ALEXANDRIA

THE GREAT RULEBOOK

OF ALEXANDRIA

TABLE OF CONTENTS

Table of Contents.....3

Component List 4

Introduction 6
The World of Ancient Alexandria 6
Historical Disclaimer..... 6

Game Overview and Goal.....7
Game Overview 7
Alternative Ending 7
The Civic Orders..... 8
Anatomy of a Round 8
Initiative and Initiative Order..... 8

Game Setup 10
Civic Order Set-Up.....12

Game Modes..... 13
Absent Harvester.....13
Absent Crafter.....14
Absent Phalanx.....14
Absent Architect.....14

Game Concepts 15
Action Dice.....15
Drafting Action Dice.....16
The Timeline.....17
Baskets 18
Raids.....19
Events.....20
The City Map 22
The Pharos of Alexandria.....23
The Resources.....24
The Wheel of Time.....26
Population.....28
Rosetta Stone.....29
Drachma.....29
Royal Seals 30
Adjacency.....31

Civic Orders 32
Harvesters of the Nile.....32
The Crafters' Guild.....42
The Ptolemaic Phalanx 52
The Royal Architects.....64

Game Structure..... 72
Upkeep Phase.....72
Dice Drafting Phase 73
Wheel of Time Phase 75
Action Phase.....77
Timeline Phase 83
Pharos Phase 87

End of Game and Scoring..... 88
Royal Seals.....89
Winning the Game and Ties.....90

Index Glossary 91

Iconography 91

COMPONENT LIST



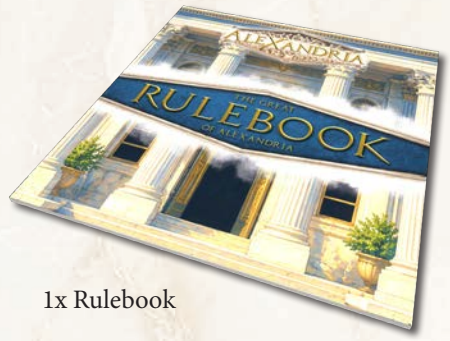
1x Two Piece Game Box



1x Main Board
(Three Puzzle Parts)



16x Baskets



1x Rulebook



13x Raids



30x Land Value Tokens



10x Five Drachma



20x One Drachma Tokens



1x The Pharos of Alexandria Miniature



1x Round Counter



4x Activate Action Dice



4x Build Action Dice



4x Research Action Dice



20x Pharos Flame Tokens



20x Rosetta Stone Tokens



12x Royal Seals



12x Event Tokens



100x Acrylic Resource Tokens

1x Harvester Reference Booklet



1x Harvester Insert Tray



1x Harvester Player Board





12x Harvester Building Tokens



6x Harvester Unit Miniatures



9x Harvester Cards



10x Request Tokens Harvester



10x Harvester Scrolls



1x Harvester Pouch



10x Harvester Order Sigils



1x Wheel of Time
(Two Pieces and a Rivet Pair)

COMPONENT LIST

1x Crafter Reference Booklet



13x Crafter Building Tokens



1x Crafter Insert Tray



6x Crafter Unit Miniatures



1x Crafter Player Board



10x Crafter Order Sigils



1x Crafter Pouch



12x Request Tokens Crafter



10x Crafter Scrolls



1x Phalanx Reference Booklet



6x Phalanx Building Tokens



1x Phalanx Insert Tray



6x Phalanx Unit Miniatures



1x Phalanx Player Board



10x Phalanx Scrolls



8x Request Tokens Phalanx



18x Phalanx Combat Tokens



1x Phalanx Pouch



1x Phalanx Combat Pouch



10x Phalanx Order Sigils



1x Architect Reference Booklet



6x Architect Building Tokens



1x Architect Insert Tray



6x Architect Unit Miniatures



1x Architect Player Board



10x Architect Order Sigils



1x Architect Pouch



10x Request Tokens Architect



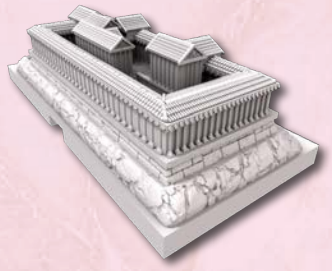
10x Architect Scrolls



1x The Great Library Monument Miniature



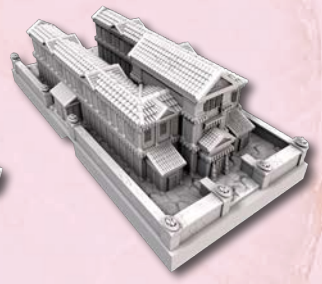
1x The Serapeum Monument Miniature



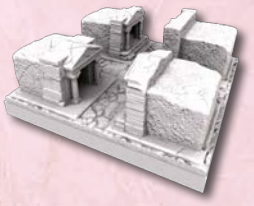
1x The Temple of Isis Monument Miniature



1x The Mouseion Monument Miniature



1x The Necropolis Monument Miniature



INTRODUCTION

THE WORLD OF ANCIENT ALEXANDRIA

Welcome, dear player, to the world of ancient Alexandria, a city of marble wonders, bold innovation, and thriving civic life. Here, philosophy and ambition intertwine, and the fate of a great civilization rests in the hands of its leaders.

Take on the leading role inside one of the great Civic Orders of the era. Through careful planning, strategic action, and calculated influence, you will contribute to the growth of a magnificent city; shaping its economy, expanding its reach, securing its borders, and leaving your mark upon history itself.

Yet do not mistake this for cooperation. As in all great cities, power is contested, and influence is never shared lightly. While each Civic Order plays its part in the rise of Alexandria, all strive for recognition above the rest. Through wealth, ingenuity, and decisive action, you will seek to amass the greatest Doxa, the glory, the measure by which history remembers its champions.

For history does not remember all who labored… only those who prevailed.

Will your Civic Order rise to greatness and secure its legacy, or will your efforts fade and be forgotten in the annals of time?

Historical Disclaimer

Alexandria draws deep inspiration from the history, culture, and legacy of the ancient city of Alexandria in Ptolemaic Egypt during the 3rd to 1st centuries BCE. Many elements within the game, its terminology, themes, and systems, are influenced by real historical concepts, practices, and institutions of the era.

However, *Alexandria* is, first and foremost, a game.

While we have taken care to reflect the spirit of the time period, this is not a strictly accurate historical simulation. Certain mechanics, roles, and interpretations have been adapted, simplified, or reimagined to create an engaging and balanced gameplay experience. As a result, some aspects may be romanticized or modernized. For this reason, we encourage you to explore the rich and fascinating world and history that inspired this game further.

After all, we are game designers and history nerds, not academic historians.

GAME OVERVIEW AND GOAL

GAME OVERVIEW

Alexandria is a fully asymmetrical, dice-drafting, city-building game with positive player interaction. It is played over 5 Rounds by 1–6 players. The goal of the game is to compete to earn the most Doxa by the end of the game, and there can be only one winner. Each Civic Order gains Doxa in diverse ways, using unique abilities and actions. The game always ends at the end of the 5th Round, symbolized by the Greek letter ϛ'.

Alternative Ending

If all Land Value tokens have been removed from the City Map and no player can Build, the game ends at the end of that Round after all players have completed their turns.

In Alexandria, players:

1. Draft Action Dice.
2. Assign them to an Action Line on their player board.
3. Perform actions to:
   a. Produce resources
   b. Sell resources on the Timeline.
   c. Buy or Request resources from the Timeline
   d. Build Units
   e. Construct Monuments
   f. Other Specialized actions.
      Unique to each Role.
4. Resolve Events and Raids.
5. Gain Doxa.



GAME OVERVIEW AND GOAL

The Civic Orders

Each player takes control of a Civic Order, each with its own unique playstyle and path to gaining Doxa:

The Harvesters of the Nile 

Gain Doxa by producing Raw Materials and supplying the market with them.

The Crafters' Guild 

Gain Doxa by transforming Raw Materials into Products, including Luxury resources and Armaments.

The Royal Architects 

Gain Doxa by constructing Monuments and developing the City.

The Ptolemaic Phalanx 

Gain Doxa by defending the city from Raids.

You can find more information on Civic Orders on page 32.

Anatomy of a Round

A Round is a full cycle of play where every player has taken their turns. In other words, a Round begins with the first player and ends once the last player in the turn order has completed their third turn.

A player's turn is the period during which they resolve one of their actions for the current Action Phase. They must then pass their turn to the next player and wait until all players have finished assigning an Action Die and completed their turn to assign their second Action Die during their next turn.

During their turn, a player assigns one Action Die, resolves the effects of that die and any resulting actions from their player's board, and completes any effects triggered during the process. Once all actions and effects have been fully resolved, that player's turn ends and play passes to the next player in Initiative Order.

GAME OVERVIEW AND GOAL

Each Round is divided into five distinct phases, played in order:

1. Upkeep Phase
The Round begins. The Timeline is prepared and automatic effects are resolved.

2. Dice Drafting Phase
Players roll the Action Dice and draft them one at a time.

3. Wheel of Time Phase
Players select rewards from the Wheel of Time one at a time.

4. Action Phase
Players take turns assigning their Action Dice and performing actions.

5. Timeline Phase
The Timeline resolves. Resources are bought and sold. Events and Raids take effect.

6. Pharos Phase
Initiative is calculated, and the Round counter rotates.

For in-depth analysis of each Phase, see page 72.

Initiative and Initiative Order

Initiative determines both the order in which players draft Action Dice and the order in which they take their turns during the Action Phase.

Alexandria uses a turn order system known as the Initiative Order. The Initiative Order is represented both on the Pharos miniature and as a track printed on the game board; players may use whichever is more convenient.

The Initiative track consists of six spaces, each designed to hold the sigil of a player's Civic Order. A player's position on this track determines their turn order: the player whose sigil is highest on the track acts first, the player in the second-highest position acts second, and so on until all players have taken their turns.

Initiative is not fixed and may change throughout the game. Initiative Order is updated at the end of each Round during the Pharos Phase.

GAME SETUP

Set-Up

Begin by placing the City Map in the center of the table and placing the Wheel of Time in its designated space on the City Map.

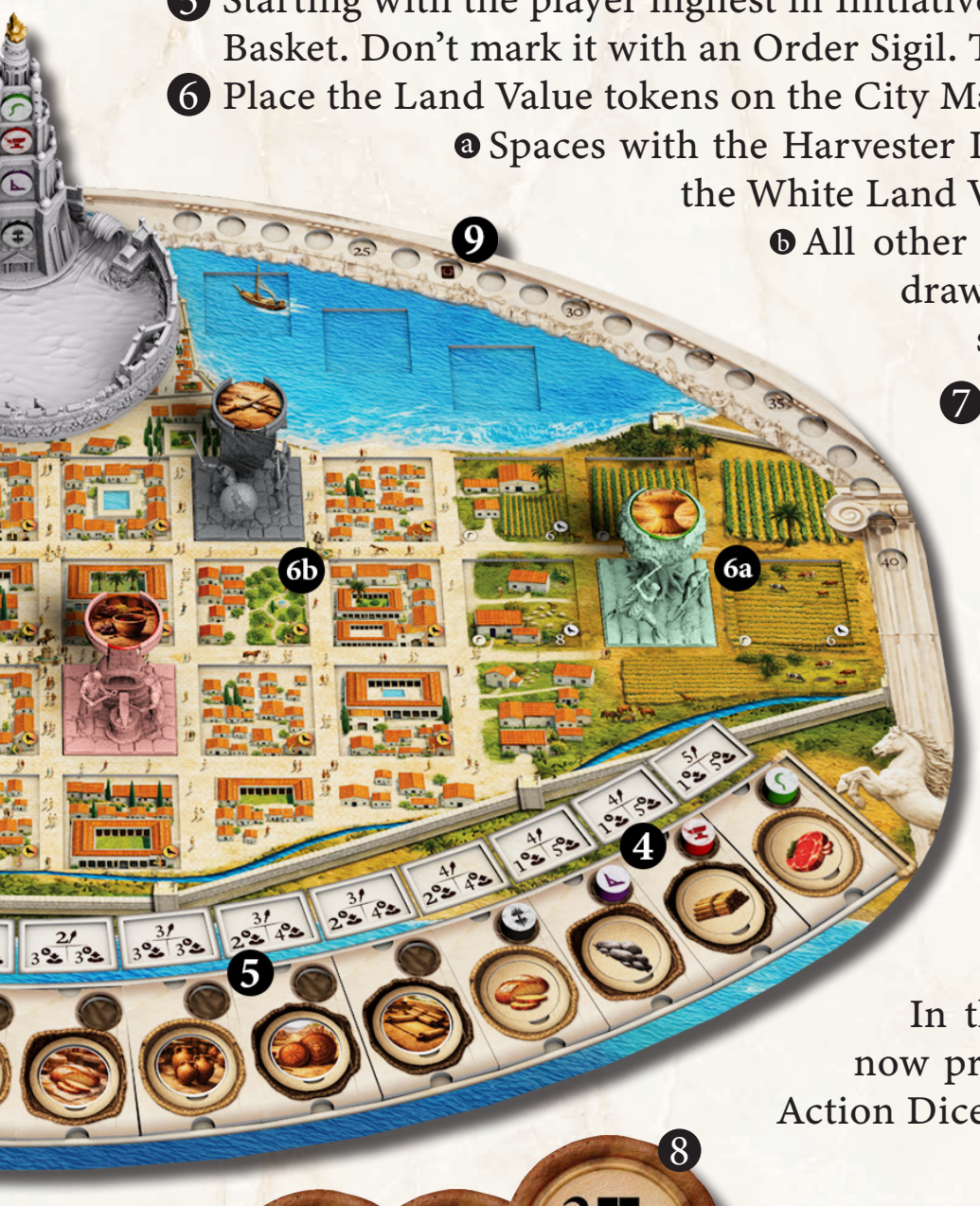
Place all Drachma, resources, and Rosetta Stones not assigned to players, as well as all Event tokens and Royal Seals, within easy reach of all players.



1. Place the Pharos miniature in its designated space on the main board. Then, place each player's Order Sigil from bottom to top in the following order: Phalanx, Architect, Crafter, Harvester. If there are fewer than four players, advance all placed Sigils forward so that no empty spaces remain between them.
2. Starting with the player highest in Initiative, place their Order Sigil on position 1 of the Doxa Track. Continue in Initiative order, placing each player's Order Sigil in the next available position.
3. Arrange the Baskets, Raids, and Event tokens on the Timeline, following the marked positions:
   a. Randomly draw an Event token and place it face up in a Basket on this space.
   b. Randomly draw a Raid token and place it face down on these spaces.
   First Round Raids are marked with an α'.

