Lions of Lydia

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Contents

The Ancient World is Changing…

In the kingdom of Lydia, King Croesus has minted the world's first coin from the legendary gold and silver alloy, electrum, found in the Pactolus river. Traditional bartering and trading will soon be supplanted by coins as the dominant medium of exchange throughout civilization…

Lions of Lydia is a bag-management and engine-building game about the dawn of currency in the ancient world. As an influential leader, you send merchants to the city gates to barter for resources and increase your landholdings. When the noble Lydian merchants arrive, they bring gold coins into circulation— which have unparalleled buying power.

To achieve victory, you must effectively manage the assortment of merchants in your bag and complement their abilities with the lands you hold. Traditional merchants produce basic resources, which are necessary to build your engine—but if you do not convert your goods into bullion, you cannot buy the most valuable retail properties! Thus, noble Lydian merchants—and their golden Lion coins—will lead the way through this major economic turning point. When enough properties are developed, the game ends, and a winner is declared!

Will you draft the best assortment of merchants to achieve your goals? Will you be the first to gain and develop the most valuable properties? Will you master the new, golden currency: the Lions of Lydia?

Ages 13+ | Play Time: 30-60min | For 2-4 Players

SETUP

See Figure I:

1. Place the City board in the center of the table.

2. Place each of the four wooden Gates 🟩🟥🟦 in the corner matching their color on the City board.

3. Place the Fountain token in the center of the City board. Use either the Wooden token or the tile.

4. Give each player one Player board and one set of four different Resource trackers 🟡🔴 🔵 🟢 and one Influence tracker 🏛. Place the Resource trackers and Influence tracker in the leftmost column above the matching symbols on each player's Player board. (Place unused trackers back in the box.)

5. Give each player one Starting Property card, developed side ✳ down, matching the resource in the lower right corner of their Player board as shown in Figure I. (Place unused Starting Properties back in the box.)

Figure I

2 Player City Setup

6. Shuffle each deck of Property cards (Silver ▣ Gold ▣ & Purple ▣) separately and deal 2 Purple, I Gold and 3 Silver (2 Silver if a 2-player game) cards, developed-side ❋ down, to every side of the City board as shown in Figure I. (Place unused cards back in the box.)

7. Place one Lydian Merchant 🏃 on each of the four Gold cards.

8. Collect one Blue, Green, Red, and Yellow Merchant, and randomly place them at the Gates 🏠, so each Gate has exactly one non-matching Merchant (e.g. Blue Merchant at the Red Gate).

9. Place one Blue, Green, Red, and Yellow Merchant at the Fountain.

I0. Place one Blue, Green, Red, and Yellow Merchant into each drawstring bag, and then give one bag to each player.

II. Place one Lydian Merchant 🏃 on the space to the right of the Influence token on each player's Player board (i.e. column two, bottom row). (Place unused Merchants back in the box).

I2. Place the coins anywhere within reach of all players.

I3. Choose any player to be the Starting Player.

Note: Components not mentioned above in this section (e.g. Fountain Property cards, King Croesus token, Courtyard tiles, etc.) are for expansion play only and should be returned to the box.

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GAMEPLAY

Play Summary:

In Lions of Lydia players will take turns drawing Merchants from their bags and sending them to locations in the city. Merchants sent to the Gates will Collect and Trade for resources and coins, while Merchants sent to the Fountain will Buy and Develop Property cards. Whenever a single player has Developed a certain number of Properties (i.e. flipped to the ☀ side), the game will end and players will compare victory points to determine the most prestigious noble of the kingdom!

Turn Summary:

Play commences clockwise from the Starting Player. On your turn take the following Steps in order:

1. Draw one Merchant randomly from your bag.

2. Place this Merchant at one of the Gates or at the Fountain and then take the actions of that space (described in more detail below, under Gate Actions 🏰 and Fountain Actions ⚱).

3. Select any Merchant from the Fountain and add it to your bag. Then your turn is over.

Note: If there are no Merchants available at the Fountain to add to your bag at the end of your turn, select one from any of the Gates. You will always begin and end each turn with four Merchants in your bag.

