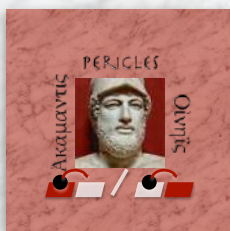


DEMOKRATIA

Category: Ancient, City Building
Mechanic: Area Control, Tile and
Worker Placement

Players: 3-5
Time: 60 minutes
Age: 14+

Components: 77 tiles, 196 tokens,
2 charts, 10 pawns



WHAT IS DEMOKRATIA ABOUT?

The Persians have sacked Athens and the citizens look to their leaders to rebuild their city. As a demagogue of one of the ten tribes, it is your duty to increase both their power and your influence over them. The more powerful the people is, the more new citizens will come to Athens, but they will only come to the most influential demagogue.

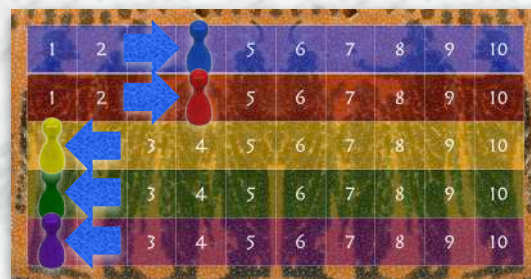
HOW DO YOU WIN?

The player who claims the most powerful majorities in the city or in the assembly wins.

HOW DO YOU PLAY?

Demokratia is played in rounds divided into six phases:

- 1) Demagogue: Argue, negotiate and bribe for your cause.
- 2) Vote: Play secret votes.
- 3) Citizen: Play citizens to the city of Athens OR to the Noble chart OR to a Monument/Rhetor.
- 4) Ostracism: (optional) Play citizens to temporarily exile a demagogue.
- 5) Peloponnesian War (optional): Remove tiles and cities from Athens.
- 6) Assembly: Reveal votes and distribute new citizens.



The players take turns to play their citizens to Athens. During each round, the power and the influence will rise and fall:

- The colors of the cast votes and the erected buildings in Athens determine each Noble's power, which in turn determine how many new citizens will come to Athens.
- The citizens on the Noble chart determine the player influence with each Noble, which in turn determine the share of the Noble's new citizens each player will get.
- The players may also claim Monuments or Rhetors, each with a unique ability to influence the democratic game.

To win Demokratia, you must not only increase the people's power but also your influence over them so that no other player grow more influential and gets the rewards of your effort.

WHAT MAKES THE GAME SPECIAL?

Demokratia is a double majority game, where you must be the strongest in the strongest tribe. In addition, the ostracism mechanism is a double catch-up mechanism: the second player can spend a citizen to exile the first player, giving the third and the fourth player a chance to catch up.