

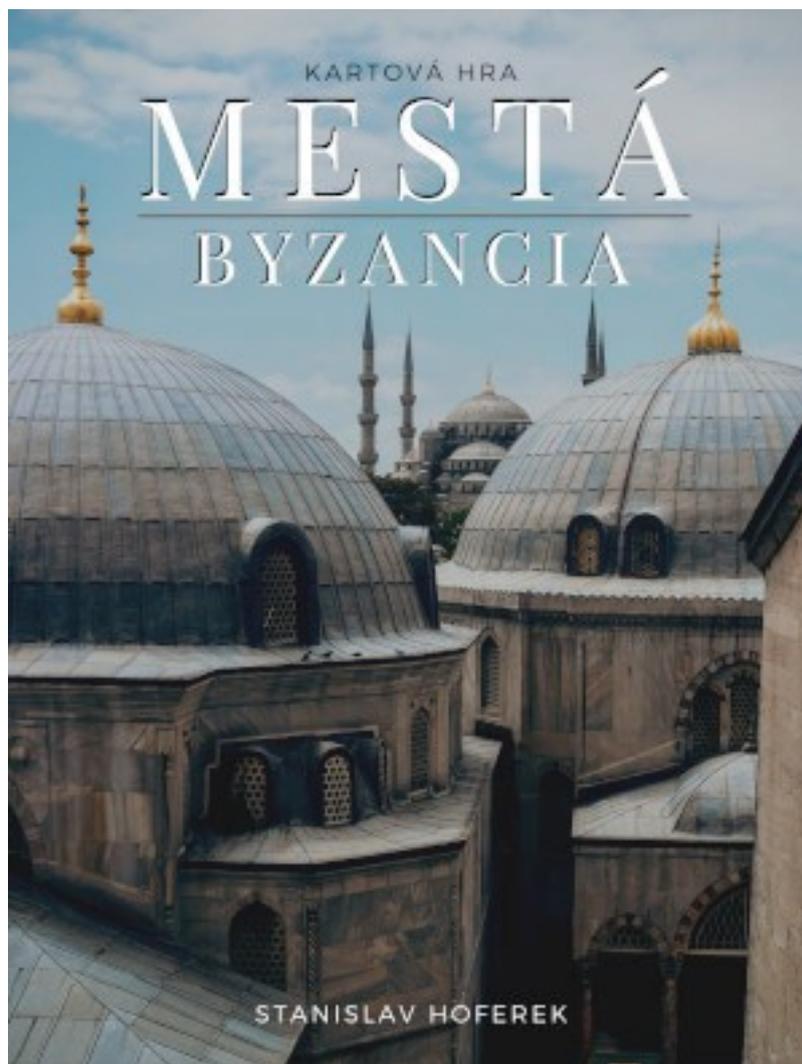
CITIES

Byzantium

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About the book

Cities: Byzantium is an official add-on for game Cities from Greenie knižnica. New civilization, lots of new events that can be combined together – and increased game depth for more fun.



Build your new empire, gain influence and defend yourself against Attila or the biggest opponent - the opponent on your right. Go further in history and get neutral, classic or capital cities. Whether permanently or at least temporarily, use their advantages against your opponents.

There is also:

Slovak version: <http://greenie.elist.sk/knihy/mesta-byzancia>

Czech version: <http://greenie.elist.sk/knihy/mesta-byzanc>

Novelties

CITIES Byzantium is an extension of the game. A new civilization is emerging: Byzantium, as well as new events and changes in the original game. The original game is required to play Cities: Byzantium and you can download the newest version directly from Greenie Knížnica. There are also changes in the relationships between players, which can make the game more interesting.

Byzantium

The new civilization, Byzantium, is very different from the others. Although, it has 6 places too, some events are not built directly on Byzantium. Byzantium has more modern cities that are no longer specialized in a specific area, but have a general use. Therefore it's a different civilization, especially when it comes to different games. The capital, Constantinople, has a wonder of the world, the Church of the Holy Wisdom (Hagia Sophia). It will not affect the game of wonders of the world, but at the same time this city is influenced by events that affect the wonders of the world. Byzantium counts as Eastern civilization, along with Greece, Egypt, Persia and the Jewish Kingdom.