   Empty Baskets are placed in all spaces that do not feature any of the three aforementioned symbols.
4. Starting with the player highest in Initiative, place one Request token on the rightmost Basket and mark it with an Order Sigil. Then repeat this for all players.

GAME SETUP





5 Starting with the player highest in Initiative, place one resource of any type on the rightmost Basket. Don't mark it with an Order Sigil. Then repeat this for all players.

6 Place the Land Value tokens on the City Map.

ⓐ Spaces with the Harvester Icon are considered Fields. Randomly draw and place the White Land Value tokens on each of these spaces.

ⓑ All other spaces on the City Map are City Blocks. Randomly draw and place the gold Land Value tokens on each of these spaces.

7 Each player in Initiative order chooses a City Block or Field, for Harvester, pays for its Land Value token, and places a Unit there. Then places one of their Building tokens on that Unit. The Architects must always begin with the Foundations token.

8 Each player draws three random Royal Seals and selects one to keep. Discard the rest.

9 Randomly draw face down a number of Royal Seals equal to the number of players and place them over the 14th position of the Doxa track. Do the same for the 27th position.

In the first Round, skip the Upkeep Phase. Players may now proceed to the Dice Drafting Phase and begin drafting Action Dice.

GAME SETUP

Civic Order Set-Up

Each player chooses one of the Civic Orders and takes:

- The corresponding Civic Order insert which contains:
  - 10 Drachma.
  - 1 Rosetta Stone.
  - Request Tokens.
  - Building Tokens.
  - 10 Order Sigils.
- Their Civic Order's player board.
- Their Civic Order's pouch and Scrolls. Place the Scrolls inside the pouch.
- 6 Unit Miniatures

The Harvesters of the Nile Set-Up



The Royal Architects Set-Up



The Crafters' Guild Set-Up



The Ptolemaic Phalanx Set-Up



The set-up is now complete. Players may now begin drafting Action Dice. To see how the game continues, proceed to page 72 or continue reading to learn the core mechanics, game concepts, and fundamentals.

GAME MODES

When playing a multiplayer game of *Alexandria*, some Civic Orders may not be in play due to player count. In these cases, apply the following rule modifications depending on which faction is absent. When multiple Civic Orders are absent, apply all modifiers.

1. Absent Harvester

Use the Harvester's Pouch and place inside it 1 Raw Material of each available type. Fish are always considered available. Available Raw Materials are those that:

- Produce a Luxury or Armament, or
- Can be used directly by another Civic Order like Stone.

See pages 24-25 for which resources are used by each Civic Order.

During setup, before players place any Requests on the Timeline:

- Determine the spaces needed for player Requests and starting resources, as desribed in steps 4 and 5 of Game Setup.
- Then place 2 random Harvest resources from the pouch into the next available Basket spaces, don't mark them with any Sigil.

At the End of Each Round's Upkeep:

- Place 2 random resources from the Harvester's pouch onto the Timeline in the rightmost available Basket, as the last action on during the Upkeep Phase.

Resources removed throughout the game from the pouch are not returned to it.



Starting Timeline for a 3-player game with an Absent Harvester (before players place Requests and resources during setup).

GAME MODES

2. Absent Crafter

- When there is an absent Crafter, the Automaton takes his place. Rules for solo and Automaton play are coming soon.

3. Absent Phalanx

- No Raids are placed on the Timeline; place Baskets in those spaces instead.
- Remove all Armaments and the Raw Materials Wood and Iron.
- Players may not build Units that produce Armaments.

4. Absent Architect

- Remove Stone from the game.
- During setup, before players choose where to place their first Unit:
  - In Initiative order, each player places 1 Monument on the City Map. Do not pay for the Land Value tokens.
  - Players gain adjacency bonuses from the monument normally.



GAME CONCEPTS

ACTION DICE

Action Dice are the primary means by which players perform actions in Alexandria. There are three types of Action Dice each with six sides, and together they are called a set:

1. Activate Die
The Activate Die consists of:

- **1, 2, 3, and 4 Activate sides**

Each Civic Order uses Activations differently. The number before the Activate icon indicates how many times you may perform an Activation.

- **Pharos Flame side**

When assigned, gain 1 Pharos Flame.

- **+1 side**

Your chosen player board action may be enhanced. Refer to the respective Dice Actions sections to see all enhancements available for each Civic Order.

2. Build Die
The Build Die consists of:

- **1, 2, and 3 Build sides**

This allows you to, Build a Unit on the City Map, or Change the Building token on one of your Units. The number before the icon indicates how many times you may perform this action.

- **2 and 4 Drachma sides**

When assigned, gain the indicated amount of Drachma.

- **+1 side**

Your chosen player board action may be enhanced. Refer to the respective Dice Actions sections to see all enhancements available for each Civic Order.

3. Research Die
The Research Die consists of:

- **2, 3, and 4 Research sides**

When assigned:
- Draw the indicated number of Scrolls from your pouch.
- Choose one and place it in a designated space on your player board.

- **1 and 2 Rosetta Stone sides**

When assigned, gain the indicated amount of Rosetta Stones.

- **+1 side**

Your chosen player board action may be enhanced. Refer to the respective Dice Actions sections to see all enhancements available for each Civic Order.



GAME CONCEPTS

DRAFTING ACTION DICE

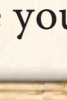
You may draft any combination of Action Dice. Drafted but unassigned dice are placed in the topmost slots of your player board. During your turn, you must assign one of your three dice to an action on your player board.

You may perform your player board action or your Action Die action first, and you may choose to skip one or both actions.

Then, from top to bottom, activate any Scrolls that are linked beneath your die.

Placing a Die on the (+1) slot of a player board enhances it, usually adding +1 to its value.



Base Die Effect	Enhanced Die Effect +1
	
	2 
	2
4	5
2	3
	2 
	2 

Follow this logic to resolve all possible Action Dice combinations.

HINT

High Activation Dice are usually the most contested. Maintain a high initiative and plan accordingly to draft the dice you need.

GAME CONCEPTS

THE TIMELINE

The Timeline is the core mechanism that drives Alexandria. It consists of 16 spaces. Baskets, Events, and Raids are all Timeline Items and are placed in these locations. Timeline Items always move from left to right.

Whenever a Timeline Item is removed from the Timeline, all remaining Timeline Items shift to the right to fill any gaps. Empty general Baskets are then added to the leftmost spaces to restore the Timeline to its full length.

It is possible for empty general Baskets to appear between Event or Raid tokens, as those appear in fixed positions. In such cases, leave the empty Baskets in place, so the Raids and Events do not shift forward. These empty Baskets may be used by players to place Offers or Requests. In all other cases, empty Baskets may only appear at the left end of the Timeline.



GAME CONCEPTS

Timeline Tracker

Above the Timeline is a tracker displaying values for:

- Raid Power
- Selling price for Requests
- Buying price for Offers

As entries progress along the Timeline:

- Raids become more powerful
- Requests become cheaper
- Offers become more expensive

This creates incentives for players to:

- Fight Raids early while they are weaker
- Complete Requests early when they are more profitable
- Purchase Offers early when they are cheaper



The player takes one resource from their Insert Tray and places it in the corresponding Request on the Timeline.

The player who wants to buy the resource removes it from the Basket and places it in their Insert Tray.

BASKETS

Baskets begin empty and must be filled with Offers or Requests.

- Each Basket can hold any number of the same resources, but only a single Request token.
- Two Baskets in the Timeline cannot contain both an Offer and a Request for the same resource.

For example: If there is a Beer resource on the Timeline as an offer, players cannot Request Beer. They should buy the Beer that already is there for them to Buy. Therefore, placing a Beer Request token on a new Basket when using the Request action is an illegal move.

- Players must place their Order's Sigil on the Baskets that they used to host Request or Offers.

Additional Rules:

- Players may not buy their own Offers.
- Players may only Request or Buy resources shown on their Request tokens.
- Players may Sell or Offer any resource, provided they have the Sell or Offer action on their player board.

GAME CONCEPTS

RAIDS

Raids include space for the Combat tokens of the Phalanx and always display their Level which corresponds to the current Round Level:

- α for 1st Round
- β-γ for 2nd and 3rd Rounds
- δ-ε for 4th and 5th Rounds.

See page 60 for full Raid combat rules.



DID YOU KNOW?

In ancient Alexandria, the marketplace was not purely driven by wealth, but shaped by systems of civic oversight and distribution. Goods often flowed toward those who needed them most, guided by a complex network of state influence, public institutions, and regulated trade.

The Timeline in Alexandria reflects this philosophy. As time progresses, unmet Requests become easier to fulfill, representing the state's role in redistributing resources, stabilizing prices between vendors, and intervening to address public needs.

You can think of this system as an active civic authority, one that fulfills unclaimed demands, balances the market, and even draws upon public funds to ensure the city continues to function.

GAME CONCEPTS

EVENTS

An Event is placed in an empty General Basket on the Timeline position indicated on the board with the Event symbol.

- Events are resolved only at the end of the Round during the Timeline Phase
- No other items may be placed in a Basket containing an Event

An Event moves along the Timeline as normal and can only be resolved during the Timeline Phase if enough Timeline resolutions occur to reach it. See page 84.



Event Effects

When an Event is resolved, apply its effect:



You may pay 1 Rosetta Stone to gain 10 Drachma.



You may pay 1 Rosetta Stone to gain 1 Food resource. The resource must not already be on your player board, and you must assign it immediately to raise your Maximum Population.



You may pay 1 Rosetta Stone to draw and place one random Scroll from your Pouch onto your player board, as though you had used the Research action.



You may pay 1 Rosetta Stone to gain 1 Pharos Flame.



Immediately Resolve. Replace this Event with a Raid of a level equal to the current Round. Replace this Event with a random one if Phalanx is not in play.



You may pay 1 Rosetta Stone to gain 1 Luxury resource or Armament resource of your choice.

GAME CONCEPTS



You may pay 5 Drachma to draw and place one random Scroll from your Pouch onto your player board, as though you had used the Research action.



You may pay 5 Drachma to gain 1 Food resource. The resource must not already be on your player board, and you must assign it immediately to raise your Maximum Population.



You may pay 5 Drachma to gain 1 Rosetta Stone.



You may pay 5 Drachma to gain 1 Pharos Flame.



You gain Doxa equal to the number of Scrolls on your player board.



You gain Doxa equal to your Current Population.



You gain Doxa equal to the number of Luxury resources or Raids Won on your player board.



You may pay 5 Drachma to gain 1 Luxury resource or Armament resource of your choice.



You gain 1 Doxa for each 5 Drachma you have.



You gain 1 Doxa for each Rosetta Stone you have.



You gain half the Doxa (rounded up) that the Initiative would have awarded you at the end of the game for your current position.

No new actions or Timeline resolutions may be performed until all players have fully resolved the Event.

HINT

Since Events are visible at the start of the Round, you may plan ahead to take advantage of them. However, be careful, clever opponents will do the same.

GAME CONCEPTS

THE CITY MAP

The City Map is where all players place their Units. It consists of City Blocks and Fields.

- Fields are marked with the Harvester Icon and may only host Harvester Units.
- City Blocks may host any type of Unit except Harvester Units.

Players may claim a City Block or Field using the Build action in order to place a Unit. Only the Harvesters may claim a Field.

To do so, a player must:

1. Have a maximum Population, greater than their current Population.
2. Perform the Build action.
3. Pay the cost of the Land Value token.
4. Place their Unit and a Building token on the chosen City Block or Field.



GAME CONCEPTS

THE PHAROS OF ALEXANDRIA



The Pharos has three functions:

1. **It tracks Initiative**
2. **It holds the Round Counter**
3. **It serves as a dice tray for the Action Dice**

To track Initiative, place your Order Sigil in a slot on the Pharos miniature. Press it lightly into place; it can be easily removed and repositioned as needed.

If you do not have the Pharos add-on, use the printed track on the main board to track initiative.

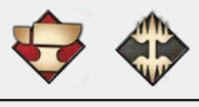
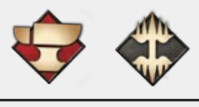
To track Rounds, place the Round Counter in its designated slot with the face corresponding to the current Round facing up. The sixth face shows a special symbol. When this side is revealed, it signals the immediate end of the game.

Die Face	Round
α’	1st
β’	2nd
γ’	3rd
δ’	4th
ε’	5th
ς’	The game has ended

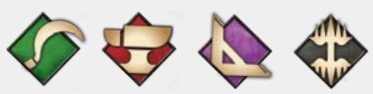
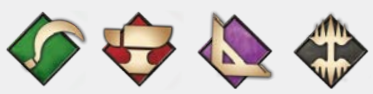
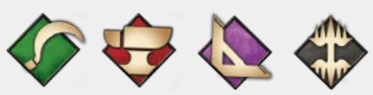
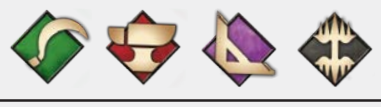
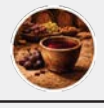
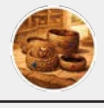
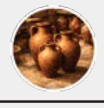
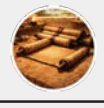
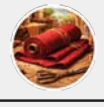
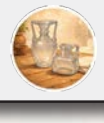
GAME CONCEPTS

THE RESOURCES

Resources are the items players gather, buy, sell, and assign to their player boards throughout the game. They are represented by acrylic discs of white color and are divided into three categories:

1. 4x Armaments		
Token	**Name**	**Used by**
	Leather Armor	
	Shields	
	Bows and Arrows	
	Weapons	



2. 10x Products		
Token	**Name**	**Used by**
	Fish*	
	Bread*	
	Beer*	
	Meat*	
	Wine	
	Jewelry	
	Amphorae	
	Papyri	
	Textiles	
	Glass	

**Food resources*

GAME CONCEPTS

3. 11x Raw Materials		
Token	**Name**	**Used by**
	Grain	
	Livestock	
	Grapes	
	Gold	
	Clay	
	Pure Pale Sand	
	Wood	
	Iron	
	Papyrus Stalks	
	Flax	
	Stone	

Resource Availability

There is a limited number of each resource in the game. Resources may run out and become unavailable.

If a player must have his request Fulfilled or produce a resource that is not available in the General Supply, they must take that resource from another player who has it and is not currently using it on their player board.

If all copies of that resource are in use on player boards, the player cannot gain or produce that resource.

FUN FACT

This system is inspired by the Ptolemaic redistribution system, where the state, rather than private markets, directed surplus goods to stabilize the population. Taxes were often collected in kind and redistributed as essential goods, such as bread and beer.

In a similar way, if a player has hoarded all of a particular resource, it will be taken and redistributed to fulfill the needs of others.

