HIPPODAMOS

Rules version 1.6.1
Prototype
© Nicolas MATHIEU
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Number of players	Age	Duration
3 à 9 (or 14)	8+	30 min.

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IN PROGRESS

Principle :

Hippodamos is a "call & write" because the players will not be subject to the randomness of the dice or cards. It's the active player who will announce and then everyone will simultaneously write on his sheet.

Story :

Hippodamos of Miletus (498 - 408 B.C.) was an urban planner who bequeathed to us the "Hippodamian plan" (grid plan) of city planning.

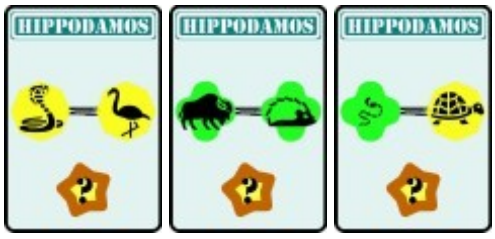
Material :

1 sheet per player

1 pen per player

32 cards

Front side :



2 tokens per player like 2 coins, 2 small cubes, 2 pebbles, ... whatever.

1 first player totem

Set up :

Shuffle the cards and reveal 4 in the center of the table: front side (this will be the shared objectives).

Deal 3(*) cards per player (these will be the player's hidden objective).

Discard the remaining cards into the box (if you have a box, otherwise burn them).

Each player secretly chooses 1 card from the 3(*) given to him and discards the other 2 into the box.

(*) only 2 cards for 14 players.

Choose a first player, he takes the 1st player totem.

Bidding phase :

Each player, starting with the 1st player, will place one of his token on one of the objective cards in the center of the table.

Then we start again for the 2nd token.

At the end of the game, a card without token is worth 1 star.

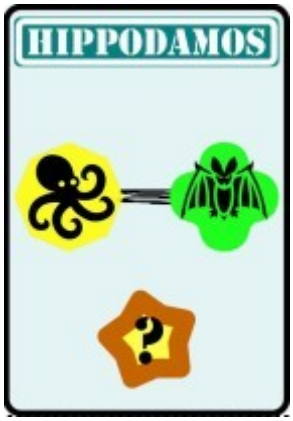
A card with tokens is worth 1 star + 1 star per token (example: with 3 tokens, the card is worth 4 stars).
The secret objective card of each player is always worth 3 stars.

Shared Goals Phase :

The end of the street that leads to each gate is blacked out (only for shared goals).

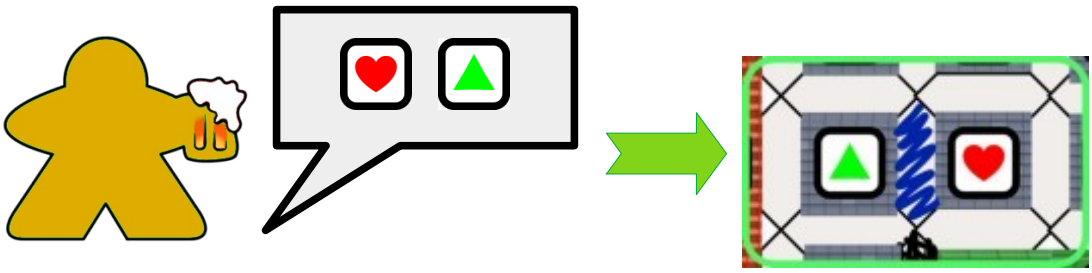
Example :

Blackened street ends leading to the octopus and bat gates.



