

# HELLENIZATION

I have highlighted in yellow some parts of the text. Please read them carefully because they correspond to the most tricky parts playing civi with cyberboard. These yellow notes are things I have detected that may be changed to improve the game playing. Here you have a little brief:

-We play this game WITHOUT a referee .gam, now ownerships will be most important because ONLY each player will be able to clear its cards ownership. Due to this don't forget to use your tray ZONE when purchasing, with discards and when you are being pillaged.

-Pay attention to game sequence please, some things have changed from my previous games.

-During trading phase you have to send to the list ( googlegroup ) ONLY the gmv file, nothing about the agreement reached. This is something between the trading players.

-Please, when you drag and drop your trade cards to your ZONE in the tray do it ALWAYS with the trade cards FACE DOWN.

-Now the GM will send the first his gmv files during STAGE1 and STAGE4 ( purchases ) zipped and password protected.

## 1-WHAT DO YOU NEED TO PLAY :

1.1 First of all a bit of time and lots of motivation.

1.2 A working email. You have to send your chosen email to [hellenizationgm@gmail.com](mailto:hellenizationgm@gmail.com)

1.3 You have to be subscribed to this google group : <http://groups.google.es/group/Hellenization>

I will add the players chosen emails so take it easy, you have to do nothing more than sending me your email for the game (1.2).

1.4 The group email will be [Hellenization@googlegroups.com](mailto:Hellenization@googlegroups.com)

1.5 The hellenization gamebox : download it from our webpage :

<http://www.civiboard.com/hellas/downloads/html/gamebox/Hellenization.gbx>

1.6 Cyberboard software : Available in our web <http://www.civiboard.com/cyberboardv301.exe>

or in Dale Larson's webpage : <http://cyberboard.brainiac.com/>

1.7 Your .GAM file. See point 2.

1.8 This instructions.

1.9 The rulebook from [www.civproject.net](http://www.civproject.net) and the rules amendment from our webpage

<http://www.civiboard.com/hellas/downloads/files/Rules%26Calamities/amendmentV1.5.pdf>

## 2- CIVILIZATIONS RAFFLE.

The playing civilizations will be the following: Athens, Sparta, Epirus, Macedon, Ionian league, Persia, Syracuse, Thrace and Minoa.

The civilizations assignment will be done in a raffle. The game master will send to all the players a password protected Zip file containing a txt with playing civilizations, numbered from 1 to 9.

Each player have to choose one number from 1 to 9 and send his choice to the google group email ([Hellenization@googlegroups.com](mailto:Hellenization@googlegroups.com)). The game master will play with the remaining civilization.

Once all the numbers have been chosen the game master will send the password to the list and the .gam files will be sent by email to the corresponding players. Remember that the .gam files are EXCLUSIVE for each player. You MUST NOT exchange your .gam files with other players, otherwise they will have full access to your trade cards!

## 3- CIBERBOARD GAME SEQUENCE

Each turn will be divided in 4 different stages : We will try to solve two complete turns per month, more in the beginnings of the game.

### **STAGE 1: Collect taxes , population, census and ships.**

## PLAYERS :

This stage will be solved simultaneously by all the players. Once you have done it you have to send the game moves ( \*.gmv file ) ONLY to the game master, who will be in charge of the distribution of them once he had the last game move of the last player.

This is done like this because if we add another stage only for ships construction the game will be delayed seriously.

The census tokens are in the markers tray, you have to drag and drop the numbers to your census squares in the census zone next to AST. REMEMBER that now census markers are NOT tokens so you can delete or move yours at your own risk without influencing the game.

## GAMEMASTER :

1-He always will be the first sending STAGE1 gmv, zipped with a password, this will be to avoid any advantage given by processing this STAGE ( mainly with ships locations ). Once he has received the last player's game move he will send the password to the list.

2-Resolve tax revolts if exists and correction of players illegal moves.

## STAGE 2: MOVEMENT

### PLAYERS :

Players will move using census order rules, the game master will send an email with instructions to start moving, in case of same census AST order will be used.

In your turn of movement:

1-If you are going to destroy one city belonging to other player you have to send in your movement email if you DON'T want to add 3 tokens to your treasury or steal one commerce card from the other player. The default action are both of them so if you don't want to add tokens from your stock to your treasure or steal the commerce card you have to specify it CLEARLY in your email.

