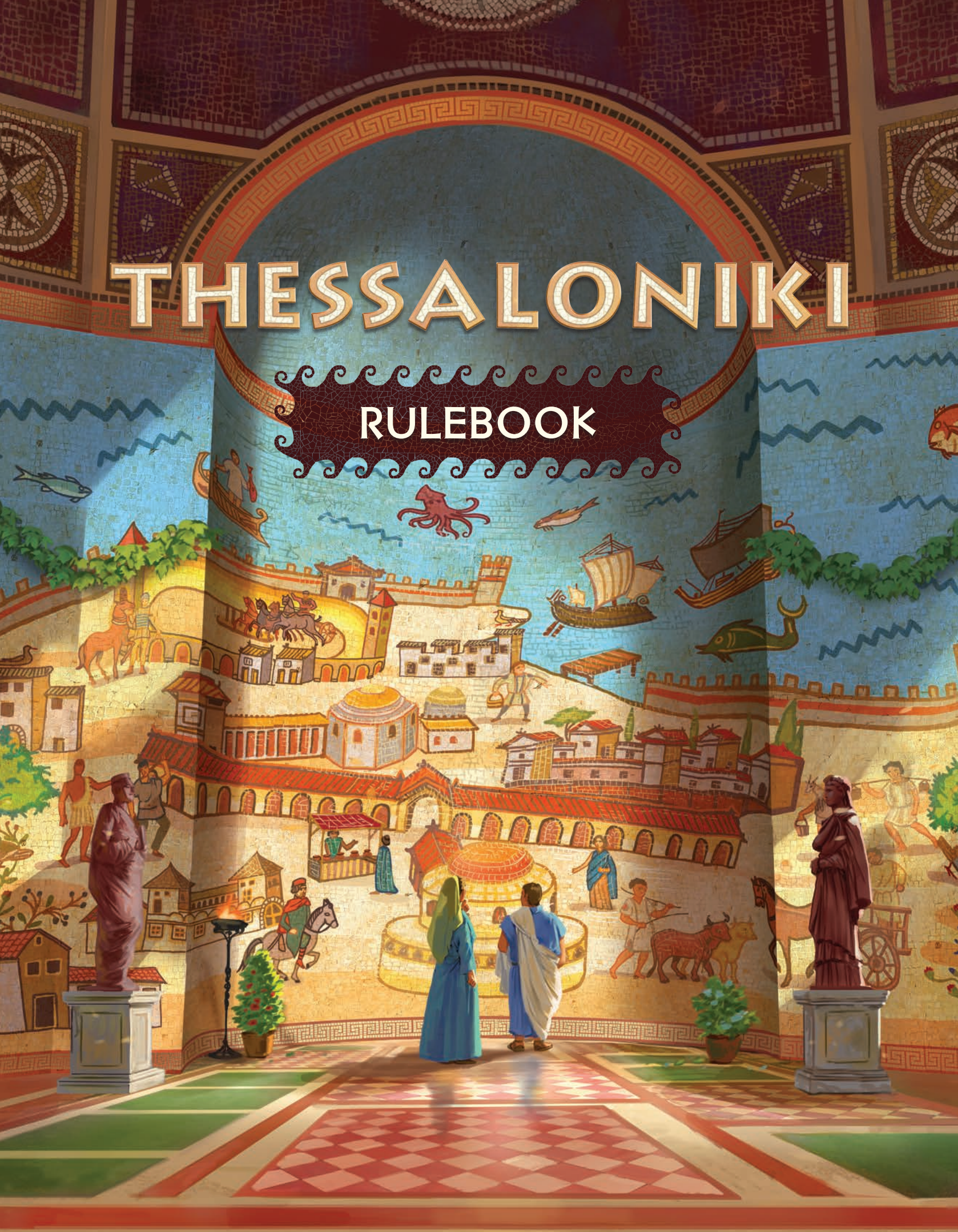


# THESSALONIKI

## RULEBOOK



# THESSALONIKI

*Thessaloniki, 4th century: the sun ascended, illuminating the Forum and the harbor's masts, bathing a city vibrant with ambition in a golden glow. Its bustling markets teemed with merchants from every corner of the empire: Greeks, Romans, Syrians, and Illyrians, all engaged in trade, intrigue, and the pursuit of wealth. Amidst the clamor, rumors of imperial favor and trade monopolies permeate the agora. Ships, laden with grains, oil, grapes, and meat, creak under their bounty, destined for distant ports or the vast granaries of powerful patricians. You are one of these patricians, competing for riches and influence. Yet only the shrewdest will rise above the chaos. In a city where commerce and politics are inseparable, your eloquence and strategic acumen forge your legacy in the annals of history.*

Thessaloniki is a game set during the vibrant merchant era of the Tetrarchy in the 4th century Roman Empire. Players take on the roles of ambitious traders fulfilling contracts, acquiring goods, and trading with allied cities.

Compete to sell your wares at the best prices or secure shipments to high-scoring destinations. As the game unfolds, you can enter the Chariot race, sway the popularity of destinations, reaping extra rewards for aligning your shipments accordingly. Resolving contracts that offer powerful bonuses is key to becoming the most influential merchant in Thessaloniki!