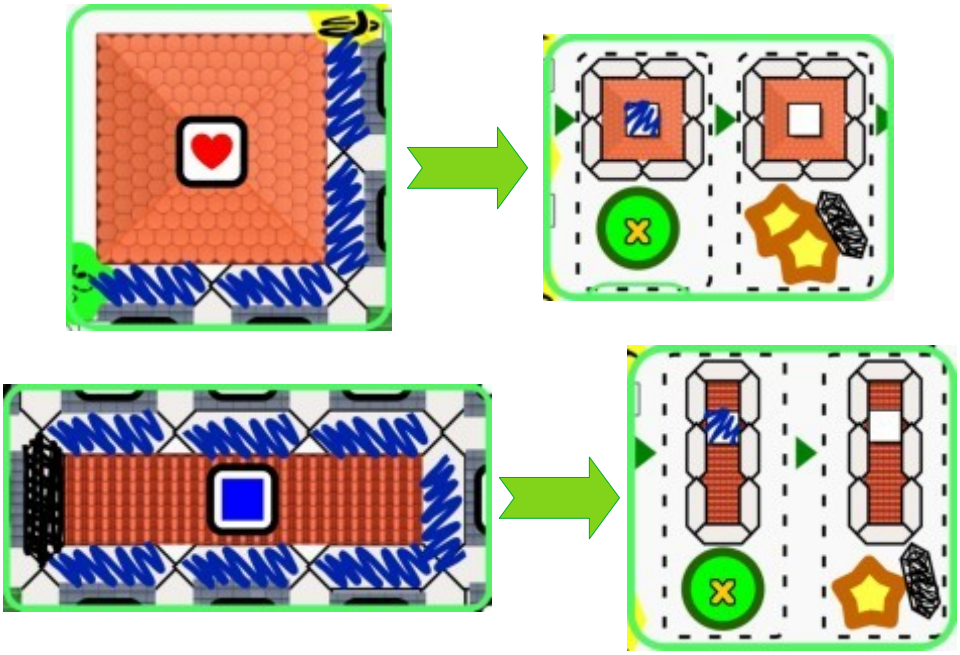
Turn :

The player with the totem announces a pair of symbols (example: red heart and green triangle).
All players must blacken a street framed by the announced symbols if they can.