1.1- The pillaged civilization MUST drag and drop all its trade cards into RANDOM zone in your TRAY, ALWAYS FACE DOWN and send the gmv file to the GM, who will drag one card ( this tray will random the trade cards ) and will put it in attackers players math. After this GM will empty the RANDOM tray returning the cards to its owner. Sending a gmv file to both players.

1.2- If the GM is involved in the pillage ( as the attacker or the victim ) 2.1 will be solved by GM2 or other player.

2-If you want to buy trade cards with treasury you have to announce your intention TO THE LIST at this stage, before trading cards are distributed. You can do it by email or recording it in your gmv file using text tool when you send your STAGE2 gmv file.

3-Exceptions :

Send an email ONLY to the game master IF:

-You don't want to build a city when you have 6 or 12 tokens in one map area , the default action is TO BUILD.

4-Other considerations :

If you are going to use any special civilization card ( like Architecture, Urbanism or Colonization ) to build a city you have to send to the GM an email telling where, and in urbanism case also from where lands are caught the extra-tokens used.

5-Those players who have their trade cards FACING UP during this STAGE : PLEASE TURN OVER THEM ( MUST BE FACE DOWN), this may be done mandatory only at the end of this STAGE ( movement ) and for ALL TURNS.

6-Send an email to ALL the players list with your gamemove (\*.gmv file).

## GAMEMASTER :

1-Conflicts resolution

- 2-City building.
- 3-Remove surplus population.
- 4-Check for cities support.
- 5-Distribution of trade cards.

The game master will send a \*.gmv with all the stuff above and this stage will finish.

### **STAGE 3: TRADE**

#### **PLAYERS :**

There is no limit to trade , you only have to fulfil this two simple rules :

- 1-You need to have at least 5 trade cards to be able to trade.
- 2-The minimum exchange is three trade cards.

#### How to :

Each player will send an email to ALL the players ( players list ) with the initial offerings and demands. (This is not mandatory).

*Example : "Athens wants iron , gold and spices and offers oil , textile and resin , although if your offer is enough good we will try to add another exotic goods"*

When you reach an agreement with other player TWO of the trade cards MUST be true , the other ones could be false. True CARDS must be in capital letters. Each player must send an email with the \*.gmv to the game master, who will send to each player a \*.gmv file with the exchange. After this if you still fulfil the two rules above you can continue trading.

*Example : final trade between Athens and Sparta*

*\*Athens : IRON , IRON, iron , fish -- In this case Athens is trading SURE two of IRON, the others might be false.*

*\*Sparta : OIL , TEXTILES , resin , herbs – Sparta is trading oil , cloth and who knows what more ?*

**Very important** : The agreement MUST be reached between the two trading civilizations, which may keep the email with the other player trade acceptance, just in case. **YOU ONLY HAVE TO SEND TO THE LIST THE GMV FILE**. If you have any claims about one trade you have to handle in your own the other player's trade acceptance email .

Example :

Send : [Athens@gmail.com](mailto:Athens@gmail.com)

To : [Sparta@gmail.com](mailto:Sparta@gmail.com)

Subject: Trading

Greetings from Athens ,

Our offer is the following :

Athens : IRON , IRON, iron , fish

Sparta : OIL , TEXTILES , resin , herbs

If you agree please tell me and I will send the game move file to GM.

Sender : [Sparta@gmail.com](mailto:Sparta@gmail.com)

To : [Athens@gmail.com](mailto:Athens@gmail.com)

Subject : RE:Trading

It's OK .. , I'm sending the gmv file to the GM just now.

In this case Athens and Sparta have an agreement , they have to send an email **to the LIST with ONLY the gmv files, and nothing about the agreement reached.**

### **Very important :**

1- At the beginning of trading stage all the trade cards MUST be face down, if they are not please send a gmv file to the list just flipping them.

2- Habitual system to reach a deal ( using email, googlegroup, etc.. )

3- Now the gmv file **MUST BE SENT TO THE LIST**, not only to GM.

