

Christophe Bœlinger

ARCHIPELAGO



War & Peace



GAME MODES

At the beginning of the game, players choose one of the following three modes of play:

ULTIMATE

Shuffle all evolution cards from the base game and this expansion, *except the Archivist*, into a single deck. Place the deck inside the expansion box (see *Using the expansion box during game play*). The Archivist is not used in this mode.

WAR AND PEACE

Use only the cards from this expansion. The base game's evolution cards are removed from the game.

DRAFT

Make a deck containing all character cards from the base game and this expansion. Shuffle the deck with the side showing the balance of the archipelago information facing up. Starting with the youngest player, distribute all the character cards among the players. Some players may end up with one more card than others. This is expected and of no great consequence.

Each player chooses one character card from his hand and places it face down at the center of the table (i.e., balance of the archipelago information facing up). Then, each



player passes his hand to the one seated on his left-hand side and chooses one character card from the new hand he just received from his right. He then places it face down with the previously selected cards at the center of the table. This procedure is repeated until a total of **20** or **21** character cards has been selected:

- **2** players: **20** cards (**10** drafting turns)
- **3** players: **21** cards (**7** drafting turns)
- **4** players: **20** cards (**5** drafting turns)
- **5** players: **20** cards (**4** drafting turns)

At the end of the draft, all non-selected character cards (i.e. still in hands) are removed from play.

Proceed in the same way for the selection of progress cards.

Thoroughly shuffle the selected character and progress cards into what will become the deck of evolution cards for the game.

The game is then played following all rules set forth in the base game rulebook.



NEW ICONS



FLASH

Indicates that the effect is usually triggered outside of your normal game round. The precise moment when the card may be triggered is defined on the card.



PERMANENT

Indicates that the card's effect is permanent as long as the card is in play.

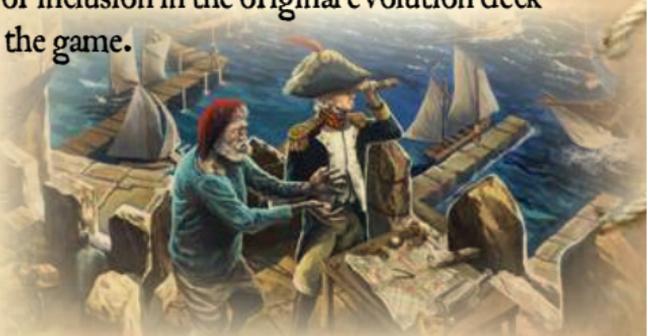


CARD GLOSSARY



ARCHIVIST

An evolution card is considered not in the game if it is not in play, nor in the evolution deck, nor on the evolution track. For example, cards not selected for inclusion in the original evolution deck are not in the game.





COLONIAL LOTTERY

If the revealed trend card concerns game elements that are hidden behind the players' screens (resources or florins, for example), each player places what he is willing to reveal in a closed fist. Then all players reveal the contents of their hands simultaneously, as during a closed-fist bid.

- Exchanges and negotiations are forbidden during the resolution of this card (although they could have happened before!).
- If the Benefactor trend card is revealed, the player controlling the most temples wins the lottery.



CORRUPT GOVERNOR

In case of a tie, all bids go to the bank and nothing happens. If the current controller of the Governor has the highest bid, he pays the money to the bank.



HOSPITAL

Unlike wonders in the base game which have a one-time effect only, once built, the Hospital's effect can be



triggered each turn, by engaging it and paying its activation cost, like a normal evolution card.



JAIL

The jail can contain a maximum of 3 prisoners.

Putting citizens in jail does not reduce the colony population marker.

Jailed citizens do not rebel during a crisis.

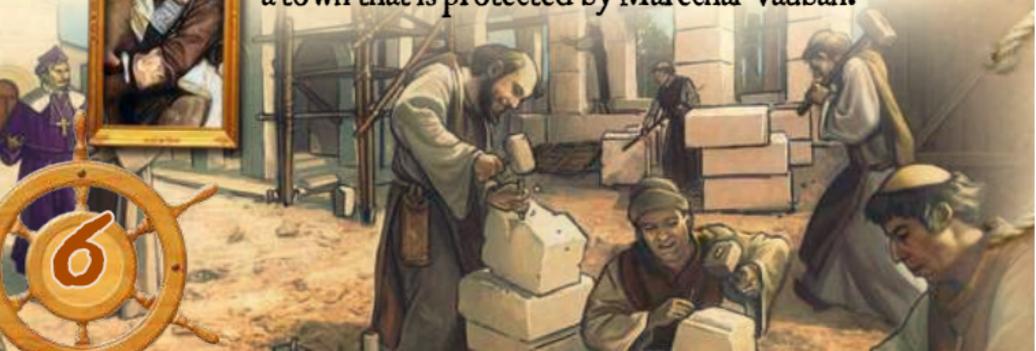
The player who controls the Jail card and the players whose citizens have been jailed may negotiate the release of one or more prisoners following the standard rules of negotiation (see *Negotiating in Archipelago's Rulebook*).

The owners of the released prisoners place them in one or more regions of their choice where they control at least one unit in their color. Any that cannot be placed remain in jail!



MARÉCHAL VAUBAN

As an example, the Rich Investor may not purchase a town that is protected by Maréchal Vauban.





ROBINSON CRUSOE

The citizen may be placed on a resource located in another region as long as he remains on the island. An island is made of one or more regions totally surrounded by water or unexplored areas.





USING THE EXPANSION BOX DURING GAMEPLAY

The expansion box is designed to hold up to **90** sleeved evolution cards. Using the expansion box to hold the deck of evolution cards makes it possible to pass it around to the players during game play. Thus, at any moment, players can easily view the card on top of the deck by simply picking up the box.

Use the expansion box if you use protection sleeves for your cards or if you play in *Ultimate* mode. If you play without protection sleeves, make sure that the cards are neatly piled up so as not to reveal the cards underneath.



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