Gate Actions:

If you place your Merchant at a Gate, take the following steps in order:

1. **Collect resources from your Property cards** (see **Properties** below).

2. **Collect resources from the Gate and Merchants:** Examine the Gate's color and advance your matching resource tracker one space. Then, advance your resource trackers one space for each Merchant at the Gate according to their colors (i.e. each Merchant earns you one resource of its color).

For example, if you placed a Green Merchant at a Blue Gate where one Red Merchant and one Blue Merchant were already present, you would gain one 🟢, two 🔵 and one 🔴 (see Figure 2).

Note: You may never have more than six of any resource. Any resources you would gain beyond six are simply not gained.

3. **Trade resources for coins:** If you placed a Lydian Merchant 🧑 or if a Lydian Merchant is present at the Gate, you may *also* then exchange the resource matching the Gate's color for coins at a rate of one to one. You do not have to trade for coins, but if you do, you must trade for as many as you can, without exceeding 12 total coins.

If in the previous example a Lydian Merchant 🧑 was also at the Blue Gate, then you could reduce your 🔵 by two and take two coins (see Figure 3).

Note: You may never have more than 12 coins.

4. **Move Merchant pairs to the Fountain:** Finally, examine the Gate. If two Merchants of the same color are present, send both to the Fountain (see Figure 4).

Figure 2

Figure 3

Figure 4

🏺 Fountain Actions:

Instead of placing the Merchant you drew this turn at a Gate, you may place it at the Fountain. If you do so, you may take the following actions:

1. **Buy Property**: Pay to obtain cards from any *one side* of the board. The cost to purchase a Property is shown in the upper section of the card (see Figure 5). Simply reduce your resources by the number shown (one per resource symbol) and place the card(s) near your Player board, developed-side ❄ down.

   You may purchase as many cards from one side of the board as you can afford, but your total number of cards may never exceed the Property Maximum ⟨X⟩ on your Influence track (see *Player Board Bonuses* below).

   🟨 *Note: If you purchased a Gold card ▯, immediately move the Lydian Merchant from the card to the Fountain.*

   Note: Do not replenish empty spaces at the City board with new cards from the deck.

2. **Develop Property:** Pay to develop (i.e. flip over) any number of cards you own. The cost to develop a Property is the same as the cost to buy it. Reduce the resources on your Player

Figure 5

Cost to buy and develop

Sunburst

Undeveloped Card (front)

Developed Card (back)
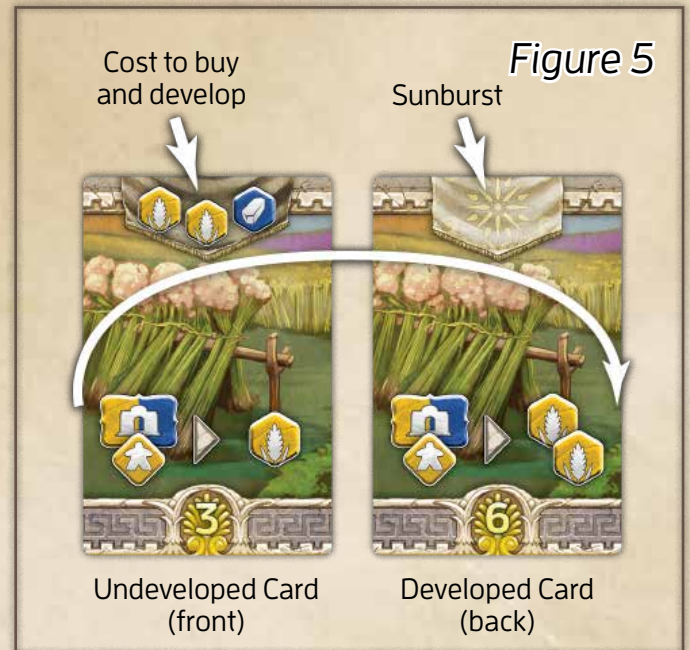
board by the amount shown in the upper part of the card (see Figure 5) and flip it to its developed side ❄. (In other words, to obtain a Developed Property, you must pay its cost twice: first to buy it from the table, and then again to develop it).