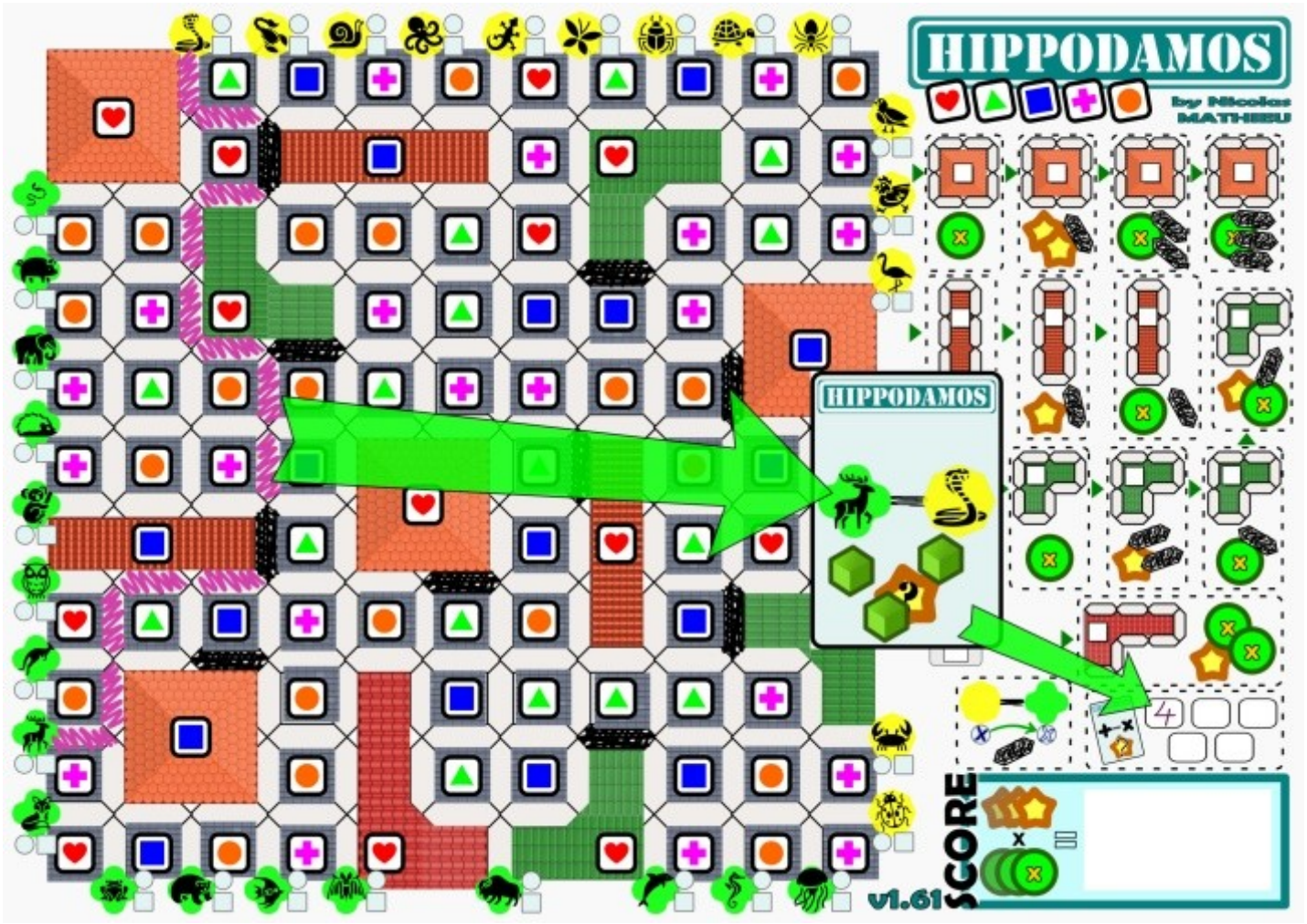


Up to 5 times during the game, players can ignore one of the symbols imposed by the active player by checking one of the 5 "modifier" boxes.
It’s even possible to change the 2 symbols by checking 2 boxes.

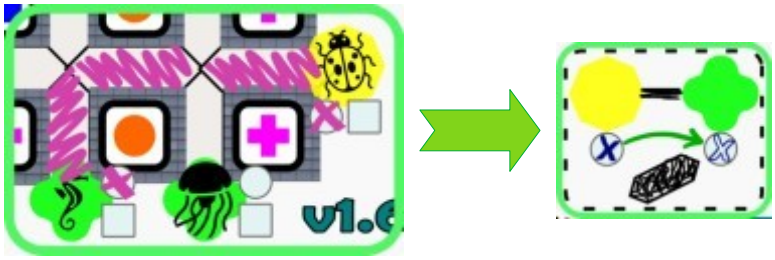
► If a player completely surrounds a special district, he checks it off in the scoring area (always the one to the left). If there is the "blacken a street" action, he does so. This may make a combo.



► If a player completes a shared goal, he indicates in his score how many stars he makes.



► If a player connects 2 gates, one yellow and one green, they immediately get a "blacken a street" bonus. Since each gate can only generate this bonus once, check the box near the gate for both gates.



Secret objectives are revealed when they are achieved.

End of turn :

The player to the left of the active player takes the 1st player totem and becomes the active player.

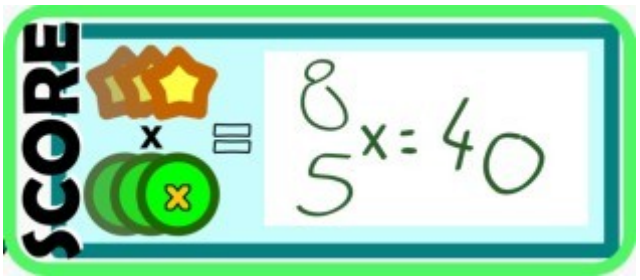
End of the game :

As soon as a player has completed all 5 objectives, we end the round so that each player is 1st player the same number of times and the game is over.

Scoring :

Everyone counts the number of stars they have obtained (personal goal, common goals and circled districts), which they multiply by the number of multipliers obtained.
The one with the highest score is declared the winner.

