MITROPIA

PLAYER AID CARD

HOW TO WIN

Win by capturing the most territory and prisoners!

TAKING A TURN

Turns proceed clockwise. Once each player has placed their Chieftain, on each turn you may do **one** of the following:

1 Place a new Warrior on the board following your active face-up Pattern Card.

2 Place a new Warrior on the board based on any Pattern Card held in your hand and subsequently discard the card. -OR Exchange a card from your hand to your Player Mat, place a Warrior based on the new Pattern Card, and discard the old Pattern Card.

3 Place one or more Warriors based on a special Action Card (or combination of cards) and subsequently discard the cards played.

4 Pass and take no action.

At the end of the turn if you have fewer than the maximum number of cards in your hand (normally 5 but 6 for the Trojan player), draw a new card. If you have the maximum number, you may discard a card and draw a new one.

GAME ENDING

SCORING & GOALS

The game ends if one of the following happens:

1 All players elect to pass

2 There are no more legal moves

OR **3** The Chieftain of one of the tribes is captured

At the end of the game, the score for each player is calculated as follows:

The number of Warriors on the board

+ **The number of empty board tiles completely surrounded**

+ **The number of prisoners captured**

+ **Any bonuses for territory affinity**

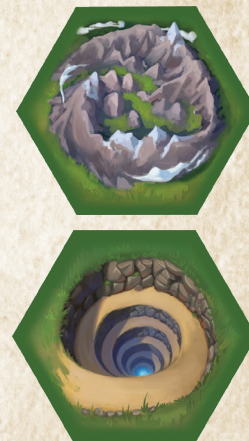**=** **Player with the highest total wins**

TILES

& TRIBAL LANDS AFFINITY

Terrain: worth one point if occupied or surrounded at the end of the game, unless it corresponds to your tribe's ancestral land, in which case the tile is worth two points.
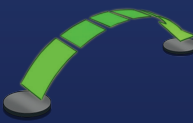
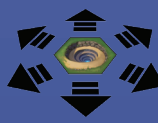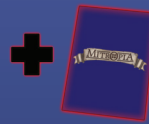**Mountain:** cannot be played on and provides no liberty to any group.

Wormhole: when placed onto this field, a Warrior is transported to any of the other wormholes on the board and the precise move played to enter the wormhole is repeated on exit. The final landing place must correspond to a legal move.

ACTION CARDS

	Swift Deployment: Take an extra move (i.e. 2 moves in a turn). Both moves must follow a Pattern Card or Action Card.
	Deflect: Reject another player's move. The rejected player may play another move, but not the one originally played. This can be used in response to another Deflect. This is a reaction card. ⚡
	Subvert: Intercept another player's move made in the same round and replace the intercepted move with one of your own Warriors. The subverted token, is returned to the player whose turn it is and they may play another move, but not the one originally played. This is a reaction card. ⚡
	Double Strength: Instead of placing a single Warrior, play a pair of Warriors that are next to each other and connected as a group. The first Warrior placed must follow a pattern.
	Triple Strength: Instead of placing a single Warrior, play three Warriors that are touching each other and connected as a group. The first Warrior placed must follow a pattern.
	Charge: Make a move anywhere on the board within 1 space of one of your own Warriors.
	Scout: Make a move anywhere on the board exactly 2 spaces from one of your own Warriors.
	Ambush: Make a move anywhere on the board. The move must be valid but does not require the use of a Pattern Card.

TRIBAL POWERS

	Corinthians: When using a wormhole to travel, you need not apply a Pattern Card to move on the other side. Instead, move to any location within 2 spaces of the tunnel exit.
	Kerma: Any Warrior or group adjacent to a mountain receives a single extra liberty unless the mountain is completely surrounded by wormholes, mountains, board edges, or Warriors of any color including your own.
	Norse: The Chieftain piece takes liberties from not just one step away but two. Also, once per game, you may move your Chieftain to another location (and hence another group) by swapping it for any of your existing Warriors on the board.
	Trojans: Allows the player to have one extra card in their hand. You are also dealt an additional Action Card at the beginning of the game.
	Zhou: In exchange for the sacrifice of one card in your hand, you can move one of your own Warriors on any turn by up to 1 space *in addition to other moves*. This can include passing through wormholes. This cannot cause the capture of any opposing group or Warrior. The discarded card goes face down on the discard pile.

Action Cards can be played on your turn only. Reaction cards may be used at any point during the game when another player is moving.

When playing cards that place more than one Warrior, no more than one liberty can be taken from each of any opposing groups touched by the move.

During play multiple Pattern and Action cards can be used together. However, you cannot use more than one of the following cards per turn: Swift Deploy, Double Strength, and Triple Strength.