## COMPONENTS

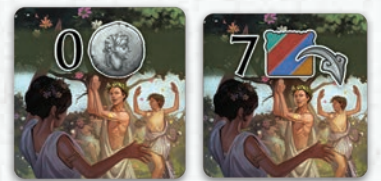
For Solo Components please see the Solo Rulebook.



1 MAIN BOARD



1 SIDE BOARD



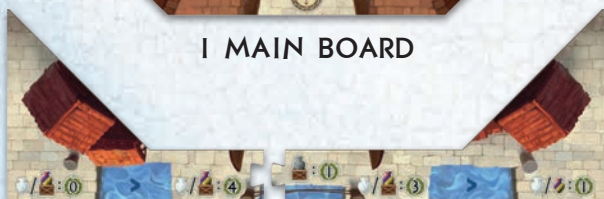
2 FESTIVAL REMINDER TILES



8 +VP TOKENS



1 FIRST PLAYER MARKER



1 PORT BOARD (COMPRISING OF 2 PARTS)



52 DENARII



4 PLAYER BOARDS



12 DEMAND TILES



1 SALT MERCHANT WORKER



30 TIER I CONTRACT CARDS



30 TIER II CONTRACT CARDS



8 FAMILY CARDS



1 FESTIVAL CONTRACT CARD



8 PLAYER AIDS / SETUP CARDS



24 SHIP TILES



1 FESTIVAL SHIP TILE



125 GOODS  
(25 GRAIN, 25 MEAT, 25 OLIVE, 25 GRAPE, 25 SALT)

Goods and Denarii are considered unlimited. Should they run out, use any necessary substitute. All other components are strictly limited; if they run out, you may not use replacements.

## IN EACH PLAYER COLOR:



1 PATRICIAN WORKER



2 MERCHANT WORKERS



1 SCORING MARKER



1 CHARIOT MARKER



10 MOSAICS



10 STATUES




**LIVING RULES PLEDGE**  
We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.




**MISSING OR DAMAGED COMPONENTS:**  
Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly and with our sincere apologies.

Customer support:  
<https://boardanddice.com/customer-support/>

# GAME SETUP




Before your first game carefully punch out all cardboard components.

1. Place the Main board in the middle of the playing area.
2. Assemble the Port board (from two parts) and place it near the  side of the Main board.
3. Place the Side board next to the Main board.
4. Prepare the Contract deck according to the number of players:

	<b>2</b>	<b>3</b>	<b>4</b>
	11	16	21
	8	13	18
	3+1	3+1	3+1

- a. Shuffle the Festival Contract card along with 3 tier II Contract cards and place them as a face-down deck on the designated space on the Main board, creating a Contract deck.
  - b. Shuffle the indicated number of tier II Contract cards and place them face down on top of the Contract deck.
  - c. Shuffle the indicated number of tier I Contract cards, and place them face down on top of the Contract deck.
  - d. Return the remaining tier I Contract cards to the box. Shuffle the remaining tier II Contract cards and place them face down next to the main board.
5. Draw and place a Contract card from the deck on each space of the Contract offer.

6. Prepare the Ship stack according to the number of players:

	<b>2</b>	<b>3</b>	<b>4</b>
	10	15	18
	3+1	3+1	3+1

- a. In 2-players games, return the tiles marked **3+** to the box.
- b. Shuffle the Festival Ship tile along with 3 Ship tiles and place them in face-down stack next to the Port board, creating a Ship stack.
- c. Shuffle the indicated number of Ship tiles and place them face down on top of the Ship stack.

4. Place the remaining Ship tiles next to the Main board.
7. Prepare the Ships offer by drawing and placing 3 Ship tiles in the first 3 spaces to the right of the stack.
8. Separate the Demand tiles by their City icon, shuffle them separately, and place them (inactive side up) in stacks on the indicated spaces of the Side board.
9. Draw the top Demand tile from each City and shuffle them together. According to the number of players, place the indicated number of these Demand tiles (active side up)



on the Demand area below the Side board. Return the remaining Demand tiles back to their corresponding stacks (inactive side up).

	<b>2</b>	<b>3</b>	<b>4</b>
	4	3	2

10. Create a general supply by placing all Goods and Denarii on the corresponding spaces on the Side board.

11. Place a number of Denarii in area above the of the Main board, according to the number of players:

	<b>2</b>	<b>3</b>	<b>4</b>
	5	7	9

12. Place the Denarius Festival Reminder tile near the Denarii above the and the Demand Reminder Festival tile next to the Demand tiles.

13. Place the +VP tokens next to the Side board.



Setup for a 3-player game

GAME SETUP

# PLAYER SETUP

- A. Choose a color and take all the player pieces in that color.
- B. The player who most recently visited a port receives the First player marker and become the first player.
- C. Shuffle the Setup cards, then draw one of them from the deck. Each player places their workers on the indicated spaces of the Main board. The first player places them on spaces marked with number 1, then, continuing clockwise around the table, the second players places them on spaces marked with number 2, and so on. Then, place the Salt merchant worker on the indicated space. When playing with fewer than 4 players, arrange the workers of non-player color(s) as if they were the 3rd and/or 4th player.

Then:

- D. Place your Scoring marker on the 0 space of the Victory Point track.
- E. Place your Chariot marker on the Starting space of the Chariot track.

