



1. Material for one more player

8 Power Cards (*), 1 Luxury Card, 3 Markers (white)

The 6th player takes the 3 markers (white), one luxury card and gets a civilization card dealt.

Sort the 8 additional power cards out into “A”, “B”, and “C” piles and shuffle them together with the power cards of the base game. At the beginning of each round 7 new power cards will be revealed (instead of 6): 6 cards in one row and one card right of the “Conquest” card.

It is possible to play the Peloponnes Card Game with less than 6 players while using the new 8 power cards: The number of cards corresponding with the number of players in one row, all others up to 7 power cards right to the “Conquest” card forming the “Conquest row”. The rest of the gameplay is exactly the same as in the base game.

2. Material for one more game round (D)

7 Power Cards (D) - one of them is only needed in a 6 - player game (*)

With less then 6 players put the power card (D *) back into the game box.

Shuffle the power cards (D), place the pile face-down aside and use it for an additional 9th gaming round. During this 9th gaming round there is one more supply (4 supplies in total). The rest of the gameplay is exactly the same as in the base game.

Oracle: If the player with the Oracle owns 8 or more luxury goods at the end of the game, his higher value (population points compare to power points) is his final score.

Coinage: For the player with the Coinage, 3 remaining coin cards/luxury goods (instead of 6) are worth 1power point for final scoring.

Colossos: For the player with the Colossos each power card (not civilization card!), that shows exactly 3 inhabitants, is worth 5 inhabitants for the population points (scoring).

Treasury: For the player with the Treasury every coin card with an inhabitant-symbol is worth 2 population points instead of 1 (scoring).

3. Patronus Expansion

6 Patronus Cards

Shuffle all 6 Patronus cards and place the pile face-down aside. At the beginning of each game round draw and reveal until 2 Patronus cards in total are revealed and place them face-up to the right of the Patronus pile (as long as available). Before bidding (or passing) a player can buy one of those Patronus cards and put it to the right of his Luxury card. Patronus cards give the player direct protection against one specific catastrophe, more catastrophe symbols (3 symbols= protection), plus one power point for scoring.

The costs of a Patronus card can be seen on the upper left side of the Patronus card and are used in exactly the same way as the building costs for buildings.

Like in the base game a player can gain luxury goods through excess production.

Besides this, the player must pay the number of coin cards corresponding to the actual era (A, B, C, D - see at the lower left side of the card).