



WIKI HISTORIES

2-players/2-teams
10-minutes
Age 8+

Wiki Histories are quick little games—fun for adults—engaging for students. Each game is a snapshot of human history, following the same basic rules but adding a unique twist for variety. Download all the up-to-date Wiki Histories on MathPickle.com.

Wiki Histories are not at the fun level of the best games you will find on boardgamegeek.com but that would be missing the point. The real strength of these games is that they are great for teaching problem-solving, history and board game design.

Teaching Board Game Design

Many schools in North America teach board game design, but students are rarely given enough constraints, so most of their game creations are too big and take too long to get played. The solution is for teachers to provide a template game that allows plenty of room for creativity within tight constraints. Wiki Histories take 15 minutes to play—short enough to be played in class. As pencil-and-paper games, they are also inexpensive for the budget-conscious classroom. Most importantly, Wiki Histories offer students a realistic path to publication. After the first books are released, new books will be compiled from submitted designs. Students and their work will be celebrated. That will be inspiring for your students! Look on MathPickle.com for a lesson plan.

Teaching History

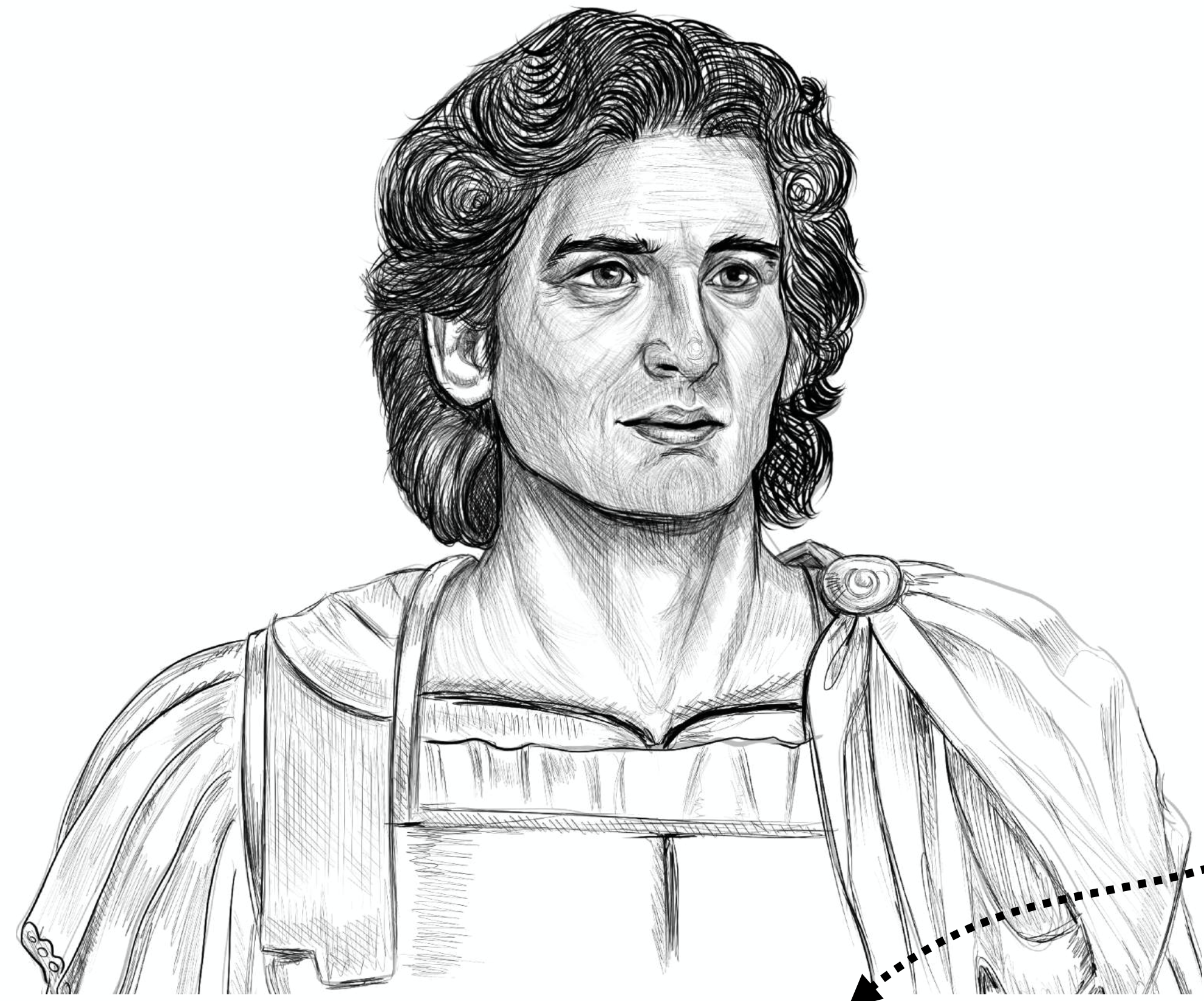
Playing games is one way to discover history. The simple mechanics of Wiki Histories do not seriously attempt to simulate history... however, the accompanying maps and mini-essays highlight little bits of history in a way that sticks with students. The mini-essays are written for high-schoolers, but the content can be simplified for younger students.

