



A KARL HAUSSER DESIGN



HISTORY OF THE ANCIENT SEAS - EXPANSION I

NEW MARKETS

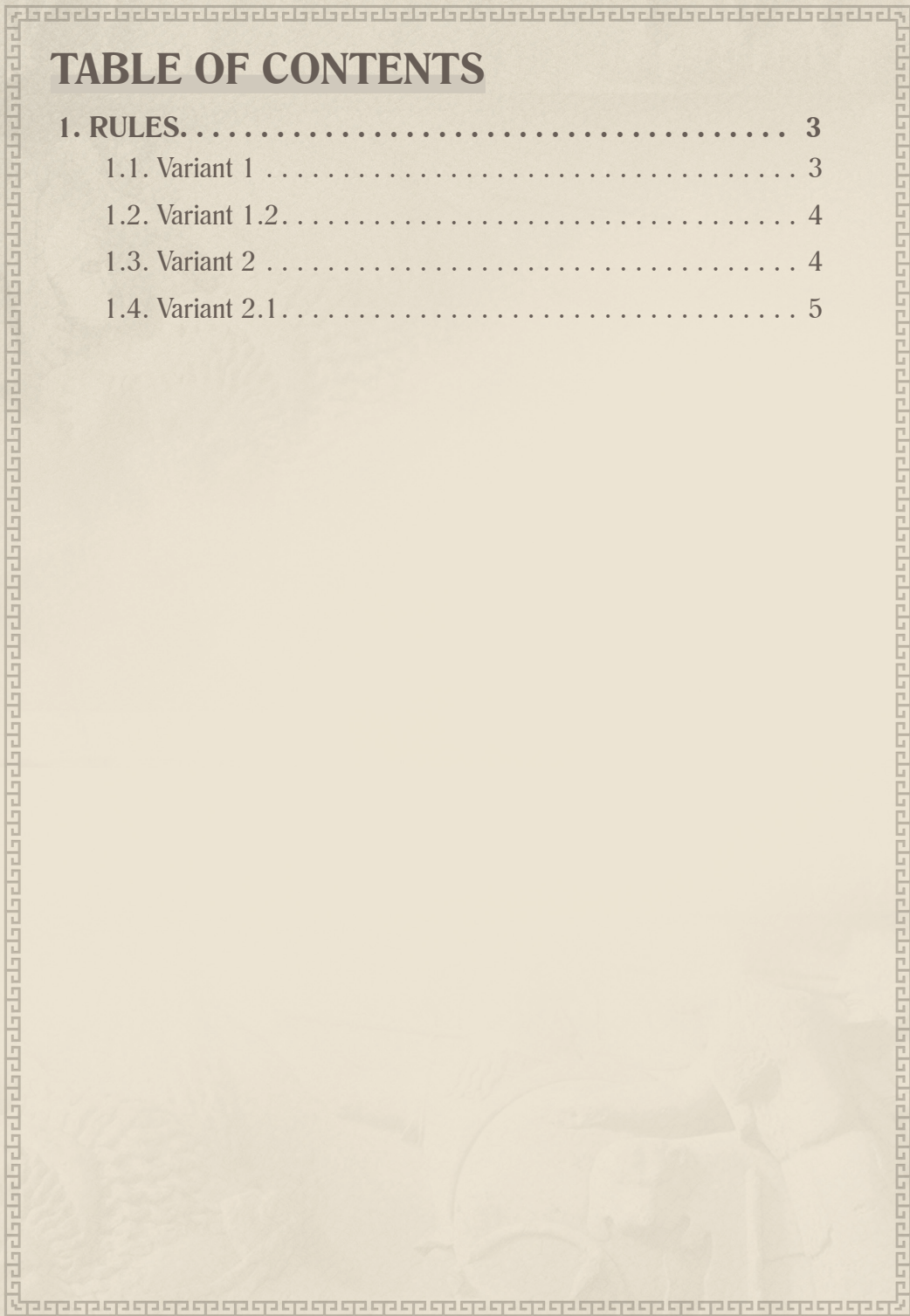


SOUND
of DRUMS



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HISTORY OF THE ANCIENT SEAS

EXPANSION 1: NEW MARKETS

This expansion can be used for the three games that are part of the “**History of the Ancient Seas**” series: *Hellas*, *Dies Irae* and *Mare Nostrum*.

With this expansion, players will have a completely new and different gaming experience.

This expansion contains 158 round markers with the merchandise symbols used in the game series.

Round merchandise tokens (number of each in this expansion:

Stone	20	Cattle	8	Horse	8	Silver	10
Wood	12	Olives	8	Copper	8	Salt	8
Wool	12	Wine	8	Iron	8	Glass	8
Grain	8	Bronze	8	Lead	8	Gold	8
Fish	8						

1. RULES

There are two variants how players can use these markers. Before starting the game, players agree upon which variant they want to use.

