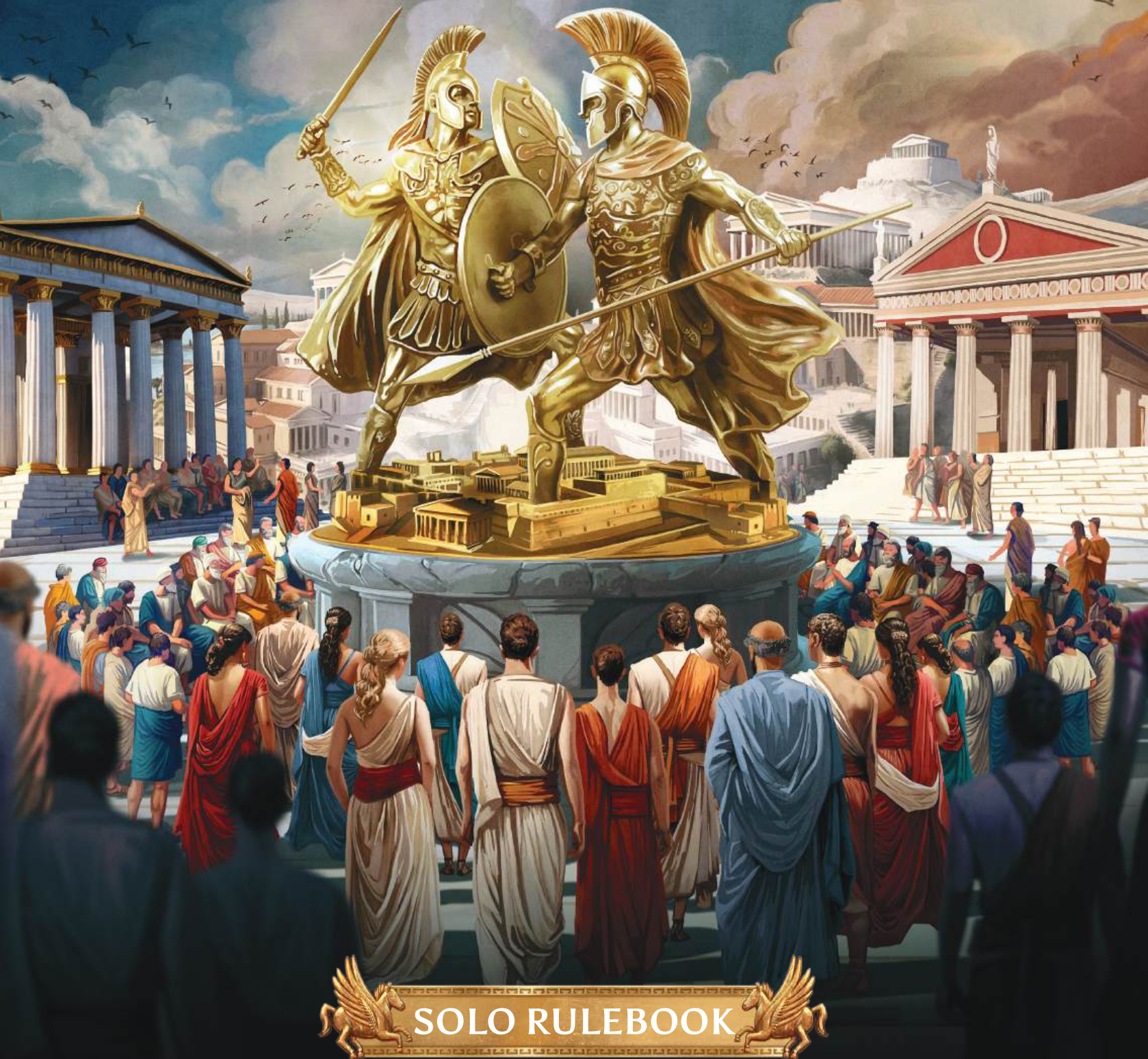


# ΤΗΣΒΑΙ



SOLO RULEBOOK

# ANTIGONE'S REBELLION

Upset that her brothers' senseless feud over the throne has led their people to bloodshed, Antigone decided to take matters into her own hand. She is determined to take control of the city and restore order. As one of the king's supporters, this puts you in a precarious position. While the Argosian army threatens the city from the outside, Antigone's efforts to undermine the city's rulers create chaos within. You'll have to deal with both threats if you want to keep Thebes from falling apart entirely.

In these rules "you" and "yours" refers to the lone human player and their components, while "Antigone" or "she" refers to the automated opponent.