- F. Take a Player board and place it in front of you.
- G. Place a Statue on one of the spaces above the rightmost Contract space.
- H. Place a Mosaic on the leftmost Storage area of your Player board.
- I. Place your remaining Mosaics and Statues next to the Side board, near the Goods in the same color.
- J. Shuffle all Family cards, then draw a number equal to the number of players plus 1. Place them face up in the middle of the playing area.
  - Starting with the last player and going counterclockwise, take one of the Family cards on display.
  - Place the indicated Goods onto Storage areas of your Player board.
  - If your Family card provides any Mosaics or Statues, place them into your personal supply on your Player board.
  - Draw the indicated number of Contract cards from the deck into your hand.
  - Finally, flip the Family card and place it next to your Player board.

- K. Take a set of Player Aids.

You are now ready to play!





# PLAYING THE GAME

*Thessaloniki* is played over a variable number of rounds, depending the pace set collectively by players. Each round consists of one turn per player, starting with the first player and going clockwise around the table. Player order never changes!

On your turn, you will perform the following steps (in order):



1. Move,
2. Gain Goods,
3. Resolve the Alcove, and
4. Resolve the Sunset.

 The end of the game is triggered when **any 2** of the following conditions are met:

- A. All Denarii from the area above  are depleted.
- B. The 7th Demand tile is added to the Demand area.
- C. The Festival card is drawn from the Contract deck.
- D. The Festival tile is drawn from the Ship stack.

**IMPORTANT:**

When the Festival card/tile is drawn, immediately draw an additional card/tile from that deck/stack if any is available.



When the end of the game is triggered, finish the current round, then play one more (final) round. Then, proceed to the Final Scoring **16**. The player who collected the most Victory Points (depicted from now on as  for in-game, and  for end-game) becomes the most influential patrician in the great city of Thessaloniki and wins the game!

## GOLDEN RULES

- If a card effect contradicts these rules, the effect on the card takes precedence.
- You may always forfeit **positive** effects, no matter how they are gained, with the exception of the Sunset effects, that must always be applied.

# I. MOVE





The Main board depicts 7 Alcoves where your Workers conduct business. You must move one of your Workers clockwise by 1 or 2 spaces (Alcoves), or you may pay 1 Denarius to move by 3 spaces. Moving your Patrician is free, while moving any of your Merchants costs 1 Denarius.

The  doesn't have spaces for Workers and moving through it does not count towards the number of space you moved. If your **Patrician** passes the  (during movement or by being pushed), immediately take 1 Denarius from it. If there are no Denarii remaining, take from the general supply instead.

Place the Worker you moved on the rightmost empty space in the Alcove. If there are no empty spaces in the Alcove you are moving to, push the Worker on the rightmost space of that Alcove to the next clockwise Alcove that has at least 1 empty space; then slide right the remaining Workers in the Alcove you moved to, opening the leftmost space for your Worker. Whenever a Worker belonging to **any** player (including your own) is pushed, its owner gains 1 Denarius.

If there are any Workers left in the Alcove you moved from, slide them right, so that rightmost spaces are filled.



**EXAMPLE:** Purple pays 1 Denarius to move their Merchant to the  Alcove **A**. There are no empty spaces in that Alcove, so the purple Patrician from the rightmost space is pushed to the next Alcove with an empty space. The  Alcove does not have an empty space **B** so the Patrician is pushed onto the empty space of the  Alcove **C**. Purple gains 1 Denarius **D** for pushing their own Worker. Since their Patrician was pushed past , Purple also takes 1 Denarius from that space **E**.




## 2. GAIN GOODS

For every Worker present in the Alcove you moved to (including the Worker you have just moved), gain 1 **Raw** Good of that color.



### SPENDING, GAINING, AND PLACING COMPONENTS

Black numbers and icons with a black outline refer to gaining, while red numbers and icons with a red outline refer to spending. When you spend Goods or Denarii, return those from your Player board to the general supply. When you gain Goods, Denarii, Mosaics, or Statues, take those from the general supply and place them on your Player board.

Each player color is associated with a specific Good, referred to as “Your Good”. Grey icons always refer to your components (i.e.  is always a Good in your color).



### STORAGE AREAS



Whenever you gain Raw Goods () you must place them in the Storage areas depicted on your Player board. Each Storage area may only hold one color of Raw Goods. The top space is used only for Refined Goods () and it can hold all colors of Refined Goods together.




You may always spend a Refined Goods instead of a Raw Good of the same color, but never the other way around.







#### IMPORTANT:

When resolving the Tax step of the  Alcove , all players must discard **all Raw Goods** from each Storage area without a Mosaic. (You start the game with a Mosaic in one Storage Area). During this step, players may rearrange their Mosaics on their Player board to protect their chosen Goods.



Salt is a special Good:

- It is stored on the Player board in the Tablinum area instead of the Storage area (along with your Denarii), which means you never lose it during the Tax step of the  Alcove.
- It may be spent as any other color of Good for all purposes **except Selling**.
- For Selling purposes it may **only** be placed on  spaces.
- It is not counted when checking majorities on a Ship .

**EXAMPLE:** Green moved to the  Alcove . A white and a yellow Worker are already there, so Green gains 1 Olive, 1 Salt, and 1 Grain . They place the Olive in the Storage that already has Olives ; Grain in the empty Storage , and Salt in the Tablinum .