Attila

Along with Byzantium, new types of barbarians also influence events in the game. Attila is able to control the whole empire, which has already been completely controlled and has been included in the final score. Each time the barbarians' card is dealt, Attila gains 2 cities from a fully dominated empire. These cities return to the game and are on the table until they are picked up by one of the players through an attack, trade, or another event. Attila takes action whenever one of the players uses the Barbarians card. If there are more players in the game, the cities are selected from the final pile of the player chosen by the one who used the Barbarian event.

Commanders

Commanders work in the expansion of Cities: Byzantium in completely different way. They can occupy the cities and delete them from the game, but they must meet one condition. The use of three commanders is also possible in order to remove the cities of the empire from which no commander comes from. For example, the Roman, Greek, and Carthaginian commanders can remove all the Egyptian cities, but not the Greek ones.

New events

Players have new events at their disposal, such as the Rise, the Sacred Pilgrimage or the Elite Troops. These add new options and the parts are effective when combined with other cards. Players can also get temporary capitals.

Distribution

Distribution is the same as in the classic game. Players can choose any number of empires from three to the maximum.

New events

Elite troops: An interesting card if you find the cities that Attila currently controls useful. It can also be used as a barrier against Attila's troops getting to cities that are already off the main table. In that case, both cards are moved back into the pile.

Huns (barbarians): Similar but stronger and more destructive card than the classic barbarians. The expansion Byzantium comes with a novelty for both these cards, arrival of Attila. He takes 2 cards from a completely acquired empire, which would normally be out of the game.

Another Event: Great if the opponent has lots of events that would be very effective against him. In this way, other players can acquire them. The attacked player has little compensation. It is selected by a classic hand draw.

Sacred Pilgrimage: Effective when you have more than 5 seats while other players do not. It can be a sacred pilgrimage to the west and east. In addition, it can be used well when most empires in the west or east are already completed

Temporary Capital: Help for players who have no capital and would not normally be able to use events such as an attack. This one-time help is not available for players with too many regular cities.

Rise: The Rise and the High Rise will increase the number of city cards. Just leave this event in hand and use it when you have cities from as many different empires as possible. The measure helps those who fail to fulfill one empire after another.

Commander: Commander cards are changed, we recommend replacing the original commander cards with new ones when playing. It is possible to use more commanders' cards, which will significantly slow down the game. Three commanders can damage an empire from which none of the commanders come from.

Druid Council and Eastern Wisdom: Convenient for players who have many different places but few good events. All you have to do is hit correctly and ideally block the event so that it does not reach your opponents.

Reorder: Players change their order, interesting for multiple players. For two players, this card doesn't make much sense.

<p>CONŠTANTÍNOPLE <i>Byzantium</i></p> <p>★ 1</p> 	<p>Adrianopolis <i>Byzantium</i></p> <p>★ 1</p> 	<p>Nicaea <i>Byzantium</i></p> <p>★ 1</p> 
<p>Varna <i>Byzantium</i></p> <p>★ 1</p> 	<p>Nicomedia <i>Byzantium</i></p> <p>★ 1</p> 	<p>Dyrrarchium <i>Byzantium</i></p> <p>★ 1</p> 