🪙 ***Important!: Coins are "wild" and can be used in place of any resource (1 coin = 1 resource) when you buy or develop Property!***

Properties:

▯ ▯ Silver cards and Gold cards are Properties that can gain you bonus resources when you place your Merchant at a Gate. Examine the color of the Merchant you placed this turn and the color of the Gate where it was placed. For every Property card you own showing this pair of Gate and Merchant, gain the bonus resource(s) shown on those card(s).

For example, Naomi draws a Blue Merchant from her bag and places it at the Blue Gate. Naomi's

Starter card shows: A Blue Merchant at a Blue Gate gains her one 🔹. Naomi also has a Silver card showing a Blue Merchant at any color Gate gains her 🔹 🔹. So, Naomi advances her Blue resource token three spaces on her Player board, before completing the rest of her turn (see Figure 7).

Note: After you collect resources from your Property cards, proceed to the next step of your turn as normal (i.e. Collect resources from the Gate and Merchants).

Figure 7

Purple cards do not produce resources, but instead award you victory points at the end of the game according to the criteria shown on the card. For instance, if you owned the card shown in Figure 8, you would earn 3 points for every two Silver cards you own *at the end of the game.*

The symbols used on the cards are described in more detail in Appendix A.

Costs 3 coins to Buy and Develop

Figure 8
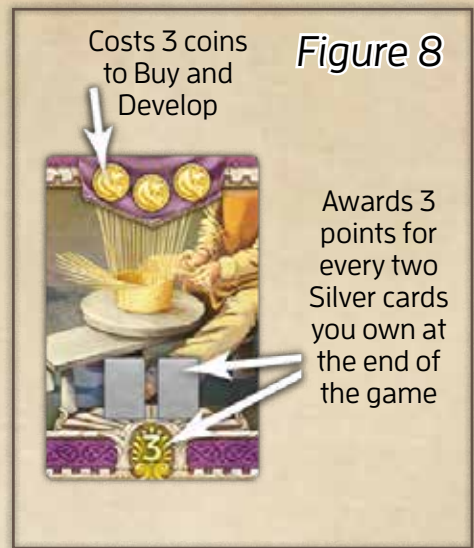
Awards 3 points for every two Silver cards you own at the end of the game

Player Board Bonuses:

You immediately gain a bonus any time you advance one of your Resource trackers to the rightmost column (i.e. the "6 space") on your Player board. You must choose one of the two bonuses, described below:

I. *Bonus I - Advance on the Influence Track:* Move your Influence tracker 🏛 one space to the right on your Influence track and gain the bonuses shown (see Figure 9). Details about each level on the Influence track are listed below:

   a. Level 0: At the beginning of the game your Property Maximum is three ③ (i.e. you may not own more than three Property cards, including your Starting card).

   b. Level I: Immediately move the Lydian Merchant 🦁 from this space to the Fountain (see Figure 9). Your Property Maximum increases to five ⑤.

   c. Level 2: You immediately gain two coins (without exceeding I2 total) and your Property Maximum increases to eight ⑧.

   d. Level 3: You immediately gain three coins (without exceeding I2 total) and for the rest of the game you may own any number of Property cards.

e. Level 4: Gain four victory points at the end of the game.

f. Level 5: Gain ten victory points at the end of the game.

g. Level 6: For the rest of the game you may spend the resource shown as if it were any of the four basic resources (🌾🐑🪨 💎), and at the end of the game you earn 18 victory points.

*Note: Victory points gained on the Influence track are **not** cumulative, that is, the maximum number of points you can earn from your Influence track is 18 (not 32).*

2. *Bonus 2 - Develop One of your Properties for Free:* You may flip any one of your undeveloped Properties to its developed ❄ side without spending any resources.

After selecting your bonus, continue your turn as normal. Your resource tracker remains at the "6 space" until you choose to spend that resource.

