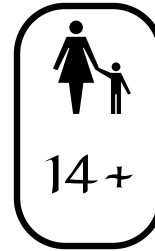


A THOUGHTFUL GAME OF GREEK TOURISM BY ZACHARY HOEKSTRA



Overview

Players race with each other to build luxuries and attract the most prominent Roman nobles. Building luxuries before another player or building luxuries on the most appealing locations earns bonus recognition. When the Roman Proconsul arrives to oversee the village, the player with the most recognition wins!

Basic Gameplay

Players take turns choosing a role for the round. The more favor on a role when chosen, the better the role. Favor is redistributed every time a round is completed. Resource management is critical - if resources are not in the right place when the time comes to use them, you'll lose out in the race for the Proconsul's favor!

Game Type

Euro-Style Strategy

Midweight

Role Selection

Resource Management

Tempo Management

Selling Points

Tense, low downtime play with strong risk-reward decisions.

Easy to grasp initial rules and strategies, but with deeper strategies for replayability.

Unique current theme (Greek rush for tourism in wake of volcanic eruption)

Easily rethemable to any civ-building theme (Galactic civs, for example)

Familiar core mechanics draw in fans of classic role-selection games.

Unique pacing and mechanics keeps them interested.

Room for multiple expansions.

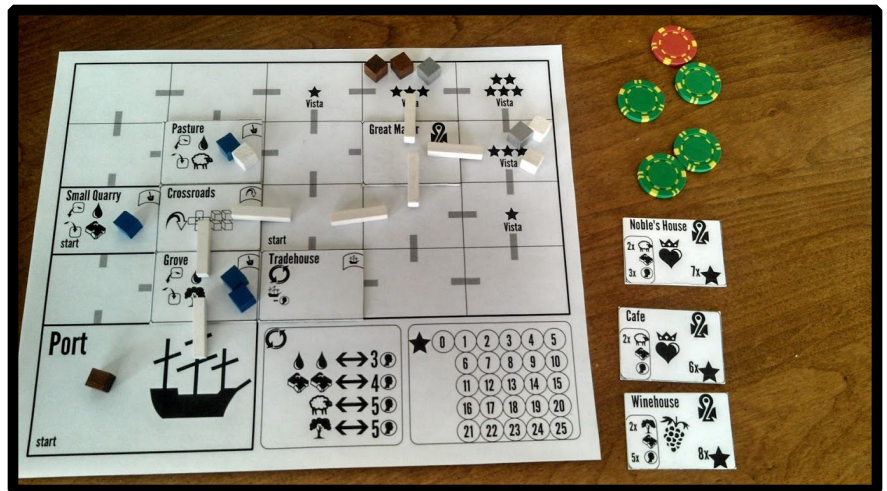
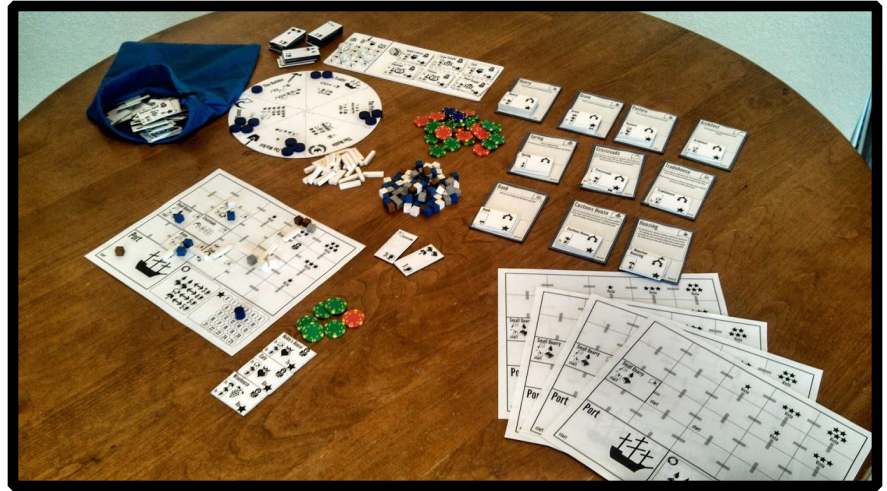
Expansions cater to fans of both classic Euro games and Dominion-style games.

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Components

- 1 central role wheel
- 1 central luxury board
- 1 bag
- 99 industry and luxury building tiles
- 10 industry building reference cards
- 30 starting resource tiles
- 5 player island mats
- 13 favor tokens
- 4 luxury novelty trackers
- 5 player recognition trackers
- 6 intervention tokens (handicap variant)
- ~100 resource cubes in 4 colors
- ~75 roads
- ~70 coins in 3 denominations