GAME CONCEPTS

THE WHEEL OF TIME

The Wheel of Time is a rotating dial that must be assembled before its first use. To assemble the Wheel of Time, follow these steps:

1. Locate the top piece, bottom piece, and the plastic axle.
2. Place the top piece onto the bottom piece, ensuring the centers align and the printed sides of both pieces face outward (visible on the top).
3. Insert the plastic axle to secure the two pieces and press gently until it is firmly in place. Make sure that the top piece can be rotated freely.
4. Your Wheel of Time is ready!



The Wheel of Time is a rotating mechanism that provides bonuses during the Round as well as helps players who are behind in Doxa and Initiative, functioning as a Catch-Up mechanism.

GAME CONCEPTS

Wheel of Time Phase

After all players have drafted their action dice, the Wheel of Time phase begins:

1. The player with the lowest Initiative rotates the Wheel of Time and sets it to any position.
    a. Two rewards will be visible in the +1 circles.
    b. Two rewards will remain hidden.
2. The player with the lowest Doxa chooses one available reward, places their Order Sigil on it, and immediately gains its benefit. The player with the lowest Doxa is the player furthest behind on the Doxa track. If two or more players occupy the same space, the player who most recently entered that space places their Sigil on top of the other player's Sigil. The player whose Sigil is on the bottom is considered to have the lower Doxa.
3. All other players then do the same in ascending Doxa order.

Each reward can only be chosen once.

A reward covered by an Order Sigil is no longer available.



The Harvester is next to place their Sigil on an available Wheel of Time position.



They select to gain two Rosetta Stones. They cover the position and place the Rosetta Stones in their Insert.

GAME CONCEPTS

Activating the Wheel During the Action Phase

Players may also use the Wheel of Time as a free action during their turn by:

- Paying 1 Rosetta Stone.
- Placing that Rosetta Stone on an available reward.
- Immediately gain that reward.

This reward is then no longer available.

You may also activate the Wheel of Time outside your turn when resolving effects.
For example, during Timeline Resolution at the end of Round or when paying for another player's effect.

Resetting the Wheel

During the Upkeep Phase:

- Remove all Rosetta Stones and Order Sigils from the Wheel of Time.
- All rewards become available again.



POPULATION

Population is divided into two values:

- **Maximum Population**

  The number of Units you are allowed to have on the board.

- **Current Population**

  The number of Units you currently have on the board. This value cannot exceed your Maximum Population.

Increasing Population

To increase your Maximum Population, fill the designated slots on the left side of your player board with Food resources.

- Each player begins the game with a Maximum Population of 2.
- Each Food resource committed increases your Maximum Population by 1, up to a maximum of 6.

To increase your Current Population, use the Build action to place a Unit on the City Map. Your Current Population is always equal to the number of your Units on the City Map.

You Current Population can never exceed your Maximum Population.

Population Events

Some Events increase your Maximum Population by 1. When this occurs, place a Food resource of your choice on an empty slot on your player board to track the increase.

Population and Scoring

Final Scoring, Events and Royal Seals that award Doxa refer to your Current Population, not your Maximum Population.

ROSETTA STONE

The Rosetta Stone is a special and rare resource that can be used in the following ways:

- **Change an Action Die**

  Discard a Rosetta Stone to change one of your Action Dice to any side.

- **Gain Rewards from the Wheel of Time**

  Discard a Rosetta Stone. Then place one of your Order Sigils on an available position on the Wheel of Time and immediately gain the indicated reward. The Order Sigil will be removed from the Wheel at the beginning of the next Round's Upkeep Phase when the Wheel of Time resets.

By using an Action Die with the symbol, a player gains one Rosetta Stone. If the symbol is preceded by the number 2, they gain two Rosetta Stones instead.

DRACHMA

Drachma is the currency of the game and can be used to:

- Buy Fields and City Blocks
- Buy resources from the Timeline
- Pay various costs, depending on your Civic Order

There are two types of Drachma: One-Drachma and Five-Drachma. As their names suggest, the One-Drachma represents a single Drachma, while the Five-Drachma represents five. Make sure to simplify five One-Drachma to a single Five-Drachma, when possible, to ensure all players can have enough Drachma.

At the beginning of the Timeline Phase, before any resolution occurs, all players gain Drachma equal to their Luxury resources, or Raids Won on their player board.



HINT

The game does not reward hoarding Drachma, but you should always have enough at the start of your turn to perform your actions. Manage your wealth carefully, ensure it never runs out, but do not hesitate to spend it to gain Doxa.

GAME CONCEPTS

ROYAL SEALS

Royal Seals are secret objectives that award Doxa. Players keep them face down in front of them and will acquire them at three different points during the game:

1. Game Set-Up

Each player is randomly dealt 3 Royal Seals. They choose 1 to keep and discard the rest.

2. First Player to Reach 14 Doxa

The first time a player reaches 14 Doxa, that player draws a number of Royal Seals equal to the number of players. They choose 1 to keep and leave the remaining Seals facedown near the main board for the next player who reaches 14 Doxa.

3. First Player to Reach 27 Doxa

The first time a player reaches 27 Doxa, that player draws a number of Royal Seals equal to the number of players. They choose 1 to keep and leave the remaining Seals facedown near the main board for the next player who reaches 27 Doxa.

At the end of the game, all players reveal their Royal Seals and check whether they have met the conditions to gain Doxa.

To see all Royal Seal effect consult page 89.



HINT

Gaining an early lead on the Doxa track is important. Drafting Royal Seals before your opponents can significantly increase your endgame Doxa scoring over them.

GAME CONCEPTS

ADJACENCY

Adjacency in Alexandria is defined as two Units being in the same row or column. Diagonally adjacent Units do not count as adjacent.

Units of the same player may be adjacent to one another to form Districts, or adjacent to a Monument to benefit from its effect. A Unit can be simultaneously adjacent to all four Units on the four adjacent spaces.

Adjacency is also used to form Districts for endgame scoring. A continuous line of adjacent Units belonging to the same player forms a District.

Example:

The Bread Crafter Unit is adjacent to the Jewelry Crafter Unit, forming a District. Since the Jewelry Crafter Unit is also adjacent to the Shield Crafter Unit, together they form a District of 3 Units.

The Bread Crafter Unit is also adjacent to the 2 Phalanx Units and the Monument, but not adjacent to the Shield Crafter Unit.



THE CIVIC ORDERS

The Civic Orders

Each player takes the role of a Civic Order, representing one of the great guilds and factions of ancient Alexandria. While all Orders contribute to the growth and prosperity of the city, each pursues influence and glory through different means.

There are four Civic Orders in the game:

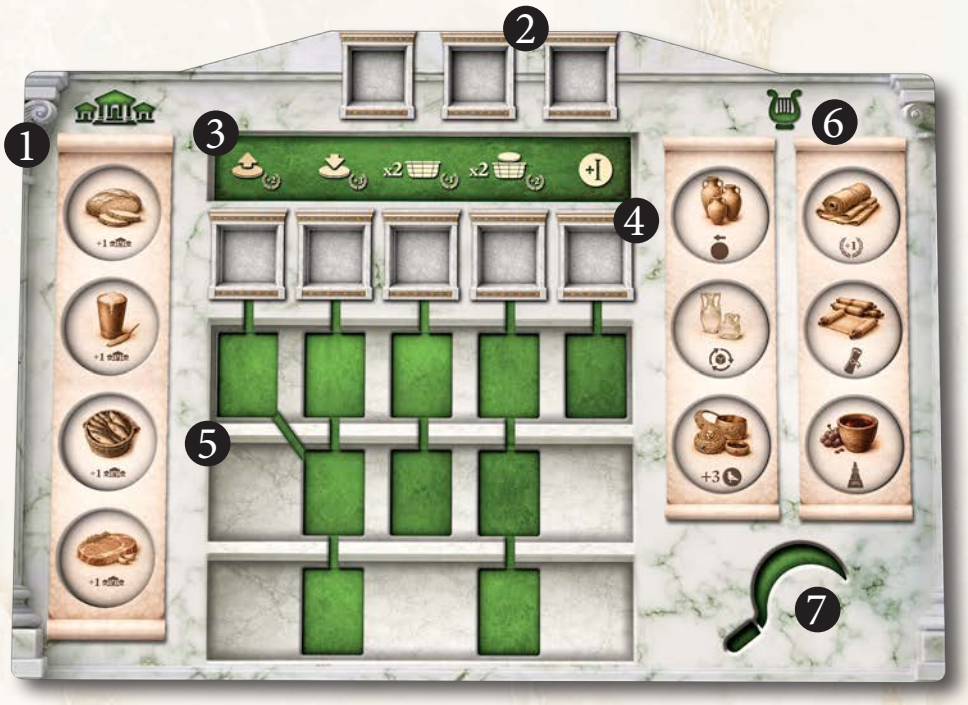
- The Harvesters of the Nile
- The Crafters' Guild
- The Royal Architects
- The Ptolemaic Phalanx

Each Civic Order features unique mechanics, actions, and paths to gaining Doxa.

The Harvesters of the Nile

Harvesters are the Civic Order responsible for supplying the city of Alexandria with Raw Materials, resources that other factions transform into Products.

Player Board Anatomy



1. Space for Food resources.
2. Slots for drafted and unassigned Action Dice. When you select an Action Die during the Action Dice Draft Phase, place it here.
3. Harvester Actions.
4. Slots for assigning an Action Die.
5. Space for Scrolls.
6. Space for Luxury resources.
7. Civic Order Symbol

THE CIVIC ORDERS

Components

The Harvesters come with their own Order's insert tray and set of components:



Harvester Insert	
Component	**Name**
Building Tokens	Grain, Livestock, Grapes, Gold, Clay, Stone, Wood, Iron, Papyrus Stalks, Flax, Pure Pale Sand, Fish
Request Tokens	Bread, Beer, Meat, Wine, Jewelry, Amphora, Papyri, Textiles, Glass
Order Sigils	Order Sigils
Coins	Drachma
Rosetta Stone	Rosetta Stone
Unit miniatures	Harvester Miniatures

Population

The Harvesters can collect Bread, Beer, Fish, and Meat on their player board. They start with a maximum Population of 2, and each unique Food resource increases their maximum Population by 1, up to a maximum of 6. You can never assign the same Food resource twice.

Maximum Population determines how many Units you may simultaneously have on the City Map and may award Doxa at the end of the game. Each Unit occupies one Population slot and increases your Current Population by 1.

Harvesters cannot buy City Blocks, but can buy Fields to place their Units in. You may not buy Fields or build Units if you are at your Population Maximum.

Population may never decrease.



THE CIVIC ORDERS

HARVESTER ACTIONS

The Harvesters have access to five Actions on their player boards

Buy

- Choose a Basket on the Timeline that contains an Offer.
- Pay its Drachma cost.
- Take one resource from that Basket.
- If the Basket is empty after this, remove it and all remaining entries shift right to fill the gaps.
- Gain 2 Doxa after resolving all effects.

Sell

- Select a Basket on the Timeline containing another player's Request for a resource you have.
- The Basket's owner must pay you the cost in Drachma to receive the resource (otherwise, return the resource to the general supply and gain Drachma from it).
- Then remove the Basket containing the Request and reset the Timeline.
- Gain 3 Doxa after resolving all effects.

Request

- Select up to two empty Baskets on the Timeline and place one Request token on each.
- Mark them with your Order's Sigil.
- Gain 1 Doxa per Request (max 2 Doxa).

Offer

- Select up to two empty Baskets.
- Place all resources of one type you have on one Basket, and a different type on the other.
- Mark them with your Order's Sigil.
- Gain 2 Doxa per Offer (max 4 Doxa).

THE CIVIC ORDERS

+I - Enhance Action Die



+1 Build
Increase the number on the Build Die by 1 (maximum 4).



+1 Drachma
Increase the number of Drachma gained from the Die by 1.



+1 Activate
Increase the number on the Activate Die by 1 (maximum 4).



+1 Pharos Flame
Increase the number of Pharos Flames gained from the Die by 1).



+1 Research
Increase the number on the Research Die by 1 (maximum 4).



+1 Rosetta Stone
Increase the number of Rosetta Stones gained from the Die by 1.



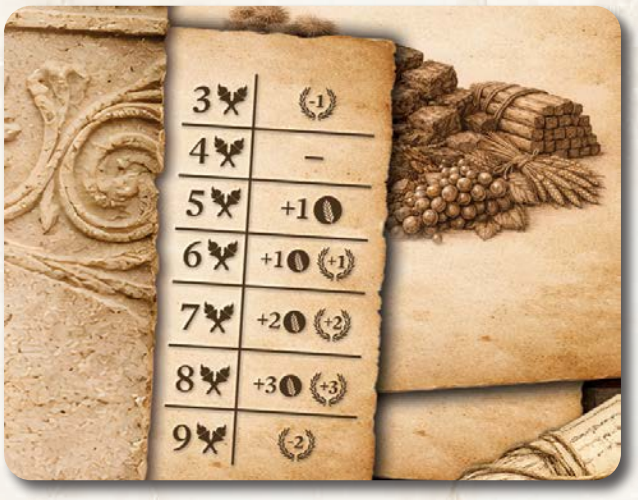
+1 +1
Gain 2 Drachma.

HARVESTER DICE ACTIONS

Activate

- Shuffle the Harvester Deck.
- Draw Cards equal to the Activate number shown on the Die (max 4).
- Choose one Card to keep and discard the rest
- Without Shuffling, you may repeat Drawing and choosing one more Card.
- Add the values in the top-right corners of your kept Cards to determine the cost to pay in Drachma.
- Consult the Harvester Production table to determine Doxa and the number of resources gained.
- Select a number of Units to Activate equal to the Activate number shown on the Die.
- You gain from each Unit the number of resources indicated by the card table.
- If you cannot pay the Drachma cost of the kept Cards, you gain -1 Doxa and 0 resources.

Harvester Production Table



THE CIVIC ORDERS

Pharos Flame

- Gain 1 Pharos Flame.

Build

- Select a Field.
- Pay the Drachma cost indicated on the Land Value token.
- Place one of your Units on the Field.
- Place a Building token on top of your Unit.
- This Action increases your Population by one.
- Alternatively, you may change the Building token on top of one of your Units.
- Repeat the above a number of times equal to the number shown on the Action Die.



Drachma

- Gain Drachma equal to the number displayed on the Action Dice.

Research

- Draw Scrolls from your Pouch equal to the number shown on the Action Die.
- Choose one to keep and place it in an available Scroll slot on your player board.
- Return the rest inside your Pouch.



Rosetta Stone

- Gain Rosetta Stones equal to the number displayed on the Action Dice.

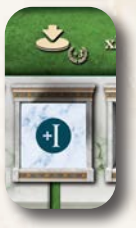




THE CIVIC ORDERS



Buy +1
You may Buy resources from a second Basket.