### 3. RESOLVE THE ALCOVE

Gain the Mosaic Bonus from every Alcove you moved through or stopped on where you have a Mosaic. Gain the Alcove Bonus (depicted to the right of the Worker spaces) of the Alcove you moved to.

Gain as many action points (⚡) as there are visible in that Alcove. If you have a Status there, gain 1 additional ⚡. Once per turn, you may spend 1 Denarius to gain 1 ⚡.

Spend each of your ⚡ to either resolve one of the actions depicted in that Alcove, or to take 1 Contract **9**. An action always requires 1 ⚡ and it may have other costs. Each action may be resolved multiple times, as long as you are able to pay the cost. Unused ⚡ are forfeited.

Applicable Alcove and Mosaic Bonuses as well as actions may be resolved in any order.



**EXAMPLE:** Yellow moves to the Alcove **A**. Their Patrician is alone in this Alcove, meaning they gain 3 ⚡ **B**, and they also spend 1 Denarius **C** to gain an extra ⚡ for a total of 4 ⚡. Yellow spends 2 ⚡ to take 2 Contract cards **D**. Then, they resolve the Alcove Bonus **E** gaining 1 Salt. Finally, Yellow spends their remaining 2 ⚡ to resolve twice the action depicted on the Alcove **F**.



### 4. RESOLVE THE SUNSET

Most Alcoves have a Sunset effect that is resolved as the last step of your turn. This effect **must be always resolved** (the golden rule does not apply), even if you only took Contract cards with your ⚡.



**EXAMPLE:** Purple finishes their actions in the Alcove, and now they must resolve the Sunset Effect from this Alcove **A**.



### CONTRACT CARD OFFER

Regardless of the Alcove you moved your Worker to, you may always spend 1 ⚡ to **take 1 Contract** card. When you take a Contract, you may choose any card from the offer as long as you have a Statue next to that Contract space.



#### SUNSET EFFECT



If you took Contract cards as part of your actions, slide right all Contracts in the offer so that there are no empty Contract spaces, then refill the offer with Contract cards from the deck. If the Festival card is drawn from the deck, discard it and draw another card.

When cards in the deck run out, take the remaining tier II Contract cards and create a new deck. If they run out again, do not refill the offer.

# ALCOVES



## OFFICIUM



Spend 1 ⚡ in this Alcove to resolve one of these actions:

• **Gain 1 Mosaic**

Place a Mosaic from the general supply on your Player board. If there are no Mosaics of your color in the general supply, you may not resolve this action.

• **Place 1 Mosaic**

Spend 1 of your Goods to place 1 Mosaic from your Player board on an empty space. (Keep in mind that some spaces are only for 3-player or 4-player games.) You may place your Mosaic on:

**A.** An Alcove

A Mosaic in an Alcove provides you with the Mosaic Bonus when you move through or onto that Alcove with a Worker.

**B.** Entrance section

A Mosaic here modifies how far you may advance on the Chariot track during the Sunset effect of the and Alcoves **12**.

**C.** Storage area

A Mosaic here secures your Raw Goods during the Taxing step of the Sunset in the Alcove **14**. Mosaics here also provide at the end of the Game **16**.

**D.** An active Demand tile

A Mosaic here increases the **number** of Ships with the indicated City icon you may score during Final Scoring. It may also provide Legacy icons, that are also scored at the end of the game **16**.



### ALCOVE BONUS

Gain 2 .



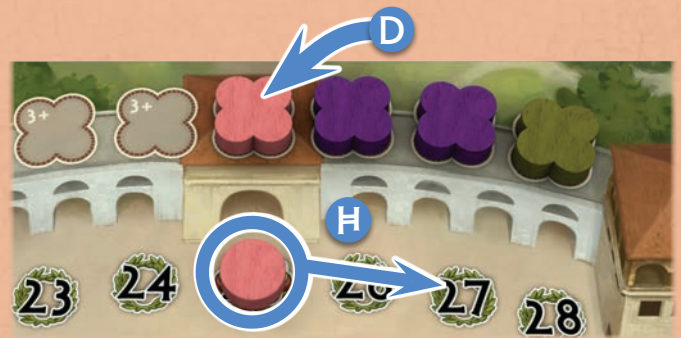
### SUNSET EFFECT

Gain 3 Raw Goods of the same color.



**EXAMPLE:** Red takes actions in the Alcove **A**. They have 3 ⚡ from the Alcove **B**. They spend all 3 ⚡ and 3 Meat to place 3 Mosaics **C**. Red places the first Mosaic on the Chariot track **D**.

Then Red places the second Mosaic on the Storage area **E**. Next, Red places the third Mosaic on the Alcove Bonus in the Alcove **F**. Resolving the Sunset effect, Red takes 3 Olives and places them on their Player board **G**. Finally, they resolve the Alcove bonus gaining 2 **H**.





# TABERNA



Spend 1 ⚡ in this Alcove to resolve one of these actions:

- **Gain 1 Statue**

Place a Statue from the general supply on your Player board. If there are no Statues of your color in the general supply, you may not resolve this action.

- **Place 1 Statue**

Spend 1 of your Goods to place 1 Statue from your Player board on an empty space. (Keep in mind that some spaces are only for 3-player or 4-player games.) You may place your Statue on:

### A. An Alcove

When you move a Worker onto an Alcove with your Statue, you gain 1 additional ⚡.

