# AKROTIRI

## FAQ

**A game by Jay Cormier and Sen-Foong Lim**

## HOW TO READ MAP CARDS

Always look at Map cards from the perspective of the player that plays them. The following example shows how a Map card can work from one side of the board, but not the others.

**TEMPLE NOT POSSIBLE**

**TEMPLE POSSIBLE**

Player B

Player A

## REVISED GOAL CARDS

In the revised edition, four Goal cards had their values adjusted. Owners of the original edition can play with the printed values on their cards or with the revised values as explained below.

Gives 3 points *(instead of 6)* for each of your temples on an island with at least 3 different Terrain icons.

Gives 4 points *(instead of 3)* for each of your temples on an island with no Terrain icons.

Gives 6 points *(instead of 5)* for each of your temples that are 2 or more portages away from Thera.

Gives 3 points *(instead of 2)* for each of your temples on an island that is not directly connected to islands with your other Temples.

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## The legends were true...

*As the Akrotiri dig site becomes more and more popular, you will have less time to excavate, islands will be more crowded, resources will be scarcer (but more valuable), and the glory of finding temples will become that much more important.*

## OVERVIEW

If you own two copies of Akrotiri, you can now play with up to 4 players! Except where noted below, all rules are unchanged when playing with 3 or 4 players.

## PREPARATION

Before setting up, make sure you have two copies of Akrotiri. You will use:

- All components from one copy of Akrotiri.
- Use the set of Goal cards you prefer: original or revised.
- All Drachmas and player pieces from the other copy.

*(Ideally you have one game from each printing so that each player color is different. When using two games from the same printing, mark one set of each player color [boat and temples] to differentiate them.)*

## SETUP

Take all components from one box of Akrotiri and all player components from the other. All other aspects of setup are the same, with the exception listed below.

**5.** At the end of this step, 3 or 4 tiles will have been added to the Thera board.

**8.** At the end of this step, 3 or 4 boats will be docked at Thera.

## END OF GAME

The goal is unchanged, but the game can now also end if all tiles have been played.

**2**