Sell +1
You may Sell a second resource to another Basket.



Request +1
You may Place a third Request token on a third Basket.



Offer +1
You may Place resources on a third Basket.

LINE OF ACTION

When assigning an Action Die, you create a line of actions. That line consists of the Order's Action, the action displayed on the die, and all actions on Scrolls in the same line.

How to Perform a Line of Actions

To perform a Line of Actions, you must assign an Action Die to one of your player board's dice slots under your Order's Action.

You then activate the Order Action displayed on your player board above that dice slot, followed by the Die Action shown on the Die, and any Actions displayed on Scrolls placed on the player board that are connected by a line to that Dice Slot.

You can choose whether to activate the Order Action or the Die Action first, with the other second. Then you can activate all Scroll Actions in downward order.

All Actions are optional; you may choose not to activate any of them.



THE CIVIC ORDERS

SCROLLS AND RESEARCH

When you use the Research action to draw Scrolls from your pouch, place the kept Scroll in one of these slots. Each slot is linked to a specific Action, and some slots are also linked to one another.

For a Scroll to take effect, it must be directly linked to the Action you are currently performing. Additional Scrolls only take effect if they are linked to a previously activated Scroll. Activating Scrolls is always optional, and you may skip an activation, but they are always activated from top to bottom. Linked Scrolls that enhance an action on the player board or on an Action die always resolve with the action.
For example, a "2 Activate" becomes a "3 Activate" instead of resolving as a "2 Activate" followed by a separate "1 Activate" action.

Scrolls that improve player board actions must be placed beneath the corresponding action to take effect. Otherwise, they have no effect.

Example:
The Harvesters place their "3 Activate" die on the Sell action and choose to activate the "+1 Sell" Scroll beneath the action, allowing them to sell two resources at the same time.

However, the "+3 Drachma" Scroll on the third row cannot be activated, as there is no Scroll on the second row to link it.



THE CIVIC ORDERS

LUXURY RESOURCES

The Harvesters can collect the six Luxury resources; Wine, Jewelry, Amphorae, Papyri, Textiles, and Glass, and assign them to the designated locations on their player board.

When they do, they immediately gain the reward printed on that space. Additionally, during the Timeline Phase, Harvesters gain 1 Drachma for each collected Luxury resource.

Finally, at the end of the game, Luxury resources score Doxa following the Doxa sequence.



THE HARVESTERS' DECK

When using the Activate Action Die, the Harvesters may produce resources by drawing and selecting cards from their Harvester Deck.

The Harvester Deck consists of 9 cards.



Card Anatomy

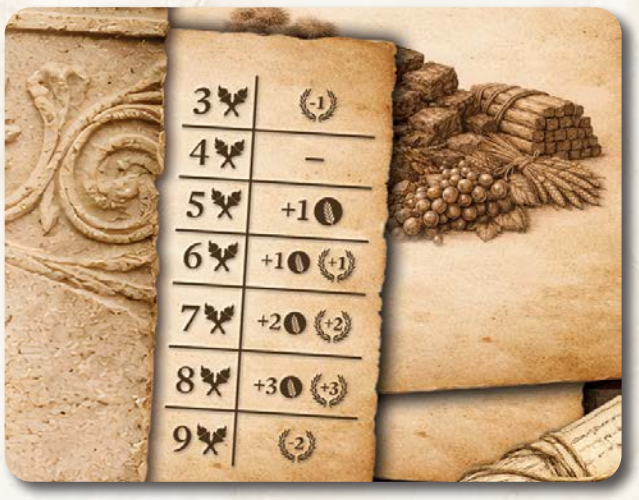
1. Card's Cost
2. Card's Value
3. Harvester Production Table

When using the Activate action, shuffle the Harvester Deck and draw cards equal to the number shown on the Action Die, with a minimum of 1 and a maximum of 4. Keep 1 of these cards and discard the rest. You may repeat this once, for up to 2 kept cards. When the Harvesters use the Activate Die for production, they may activate a number of Units up to the value shown on the die.

THE CIVIC ORDERS

Add the values in the top-right corners of your kept cards to determine your Production Value. Consult the Production Table to gain resources and Victory Points. If you cannot pay the Drachma cost of the kept cards, your Production Value is 0.

Harvester Production Table



Although the maximum number of Harvester Cards drawn is 4, regardless of the value of your Activate Die, you may still choose to decrease its value in order to activate another ability.

HINT

The economy of Alexandria begins with the Harvesters. Supply the right Raw Materials each turn, and you will stay ahead of the other Civic Orders.



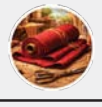
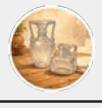
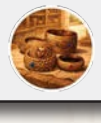
Example:
The Harvesters place a “4 Activate” die on the “+1” slot, effectively increasing the die to “5 Activate”. They then choose to subtract 1 in order to gain 1 Pharos Flame from the Phalanx’s Leadership ability. They still draw 4 cards.

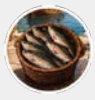
THE CIVIC ORDERS

Resources available to Harvesters:
The Harvesters can produce the following resources through their Units.

11x Raw Materials			
Token	**Name**	**Token**	**Name**
	Grain		Wood
	Livestock		Iron
	Grapes		Papyrus Stalks
	Gold		Flax
	Clay		Pure Pale Sand
	Stone		

The Harvesters can also Buy, Sell, and store the following supplies:

9x Products			
Token	**Name**	**Token**	**Name**
	Bread		Amphora
	Beer		Papyri
	Meat		Textiles
	Wine		Glass
	Jewelry		

1x Product	
Token	**Name**
	Fish



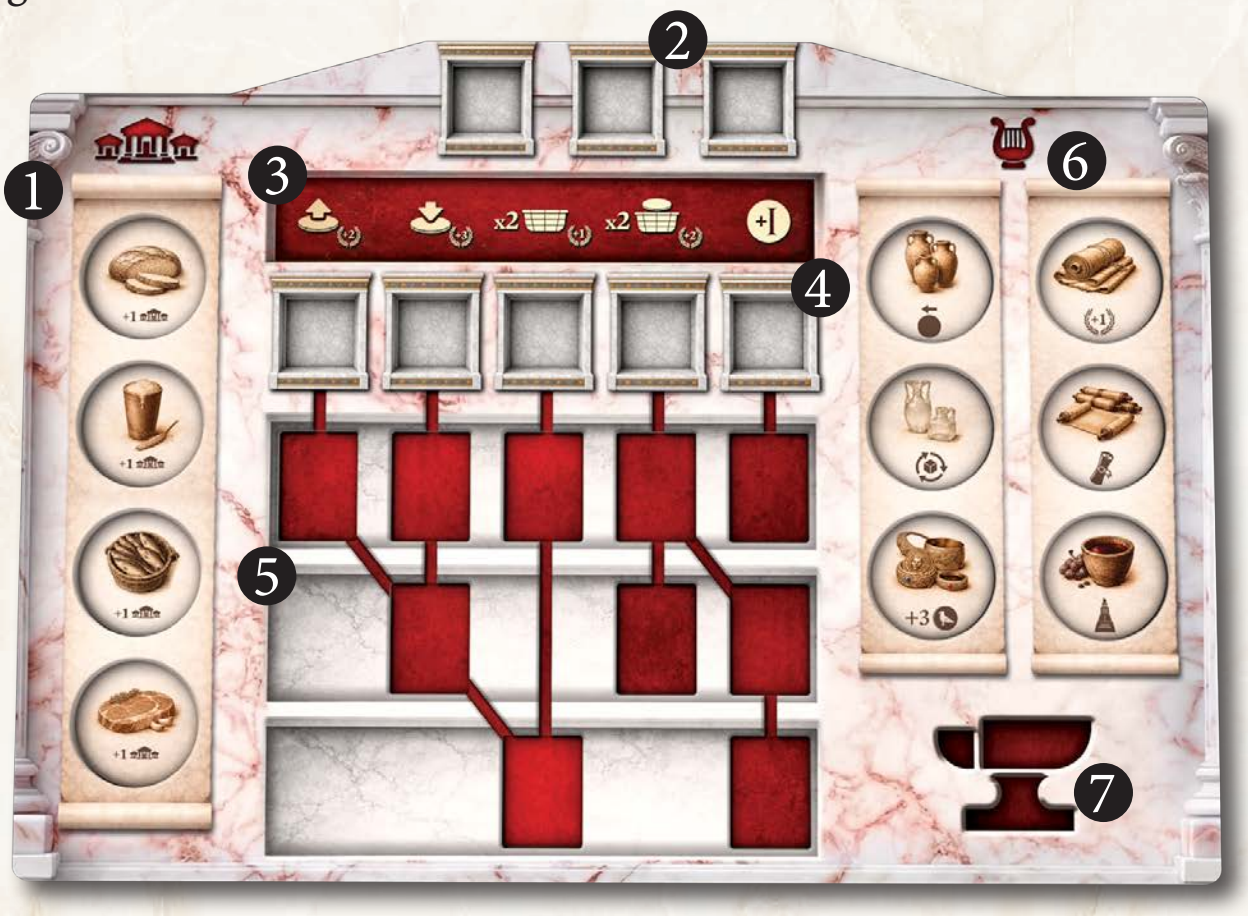
THE CIVIC ORDERS

The Crafters' Guild

The Crafters are the Civic Order responsible for supplying the city of Alexandria with Products, Food, and Armaments, transforming Raw Materials into valuable goods.

Player Board Anatomy

1. Space for Food resources.
2. Slots for drafted and unassigned Action Dice. When you select an Action Die during the Action Dice Draft Phase, place it here.
3. Crafter Actions.
4. Slots for assigning an Action Die.
5. Space for Scrolls.
6. Space for Luxury resources.
7. Civic Order Symbol



THE CIVIC ORDERS

Components

The Crafters come with their own Order's insert tray and set of components:



Crafter Insert	
Component	**Name**
Building Tokens	Bread, Beer, Meat, Wine, Jewelry, Amphora, Papyri, Textiles, Glass, Weapons, Leather Armor, Bows and Arrows, Shields
Request Tokens	Grain, Livestock, Grapes, Gold, Clay, Wood, Iron, Papyrus Stalks, Flax, Pure Pale Sand, Fish
Order Sigils	Order Sigils
Coins	Drachma
Rosetta Stone	Rosetta Stone
Unit miniatures	Crafter Miniatures

Population

The Crafters can collect Bread, Beer, Fish, and Meat on their player board. They start with a maximum population of 2, and each unique Food resource increases their maximum Population by 1, up to a maximum of 6. You can never assign the same Food resource twice.

Maximum Population determines how many Units you may simultaneously have on the City Map and may award Doxa at the end of the game. Each Unit occupies one Population slot and increases your Current Population by 1.

You may not buy City Blocks or build Units if you are at your Population Maximum.

Population may never decrease.



THE CIVIC ORDERS

CRAFTER ACTIONS

The Crafters have access to five Actions on their player boards

Buy

- Choose a Basket on the Timeline that contains an Offer.
- Pay its Drachma cost.
- Take one resource from that Basket.
- If the Basket is empty after this, remove it and all remaining entries shift right to fill the gaps.
- Gain 2 Doxa after resolving all effects.

Sell

- Select a Basket on the Timeline containing another player's Request for a resource you have.
- The Basket's owner must pay you the cost in Drachma to receive the resource (otherwise, return the resource to the general supply and gain Drachma from it),
- Then remove the Basket and reset the Timeline.
- Gain 3 Doxa after resolving all effects.

Request

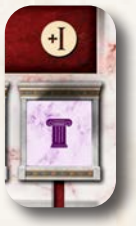
- Select up to two empty Baskets on the Timeline and place one Request token on each.
- Mark them with your Order's Sigil.
- Gain 1 Doxa per Request (max 2 Doxa).

Offer

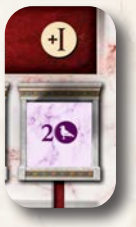
- Select up to two empty Baskets.
- Place all resources of one type you have on one Basket, and a different type on the other.
- Mark them with your Order's Sigil.
- Gain 2 Doxa per Offer (max 4 Doxa).

THE CIVIC ORDERS

+I - Enhance Action Die



+1 Build
Increase the number on the Build Die by 1 (maximum 4).



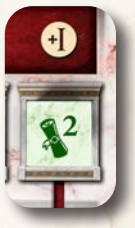
+1 Drachma
Increase the number of Drachma gained from the Die by 1.



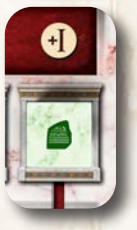
+1 Activate
Increase the number on the Activate Die by 1 (maximum 4).



+1 Pharos Flame
Increase the number of Pharos Flames gained from the Die by 1).



+1 Research
Increase the number on the Research Die by 1 (maximum 4).



+1 Rosetta Stone
Increase the number of Rosetta Stones gained from the Die by 1.



+1 +1
Gain 2 Drachma.

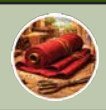
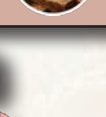
CRAFTER DICE ACTIONS

Activate

- Select a number of Units equal to the number shown next to the activation icon (max 4). For each selected Unit, discard the required resource to produce that Unit's resource in an amount equal to the number of players.

Crafter Production Table

Discard	Gain
	
	
	
	
	
	
	

Discard	Gain
	
	
	
	
	
	
	

THE CIVIC ORDERS

Pharos Flame

- Gain 1 Pharos Flame.

Build

- Select a City Block.
- Pay the Drachma cost indicated on the Land Value token.
- Place one of your Units on the City Block.
- Place a Building token on top of your Unit.
- This Action increases your Population by one.
- Alternatively, you may change the Building token on top of one of your Units.
- Repeat the above a number of times equal to the number shown on the Action Die.



Drachma

- Gain Drachma equal to the number displayed on the Action Dice.

Research

- Draw Scrolls from your Pouch equal to the number shown on the Action Die.
- Choose one to keep and place it in an available Scroll slot on your player board.
- Return the rest inside your Pouch.



Rosetta Stone

- Gain Rosetta Stones equal to the number displayed on the Action Dice.

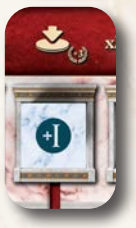




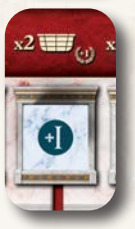
THE CIVIC ORDERS



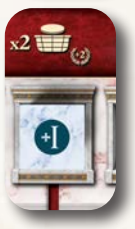
Buy +1
You may Buy resources from a second Basket.



Sell +1
You may Sell a second resource to another Basket.



Request +1
You may Place a third Request token on a third Basket.



Offer +1
You may Place resources on a third Basket.

