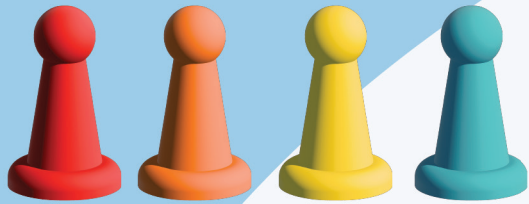


# AKROPOLIS

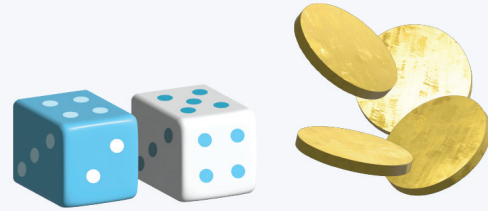


**KIRDAHY GAMES**

# OVERVIEW AND GAME PIECES



ARIADNE CIRCE ACHILLES DAEDALUS



DICE GOLDEN DRACHMA

Welcome to the Akropolis in Ancient Greece! Athena would like to add something spectacular to her collection in Athens. For her competition, she asks heroes, gods, and demigods to build something amazing in her name. The first one to complete the design will win eternal glory and Athena's guiding hand.



RULE BOOK



BLANK NOTEPAD AND PENCIL

Each player will move around Greece in an attempt to earn resources to construct their "Design". Players will start off with 10 "golden drachma" and must win more coins from "mini-game" and "?" spaces to get more money. Watch out! If a player rolls a 7, a change in design will be made: one resource will be added or omitted from a player's "Design". Once gaining all of the needed resources to build their "Design", players must visit the workshop to construct their "Design" before going to Mount Olympus to bring it to Athena.

# GAME PIECES PT.2



ROLLING IIV CARD



CHARACTER CARD \*\*\*



DESIGN CARDS

\*\*\*: DOES NOT FULLY DISPLAY ALL CARDS. THIS IS AN EXEMPLARY PIECE

# PLAYING CARDS

MYSTERY CARDS\*\*\*



MINI-GAME CARDS\*\*\*



RESOURCE CARDS



"?" CARDS MOCK UP

\*\*\*: DOES NOT FULLY DISPLAY ALL CARDS. THIS IS AN EXEMPLARY PIECE



# BOARD MAP



GAME BOARD MAP OF ANCIENT ATHENS