4- The process to create the GMV file must be the following one:

4.1-Go through your trade cards as usual, select the cards you want to exchange and **drag and drop them into the TRAY ZONE belonging to the player you are trading with**. The cards traded MUST BE put in other's player TRAY ALWAYS FACE DOWN. The tray zones change automatically the card's ownership to the owner of the tray.

4.2-Save as usual your GMV file and name it following this structure: TURN-WHO IS TRADING-WHO IS THE OTHER CIVILIZATION INVOLVED. For example, I'm MACEDON and I have reached a deal with SPARTA : T11-MAC-SPA.gmv, really easy isn't it?.

4.3-Send the GMV file to the list (googlegroup).

4.4-Once you have received your trading you have to DRAG and DROP your new cards from the tray to your playersmath, save the gmv file and send it again to all the list. In this way your TRAY ZONE will be empty for next trades. Name this file following this format to avoid misunderstandings : CIVILIZATION A collecting CIVILIZATION B, or to abbreviate using the 3 first letters of each civilization name with a C in the middle. Example PERcMIN.gmv

**EXAMPLE: hypothetical trade between MINOA and PERSIA :**

1. MINOA selects desired cards and (always face down) he drags and drops them INTO PERSIA'S ZONE in the TRAY.
2. MINOA saves his gmv file and puts it the following name: T11-MIN-PER.gmv
3. MINOA sends his gmv file to the list

**At the same time :**

1. PERSIA selects desired cards and (always face down) he drags and drops them INTO MINOA'S ZONE in the TRAY.
2. PERSIA saves his gmv file and puts it the following name: T11-PER-MIN.gmv
3. PERSIA sends his gmv file to the list

**Now that the trade it's finished ( Done simultaneously )**

1. PERSIA drags and drops his new cards on the TRAY ZONE to his PLAYERSMATH. Saves the gmv file and puts it the following name to avoid misunderstandings: PERSIA collecting MINOA, or to abbreviate PERcMIN.gmv, finally this new gmv file it's send to the list.
2. MINOA drags and drops his new cards on the TRAY ZONE to his PLAYERSMATH. Saves the gmv file and puts it the following name to avoid misunderstandings: MINOA collecting PERSIA, or to abbreviate MINcPER.gmv, finally this new gmv file it's send to the list.

**5-Other players only have to load with the second option the gmv files sent by trading players.**

## **STAGE 4: CALAMITIES, SPECIAL ABILITIES,CIVI CARDS, AST**

4.1 Calamities resolution :

Will be done in the correct order, an exchange of emails and \*.gmv files will be done between the gamemaster and players with calamities.

When secondary victims exist primary victim have to choose WHO are they, sending an email to the list.

Each calamity will be managed individually by the gamemaster and players.

#### 4.2 Special abilities:

Those with cards allowing special abilities and wanting to use them must to communicate or send a gmv file to the gamemaster before the beginning of civilization cards purchasing stage, if not they will not be able to use them. Anyway the GM will try to send a reminder to players holding this class of cards ( like monotheism, fundamentalism , politics ... etc)

#### 4.3 Civi cards :

All players acquire civilization cards **simultaneously**. First of all the GM will send to the list his civilization cards acquisition game move file, zipped and coded with a password. You have to send an email telling the detail and calculations about the cards you are buying and with your purchasing \*.gmv file **ONLY to the GM**, once all the players have sent their gmv files or their emails telling that they are not going to buy anything the GM will sent all the collected gmv files and his password to the list.

#### 4.4 AST

To end turn game master will move the AST marker .

## 5-FINAL CONSIDERATIONS.

a)We are playing among gentleman.

b)This is only for fun, don't take it like something personal. Every strategy it's good if it doesn't go versus the rules.

c)Remember that one of the main important things which makes this game fun it's quickness answering emails and sending the gmv files. If one it's off all the game will be off.

d)This is a game, and will be enough flexible to increase or reduce the standard closing dates depending on players requests.

## SCHEDULED CALENDAR

STAGE 1	STAGE 2	STAGE 3	STAGE 4
Two days maximum	Four days	Six days	Four days

This will be the scheduled game calendar for each turn. As an example the last game I gamemastered started on July 2005 and we finished it in February 2006. The estimated duration for this game if we follow the same pace of turns will be seven-eight months.

Thank you very much for playing with us!!

Jon. G