## COMPONENTS



16x Basic Action cards



9x Advanced Action cards



6x Antigone's Destiny cards



5 Challenge cards



1 Endgame Antigone card

## SETUP

Perform setup for a 2-player game, but do not give Antigone a Player board. Afterwards:

1. Shift any Commander card marked with an **S** to the bottommost spaces of the Commander cards column.
2. Give Antigone all components in one color, but leave Councilor tiles in the box. Antigone starts with all dice in her color already available in her supply and set to "1".
3. Place her Cadmea tiles in three equal stacks (randomly grouped), with a randomly selected neutral Cadmea tile at the bottom of each. Place these three stacks side by side and roll a Citizen die to choose a tile (1/2/3 on a die refers to left/center/right stack) for Step 7 of Player setup.
4. Place Antigone's VP and Devotion markers on the appropriate spaces, as you would for a human player.
5. Shuffle the 9 Advanced Action cards (numbered SE1-SE9), and select 4 of them randomly, but do not look at them. Return the other 5 to the box, unseen. Shuffle the 4 selected cards together with the 16 Basic Action cards (numbered SB1-SB16), to form the Antigone Action deck. Place the Endgame card (E1) in Antigone's player area and place the deck on top of it face-down. Flip the top card face-up, keeping it on top of the deck. Leave a space to the right of the Action deck to create a discard pile.
6. Randomly select one of the 6 Antigone's Destiny cards (numbered D1-D6), and place it face-up near the Action deck. Return the other 5 cards to the box.
7. Shuffle the 12 Herald cards (numbered H1-H12) to create the face-down Herald deck, reveal 2 cards and place them in a row to the left of the deck. Leave a space to the right of the Herald deck to create a discard pile.
8. Keep the Disruption cards nearby in a face-up deck, as they will be used during the game to choose Councillor goals for Antigone.
9. To choose which of Antigone's Cadmea tiles is used in step 7. of Player setup roll a Citizen die to select one of the three Cadmea tiles stacks, and take the topmost tile of that stack.
10. You select a starting Contract first, then Antigone chooses from the remaining three by rolling a Citizen die. Place the chosen Contract in her play area face up.

**YOU ARE THE STARTING PLAYER.**

## ANTIGONE'S PLAYER AREA



### Difficulty modifiers:

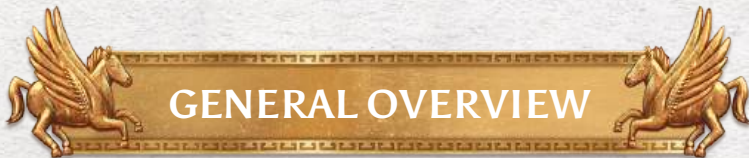
If you find Antigone too easy to beat, you may during setup randomly draw 1-5 Challenge cards to add special rules and increase the difficulty. You may adjust your preferred difficulty as you see fit.

nearest open space moving clockwise around the Cadmea tile.

- a. In the case of multiple choices, choose an empty space adjacent to 2 Cadmea tiles. If multiple choices still exist, choose the empty space at the top of the Cadmea tile or the
- b. If there is no valid space to place a Plaza marker, do not place it.

The Plaza marker allows players to move their Archon over the space for free, but further dice cannot be placed there.

There are 3 types of Action cards that Antigone activates: Basic, Advanced, and Destiny. While Basic and Advanced cards are shuffled together and are resolved in exactly the same way, Destiny card's role is to provide a specialization for Antigone.



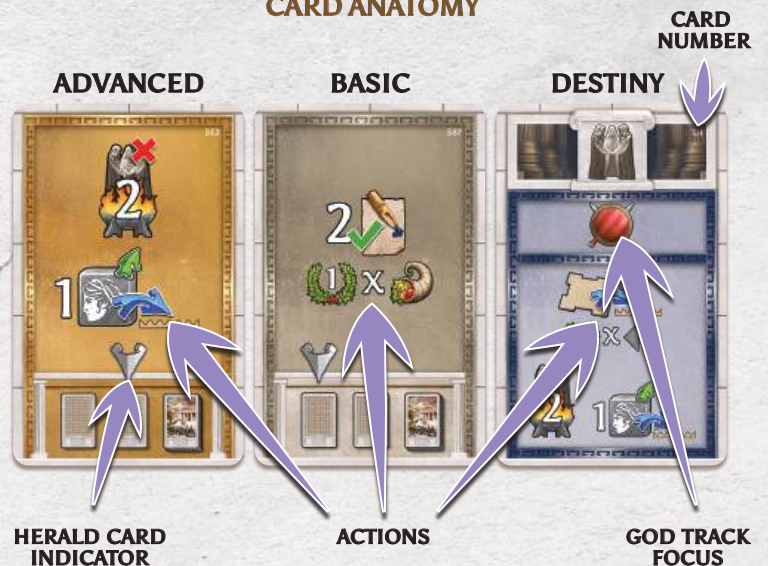
## GENERAL OVERVIEW

You play according to the normal rules with no changes. On Antigone's turn, she uses Action cards to determine which Actions she will carry out, resolving two cards per turn. She uses the Herald deck for tiebreaking and Archon movement.

