# S♦L♦ M♦Þ€

## **♦V€RVI€W AND G♦AL ♦F TH€ GAM€**

Everyone in the city is murmuring your name, because you are now the most talented architect in Greece. Jealous of your growing popularity, the Illustrious Architects have returned, and wish to challenge you. As in the Solo mode for the base game, you will be pitting yourself against a simulated opponent: The Illustrious Architect. The rules for the Akropolis base game Solo mode apply in full, as well as those in the Athena expansion Solo mode. This expansion is compatible with all three difficulty levels of the Akropolis base game Solo mode. Will you honor Athena with your best work, so she lavishes you with her gifts?



### Set up the game as you would for a 2-player game: You are the first player.

- Take 1 starting tile, 1 Stone cube and the Chief Architect marker.
- The Illustrious Architect starts with 1 starting tile and 2 Stone cubes.

# You can add in the Athena expansion as you would for a 2-player game:

- Draw and place 4 Construction cards along the edge of the table.
- Draw 16 Mini-tiles and place 4 below each of the Construction cards, face up.
- Above each of the 4 Construction cards, place 2 identical Statue parts (2 heads, 2 torsos, 2 pairs of legs, and 2 pedestals).

**Note:** we recommend that you set out a play area for the Illustrious Architect, so their pieces do not get mistaken for your own.

## PLAYING THE GAME

On your turn, you play the same way as for the Akropolis base game Solo mode.

However, when you complete a Construction card to win the favor of Athena, you must first give the Illustrious Architect one of the Mini-tiles below that card.

To determine which Mini-tile to give them, follow this order of priority: If there is one, give them a **Plaza**. If not, give them a **Dual District**. If not, give them a **single District**. If you have a choice of which tile you give them, you can choose whichever tile you prefer.

The Illustrious Architect also receives part of the Statue of Athena when they complete the corresponding Construction card. At the end of the game, if their Statue of Athena is complete, the Illustrious Architect gains 5 points for each of their remaining Stone cubes.



Good luck! Καλή τύχη! Kalí týchi!





You will need the AKROPOLIS base game to play AKROPOLIS ATHENA.

# BBB ♦V€RVI€W AND 4♦AL ♦F TH€ 4AM€ BBBBB

Across the Ancient Mediterranean, the architects of growing cities are using their skills to compete with their rivals and gain prestige. Seeking the favor of Athena, the mighty goddess of wisdom, war, and artisans, these architects hope to benefit from the riches and honor she can lavish upon them.

Your great skills as an Architect will be crucial for this task. Remember: Your talents will determine your city's place in history!

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4 Statues of Athena. each in 4 sections

## 30 mini-tiles:













10 Plazas

10 Districts

10 Dual Districts

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Set up your AKROPOLIS base game according to the usual rules. Regardless of how many Architects are playing, shuffle the 18 Construction cards and draw four.

Place them at the side of the playing area in view of all players. Return the remaining cards to the box, as they will not be used in this game.

The game ends in the same way as in the base game: When there is only one tile left in the Construction Site and all the stacks have been used.

When you count your points, each Architect who honored Athena by completing a statue benefits from her gifts. Those players will receive **5 points** instead of 1 point for each Stone in their possession.

# **CLARIFICATIONS**

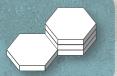
The Construction cards show a diagram of the layout you need to complete that card. The text on the card explains that layout.

There are two viewpoints: BIRD'S-EYE VIEW and 3D VIEW.



On Construction cards with a BIRD'S-EYE VIEW, the level of the tiles is not taken into account.

On Construction cards with a 3D VIEW, the levels of your tiles may differ from the ones in the illustration: The diagram simply demonstrates the condition for that Construction card.



For Luce, who is wise and creative, just like Athena. And for Henri, who has been a Master Builder since the very beginning.



#### Credits:

Designer: Jules Messaud Artwork: Pauline Détraz

Editorial Development: Alain Mihranyan Graphic Design: Grégoire Allemand Publishing Manager: Alain Mihranyan Let's not forget the enthusiasm of the entire Gigamic team!



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