Stars multiplied by Multipliers



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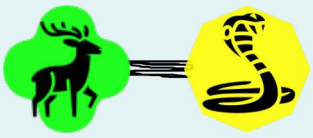

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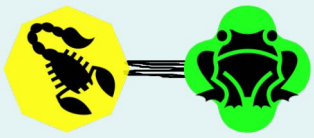

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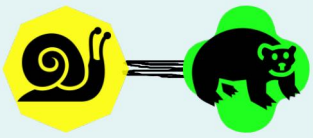

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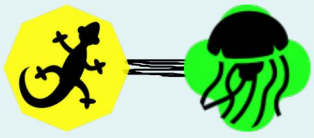

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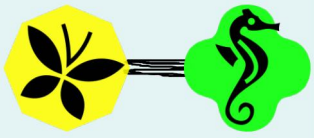

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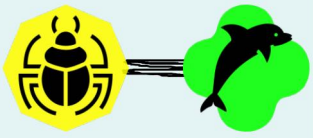

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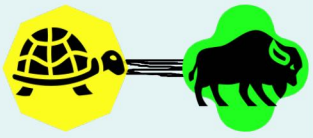

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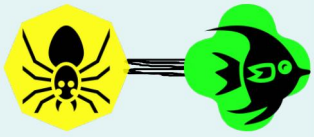

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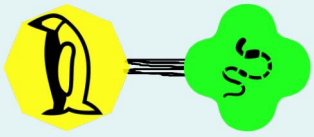

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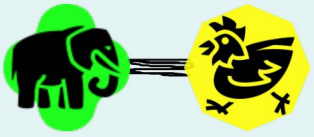

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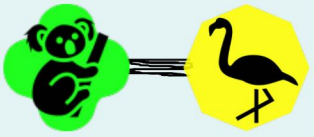

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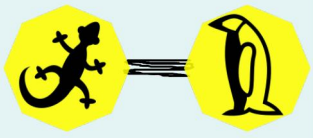

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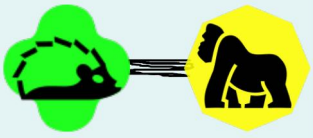

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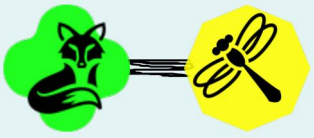

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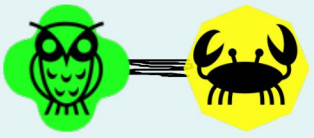

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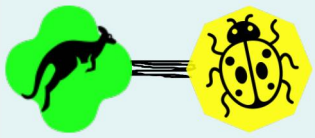

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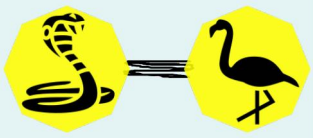

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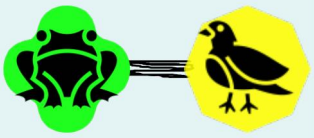

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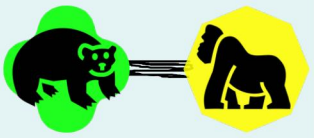

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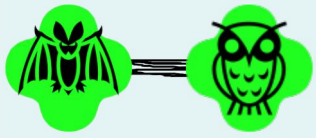

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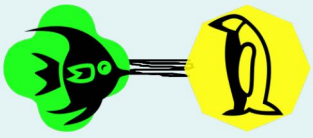

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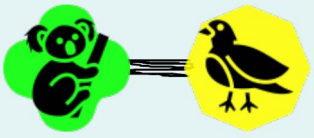

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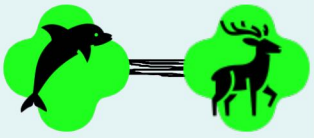

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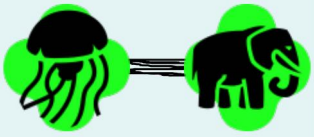

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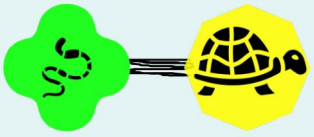

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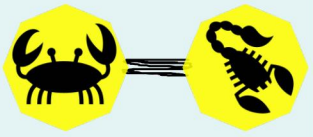

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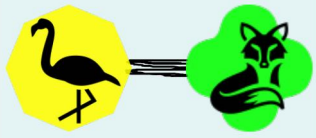

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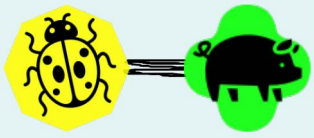

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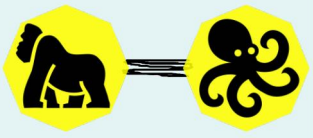