**NOTE:** If you place a Statue in the same Alcove you are currently in, it **does not** provide 1 ⚡ during that same turn.

### B. The Contract offer

Place your Statue on an empty space in the rightmost section that does not already contain your Statue. (You may only have 1 Statue in each section).

When you take a Contract as an action, you may only select cards that in sections with your Statues. Statues here also provide at the end of the game: 2/5/10/18 for 2/3/4/5 Statues.

### C. An active Demand tile

Statues on Demand tiles increase the amount of that you gain for matching Ships during Final Scoring .

**IMPORTANT:**

You may only have **1 Statue** on each active Demand tile!

## ALCOVE BONUS

Gain 1 Raw Good.

**EXAMPLE:** Green takes actions in the Alcove **A**. They have 3 ⚡, 2 from the Alcove and 1 from their Statue. Green gains 1 Meat from the Alcove Bonus **B**. They spend all their ⚡ on placing Statues that they already have on their Player board. They must spend 1 Olive per Statue, but since they only have 2 **C**, they additionally spend 1 Salt **D**. Green places the first Statue on the Contract offer **E**, the second Statue on the Demand tile **F**, and the third Statue onto the Alcove **G**.





# OFFICINA



Spend 1 ⚡ in this Alcove to resolve one of these actions:

- ≠ 4 Refine 1 Raw Good of each color.
- ≡? Refine all Raw Goods of the same color.

To Refine a Raw Good, move it from the bottom section of your Storage area to its top section.



## ALCOVE BONUS

Gain 1 Statue (see the Alcove action ).



## SUNSET EFFECT



Advance your Chariot marker by 1 plus the number of your Mosaics on the Entrance section () of the Side board. Resolve all effects from each space you advance on.



## ADDING DEMAND TILES

One of the most important effects on this track is adding a Demand tile. To do this, choose the top inactive Demand tile from any stack in the offer and place it in the appropriate Demand area, flipping it to the active side. Then, gain a Mosaic or a Statue **from the general supply** and place it on this tile.



For each step that you cannot take above space 14 of the Chariot track, gain 1 .



**EXAMPLE:** Yellow takes actions in the Alcove **A**. They gain 2 ⚡ and 1 Statue (Alcove Bonus) **B**.



Yellow spends their first ⚡ to refine all their Grain, moving them to the top section of the Storage area **C**. Then, they spend the second ⚡ to refine 1 Olive, 1 Meat, and 1 Grape **D**. Yellow resolves the Sunset effect next. They have 1 Mosaic on the Entrance **E**, so they advance twice on the Chariot track. First, they choose the Demand tile from the offer, flip it to the active side, and place it in the Demand area **F**. Then they take a Mosaic from the general supply and place it on that Demand tile **G**. For the second step on the track, Yellow gains 2 Refined Grain **H**.





## FORUM



Spend 1 ⚡ in this Alcove to resolve one of these actions:



### Place 1 Statue

Please see the Alcove action .



### Fulfill 1 Contract with a Discount of 1.

The discount applies to the Good only, you must still spend 2 Goods of the indicated colors.



### FULLFILLING 1 CONTRACT

Choose 1 Contract card in your hand and spend the indicated Goods. Then:



#### Instant Contracts

Resolve the effect immediately, then place the card to the right of your Player board. (Certain Contract cards reference the number of your fulfilled Instant Contracts).



#### Permanent Contracts

Place the card to the right of your Player board. This card has an ongoing effect that remains active for the rest of the game.

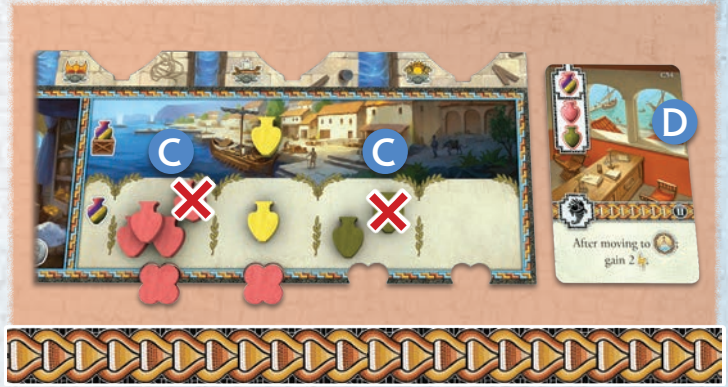


#### ALCOVE BONUS

Refine 1 Good.



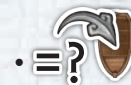
**EXAMPLE:** Red takes actions in the Alcove **A**. They only have 1 ⚡ **B** and they spend it to Fulfill a Contract with a discount. Due to the discount of 1 , they must only spend 1 Meat and 1 Olive **C**. Then they place the card to the right of their Player board **D**.



## PORT



Spend 1 ⚡ in this Alcove to resolve this action:



### Sell any number of Goods of the same color

Choose 1 Ship tile in the offer and a color of Goods (including Salt). Sell any number of those Goods by moving them from your Player board to the chosen Ship.

According to the position of that Ship, gain for each sold Good. The amount of is printed on the Main board, above each Ship tile. **When you Sell your Goods, you only gain at most 1 per Good.**

#### Placement restrictions:

- Color matching: Goods must be placed on empty spaces of the same color or on multicolored spaces.
- You must first fill all the empty spaces of that color before using spaces.
- Salt may **only** be placed on the spaces.
- Ships accept only **Refined** Goods or Salt, with the exception of the Ship in the rightmost space of the Port, which also accepts Raw Goods.