LINE OF ACTION

When assigning an Action Die, you create a line of actions. That line consists of the Order's Action, the action displayed on the die, and all actions on Scrolls in the same line.

How to Perform a Line of Actions

To perform a Line of Actions, you must assign an Action Die to one of your player board's dice slots under your Order's Action.

You then activate the Order Action displayed on your player board above that dice slot, followed by the Die Action shown on the Die, and any Actions displayed on Scrolls placed on the player board that are connected by a line to that Dice Slot.

You can choose whether to activate the Order Action or the Die Action first, with the other second. Then you can activate all Scroll Actions in downward order.

All Actions are optional; you may choose not to activate any of them.



THE CIVIC ORDERS

SCROLLS AND RESEARCH

When you use the Research action to draw Scrolls from your pouch, place the kept Scroll in one of these slots. Each slot is linked to a specific Action, and some slots are also linked to one another.

For a Scroll to take effect, it must be directly linked to the Action you are currently performing. Additional Scrolls only take effect if they are linked to a previously activated Scroll. Activating Scrolls is always optional, and you may skip an activation, but they are always activated from top to bottom. Linked Scrolls that enhance an action on the player board or on an Action die always resolve with the action.
For example, a "2 Activate" becomes a "3 Activate" instead of resolving as a "2 Activate" followed by a separate "1 Activate" action.

Scrolls that improve player board actions must be placed beneath the corresponding action to take effect. Otherwise, they have no effect.

Example:
The Crafters place their "1 Build" die on the Buy action and choose to activate the "+1 Buy" Scroll beneath the action, allowing them to buy two resources at the same time.

As the "+1 Build" Scroll is in the same line and connected to the previous Scroll, it can be activated, allowing the Crafters to Build one additional time.



THE CIVIC ORDERS

LUXURY RESOURCES

The Crafters can collect the six Luxury resources; Wine, Jewelry, Amphorae, Papyri, Textiles, and Glass, and assign them to the designated locations on their player board.

When they do, they immediately gain the reward printed on that space. Additionally, during the Timeline Phase, Crafters gain 1 Drachma for each collected Luxury resource.

Finally, at the end of the game, Luxury resources score Doxa following the Doxa sequence.



PRODUCTION

Crafters can produce resources using their Activation Die.
To produce a resource, you must have the required raw material and a Unit with a Building token matching that resource type.

Each Activation allows you to activate one Unit. For example, an Activation value of 2 allows you to activate two Units.

Each time you activate a Unit, return the required raw material to the general supply and gain resources equal to the number of players (minimum 2, maximum 4).



Example:
The Crafters assign a 2 Activate Die on the Sell action on their player board.

THE CIVIC ORDERS

They have two Units. One with a Meat Building token and the other with a Beer Building token.



The Crafters choose to activate both Units. They spend the required raw materials:

- 1 Livestock is removed
- 1 Grain is removed



Each activated Unit produces resources equal to the number of players. Since this example follows a 4-player game, the result is:



The Meat Building produces 4 Meat resources.

The Beer Building produces 4 Beer resources.



THE CIVIC ORDERS

Resources available to Crafters:
The Crafters can produce the following resources through their Units.

13x Products			
Token	**Name**	**Token**	**Name**
	Bread		Textiles
	Beer		Glass
	Meat		Leather Armors
	Wine		Shields
	Jewelry		Bows and Arrows
	Amphora		Weapons
	Papyri		



The Crafters can also Buy, Sell, and store every resource.

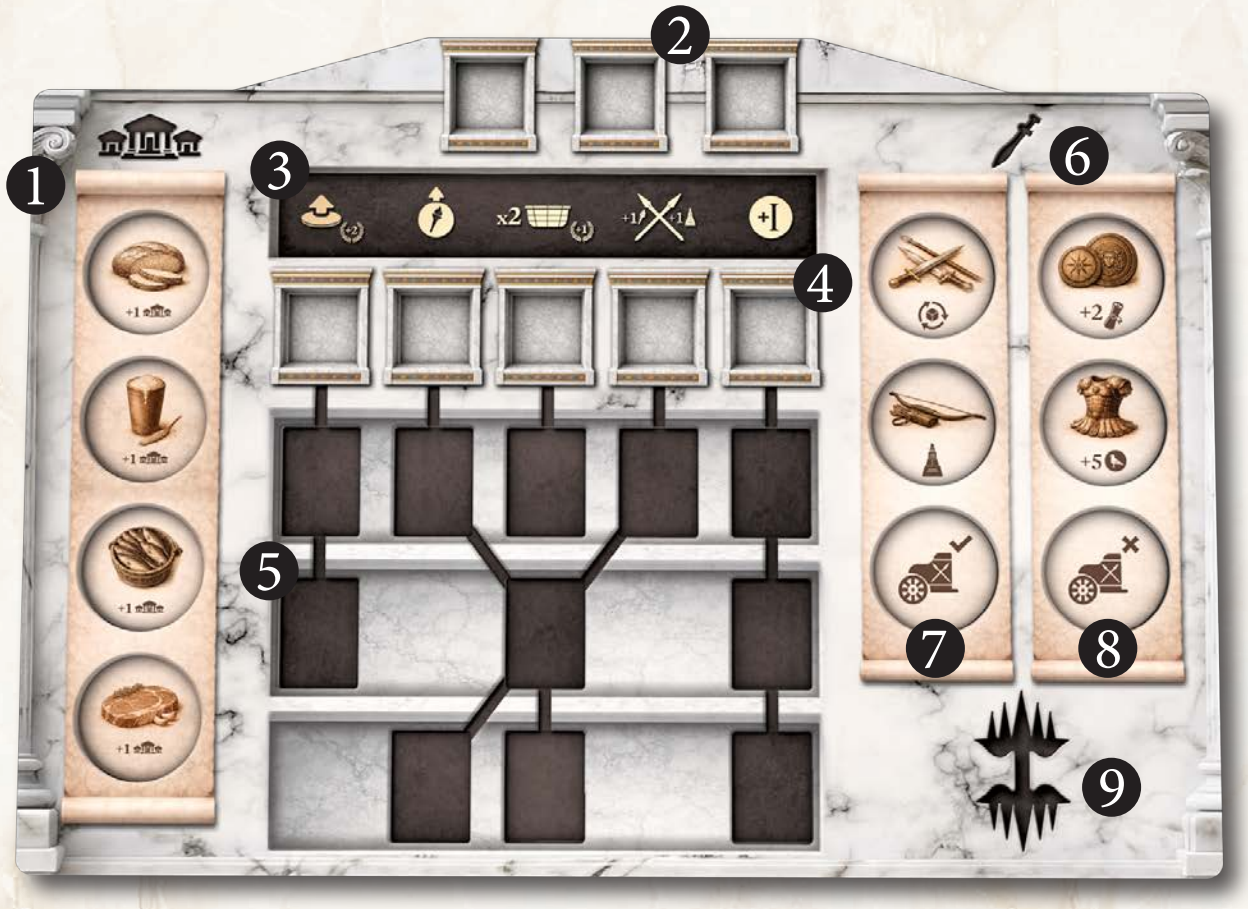
THE CIVIC ORDERS

The Ptolemaic Phalanx

The Phalanx is the Civic Order responsible for protecting the city of Alexandria from enemy Raids.

Player Board Anatomy

1. Space for Food resources.
2. Slots for drafted and unassigned Action Dice. When you select an Action Die during the Action Dice Draft Phase, place it here.
3. Phalanx Actions.
4. Slots for assigning an Action Die.
5. Space for Scrolls.
6. Space for Armaments.
7. Space for Won Raids.
8. Space for Lost Raids.
9. Civic Order Symbol



THE CIVIC ORDERS

Components

The Phalanx come with their own Order's insert tray and set of components:



Phalanx Insert	
Component	**Name**
Building Tokens	2x (Weapons, Leather Armors, Bows and Arrows, Shields)
Request Tokens	Fish, Bread, Beer, Meat, Weapons Leather Armors, Bows and Arrows, Shields
Order Sigils	Order Sigils
Coins	Drachma
Rosetta Stone	Rosetta Stone
Unit miniatures	Phalanx Miniatures

Population

The Phalanx can collect Bread, Beer, Fish, and Meat on their player board. They start with a maximum population of 2, and each unique Food resource increases their maximum Population by 1, up to a maximum of 6. You can never assign the same Food resource twice.

Maximum Population determines how many Units you may simultaneously have on the City Map and may award Doxa at the end of the game. Each Unit occupies one Population slot and increases your Current Population by 1.

You may not buy City Blocks or build Units if you are at your Population Maximum.

Population may never decrease.



THE CIVIC ORDERS

PHALANX ACTIONS

The Phalanx have access to five Actions on their player boards

Buy

- Choose a Basket on the Timeline that contains an Offer.
- Pay its Drachma cost.
- Take one resource from that Basket.
- If the Basket is empty after this, immediately reset the Timeline.
- Gain 2 Doxa after resolving all effects.

Reinforce

- Draw 3 random Combat tokens from the Phalanx's Pouch with the symbol.
- Select 2 to keep.
- Return the remaining to the Pouch.

Request

- Select up to two empty Baskets on the Timeline and place one Request token on each.
- Mark them with your Order's Sigil.
- Gain 1 Doxa per Request (max 2 Doxa).

Initiate Combat

- Select to gain +1 Combat Power or 1 Pharos Flame.
- Select a Raid from the Timeline
- Reveal it and calculate its Power

  1. If you win:

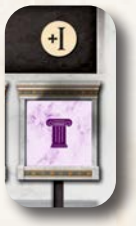
  Gain Doxa and Drachma from the Raid. Then select a Combat token placed on that Raid and place it in the Raids Won slot on your player board.

  2. If you lose:

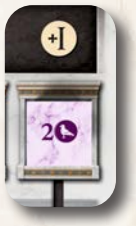
  Gain no rewards. Select a Combat token placed on that Raid and place it in the Raids Lost slot on your player board.
- Return all other Combat tokens next to your player board. They become available to be placed in Raids again.

THE CIVIC ORDERS

+I - Enhance Action Die



+1 Build
Increase the number on the Build Die by 1 (maximum 4).



+1 Drachma
Increase the number of Drachma gained from the Die by 1.



+1 Activate
Increase the number on the Activate Die by 1 (maximum 4).



+1 Pharos Flame
Increase the number of Pharos Flames gained from the Die by 1).



+1 Research
Increase the number on the Research Die by 1 (maximum 4).



+1 Rosetta Stone
Increase the number of Rosetta Stones gained from the Die by 1.



+1 +1
Gain 2 Drachma.

PHALANX DICE ACTIONS

Activate

- You may place a number of Combat tokens on a Raid on the Timeline up to the value shown on the Activation Die (max 4).
- Repeat this process for each Raid.



THE CIVIC ORDERS

Pharos Flame

- Gain 1 Pharos Flame.

Build

- Select a City Block.
- Pay the Drachma cost indicated on the Land Value token.
- Place one of your Units on the City Block.
- Place a Building token on top of your Unit.
- This Action increases your Population by one.
- Alternatively, you may change the Building token on top of one of your Units.
- Repeat the above a number of times equal to the number shown on the Action Die.



Drachma

- Gain Drachma equal to the number displayed on the Action Dice.

Research

- Draw Scrolls from your Pouch equal to the number shown on the Action Die.
- Choose one to keep and place it in an available Scroll slot on your player board.
- Return the rest inside your Pouch.



Rosetta Stone

- Gain Rosetta Stones equal to the number displayed on the Action Dice.





THE CIVIC ORDERS



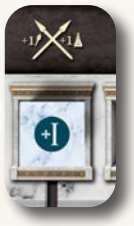
Buy +1
You may Buy resources from a second Basket.



Reinforce +1
You may draw a 4th Combat token from the Pouch; you still select 2 to keep.



Request +1
You may Place a third Request token on a third Basket.



Initiate Combat +1
You may gain an additional +1 Power or Pharos Flame before Initiating Combat.

Passive: Leadership

When another player assigns an Activate Die, they may reduce its value by 1, to a minimum of 1. If this would reduce the Activate value to 0, that player cannot use the Leadership passive.

If they do, they gain 1 Pharos Flame, and the Phalanx immediately places 1 Combat token on any Raid on the Timeline.

Raid Resolution – Request Assistance

When the Phalanx's Power is not sufficient to defeat a Raid, they may Request Assistance.

Each player other than the Phalanx, in Initiative Order, may donate 1 Rosetta Stone to increase the Phalanx's Power by 1 for this Raid. If they do so, they gain 1 Doxa. All players may donate 1 Rosetta Stone, but no player can donate more than one. Each Rosetta Stone donated increases the Phalanx's Power by 1. Discard or donated Rosetta Stones.

Finally, once per Raid, the Phalanx may pay 10 Drachma to increase their own Power by 1. They do not gain extra Doxa for paying for this effect.



THE CIVIC ORDERS

LINE OF ACTION

When assigning an Action Die, you create a line of actions. That line consists of the Order's Action, the action displayed on the die, and all actions on Scrolls in the same line.

How to perform a Line of Actions

To perform a Line of Actions, you must assign an Action Die to one of your player board's dice slots under your Order's Action.

You then activate the Order Action displayed on your player board above that dice slot, followed by the Die Action shown on the Die, and any Actions displayed on Scrolls placed on the player board that are connected by a line to that Dice Slot.

You can choose whether to activate the Order Action or the Die Action first, with the other second. Then you can activate all Scroll Actions in downward order.

All Actions are optional; you may choose not to activate any of them.



THE CIVIC ORDERS

SCROLLS AND RESEARCH

When you use the Research action to draw Scrolls from your pouch, place the kept Scroll in one of these slots. Each slot is linked to a specific Action, and some slots are also linked to one another.

For a Scroll to take effect, it must be directly linked to the Action you are currently performing. Additional Scrolls only take effect if they are linked to a previously activated Scroll. Activating Scrolls is always optional, and you may skip an activation, but they are always activated from top to bottom. Linked Scrolls that enhance an action on the player board or on an Action die always resolve with the action. *For example, a "2 Activate" becomes a "3 Activate" instead of resolving as a "2 Activate" followed by a separate "1 Activate" action.*

Scrolls that improve player board actions must be placed beneath the corresponding action to take effect. Otherwise, they have no effect.

Example:
The Phalanx places their "3 Activate" die on the Reinforce action and chooses to activate the "Spy" Scroll beneath the action, allowing them to reveal one Raid on the Timeline.

Additionally, they activate the "+1 Reinforce" Scroll linked to the Spy Scroll, as well as the "+1 Activate" Scroll in the final row, since it is also linked.

Since the "+1 Activate" and "+1 Reinforce" Scrolls refer to the player board and dice actions, they should be resolved during the resolution of the aforementioned actions. This effectively enables the Phalanx to Activate 4, draw 4 Combat tokens, and select 2 to keep.