In each game there is a certain total number of hexes with a merchandise symbol:

Hellas: 66

Dies Irae: 74

Mare Nostrum: 124

In each game players will find a certain number of each respective merchandise on the map.

Before starting the game using one or the other variant of this expansion, players need to prepare the map.

1.1. VARIANT 1

Pick out of the 158 round merchandise markers the exact number of each merchandise that is represented in the game.

Example: *There is a total of 124 merchandises in Mare Nostrum.*

Mare Nostrum has 16 times the merchandise stone on the map. Players pick 16 round markers that contain the merchandise “stone”.



Place all the round merchandise markers face down and distribute them (still face down one by one on each hex on the map with a merchandise symbol. After placing all of them on the map turn them face up.

Now, players will find a different distribution of the merchandise on the map.

Play begins with the setup as per the rules.

1.2. VARIANT 1.2

Proceed as described above **but** after placing the merchandise markers keep them face down. The type of the merchandise is only revealed in the moment a player decides to create a trade post in the hex with that merchandise marker. At this moment the marker is turned face up and stays face up for the rest of the game.

1.3. VARIANT 2

Consult the table one page 6 for precise information how many merchandise markers of which type to be selected for each game.

***Example:** The table shows 96 merchandise markers for **Hellas** in total and shows that among these 96 markers, 10 have to be **Stone** and 5 **Silver**.*

Place the total number and type of merchandise for the corresponding game face down, mix them and then players randomly pick the number of merchandise markers needed for the game.

***Example:** In Variant 2 for **Hellas** players have 96 merchandise markers. Out of these 66 are placed face down on the map in hexes containing a merchandise symbol.*

The 30 markers that the players didn't pick, are put away. They won't be used this time.

***Example:** In **Mare Nostrum** all the 158 markers contained in this expansion are used but only 124 are chosen, the 34 that were not picked are not used this time and are put aside.*

After placing the selected markers on the map, players reveal their nature and turn them face up.

This variant will give players on the one hand new numbers of the different merchandise types and on the other hand new locations.



1.4. VARIANT 2.1

Proceed as described above **but** after placing the merchandise markers keep on the map, them face down. Their identity is revealed as described in variant 1.2.

Consult the table one page 6 for precise information how many merchandise markers of which type to be selected for each of the three games.

A faction can't have more trade posts of the same type as he has space available on the Merchandise Control Track.

***Example:** Playing variant 2 in **Mare Nostrum** there is a total of 6 merchandises "Gold" on the map. The Roman player already has 3 trade posts containing "Gold". He can't create a fourth trade post with the merchandise "Gold".*

Optional rule: A faction that has reached Phase III in the fleet section on the Development Chart may enter an island or coastal hex and may look at the merchandise token **without** the need to create a trade post. In this case the player may first explore what kind of merchandise he could get for creating a trade post. If he doesn't want to create a trade post, he doesn't reveal the type of merchandise to the other players.

**MERCHANDISE TABLE
FOR HELLAS**

TYPE	VARIANT 1	VARIANT 2
Stone	7	10
Wood	6	8
Wool	6	8
Grain	9	8
Fish	4	6
Cattle	4	6
Wine	3	5
Bronze	3	5
Horse	3	5
Copper	3	5
Iron	3	5
Lead	3	5
Silver	3	5
Salt	3	5
Glass	3	5
Gold	3	5
TOTAL	66	96

**MERCHANDISE TABLE
FOR DIES IRAE**

TYPE	VARIANT 1	VARIANT 2
Stone	6	10
Wood	6	8
Wool	6	8
Grain	8	8
Fish	5	7
Cattle	5	7
Wine	5	7
Bronze	4	6
Horse	4	6
Copper	4	6
Iron	4	6
Lead	4	6
Silver	4	6
Salt	3	5
Glass	3	5
Gold	3	5
TOTAL	74	106

**MERCHANDISE TABLE
FOR MARE NOSTRUM**

TYPE	VARIANT 1	VARIANT 2
Stone	16	20
Wood	10	12
Wool	10	12
Grain	9	8
Fish	8	8
Cattle	7	8
Olives	6	8
Wine	7	8
Bronze	7	8
Horse	7	8
Copper	6	8
Iron	7	8
Lead	6	8
Silver	6	10
Salt	5	8
Glass	4	8
Gold	3	8
TOTAL	124	158

CREDITS

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RESSOURCES

TYPE CONDITION FOR TYPE CONDITION FOR

Wood  Shipbuilding

Wool 

Stone  Marketplace

Bronze  Phalanx

Copper  Material Science

Horse  Cavalry

Lead  Astronomy

Iron  Manufacturing, Bireme

Silver  Banking

Grain  Supply

Fish 

Wine 

Cattle 

Olives* 

Gold  Luxury, Cultural, Merchandise

Glass 

Salt 

* only in "Mare Nostrum" and "New Markets"