#### ADDITIONAL RULES

After spending your first ⚡, every other player (in turn order) may also **Sell any number of Goods of the same color**, following the rules above. This happens regardless of how you spend your first ⚡.

#### FULL SHIP

Whenever you fill the last space of a Ship, immediately **claim** that Ship: place it above your Player board, next to the matching notch and return all Goods from that Ship to the general supply. Then, gain its printed benefit. **At the end of your turn**, if there are empty spaces in the Ships offer, slide Ships right to close the gaps and refill the offer from the stack.

## ALCOVE BONUS

Take 1 Contract card from the offer, following Statue restrictions.

## SUNSET EFFECT

Resolve it in the following order:

### 1. Sail

Slide right all the Ships in the offer, so that the rightmost one is pushed out of the offer. **Important exception: the first Sail effect only moves the Ships, but none is pushed out.**

When the rightmost Ship leaves the offer, the player who has a **majority** there **claims** it. You have a majority if that Ship contains more of your Goods than any other color of Goods (ignoring Salt). If there is a tie for most Goods, the active player wins the tie. In every other case, return that Ship to the game box, as no player may claim it.

Finally, refill the Ships offer from the stack.

**IMPORTANT:**

To score for the Ships you claimed (at the end of the game), you must place Statues and/or Mosaics onto Demand tiles with matching City icons (🏰, 🏰, 🏰, 🏰). To add new Demand tiles, you must reach the 5<sup>th</sup> or the 14<sup>th</sup> space of the Chariot track (🚗).

If the Ship stack becomes empty, make a new stack from all the Ships previously set aside.

### 2. Tax

**Every** player must discard all **Raw** Gods from every Storage area **without** a Mosaic. Players may first freely rearrange Mosaics among their Storage areas.



**EXAMPLE:** Red takes actions in the Alcove A. They have 2 ⚡. Red resolves the Alcove Bonus and takes a Contract card from the offer B. Red spends their first ⚡ to take another Contract card C. Afterwards, in the turn order, Green and Yellow each may take a Sell action in the Alcove. Green forfeits their action, while Yellow loads 3 Refined Grapes onto the second Ship from the left, gaining a total of 12 🍷 D.

Then, Red spends their second ⚡ to load 3 Raw Meat onto the rightmost Ship. Since there are only two matching (red) spaces, the third Meat is placed on the 🟡 space. Red gains a total of 3 🍖 E.

The Sunset effect is resolved next: all Ships slide right F, and Red claims the 🏰 Ship that left the offer, since they have a majority. Red gains the Ship benefit: 3 🍷 G and refills the offer. Finally, all players must remove all Raw Goods not secured by Mosaics. Only Yellow's Meat is not secured, so they must discard all 3 Meat H.





### Sell 1 Good

This effect allows you to Sell 1 Good to a Ship. There are variations of this symbol with slightly different effects, for all the details please check the Appendix.



### LEGATIO



Spend 1 ⚡ in this Alcove to resolve one of these actions:

- **Fulfill 1 Contract and Sell 1 Good**

You may do this in any order. You may skip one of the options and resolve the other. For details, please check **13**.

- **Place 1 Mosaic**

For details, please revisit **Place 1 Mosaic** section **10**.



### ALCOVΞ BONUS

Gain 1 Salt.



### SUNSET EFFECT

Resolve the Sail effect. For details, see Sunset effect on the previous page.



*Goods in Thessaloniki represent the local riches:*

#### Grapes → Wine

*Plump and heavy on the vine, grapes are one of Greece's oldest blessings, their sweet juice a symbol of both revelry and ritual. When pressed and aged with care, they become wine—a refined delicacy prized in noble feasts, sacred offerings, and trade across the Empire.*

#### Grain → Flour

*Golden fields of grain sway with the sea breeze, a sign of abundance and survival. In its raw form, it feeds the humble and the mighty. Ground into flour, it becomes the foundation of bread, a necessity in every home and caravan.*

#### Olives → Olive Oil

*The olive tree, gnarled and eternal, is a divine gift to Greek soil. Its bitter fruit, though humble, yields olive oil when crushed and filtered—a substance more valuable than silver in some corners of the world. Used by the Minoans first, for cooking, lighting, anointing, and trade, it is the true legacy of the Greeks to humankind.*

#### Meat → Cured Meat

*Fresh meat, though vital for feasts and nourishment, is fleeting without preservation. Salted, smoked, and cured with skill, it becomes a durable commodity: cured meat, ideal for soldiers and sailors journeying far from the city's hearth.*

#### Salt

*Drawn from the sea and the earth, salt is the silent power behind all preservation and pay. It keeps goods from spoilage, ensures rations for long voyages, and even acts as currency—"salarium", the root of the soldiers' wage.*



**EXAMPLE:** Purple takes actions in the Alcove **A**. They have a single ⚡, so they spend it to fulfill a Contract **B**. Purple spends 2 Grapes and 1 Meat **C**, then resolves the card's effect: spending 3 Refined Olives to gain 9 **D**. Then, they place the card to the right of their player board **E**. Purple chooses not to Sell 1 Good. Then, they gain 1 Salt from the Alcove Bonus **F**.