THE CIVIC ORDERS

ARMAMENTS

The Phalanx does not collect Luxury resources. Instead, they collect Armaments. There are four Armaments in the game:

4x Armaments			
Token	**Name**	**Token**	**Name**
	Weapons		Shields
	Bows and Arrows		Leather Armors

When the Phalanx gains an Armament resource, they can either store it or place it on the designated space on their player board.

Resources placed on the player board award the printed reward immediately. In addition, building tokens correspond to one of the four armaments. When building Units, you may place a building token on top of a Unit only if you have the corresponding resource placed on your player board. You may not build Units if you do not have building tokens corresponding to an armament on your player board. Resources placed on your player board do not count toward requirements for winning against Raids.

Stored resources do not provide any reward, nor do they allow you to build Units, but they can be expended to complete a Raid requirement. For example, if a Raid requires 2 Weapons and you only have a single Unit with Weapons, you may discard a stored Weapons resource to complete the requirement. All discarded resources are returned to the general supply.

RAIDS

Raids are special items on the Timeline that the Phalanx interacts with and must defeat in combat in order to gain Doxa and Drachma.



THE CIVIC ORDERS

Raid Anatomy

1. **Levels:** Raids have 3 difficulty levels, and these levels are placed on the Timeline at different Rounds and get progressively harder as the game progresses.
   - α for 1st Round
   - β-γ for 2nd and 3rd Rounds
   - δ-ε for 4th and 5th Rounds
2. **Doxa Reward:** The Doxa awarded for successfully defeating the Raid.
3. **Drachma Reward:** The Drachma awarded for successfully defeating the Raid.
4. The Raid's Power.
5. **Unit requirements:** What type of Building tokens you must have on your Units on the City Map to defeat the Raid. Level α Raids do not have Unit requirements.

Combat with Raids is initiated on two conditions.

1. The Raid resolves at the Timeline Phase.
2. The Phalanx uses the "Initiate Combat" action on their player board.

When one of those two conditions is met, reveal the Raid by flipping it to show its Power and requirements. Calculate its Power by adding the number printed on it and the number next to the torch icon on the Timeline space it occupies.

This is the value that your Combat tokens must exceed.

COMBAT TOKENS



Combat tokens are used by the Phalanx to win against the Raids on the Timeline. Start the game with the six Combat tokens with the Σ symbol. You may gain more with the Reinforce action.

When using the Activate Action die, you may place a number of Combat tokens up to the Activate value on all Raids on the Timeline. For example, if you have 6 Combat tokens, there are 3 Raids on the Timeline, and you use a 3 Activate die, you may place 3 tokens on the first Raid, 2 tokens on the second, and the remaining token on the last, or any other combination, such as two on each Raid.

THE CIVIC ORDERS

You may also choose to forgo placing some or all Combat tokens and keep them for the next Round. For example, you may place 3 tokens on the first Raid and none on the second and third Raids.

Each token has two sides: one displays its Power value, and the other a reward. When assigned to a Raid, always place it with the Power value face up.

To calculate your total power, add all your Combat tokens and any other combat modifiers, such as those gained from the "Initiate Combat" action, and compare the result against the Raid's total power.

You win if your power is greater than the Raid's, and you lose if your power is equal or lower than the Raid's.

TIP

Higher power Combat tokens have better rewards, but if you assign them for a reward early on, you might not have enough power to win later Raids.

Regardless of the outcome, choose one Combat token (if any) placed on that Raid, flip it face down to the rewards side, and place it in either the Won Raids or Lost Raids space on your player board, depending on the outcome. Immediately gain the indicated reward. All other Combat tokens on that Raid are placed next to your player board. They become available to be placed in Raids again.

Tokens placed in this way are permanently removed from the game and cannot be re-acquired.



THE CIVIC ORDERS

Resources available to Phalanx:
The Phalanx can buy the following resources:

4x Food			
Token	**Name**	**Token**	**Name**
	Bread		Meat
	Beer		Fish

4x Armaments			
Token	**Name**	**Token**	**Name**
	Weapons		Shields
	Bows and Arrows		Leather Armors

The Phalanx cannot produce or sell resources.

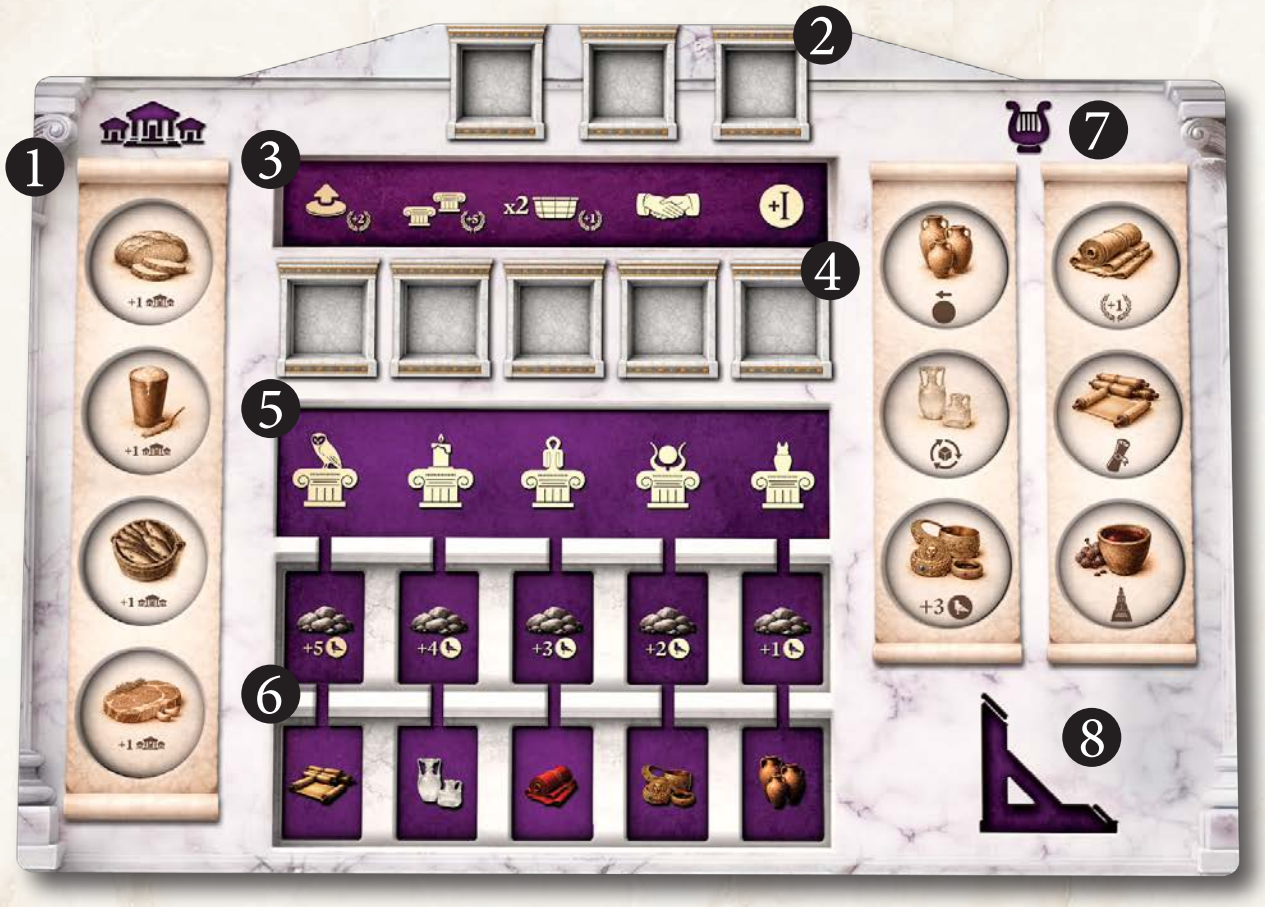
THE CIVIC ORDERS

The Royal Architects

The Architects undertake the construction of monuments and shape the City Map.

Player Board Anatomy

1. Space for Food resources.
2. Slots for drafted and unassigned Action Dice. When you select an Action Die during the Action Dice Draft Phase, place it here.
3. Architect Actions.
4. Slots for assigning an Action Die.
5. Monument Requirements
6. Space for Scrolls to Complete the Monument Requirements.
7. Space for Luxury resources.
8. Civic Order Symbol.



THE CIVIC ORDERS

Components

The Architects come with their own Order's insert tray and set of components:



Architect Insert	
Component	**Name**
Building Tokens	Foundations, The Great Library, The Mouseion, The Serapeum, The Necropolis, The Temple of Isis
Request Tokens	Fish, Bread, Beer, Meat, Wine, Jewelry, Amphora, Papyri, Textiles, Glass, Stone
Order Sigils	Order Sigils
Coins	Drachma
Rosetta Stone	Rosetta Stone
Unit miniatures	Architect Miniatures

Population

The Architects can collect Bread, Beer, Fish, and Meat on their player board. They start with a maximum population of 2, and each unique Food resource increases their maximum Population by 1, up to a maximum of 6. You can never assign the same Food resource twice.

Maximum Population determines how many Units you may simultaneously have on the City Map and may award Doxa at the end of the game. Each Unit occupies one Population slot and increases your Current Population by 1.

You may not buy City Blocks or build Units if you are at your Population Maximum.

Population may never decrease.



THE CIVIC ORDERS

ARCHITECT ACTIONS

The Architects have access to five Actions on their player boards

Buy

- Choose a Basket on the Timeline that contains an Offer.
- Pay its Drachma cost.
- Take one resource from that Basket.
- If the Basket is empty after this, immediately reset the Timeline.
- Gain 2 Doxa after resolving all effects.

Epidosis

- Activate and announce Epidosis.
- In Initiative order, all other players may give you either 1 Stone, 5 Drachma, or 1 Luxury resource that is required to complete one of your Monuments.
- Each player who donates a resource or Drachma gains 1 Doxa.
- If no players donate, you gain 2 Doxa instead.

Request

- Select up to two empty Baskets on the Timeline and place one Request token on each.
- Mark them with your Order's Sigil.
- Gain 1 Doxa per Request (max 2 Doxa).

Construct Monument

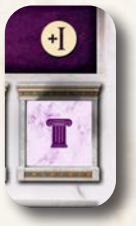
- Select the Monument you want to Construct.
- Check to see if you have the required Scrolls that represent Monument Requirements.
- Pay the Drachma, Stone, and Luxury resource cost for the missing Scrolls. Add the Scrolls on your player board.
- You may satisfy Monument Requirements either before or during construction.
- Place the Monument miniature next to your Unit in the designated City Blocks, or Field for the Necropolis.
- All players with adjacent Units to the Monument gain the reward shown on the Monument Building tile.
- Gain 5 Doxa.

NOTE

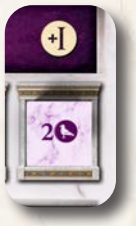
Architect Units never become Monuments. They remain on their own City Block while constructing adjacent Monuments.

THE CIVIC ORDERS

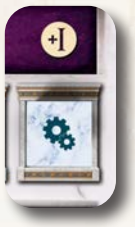
+I - Enhance Action Die



+1 Build
Increase the number on the Build Die by 1 (maximum 4).



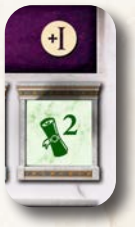
+1 Drachma
Increase the number of Drachma gained from the Die by 1.



+1 Activate
Increase the number on the Activate Die by 1 (maximum 4).



+1 Pharos Flame
Increase the number of Pharos Flames gained from the Die by 1).



+1 Research
Increase the number on the Research Die by 1 (maximum 4).



+1 Rosetta Stone
Increase the number of Rosetta Stones gained from the Die by 1.



+1 +1
Gain 2 Drachma.

ARCHITECT DICE ACTIONS

Activate

- Discard a number of claimed Land Value tokens up to the number shown on your Activate Die (max 4).
- Gain 1 Doxa for each Land Value token discarded this way.



When the game ends, the Architect loses a number of Doxa equal to the number of Land Value tokens they have collected and not discarded through the Activate effect.

THE CIVIC ORDERS

Pharos Flame

- Gain 1 Pharos Flame.

Drachma

- Gain Drachma equal to the number displayed on the Action Dice.

Research

- Draw Scrolls from your Pouch equal to the number shown on the Action Die.
- Choose one to keep and place it in an available Scroll slot on your player board.
- Return the rest inside your Pouch.



Rosetta Stone

- Gain Rosetta Stones equal to the number displayed on the Action Dice.



Build

- Select a City Block.
- Pay the Drachma cost indicated on the Land Value token.
- If you use your Reaction to claim the Land Value token, return half the Drachma paid.
- Place one of your Units on the City Block.
- Place a Building token on top of your Unit.
- If the Building token is a Monument, occupy two City Blocks, or one Field if it is the Necropolis, by claiming the Land Value tokens without paying their cost and placing your Order's Sigils.
- This Action increases your Population by one.
- Alternatively, you may change the Building token on top of your Units, you may not change the Foundation Building token or a Building token on top of a Unit if the respective Monument has been built.
- Repeat the above a number of times equal to the number shown on the Action Die.



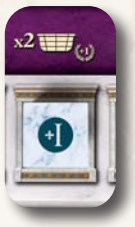
THE CIVIC ORDERS



Buy +1
You may Buy resources from a second Basket.



Construct Monument +1
You may build a second Monument. You must still pay for all costs and have the Unit and occupied City Blocks.



Request +1
You may Place a third Request token on a third Basket.



Epidosis +1
You may ask for a second resource from each player.
Award 1 additional Doxa to each player who gives you an additional resource.
You do not gain additional Doxa if you do not receive any resources

Reaction – Foundations

The Architects begin the game with the Foundations Building token on the first Unit they place during setup. The Foundations Building token may never be moved or removed from that Unit.

Whenever another player uses the Build Action to purchase a City Block or Field, you may claim its Land Value token.

If you do, both you and that player gain Drachma equal to half of the token's value.

Whenever you use the Build Action to purchase a City Block, you may claim its Land Value token. If you do, gain Drachma equal to half of the token's value.

When you occupy City Blocks to build a Monument, you may claim their Land Value tokens. You do not gain any Drachma for claiming these tokens.



THE CIVIC ORDERS

Monument Requirements

The Architects do not have Lines of Action that can be upgraded with Scrolls. Instead, their Scrolls are used to fulfill the requirements of Monuments. Each monument requires two Scrolls, one always contains stone and a value in Drachma, while the other a Luxury resource.

When performing the Research Action, draw that many Scrolls from the Architects Pouch and choose one to place on the spaces matching the icons shown on the Scroll token.