Note: A Merchant moved to the Fountain on your turn may be selected as part of the final step of your turn to bring your bag back to four Merchants.

Figure 9

Game End & Scoring

Game End:

The game ends when a single player reaches the required number of Developed Properties �֍ (shown in the Table to the right) and all other players have had one final turn. The player who first reached the required number of Developed Properties takes the Fountain token from the center of the City board.

2 Players	8	�֍
3 Players	7	�֍
4 Players	6	�֍

Scoring:

Your final score equals the sum of the following:

1. The victory points �֍ shown at the bottom of your Silver and Gold cards (including your Starting Property card),

2. The victory points shown on the space your Influence tracker occupies on the Influence track,

3. The calculated value of all your Purple cards,

4. ***And only if you have the Fountain token:*** One victory point per coin you have.

The player with the most points is declared winner! They will sing songs of your greatness for generations!

If there is a tie for most points, the tied player with the highest position on the Influence track is the winner. If there is still a tie, the tied player with the most total resources and coins is the winner!

Eight mini-expansions for Lions of Lydia are included in this box. After you've mastered the above rules for the base game, continue reading below to learn how to play the expansions. The expansions are modular, meaning you can play Lions of Lydia with several of the mini-expansions included simultaneously. We suggest you play with I-4 mini-expansions at a time.

All the rules from the base game apply in every expansion. Simply add the rules and game pieces described below, and you're ready to play.

Expansion I: King Croesus

King Croesus was the last king of Lydia. During his reign he minted the world's first coin, the Lydian Lion. In this expansion, King Croesus visits the city gates to bestow favor on his subjects.

Game Pieces to Add: I King Croesus meeple

Setup: Place the King at one of the four Gates (choose randomly).

Gameplay: When you play a Merchant to the same Gate as the King, immediately take one extra resource of the Gate's color. Then move King Croesus to any other Gate of your choice.

> ***Strategy Tip:*** *Consider carefully where to send the King after you gain your bonus.*

Expansion 2: Waters of Pactolus

The Pactolus river flowed through the ancient capital of Lydia. According to myth, King Midas bathed in the Pactolus to free himself from his curse: the golden touch. Henceforth, the river was filled with valuable gold deposits, which the historical Lydian civilization used to make the Lydian Lion coin.

Game Pieces to Add: 4 Fountain Property cards

Setup: Deal one Fountain card randomly to each side of the board.

Gameplay: Buy and Develop Fountain cards in the same manner you would any other Property. When you play a Merchant to the Fountain and it matches the color shown on a Fountain card you own, gain the coin(s) shown on your card before Buying or Developing Property as normal.

Scoring: Fountain cards are worth 4 victory points (8 if ❄️) and they count as a Gold Property for certain Purple card scoring.

Expansion 3: Artisan's Guild

Ancient Lydia was one of the wealthiest civilizations of its time, and it attracted artisans and craftspeople from many surrounding nations. In this expansion you gain the ability to recruit special Artisan Merchants.

Game Pieces to Add: 4 Artisan Merchants (purple)

Setup: Place one Artisan Merchant on each player's "4 Victory Point" space on their Influence track. Place any unused Artisans back in the box.

Gameplay: When you advance your Influence tracker to the Artisan's space (i.e. when you advance your Influence for the fourth time), immediately move your Artisan to the Fountain. You may draft it to your bag at the end of your turn.

When you play an Artisan to a Gate or the Fountain, choose one Merchant there to "copy." Take the normal actions of that space as if your Artisan were the same color as the one you copied (including gaining all resources and card bonuses as if you had played that color Merchant!).

For example, if you play your Artisan to a Gate where a Red Merchant and a Blue Merchant are located, choose either red or blue and take your turn as if your Artisan were that color.

Note: At the end of your turn, the Artisan and Merchant you copied both go to the Fountain since they are considered the same color this turn. So, you will always have the option to draft the Artisan back to your bag to finish your turn!

> **Strategy:** The Artisan is very helpful, but eventually it may be wise to leave it at the Fountain.

Expansion 4: Courtyards

Your luxurious residence in the center of the city has a Courtyard where Merchants regularly congregate to seek your favor.