Finally, they resolve the Sunset effect by sliding right all Ships **G**. The Ship is pushed out of the offer and Purple claims it, gaining 2 Salt **H**, placing that Ship above their Player board **I**, and refilling the offer.





# MERCATUS



Spend 1 ⚡ in this Alcove to resolve one of these actions:

### • Fulfill 1 Contract

Please revisit the Alcove section **13**.

### • Refine any 3 Goods

You may Refine 3 Goods in any combination. To Refine a Raw Good, move it from the bottom section of your Storage area to its top section.



### ALCOVE BONUS

Sell 1 Good.



### SUNSET EFFECT

Please check the section **12**.



**EXAMPLE:** Green takes actions in the Alcove **A**, where they have 2 ⚡ **B**. First, they play a Contract card from their hand, spending 1 Grape and 2 Grain **C**. Green spends their second ⚡ to Refine 1 Meat, 1 Grain, and 1 Olive **D**. Then, Green resolves the Alcove Bonus (Sell 1 Good), selling 1 Grain to a Ship to gain 4 **E**.

Then they resolve the Sunset effect. Since they do not have any Mosaic on the Entrance **F**, they advance their Chariot marker by 1 **G** and, thus, may fulfill 1 Contract for free **H**.



## END OF THE GAME AND FINAL SCORING

When the game end is triggered (any 2 of the following conditions are met), finish the current round, play one more round, then proceed to Final Scoring.







- A. All Denarii from the area above are depleted.
- B. The 7th Demand tile is added to the Demand area.
- C. The Festival card is drawn from the Contract deck.
- D. The Festival tile is drawn from the Ship stack.






### FINAL SCORING

#### 1. Claim Ships on Offer

Players claim all Ships still in the offer, without gaining the printed benefit. Follow the normal rules to determine majorities, but without breaking any ties (since there is no active player).



## 2. Ship Demand Scoring


For all active Demand tiles of each City (, , , , ), calculate the score, resolving Cities one by one, starting with .

- Each active  Demand tile increases the limit by 1 for each player. Each player also increases their limit by the  value next to their Mosaics on  Demand tiles.
- For each of their claimed Ships within this limit, players gain  from each Statue they have on  Demand tiles.


Repeat this process for every other City.

## 3. Legacy Scoring




For each set of unique Legacy icons  on your Contract cards, Family card, and next to your Mosaics on the Demand tiles, gain  as follows:

	1	2	3	4	5	6
	1	3	6	10	15	21

## 4. Contract Offer Scoring

Gain 2/5/10/18  if you have 2/3/4/5 Statues on the Contract offer on the Main board.

## 5. Player board Scoring









- A. Gain 3/7/13  if you have 2/3/4 Mosaics placed under the Storage Areas of your Player board.
- B. Gain 1  for each set of 3 Salt and/or Refined Goods (in any combination) remaining in your Storage.
- C. Gain 1  for each remaining Denarius.



















The player with the most  wins the game and becomes the most influential Patrician in Thessaloniki!

## 🌿 TIE BREAKER 🌿

In case of a tie, the player with the most Ships wins. If there is still a tie, the player with the most fulfilled Contracts wins. If there is a further tie, tied players share the victory!



**EXAMPLE:** Green performs their Final Scoring. They claim the  Ship (as Salt is not considered for this purpose) **A**. Green's limit for  is 3 and for each  Ship they score 7  **B**, so Green gains 7  for the Ship claimed during Final Scoring **A**. Green has no Statues on the  Demand tile **C**, so they gain 0  for their  Ships **D**.


Green's limit for  is 3 **E**, and for each of their  Ships they score 10  **F**. They have 2  Ships, scoring 20  overall **G**. Green has, overall, the following Legacy icons: 2 , 2 , 1 , 1 , and 1 . They gain 15  for their first set and 3  for their second **H**. They gain 5  for their 3 Statues on the Contract offer **I**. They have 2 Mosaics under their Storage Areas, so they gain 2  **J**. Green gains 1  for their 3 remaining Refined Goods and Salt **K** and 0  since they do not have any Denarii left. They collected 78  in-game, so their final score is 126 .



# APPENDIX

## CHARIOT TRACK



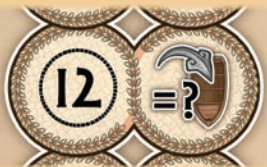
Gain 1  for every step you would take beyond the final (14<sup>th</sup>) step of the Chariot track.



Take the top inactive Demand tile from any stack in the offer and place it in the appropriate Demand area, flipping it to the active side. Then, gain a Mosaic or Statue from the general supply and place it on this tile.



Gain 8 .



Sell any number of Goods of the same color to one Ship.



Gain 2 Salt.



Fulfill 1 Contract without paying its cost.



Gain 5 .

## CHARIOT TRACK



Sell 2 Goods of the same color to one Ship.



Gain 2 Denarii.



Gain any 2 Refined Goods.



Take the top inactive Demand tile from any stack in the offer and place it in the appropriate Demand area, flipping it to the active side. Then, gain a Mosaic or Statue from the general supply and place it on this tile.



Gain 3 .



Gain 1 Denarius.



Gain 1 Salt.



Gain any 1 Raw Good.