Additionally, at any time during your turn, you may exchange the resources shown on your player board to take the corresponding Scroll from your Architects Pouch and place it on your player board. The exchanged resources are returned to the general supply.

You may only build a Monument if you have completed all of its requirements.

MONUMENTS

The Architects have access to five Monuments. Each Monument has its own miniature and corresponding Building Tile.

All Monuments, except for the Necropolis, occupy two City Blocks and cannot be placed on Fields. The Necropolis occupies a single Field and cannot be placed on a City Block.

Monuments also have unique abilities that grant rewards to all players with an adjacent Unit.

These rewards are given to all adjacent players when the Monument is placed, and again whenever a player places a Unit adjacent to the Monument. Each Unit triggers the reward one additional time.

Monuments		
Name	**Ability**	**Requirement**
The Great Library	Draw 1 Scroll from your pouch and place it on your player board.	1 Stone, 5 Drachma, 1 Papyri
The Mouseion	Rotate one of your unassigned Action Dice to any side.	1 Stone, 4 Drachma, 1 Glass
The Temple of Isis	Gain 1 Rosetta Stone.	1 Stone, 3 Drachma, 1 Textiles
The Serapeum	Resolve your right-most Request or Offer on the Timeline.	1 Stone, 2 Drachma, 1 Jewelry
The Necropolis	Gain 1 Doxa.	1 Stone, 2 Drachma, 1 Amphora



THE CIVIC ORDERS

Resources available to the Architects:
The Architects can buy the following resources:

1x Raw Material	
Token	**Name**
	Stone

4x Food			
Token	**Name**	**Token**	**Name**
	Bread		Meat
	Beer		Fish

6x Luxuries			
Token	**Name**	**Token**	**Name**
	Amphora		Papyri
	Textiles		Jewelry
	Glass		Wine



GAME STRUCTURE

Alexandria is played over 5 Rounds. Each Round consists of the following six phases:

1. **Upkeep Phase**
2. **Dice Drafting Phase**
3. **Wheel of Time Phase**
4. **Action Phase**
5. **Timeline Phase**
6. **Pharos Phase**

Resolve each phase in order before proceeding to the next.

UPKEEP PHASE

Prepare the Timeline for the new Round. Resolve the following steps in order:

1. Remove all empty Baskets from the Timeline.
2. Slide all remaining Baskets one space to the right to fill any gaps.
3. Place new Events, and Raids in their designated starting spaces.
4. Refill the Timeline with empty Baskets until it contains a total of 16 Baskets and tokens.

Example of Play

As an example, we will follow a complete Round played by the four factions of Alexandria. Each Phase would get an example explaining how it works in action and following from where the last Example ended.

During the Upkeep Phase, the players removed all Baskets used during the previous Round's Timeline Phase and shifted the remaining Baskets to the right. They then randomly drew and placed the Event for this Round.



Next, because this is Round III, the Phalanx randomly drew two **β–γ Raid** tokens and placed them in their corresponding positions on the Timeline. Then the Timeline was filled with empty Baskets until there were a total of 16.

With the Upkeep Phase completed players can move to the next Phase where they will roll and draft Action Dice.



GAME STRUCTURE

DICE DRAFTING PHASE

Players draft the Action Dice that will determine the actions available to them during the Round.

Roll the Action Die

The player highest on Initiative order rolls the appropriate number of Action Dice Sets based on the player count.

Players	Dice Sets	Total Dice
2	3	9
3	4	12
4	4	12

Each set contains:



1 Activate Die | 1 Build Die | 1 Research Die

Beginning with the player highest on the Initiative order, each player:

- Selects one Action Die from the available pool.
- Places it onto an empty Unassigned Die space on their player board.
- The die remains on the face that was rolled. Players may not rotate or flip drafted dice.

Continue drafting in Initiative order until every player has drafted three Action Dice. These dice will be assigned to Actions on your player board during the Action Phase.

Example of Play

The Initiative Order for this Round is:

1. Phalanx
2. Architects
3. Crafters
4. Harvesters

In this example, the Phalanx holds the highest Initiative and is therefore the first player. As the first player, they roll the four sets of Action Dice, for a total of twelve dice for the Round. The results are:

Activate Dice	Build Dice	Research Dice
3	2	4
2	2	2
1	1	2
1	2	1



GAME STRUCTURE

After all players have had an opportunity to examine the dice, the Action Draft begins.

As the first player in Initiative Order, the Phalanx claims the 3 Activate die. The Architects then claim the 4 Research die, followed by the Crafters selecting the 2 Rosetta Stones die, and finally the Harvesters taking the 2 Activate die.



This sequence repeats until all Action Dice have been drafted, resulting in the following allocations:





Now the players can proceed to the next Phase.

GAME STRUCTURE

WHEEL OF TIME PHASE

During this phase, players set the Wheel of Time and claim its rewards.

Step 1 - Set the Wheel

The player lowest on the Initiative Track rotates the upper Wheel Dial to any position.

- The dial must always align with a valid position. It may never be placed between spaces.
- The dial must always:
  - Enhance 2 positions with a +1 modifier.
  - Block 2 positions completely.

Step 2 - Claim Wheel Rewards

Beginning with the player lowest in Doxa and proceeding to the next highest:

- Place one of your Order Sigils on an available Wheel of Time space.
- Immediately gain the reward shown on that space.
- Once a Wheel of Time space has been claimed, it becomes unavailable.
- No other player may place a Sigil on that space during this Round.

Once all players have placed a Sigil and resolved their rewards, proceed to the Action Phase.

Example of Play

Following our example, the Harvesters are last in the Initiative Order and therefore set the Wheel, as they desire, for the Round. They do so by rotating the upper dial until the +1 positions align with the Pharos Flame and Research icons on the Wheel, enhancing those actions for the duration of the Round.



Last in Doxa are the Phalanx, with 18 Doxa, and they therefore select their reward first. They place their sigil on the enhanced Research position on the Wheel of Time.

GAME STRUCTURE

They immediately draw 2 Scrolls from their pouch and choose 1 to place on their player board. They select the +1, placing it under the Action on their player board. The other Scroll returns to their Pouch.



Next, the Harvesters, who are second to last with 20 Doxa, place their sigil on the enhanced Pharos Flame position, gaining 2 Pharos Flame tokens.



Then the Architects, with 21 Doxa, place their sigil on the Rosetta Stone position to gain 1 Rosetta Stone.



Finally, the Crafters, who lead the track with 23 Doxa, place their sigil on the **+1 Doxa** position and gain 1 Doxa.



Now that each player has selected their reward, they may proceed to the next Phase. Keep in mind that all selected rewards are unavailable for the remainder of the Round.

GAME STRUCTURE

ACTION PHASE

During this phase, players use the Action Dice they drafted to perform their actions. Beginning with the player highest on the Initiative Track, players take turns.

On your turn:

1. Choose one of your unassigned Action Dice.
2. Place it into the Die Slot beneath one of your player board Actions.
3. Create a Line of Action.
4. Resolve the entire Line of Action.
5. Pass the turn to the next player.

Continue taking turns in Initiative order until every player has assigned and resolved all three of their drafted Action Dice. No player may pass their turn without placing an Action Dice.

Example of Play

The Action Phase begins with the Phalanx taking their first turn.

1. The Phalanx's Turn

The Phalanx assigns their 3 Activate die to the **Reinforce** action.

They chose to first resolve the **Reinforce** action.

- They draw 3 random Combat Tokens from their pouch.
- They draw one 3 Power token and two 2 Power tokens.
- They then choose 2 tokens to keep, selecting the 3 Power token and one 2 Power Combat token.
- The remaining 2 Power token is returned to the pouch.
- The two selected tokens are now available for them to place on a Raid and are kept next to their player board.



GAME STRUCTURE

They then resolve the 3 Activate die. This die allows them to place up to three Combat Tokens on Raids currently on the Timeline. They have a total of six tokens available. They place one token on the right-most Raid, three tokens on the next Raid and place the remaining two tokens on the other Raid.







They then check whether any Scrolls form a line of action. Since the +2 Drachma Scroll is linked to the Reinforce Action, they gain 2 Drachma.





The Phalanx turn is now over.

GAME STRUCTURE

2. The Architects' Turn

The Architects assign their 4 Research die to the Construct Monument action.

Instead of constructing a Monument immediately, they first resolve the Research die and then:

- They randomly draw 4 Scrolls from their Pouch.
- They chose to keep 1 Scroll.
- They then return the remaining Scrolls to their Pouch.



The chosen Scroll fulfills one requirement for the Library of Alexandria. The Architects have unlocked the Papyri Scroll in a previous Round, allowing them to build the Library of Alexandria.



Now, the Crafters, the Phalanx, and the Architects all have a Unit adjacent to the newly built Monument. Since it is the Library of Alexandria, each of these players draws one random Scroll from their pouch and places it on their player board.

Their turn ends.

GAME STRUCTURE

3. The Crafters' Turn

The Crafters assign their 2 Build die to the Request action on their player board.

They first choose to resolve the Request action.



They place, one Wheat Request and one Livestock Request onto two empty Timeline Baskets and mark both Baskets with one of their Order's Sigils.

They immediately gain 2 Doxa.



Next, they resolve the Build die. Since they have a population of 5 and a current population of 3, they can Build two new Units with their 2 Build action. They also have a linked Scroll with a +1 Build action that enhances their Build Die, thus giving them a 3 Build action.

The Crafters pay the Land Value of two City Blocks and build two Units.



One Unit receives the Beer Building Token.

The second receives the Weapons Building Token.

The second Unit also awards the Crafter with a Scroll as it is placed adjacent to the library of Alexandria.

Their population increases by two.

Finally, they use the last Build action to change the Bread Building token to a Wine Building token.

Their turn ends.

GAME STRUCTURE

4. The Harvesters' Turn

The Harvesters spend their 1 Rosetta Stone to change their 2 Activate die into 4 Activate.



They now assign this die to the Sell action on their player board.



The Harvesters then choose to resolve the 4 Activate die first.

They:

- Shuffle the Harvester Deck.
- Draw four cards.
- They choose one to Keep.



- They then can Repeat this process once more. They do it and draw four cards.
- They choose one to Keep.



GAME STRUCTURE

- Must pay the combined Drachma cost which is 5 Drachma. They have the Drachma and pay for it.
- They calculate the combined Harvest Value, which is 8 . They consult the table printed on the card. +3 +3
- They activate the Units for Wood, Grain, and Fish, gaining 3 of each resource. Finally the Harvester gains 3 Doxa.



Then they choose to perform the Sell action, fulfilling the Crafters' request for Grain.



They gain 3 Doxa, collect 2 Drachma from the Crafters and give them 1 Grain resource. The Crafters' offer is removed from the Timeline;



the Request token and their Sigil are returned to their player board, and the Timeline slides to the right to fill the empty gap. A new Basket is then placed at the empty left-most position.

The Harvesters have no linked scrolls to the Sell action to make additional actions.

Their turn ends.

The players continue taking their turns until each has performed three actions and assigned all three of their dice to actions on their player board.

GAME STRUCTURE

TIMELINE PHASE

During the Timeline Phase, players resolve their income, perform automatic Requests and Offers, and resolve the rightmost Timeline Baskets.

Step 1 - Gain Passive Income

Each player gains:

- 1 Drachma for each Luxury resource assigned to their player board.
  The Architect's Scrolls depicting a Luxury do not contribute to income.
- The Phalanx gains 1 Drachma for each Raid Won.

The Round ends with the Phalanx having 3 Raids Won, the Crafters 4 Luxuries, and the Architects and Harvesters 3 Luxuries each. Thus, the Crafters gain 4 Drachma, and all other players gain 3 Drachma.

Step 2 - Resolve Requests and Offers

Each player resolves their rightmost Request or Offer. Players must resolve their rightmost Request or Offer if one is present on the Timeline. They may not choose to ignore it.

Requests

- Purchase the requested resource at its current Timeline price.
- If you have sufficient Drachma:
  - Pay the cost.
  - Gain the resource.
  - Return the Request token to your insert tray and remove the Basket containing it.
- If you cannot afford the purchase:
  - Cancel the Request.
  - Remove the Basket from the Timeline.
  - Return the Request Token to your insert tray.
  - Gain no rewards.

Offers

- Sell the offered resource at its current Timeline price.
- Gain the indicated Drachma for its position on the Timeline.

When all players finish resolving their rightmost Baskets, slide all remaining Baskets to the right.

Starting from the right and resolving to the left on the Timeline.

GAME STRUCTURE

Example of Play

The Architects have a Stone Request. The Architects pay 1 Drachma to gain 1 Stone from the common supply.

The Harvesters have a Fish Offer. The Harvesters sell 1 Fish for 5 Drachma and return the Fish resource to the common supply.

The Crafters have a Livestock Request, which is resolved. The Crafters pay 1 Drachma to gain 1 Livestock from the common supply.

The Phalanx have no Requests or Offers to resolve.



Step 3 - Resolve Timeline Items

Starting with the rightmost Basket, Raid, or Event, resolve a number of items equal to the number of players.

- Continue resolving until the required number of Items has been resolved. Skip any empty Baskets.

Timeline Items may contain:

- Events
- Requests
- Offers
- Raids

Resolve each Item according to its individual rules before moving to the next one. When these Baskets have been resolved, this Phase ends.

Example of Play

From right to left there are: 1 Event, 1 Raid, 1 Request by the Crafters, and 1 Request by the Architects.



GAME STRUCTURE

First, the Event is resolved. The Event requires all players to pay 1 Rosetta Stone to gain 10 Drachma. Starting in Initiative Order, the Phalanx pays 1 Rosetta Stone to gain the reward. The Crafters pay 1 Rosetta Stone to gain the reward. The Architects refuse and gain no rewards, and finally the Harvesters pay 1 Rosetta Stone to gain the reward.



Not paid **No Reward**



Then, the Raid is resolved, and the Phalanx must initiate Combat with it. The Phalanx flips the Raid to reveal its Power and requirements. The Raid has a Power of 4 and requires Bows and Arrows and Leather Armor Units.

The Raid also gains +4 Power from their position on the Timeline, bringing the total requirement to 8 Power, plus the two required Units or resources: Bows and Arrows and Leather Armor.



Luckily, the Phalanx has built both required Units on the City Map. However, they have placed 3 Combat Tokens on the Raid: 3 Power, 2 Power, and 1 Power, bringing their total Power to 6, which makes them unable to defeat the Raid. They may now Request Assistance.

The Crafters are unwilling to donate a Rosetta Stone, but the Harvesters and the Architects donate 1 each, increasing the Phalanx's Power to 8 and granting them both 1 Doxa.

GAME STRUCTURE

The Phalanx then pays 10 Drachma to reach the required 9 Power needed to defeat the Raid, which has 8 Power.