Game Pieces to Add: 4 Courtyard tiles + 1 extra Red, Yellow, Blue and Green Merchant

Setup: Take the Courtyard tile and extra Merchant that match the color of your Starting Silver Property card. Put the Merchant on your Courtyard tile. Place any unused extra Merchants and Courtyard tiles back in the box.

Gameplay: At the beginning of your turn, after drawing a Merchant from your bag, you may choose to play your Courtyard Merchant instead of the one your drew. The Merchant from your bag goes to the empty space on your Courtyard for use on a future turn. So, on any turn you will always have one Merchant in your Courtyard in reserve to use instead of the Merchant you draw.

> **Strategy Tip:** Try to keep a powerful Merchant in your Courtyard for when you need it most.

Expansion 5: Alyattes' Tomb

The late King Alyattes left instructions to build a magnificent tomb in his memory. Will you dedicate your support to the construction of this ancient wonder?

Game Pieces to Add: 4 Tomb tiles

Setup: Place one Tomb tile underneath each Gold Property card (one per side of the city board).

Gameplay: You may only buy a Tomb tile after the Gold card above it has been purchased. The cost to buy a Tomb tile is two coins plus you must "retire" a Merchant of the indicated color from the Fountain to this tile. The retired Merchant is effectively out of the game and may not be added to your bag or used for any other action. If a Merchant of the required color is not at the Fountain, you may not purchase this tile.

Then you must also retire your matching resource tracker. Place it on the Tomb tile in the designated spot for the rest of the game. Any resources you had of this color are immediately lost and you may no longer gain the "6 space" bonus for this

resource, but for the rest of the game, every time you gain this resource, you gain coins instead!

For example, if you had the red Tomb tile and you played a red Merchant to the red Gate, you would gain two coins instead of two red resources.

Note: Since the Tomb tile gains you coins instead of resources, you are restricted to 12 instead of 6 when the matching resource is produced.

Expansion 6: Royal Architects

Some Lydian architecture, now over 2,500 years old, remains to this day at the excavation of Sardis in Turkey. In the Royal Architects expansion you gain access to the royal builders of Lydia who boost your ability to buy and develop Properties.

Game Pieces to Add: 4 Royal Architect tiles

Setup: Attach one Royal Architect tile to each corner of the City board (see Figure 10).

Gameplay: You may play a Lydian Merchant to an Architect tile (instead of to a Gate or the Fountain) to take a Fountain action with a special bonus: You may purchase Properties from the two sides of the City board adjacent to this Architect tile. The Lydian Merchant then returns to the center Fountain where it can be drafted to end your turn.

> **Strategy Tip:** Consider how cards on adjacent sides of the board could pair well together.

Figure 10

Expansion 7: Chariot Races

Lydians were famous for developing coinage, but they were also known for archery, inventing dice, and riding in chariots. In the Chariot Races Expansion you will participate in a competitive circuit of events, with each one paying a handsome reward.

Game Pieces to Add: 1 Chariot Races board

Setup: Place the Chariot Races board near the main game board.

Gameplay: Any time two matching (non-Lydian) Merchants are moved from a Gate to the Fountain, take one Merchant from the pair and move it to the next open space on the Chariot Races board.

Whenever all three spots on the Chariot Races board are filled, an "event" immediately occurs. All players in turn order have the option to spend resources corresponding to the three Merchants on the Chariot Races board to gain a first, second or third tier reward:

> **1st Tier:** Spend one resource matching the first Merchant to gain one coin.
>
> **2nd Tier:** Spend two resources (one matching each of the first two Merchants) to gain three coins.
>
> **3rd Tier:** Spend three resources (one matching each Merchant) to advance your Influence tracker one space.

After the event, the three Merchants return to the Fountain, and play continues as normal. Each time the Chariot Races board becomes full again, another event will occur.

> **Strategy Tip:** Plan ahead to have the resources needed to gain a reward!

Expansion 8: Estates

As your economic empire grows you decide to use your wealth to establish a luxurious estate outside the city as a monument to your prestige.