Remember that all 2-player game rules apply, so before resolving the Fate phase, draw a Herald card:

1. Promote each die by 1 in the indicated row.
2. Place a Plaza marker on one of the empty Dice spaces adjacent to the indicated Cadmea space, as long as it's adjacent to at least 1 Cadmea tile.
  - a. In the case of multiple choices, choose an empty space adjacent to 2 Cadmea tiles. If multiple choices still exist, choose the empty space at the top of the Cadmea tile or the



## CARD ANATOMY



## GENERAL OVERVIEW

# ACTION PHASE

## GENERAL RULES

- Antigone does not collect or spend any Commodities, nor Drachma.
- When advancing on the God tracks, Antigone only gains VP. She does not take other rewards nor collect any tiles, apart from the Blessing tile from the final space of a track.
- She never reduces the value of her dice for any reason.
- When Antigone's **Citizen die** is promoted over , move the die to the path on the Council board as per regular rules.
- When Antigone's **Hoplite die** is promoted over , place the Strategos in the corresponding row (preferably with upcoming Battle) and remove a Commander card from the offer:
  - in rounds 1-6 - the first one from the top;
  - in rounds 7-10 - the first from the bottom.

Unlike you, it does not matter for Antigone if it is the first Strategos in the row or not, she always removes a Commander card.

- **General tiebreaker:** Using the Action card that is face-up on Antigone's Action card deck, refer to the bottom of that card to determine which Herald card Antigone will use for tiebreaking. (If the third Herald card is indicated, draw a card from the Herald deck to use.) On that Herald card, start with the Cadmea space (or tile) shown. If that space cannot be used for the action (i.e., Antigone wants to place a Citizen die, but there is no Cadmea tile there) proceed down one space after another. If you reached the bottom of that column and have not found a valid space, move to the next column to the right (and from the end of the 4th column to the beginning of the 1st column), going from bottom to the top this time to find the first space or tile that matches the criteria. If you need to place a die and there are multiple equally valid spaces around the chosen Cadmea tile, choose the space that touches 2 Cadmea tiles. If still tied, start with the empty space at the top of the Cadmea tile or the nearest open space moving clockwise around the Cadmea tile to find the first best space.

# ANTIGONE'S TURN

When it is Antigone's turn, perform the following procedure:

1. Resolve the actions from the top card of Antigone's Action deck, then discard that card. See the Appendix for details on how to resolve all the actions.
2. Draw and resolve the next card from the top of the Action deck. Then discard it and flip the top card of the Action deck face up. **Note:** This top card will be used on her next turn as an Action, and in the next step to support Antigone's Archon movement.
3. Move her Archon:
  - a. Refer to the bottom section of Antigone's top Action card to determine which Herald card Antigone will use to relocate her Archon: the left, the right, or the top card of the Herald deck.
  - b. Move Antigone's Archon to an **available** Cadmea tile with the benefit depicted on the Herald card (it may also be part of a set of various rewards). The route there does not matter. If multiple such tiles exist, use the general tiebreaker.
  - c. If there is no available Cadmea tile that has the corresponding icon, use a general tiebreaker to select a tile from all available Cadmea tiles to move the Archon to.
  - d. Finally, promote by 1 each die all dice touching the Cadmea tile with Antigone's Archon. **Antigone does not gain any benefits from the Cadmea tile!**
4. Place the resolved Herald card into the Herald discard pile. Then, if necessary, slide the remaining Herald cards to the left to fill the emptied space, and refill the row with a new card drawn from the Herald deck.

### Important!

In the last round Antigone resolves 3 cards!

### example:

1. It is Antigone's turn. She resolves the first action card, and must place a new Cadmea tile. The dice roll indicated it will come from the leftmost stack.



2. There is only one space where the tile can match two sides, so she places it there and gains 4 VP.

She discards the resolved card and draws the next one.


3. The next card shows Destiny, so she resolves the effects from Destiny card:

- place a Cadmea tile (from the second stack indicated by the dice roll) and gain 2 VP for matching sides,
- two advancements on the Ares track,
- promote and place a Citizen die on a City board.