<p>Roman commander</p> <p>All players lose all Roman cities. </p> <p>Condition: The player must have a neutral city or 4 non-Roman cities.</p>	<p>Greek commander</p> <p>All players lose all Greek cities.. </p> <p>Condition: The player must have a neutral city or 4 non-Greek cities.</p>	<p>Carthaginian commander</p> <p>All players lose all Carthaginian cities. </p> <p>Condition: The player must have a neutral city or 4 non-Carthaginian cities.</p>
<p>Egyptian Commander</p> <p>All players lose all Egyptian cities. </p> <p>Condition: The player must have a neutral city or 4 non-Egyptian cities.</p>	<p>Persian Commander</p> <p>All players lose all Persian cities. </p> <p>Condition: The player must have a neutral city or 4 non-Persian cities.</p>	<p>Celtic commander</p> <p>All players lose all Celtic cities. </p> <p>Condition: The player must have a neutral city or 4 non-Celtic cities.</p>
<p>Jewish commander</p> <p>All players lose all Jewish cities.. </p> <p>Condition: The player must have a neutral city or 4 non-Jewish cities.</p>	<p>Etruscan Commander</p> <p>All players lose all Etruscan cities. </p> <p>Condition: The player must have a neutral city or 4 non-Etruscan cities..</p>	<p>Byzantine Commander</p> <p>All players lose all Byzantine cities. </p> <p>Condition: The player must have a neutral city or 4 non-Byzantine cities.</p>
<p>Anger of the Gods </p> <p>Byzantine cities</p> <p>The attacked player must hand over 1 (not the main) Byzantine city to the cardholder.</p>	<p>Elite Troops</p> <p>Your elite troops occupy all the cities currently influenced by Attila.</p> <p>Condition: The player must have at least one capital city</p>	<p>Elite Troops</p> <p>Your elite troops occupy all the cities currently influenced by Attila.</p> <p>Condition: The player must have at least one capital city</p>
<p>Temporary Capital</p> <p>A player can use an event that requires a capital even if he does not own one.</p> <p>Condition: A player must not have more than 10 cities.</p>	<p>Temporary Capital</p> <p>A player can use an event that requires a capital even if he does not own one.</p> <p>Condition: A player must not have more than 10 cities.</p>	<p>Temporary Capital</p> <p>A player can use an event that requires a capital even if he does not own one.</p> <p>Condition: A player must not have more than 10 cities.</p>

<p>Druid Council</p> <p><i>The player sacrifices 2 events and receives 4 events consequently.</i></p> <p><i>Condition: The player must have more western than eastern cities</i></p>	<p>Eastern Wisdom</p> <p><i>The player sacrifices 2 events and receives 4 events consequently.</i></p> <p><i>Condition: The player must have more western than eastern cities.</i></p>	<p>Reorder</p> <p><i>In a game with more than 2 players, the playing order rotates.</i></p>
<p>Reorder</p> <p><i>In a game with more than 2 players, the playing order rotates.</i></p>	<p>Sacred Pilgrimage to the west</p> <p><i>Players with more than 5 cities gain new cities until they get a western city (Roman, Carthaginian etc)</i></p>	<p>Sacred Pilgrimage to the east</p> <p><i>Players with more than 5 cities gain new cities until they get an eastern city (Egyptian, Persian etc)</i></p>
<p>Another Event</p> <p><i>A player can draw 3 events from the selected opponent. The attacked player then takes a new event from the main deck.</i></p>	<p>Another Event</p> <p><i>A player can draw 3 events from the selected opponent. The attacked player then takes a new event from the main deck.</i></p>	<p>Another Event</p> <p><i>A player can draw 3 events from the selected opponent. The attacked player then takes a new event from the main deck.</i></p>
<p>Huns (barbarians)</p> <p><i>Each player loses 5 cities of their choice. Whoever has fewer cities loses all cities and cannot choose a new city or event in next round.</i></p>	<p>Huns (barbarians)</p> <p><i>Each player loses 5 cities of their choice. Whoever has fewer cities loses all cities and cannot choose a new city or event in next round.</i></p>	<p>Flourish</p> <p><i>A player gains as many new cities, one for every empire with at least one city. Neutral cities do not count.</i></p>
<p>Flourish</p> <p><i>A player gains as many new cities, one for every empire with at least one city. Neutral cities do not count.</i></p>	<p>Great Flourish</p> <p><i>A player gains as many new cities, one for every empire with at least one city. Neutral cities also count and there is double reward for Byzantine city.</i></p>	<p>Great Flourish</p> <p><i>A player gains as many new cities as there are but only from the empires with at least one city on the player's table. Neutral cities also count, and Byzantine cities are doubled.</i></p>