Game Pieces to Add: 4 Estate tiles (on the back-side of the Alyattes' Tomb tiles)

Setup: Place one Estate tile underneath each Gold Property card (one per side of the City board).

Gameplay: You may only buy an Estate tile after the Gold card above it has been purchased. The cost to buy an Estate tile is three coins, plus you must cover up one of your Developed Gold or Silver cards, leaving only the prestige points visible (see Figure II). The covered Property card no longer earns you resources or coins, but it is worth double points at the end of the game.

Note: The combined Property card + Estate tile counts as one ✳ for end game conditions.

Figure II

Appendix A:

🏔 Any (non-Lydian) Merchant

🔷 Lydian Merchant

🏠 Any Gate

🪙 Coin

🟥 Any of the four basic resources

3⃣ Victory points (e.g. "3")

▷ If you meet the condition on the left you immediately gain the reward on the right.

✳ Developed side of Property card

🟪 Any Developed Property card

🏛➔ Develop one card for free or advance one space on the Influence track.

🟥=🟩 You may use the resource shown on the left to pay for costs (or trade for coins) as if it were any of the resources shown on the right.

Purple Property Cards: The following key shows how to calculate the points you receive from each Purple card in the game.

Note: The Undeveloped sides are shown. The points received are always double on the Developed (✹) side.

Gain 1 point at the end of the game for each step you've advanced on the Influence track (2 per step if ✹) for a maximum of 6 points (12 if ✹).

Gain 3 points for every pair of Merchants the same color in your bag at the end of the game (6 per pair if ✹) for a maximum of 6 points (12 if ✹).

Gain 3 points for every 2 green resources you have at the end of the game (6 for every 2 green resources if ✹) for a maximum of 9 points (18 if ✹).

Gain 2 points for every Lydian Merchant in your bag at the end of the game (4 per Lydian if ✹) for a maximum of 8 points (16 if ✹).

Gain 3 points for every 2 yellow resources you have at the end of the game (6 for every 2 yellow resources if ✹) for a maximum of 9 points (18 if ✹).

Gain 1 point for every ✹ Property card you have at the end of the game (2 points for every ✹ card, including this card, if this card is ✹).

Gain 3 points for every 2 red resources you have at the end of the game (6 for every 2 red resources if ✹) for a maximum of 9 points (18 if ✹).

Gain 3 points for every 2 Silver Property cards (either Developed or Undeveloped) you have at the end of the game (6 for every 2 Silver Properties if this card is ✹).

Gain 3 points for every 2 blue resources you have at the end of the game (6 for every 2 blue resources if ✹) for a maximum of 9 points (18 if ✹).

Gain 3 points for every Gold Property card (either Developed or Undeveloped) you have at the end of the game (6 per Gold Property if this card is ✹).

Gain 1 point for every 2 resources (not coins) produced by all of your Property cards at the end of the game (2 for every 2 resources produced if this card is ✹).

Gain 2 points for every Purple Property card (Developed or Undeveloped) (including this card) you have at the end of the game (4 per Purple Property if this card is ✹).

In other words, count all the resource icons on all your Silver and Gold cards and divide by two. Then multiply by 1 if this card is Undeveloped or 2 if Developed.

Example Silver Property: When you play a Red, Yellow, Green or Blue Merchant to the Green Gate, gain one green resource. This card is worth 3 points at the end of the game.

Example Gold Property: When you play a Lydian Merchant to the Red or Green Gate, gain two red and two green resources. This card is worth 6 points at the end of the game.

Appendix B:

Turn Summary

1. Draw a Merchant from your bag

2. Place the Merchant at a Gate or the Fountain and take related actions

3. Draw a Merchant from the Fountain and put it in your bag

Gate Actions

1. Collect card resources

2. Collect Gate and Merchant resources

3. Trade resources for coins with Lydians

4. Move Merchant pairs to the Fountain

Fountain Actions

1. Buy Properties

2. Develop Properties

3. Check for end-game condition

Remember: Coins are wild!

Credits:

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