4. The best Cadmea space with two matching sides is next to the pink Cadmea - she gains 4 VP for that.

5. Then she advances twice on the Ares track, gaining 2 VP.



6. To place a Citizen die, she must check the tiebreaker, which indicates the leftmost Herald card. She promotes one of her Citizens to  and places it in the space indicated by the Herald card, so it touches at least one Cadmea tile.

7. Again, the resolved action card is discarded and the new one is flipped face up. She checks where to place her Archon - she wants to send Archon to a Cadmea tile with "Move the Hoplite" effect. As there is only one such tile, she places her Archon on it.

8. Finally, the resolved Herald card is discarded and the gap is refilled from the top of the deck.

ACTION PHASE

# FATE PHASE

# APPENDIX

**Note:**  
Before proceeding with the Fate phase remember to draw and resolve a Herald card according to the 2-player rules! (See page 15 in the Rulebook.)

Antigone ignores all effects on Comfort Fate tiles.

When resolving Conflict Fate tiles, Antigone does not gain or lose VP, no matter if her Hoplite dice take part in the Battle. However, she competes for the Gate tile according to the normal rules. It means that if she has more power than you or is tied and she is also further than you on the Ares track, she claims the Gate tile. Moreover, if you have lost the Battle, Antigone claims the Gate tile, even if she had no Hoplite dice in the attacked row.

For each Antigone's Councilor die reveal a Disruption card. Going from top to bottom she claims the first available listed space. If she cannot claim any of them, reveal another card, and so on. Then, adjust the turn order according to the normal rules.

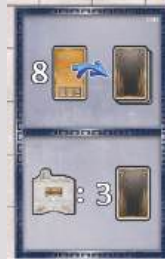
# FINAL SCORING

You score according to the normal rules.

Antigone scores normally for dice in the City and sets of Contracts (using the Gate tiles she collected in the most optimal way possible). Each of her Councilors is worth 12 VP.

If you have more VP than her, you have won; otherwise you have lost.

## CHALLENGE CARDS



Setup: Add 8 Advanced cards to the Antigone's deck instead of 4.

Round with a Conflict Fate tile → Resolve 3 cards during Antigone's turn, instead of 2.



Start of a Fate phase with a Comfort tile → Promote lowest value Hoplite once (City > Supply).

If Antigone would place a new die on a City board, prioritize the highest value die from Supply.



Start of a Fate phase with a Comfort tile → Promote lowest value Citizen once (City > Supply).

If Antigone would place a new die on a City board, prioritize the highest value die from Supply.



Antigone gains 5 VP each time she reaches a Metic tile on any Devotion track.



Setup: place 1 Antigone's Hoplite die set to a power of 2 in a row with the first upcoming Battle.



## ICONS



### PLACE A CITIZEN DIE

Antigone places a Citizen die using the general tiebreaker (preferring the space between two Cadmea tiles) and promotes it indicated number of times.

If there are no Citizen dice in Antigone's supply, she promotes her die with the highest power in the City.

### PLACE A HOPLITE DIE

**1.** Antigone moves her highest value Hoplite die from a row, where the Battle was already resolved. If no such die is available, she places a new Hoplite die from her supply on the City board.

**2.** Antigone chooses a space using the following priority:

- a.** In the row of the upcoming battle.
- b.** Between 2 rows.
- c.** Preferably touching at least one Cadmea tile, and amongst spaces in the same row it prefers ones that touch two Cadmea tiles.
- d.** If multiple equally preferred spaces exist, use the general tiebreaker.

**3.** promote that dice indicated number of times.

If all of her dice are already in a City and in the right row, or there is no valid space to place a die, Antigone promotes **all** of her Hoplite dice by 1 instead.



### COLLECT FAVORS

Antigone takes a Contract from the offer, preferring one with a suit she has the fewest of. In case of a tie, she prefers one with highest total resource cost, and if still tied, leftmost. She scores 1 or 2 VP per total resource cost (as indicated on the card) and ignores everything else on the cards. These cards are kept until the final scoring in her player area.



### BROKEN DEALS

Discard all remaining Contracts from the offer and re-fill it.



## ICONS



### OFFERING TO THE GODS

Antigone advances indicated number of times on the God track depicted on the Destiny card (her focus).



### SPLIT DEVOTION

Antigone advances indicated number of times on the God track that is not her main focus.

### BUILD CADMEA

- 1.** Roll a Citizen die to select one of Antigone's three Cadmea stacks.
- 2.** Find the space with the most matching roofs for the top tile of that stack. If there are multiple spaces meeting the criteria see general tie-breaker. Place the tile in the chosen space (you may choose the orientation between equal number of matching roof sides).
- 3.** Antigone scores 2 VP for each matching roof sides.



### DESTINY CALLING

Resolve the effect of Antigone's Destiny card.