of this conflict wins the game.