## CONTRACT CARDS CLARIFICATIONS

F1	You must have that Mosaic or Statue in your personal supply. Taking Contract cards is restricted by the Statues you have on the Contract offer.	C24	You may skip the first two steps of your turn. You move no Workers and gain no Goods. You take actions in the Alcove with your Patrician. This allows you to take actions in the same Alcove for multiple consecutive turns.
F2	You may do this anytime during your turn.	C25	Whenever you advance on the  any number of steps, you may also Sell 1 Good overall.
F5	Selling to the leftmost Ship provides 0  under normal rules.	C31	Sell up to 4 Goods to the same Ship. They can be the same or different, Raw or Refined. Ignore color matching.
F6	Immediately after moving your Worker, you may Refine 1/2/3 Raw Goods, if your Worker moved by 1/2/3 Alcove spaces.	C37	Refine any 4 Goods. Spend up to 4 Refined Goods to gain 2  per spent Good.
F7	This applies every time you advance on  regardless of the effect that allows it.	C39, C45	Moving Goods between Ships does not provide any  .
C1	Refine any number of Goods of the same color. Fulfill a  without paying any cost.	C47	Choose one of the Legacy symbols. Gain 2  and 1 Denarius for each instance of that symbol you have.
C5	Refine any 4 Goods. If you Refined Goods of 3 or more colors, advance two steps on  .	C49	The Statue and Mosaic must already be in your supply.
C7	Swap 2 Ships in the offer, then Sell any 2 Goods to one Ship.	C55	After you Sell any number of Goods to 1 Ship, regardless of the effect that allows this, you may replace 1 Salt with 1 of your Goods on that Ship.
C10	Using Goods from the general supply, Sell 1 Good to each Ship. Goods can be the same or different.	C56	Once per turn, instead of spending 1 Denarius to gain 1  , you may spend 1 Salt instead.
C15	Anytime you Refine Goods (no matter what is the source of this effect), also gain a total of 1 Salt.	C58	When you move your Merchant (instead of your Patrician), you may spend 1 Salt instead of 1 Denarius.
C18	Whenever you fulfill a Contract that has a Legacy icon, gain 1  and 1 Salt.	C60	During Final Scoring, Statues you have placed on Demand tiles provide 2 extra  per Ship. For example, a Statue placed next to a printed reward of 5  provides 7  per Ship instead.
C19	Whenever you spend Denarii for any reason, gain 1  per Denarius spent.		
C21	Whenever you gain Denarii from any source, also gain the same number of Raw Goods and Salt.		



**Game Design:** Daniele Tascini, Federico Pierlorenzi

**Game Development:** Joanna Kijanka, Kacper Frydrykiewicz, Michał "Gołąb" Gołębiowski, Andrei Novac, Babis Giannios

**Illustrations:** Piotr Orleański, Fabrice Weiss, Kristina Gehrmann

**Graphic Design:** Zuzanna Kolakowska

**Rulebook:** Joanna Kijanka, Kacper Frydrykiewicz, Andrei Novac

**Rulebook editing:** Tyler Brown

**Rulebook DTP:** Zuzanna Kolakowska

**Solo Design:** Dávid Turczy, Kacper Frydrykiewicz

**The designer and Board&Dice would like to thank the following people for playtesting, advice, and feedback:**

Jochen De Vriese, Dan Hinkin, Akwa Timba, Boris Denković, Piotr Marszewski, Patryk Galka, Krzysztof Wójcikiewicz, Ania Oksanen, Yuriy Ivanov, Przemysław Sirek, Krzysztof Wójcikiewicz, Anna Oksanen, Marcin Cieślowski, Wiktoria Matyja, Małgosia Sztokfisz, Daniel Dubel, Michał Milczarek, Krzysztof Widera, Marysia Podzorska, Filip Podzorski, Janek Mikołajczak, Aleksandra Kijanka, Paxvlae, Patryk Pajgis, Piotr Budzichowski, Ola Skłodowska, Chuck Case, Shane Ryan, Aleksandar Šaranac.

	YOUR PATRICIAN		YOUR MERCHANT		CHARIOT TRACK
	ANY RAW GOOD		DENARIUS		ENTRANCE SECTION (Improves advancing on the Chariot track.)
	GRAIN		IN-GAME VICTORY POINTS		DEMAND TILE
	OLIVE		END-GAME VICTORY POINTS		ADD 1 DEMAND TILE (and place 1  from the general supply on it.)
	MEAT		YOUR MOSAIC		SHIP LIMIT (How many Ships you can score in addition to number of active Demand tiles.)
	GRAPE		PLACE 1 MOSAIC		SHIP TILE
	YOUR GOOD		YOUR STATUE		SELL 1 GOOD
	SALT (May be spent as any Raw Good.)		PLACE 1 STATUE		SELL ANY NUMBER OF GOODS OF THE SAME COLOR
	REFINE 1 GOOD		TAKE 1 CONTRACT CARD FROM THE OFFER.		SAIL (Rightmost Ship leaves the offer, the player with majority claims it, then refills the offer.)
	REFINE ANY NUMBER OF GOODS OF THE SAME COLOR		FULFILL 1 CONTRACT		
	ANY 1 REFINED GOOD		INSTANT CONTRACT	LEGACY ICONS	
	ACTION POINT		PERMANENT CONTRACT		SUNSET EFFECT