The Raid is removed from the Timeline. The Phalanx gains 4 Doxa and 3 Drachma as indicated on the Raid token and chooses to allocate the 1 Power Combat token to the Raid's Won space on their player board, gaining its reward of 1 Drachma.



Finally, all remaining Combat Tokens are returned next to the Phalanx's player board, becoming available for future Rounds. The Raid is removed from the Timeline.

Then the Crafter's have a Request for Pure Pale Sand on the Timeline for 1 Drachma. They pay the 1 Drachma and gain the Pure Pale Sand resource from the general supply. They return their Request token and Sigil on their insert tray and remove the empty Basket from the Timeline.



Finally, the Architects have a Request for Wine on the Timeline for 2 Drachma. They pay the 2 Drachma and gain the Wine resource from the general supply. They return their Request token and Sigil on their insert tray and remove the empty Basket from the Timeline.

The remaining Request for Jewelry stays on the Timeline for the next Round.



PHAROS PHASE

The Pharos Phase determines the Initiative order for the next Round.

Step 1 - Count Pharos Flames

Each player:

- Reveals all of the Pharos Flames they have gained during the Round.
- Counts their total.

Step 2 - Determine Initiative

The player with the most Pharos Flames becomes first on the Initiative Track.
The player with the second most becomes second, and so on.

Tie Breaker

If two or more players are tied, resolve ties according to the current Initiative order.

Step 3 - Discard Pharos Flames

After determining the new Initiative order:

- All players discard all of their Pharos Flames.
- Begin the next Round with the Upkeep Phase.

Example of Play

The current Initiative Order is:

- Phalanx
- Architects
- Crafters
- Harvesters



At the end of the Round:

- Crafters have 1 Pharos Flame.
- Phalanx has 2 Pharos Flames.
- Harvesters have 3 Pharos Flame.
- Architects have 2 Pharos Flames.

The Harvesters have the most Pharos Flames and assume the first position.

The Phalanx and Architects are tied, but the Phalanx wins the tie due to their position on the Initiative Order. The Phalanx assumes the second position and the Architects the third.

Finally, the Crafters assume the fourth position.

All Pharos Flames are discarded.

The new Initiative Order becomes:

- Harvesters
- Phalanx
- Architects
- Crafters



END GAME SCORING

END OF GAME AND FINAL SCORING

After completing the Pharos Phase of Round 5, the game ends immediately. Players then calculate their final Doxa by scoring the categories below in order.

Final Scoring

1. Current Doxa

- Begin with the amount of Doxa currently shown on the Doxa Track.

2. Initiative

Gain additional Doxa based on your final Initiative position.

- The first player gains 10 Doxa.
- The second player gains 6 Doxa.
- The third player gains 3 Doxa.
- The fourth player gains 1 Doxa.

3. Population

Gain Doxa according to your current Population.

- For six Units gain 10 Doxa.
- For five Units gain 6 Doxa.
- For four Units gain 3 Doxa.
- For three Units gain 1 Doxa.
- For two or fewer Units gain 0 Doxa.

4. Luxury Resources and Won Raids

Gain Doxa based on the number of Luxury resources stored on your player board.

- For six Luxuries gain 10 Doxa.
- For five Luxuries gain 6 Doxa.
- For four Luxuries gain 3 Doxa.
- For three Luxuries gain 1 Doxa.
- For two or fewer Luxuries gain 0 Doxa.

The Phalanx scores this category using Raids Won instead of Luxury resources.

- For six Raids Won gain 10 Doxa.
- For five Raids Won gain 6 Doxa.
- For four Raids Won gain 3 Doxa.
- For three Raids Won gain 1 Doxa.
- For two or fewer Raids Won gain 0 Doxa.

5. Districts

All players except the Harvester count the single largest continuous chain of Units they have on the City Map. Units must be adjacent to one another to be considered part of the same District.

- 6-Unit District: 10 Doxa
- 5-Unit District: 6 Doxa
- 4-Unit District: 3 Doxa
- 3-Unit District: 1 Doxa
- 1- or 2-Unit District: 0 Doxa

Monuments block Districts from forming. However, the Architect may choose one Monument to ignore when counting their largest District.

END GAME SCORING

6. Adjacency

The Phalanx and Crafters count how many of their Units are placed adjacent to a Monument.

- 6 Units: 10 Doxa
- 5 Units: 6 Doxa
- 4 Units: 3 Doxa
- 3 Units: 1 Doxa
- 1–2 Units: 0 Doxa

7. Royal Seals

- Check to see if you have completed the Royal Seal Objective. If yes, gain the Doxa awarded by each completed Royal Seal. If not, gain no Doxa.

Royal Seals



Gain 5 Doxa if you have at least 9 Scrolls on your player board.



Gain 4 Doxa if you have at least 7 Scrolls on your player board.



Gain 3 Doxa if you have at least 5 Scrolls on your player board.



Gain 5 Doxa if you have 6 Units on the City Map.



Gain 4 Doxa if you have at least 5 Units on the City Map.



Gain 3 Doxa if you have at least 4 Units on the City Map.



Gain 5 Doxa if you have 6 different Luxury resources on your player board or have won 6 Raids.



Gain 4 Doxa if you have at least 4 different Luxury resources on your player board or have won at least 4 Raids.



Gain 3 Doxa if you have at least 2 different Luxury resources on your player board or have won at least 2 Raids.



Gain 5 Doxa if you have at least 15 Drachma at the end of the game.



Gain 4 Doxa if you have at least 10 Drachma at the end of the game.



Gain 3 Doxa if you have at least 5 Drachma at the end of the game.



Gain 5 Doxa if you have at least 4 Rosetta Stones at the end of the game.



Gain 4 Doxa if you have at least 3 Rosetta Stones at the end of the game.

END GAME SCORING



Gain 3 Doxa if you have at least 2 Rosetta Stones at the end of the game.



Gain Doxa equal to half (rounded up) of the Doxa awarded by your Initiative.



Gain 4 Doxa if you have at least 4 Units in one of your Districts.



Gain 3 Doxa if you have at least 3 Units in one of your Districts.



Gain 2 Doxa if you have at least 2 Units in one of your Districts.



Gain 2 Doxa at the end of the game.

8. Resources and Rosetta Stones

- Count all remaining resources and Rosetta Stones. Gain 1 Doxa for every 3 total.
- Any combination of resources and Rosetta Stones may be used. Ignore any remainder resources or Rosetta Stones.

9. Drachma

- Gain 1 Doxa for every 10 Drachma. Ignore any remainder Drachma.



The Architect loses 1 Doxa for each non-discarded Land Value token they have collected throughout the game.

Doxa Sequence Tables

Use the tables provided on your Civic Order's Reference Sheet to easily calculate Doxa gained in all categories.

Winning the Game

The player with the highest total Doxa is declared the winner and is remembered as the leader who brought the greatest glory to Alexandria and their respective Civic Order.

Ties

If two or more players are tied for the highest Doxa, the tied player with the highest Initiative position wins.



INDEX
GLOSSARY

Civic Order - p.32
A playable faction in Alexandria. Each Civic Order has unique components, actions, mechanics, and scoring opportunities.

Combat Token - p.61
Special tokens used exclusively by the Phalanx during Raid combat. Each token has a Power side and a Reward side.

Construct Monument - p.66
The Architects' signature action, allowing them to build one of Alexandria's great Monuments after fulfilling its requirements.

Current Population - p.28
The number of Units you currently have on the City Map.

Dice Drafting - p.73
The process of selecting Action Dice each Round in Initiative Order.

District - p.31, 88
The formation caused by many adjacent Units belonging to the same player.

Doxa - p.88
Victory Points. The player with the most Doxa at the end of the game wins.

Doxa Track - p.10
The scoring track used to record each player's current Doxa.

Drachma - p.29
The game's currency. Used to purchase Land, resources, and pay various costs.

End Game - p.7
The game normally ends after five Rounds. You may end the game earlier if all Land Value Tokens have been claimed, and no player can Build.

Enhance - p.35
An effect that increases the value or effectiveness of an Action Die or player board Action, marked by the +1 symbol.

Epidosis - p.66
A unique Architect action that asks other players to contribute resources toward Monument construction in exchange for Doxa.

Event - p.20
A special Timeline token that provides a temporary effect when resolved.

Field - p.22
A special type of space on the City Map reserved exclusively for Harvester Units.

Food Resources - p.24
Bread, Beer, Fish, and Meat. These increase a player's Maximum Population when assigned to a player board.

General Supply
All resources, Drachma, Rosetta Stones, and other components not currently owned by players.

INDEX
GLOSSARY

Harvester Deck - p.39
A deck of production cards used exclusively by the Harvesters when performing Activate actions.

Initiative - p.9
Determines turn order, Dice Draft order, and several game effects.

Initiative Order - p.9
The ranking of players from highest to lowest Initiative.

Land Value Token - p.22
A token placed on every Field and City Block that determines the Drachma cost required to build on that location.

Line of Action - p.37
The sequence created when assigning an Action Die, consisting of the player board Action, the Action Die effect, and all linked Scrolls.

Luxury Resource - p.39
High-value Products used primarily for scoring, Monument construction, and various abilities. They are:

- Wine
- Jewelry
- Amphora
- Papyri
- Textiles
- Glass

Maximum Population - p.28
The maximum number of Units a player may have on the City Map.

Monument - p.70
A unique structure constructed by the Architects that grants powerful adjacency bonuses when placed and when a Unit is placed adjacent to it.

Offer - p.34
Resources placed onto the Timeline for other players to purchase.

Order Sigil - p.12
A player's faction marker used throughout the game to indicate ownership, Initiative, Requests, Offers, and other effects.

Pharos - p.23
The Lighthouse miniature that tracks Initiative, holds the Round Counter, and serves as the Action Dice tray.

Pharos Flame - p.87
Represents political influence and determines Initiative at the end of each Round.

Player Board - p.12
Each Civic Order's personal board containing Actions, Scroll slots, Population, and faction-specific mechanics.

Population - p.28
Represents the size of a player's workforce. It is divided into Maximum Population and Current Population.

Product - p.24
Resources produced primarily by the Crafters. Includes Food resources, Luxury resources, and Armaments.

INDEX
GLOSSARY

Raid - p.19, 60
An enemy attack represented on the Timeline. Raids are fought by the Phalanx to earn Doxa and Drachma.

Raw Material - p.25
Basic resources primarily produced by the Harvesters and used by the Crafters and Architects.

Reaction - p.69
A special ability that triggers automatically when specific conditions are met.

Reinforce - p.54
A Phalanx action used to gain additional Combat Tokens.

Request - p.18, 34
A demand placed on the Timeline for a specific resource. Other players may fulfill Requests for rewards.

Research - p.38
One of the three Action Dice types. Allows players to draw Scrolls from their pouch.

Resource - p.24, 25
Any collectible goods in the game, including Raw Materials, Products, Armaments, and Food represented by a white acrylic token.

Rosetta Stone - p.29
A rare wildcard resource that may change Action Dice or activate Wheel of Time rewards.

Round - p.8, 9
A complete cycle of play consisting of six phases.

Royal Seal - p.89, 90
A secret objective that awards bonus Doxa at the end of the game if completed.

Scroll - p.38
A technology or upgrade drawn through Research. Scrolls improve Actions or fulfill Monument Requirements.

Sell - p.34
The act of fulfilling another player's Request on the Timeline.

Timeline - p.17
The game's market system where Offers, Requests, Events, and Raids progress over time.

Timeline Phase - p.83
The fifth phase of a Round, during which the Timeline resolves, Events trigger, and Raids may occur.

Unit - p.12, 22, 28
A player's presence on the City Map. Each Unit occupies one Population and may contain a Building Token.

Upkeep Phase - p.72
The first phase of each Round.

Wheel of Time - p.26
A rotating mechanism that grants rewards and functions as a catch-up mechanic.

ICONOGRAPHY

RESOURCES

Resource
An acrylic white token representing one of the items used by the Civic Orders

Rosetta Stone
An item used to change any Die and used in the Wheel of Time

Harvester Resources
The resources that the Harvester can produce

Armament
Armaments are used by the Phalanx as requirements for defeating Raids

Luxury
Luxury resource that can be placed on most Order player boards

Drachma
The coin unit of Alexandria

ORDERS

Harvester Order
Harvester Icon

Crafter Order
Crafter Icon

Phalanx Order
Phalanx Icon

Architect Order
Architect Icon

DICE ACTIONS

X Activate
This icon has different uses for each of the Civic Orders

X Build
The Build Action allows you to place X Units on the City Map

X Research
Draw X Scrolls from your Pouch

Gain X Rosetta Stone
Gain X Rosetta Stone

Gain X Drachma
Gain X Drachma

Enhance Action
Enhances another Action by one level.

Pharos Flame
Gain 1 Pharos Flame

ORDER RELATED ICONS

Buy
Buy a resource from the Timeline

Request
Place a Request Token on an empty Basket

Enhance Action
Enhances another Action by one level.

Reveal
Reveal a Raid or Plunder by flipping it on the Timeline

Harvester Card Value
The Value of the Harvester Cards when used for production

Draw Card
Draw Cards from a Deck

Sell
Sell a resource in the Timeline

Offer
Place a resource as an Offer on an empty Basket

Reinforce
Draw 3 Combat Tokens and select 2 to keep.

Build Monument
Place a Monument adjacent to a Unit with a matching Building Token.

Epidosis
Request , Stone, or 5 Drachma required for building a Monument

Initiate Combat
Reveal a Raid or Plunder and Resolve the combat

ICONOGRAPHY

GAME CONCEPTS

Rotate Die
Rotate one of your Action Dice to any side

Resolve Timeline
Resolve the first Basket with your Order's Sigil on the Timeline

Maximum Population
The maximum number of Units you may build on the City Map

Current Population
The number of Units you currently have built on the City Map

Doxa Gained Now
The Order Sigil progresses on the Doxa track immediately X steps

Doxa Scoring in End Game
Gain X Doxa during the final scoring of the game

Royal Seal
A secret token revealed in final scoring awarding Doxa

District
The number of your Units that are Adjacent to each other

Monument Adjacency
The number of your Units that are Adjacent to a Monument

Event
A Timeline Token introducing a random opportunity each Round

Raid
A Timeline Token that the Phalanx can battle and defeat

Raid Won
A Raid that the Phalanx successfully defeated

Raid Lost
A Raid that the Phalanx did not manage to defeat

Power
The numeric value needed to defeat a Raid or Plunder

MONUMENTS

The Great Library
Monument that awards Scrolls

The Mouseion
Monument that allows you to Rotate Dice

The Temple of Isis
Monument that awards Rosetta Stones

The Serapeum
Monument that awards Market Resolutions

The Necropolis
Monument that awards Doxa