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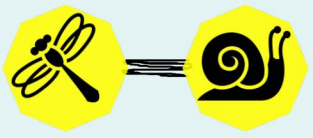

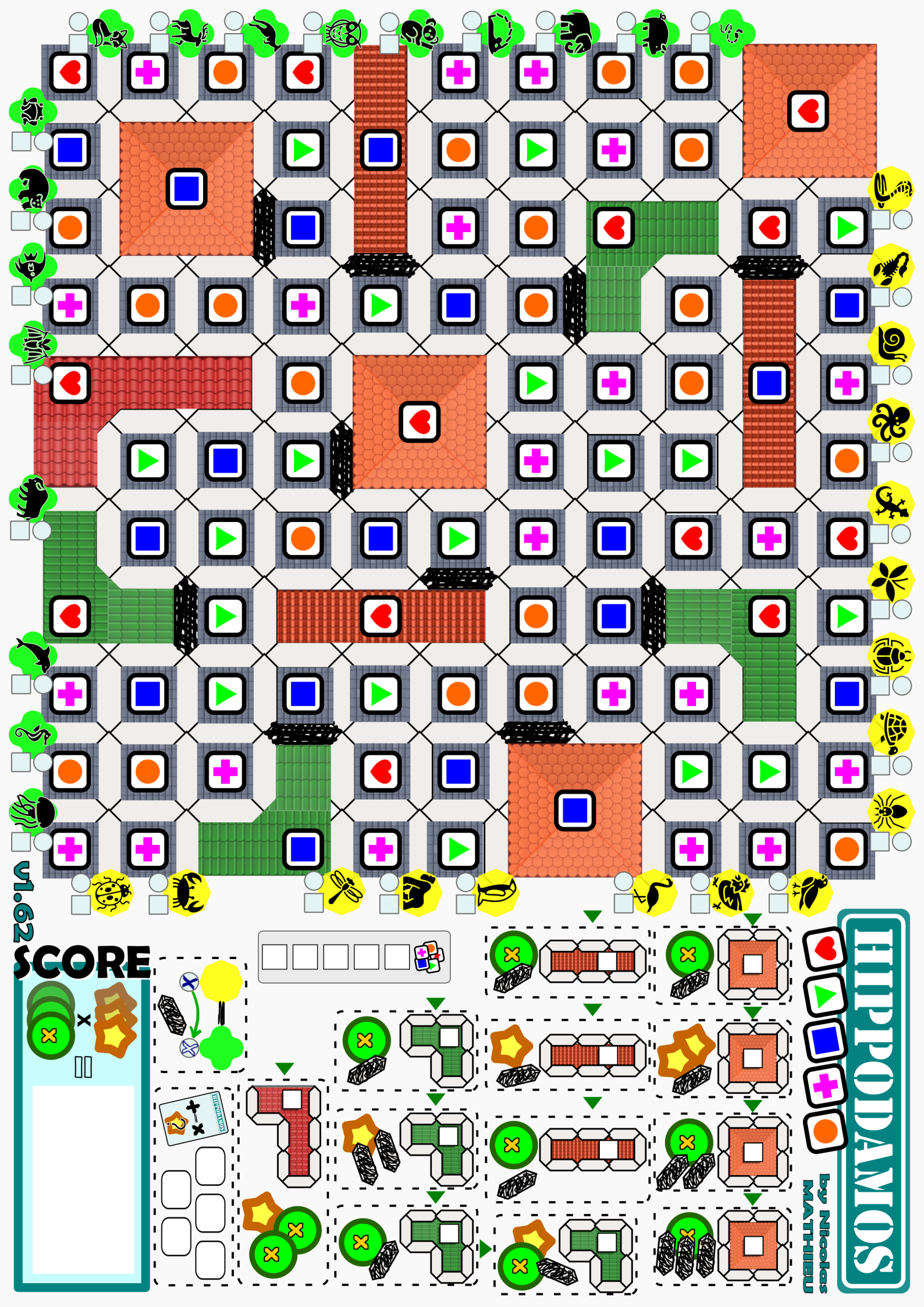
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SCORE
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