Teaching Problem-Solving

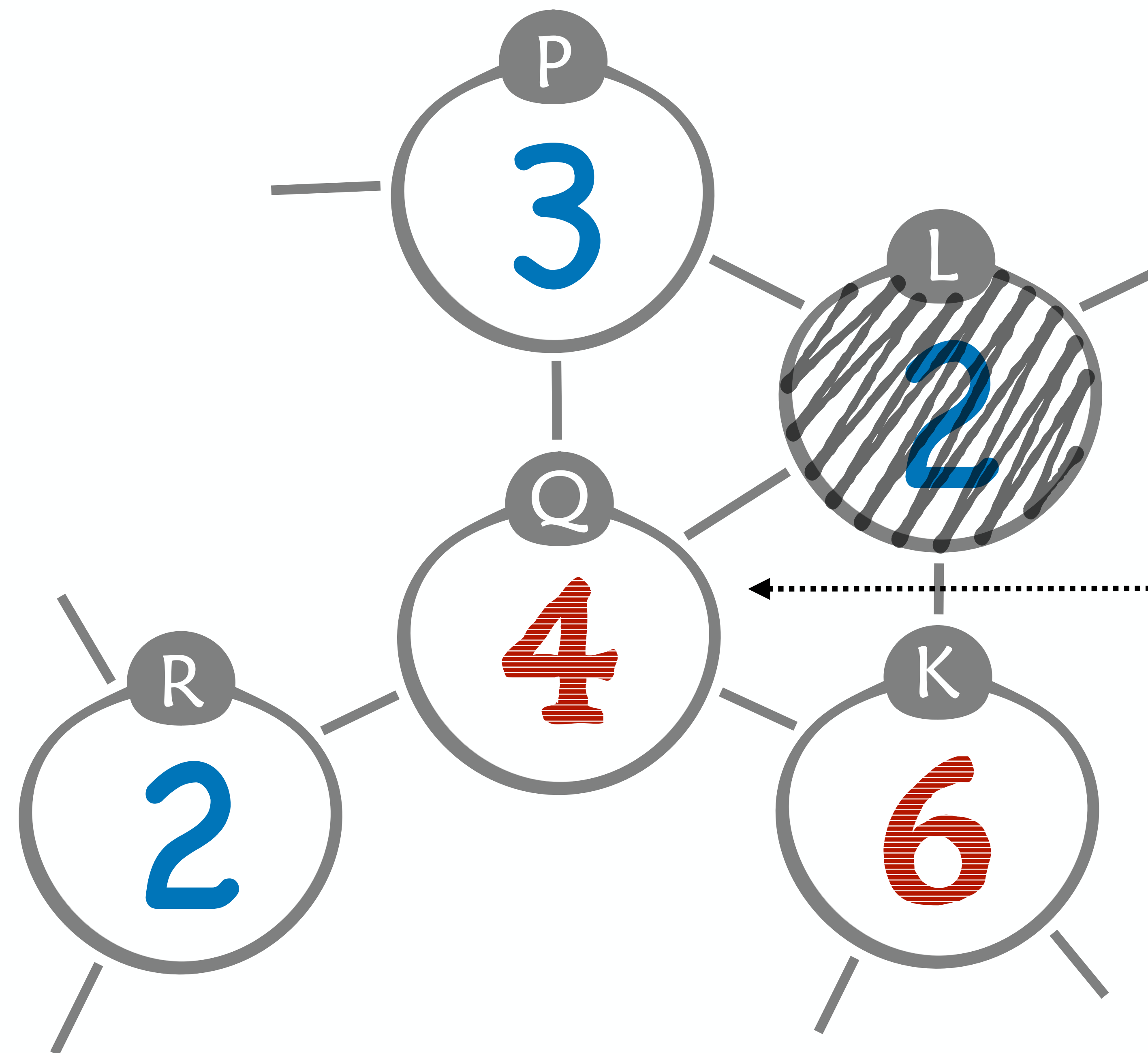
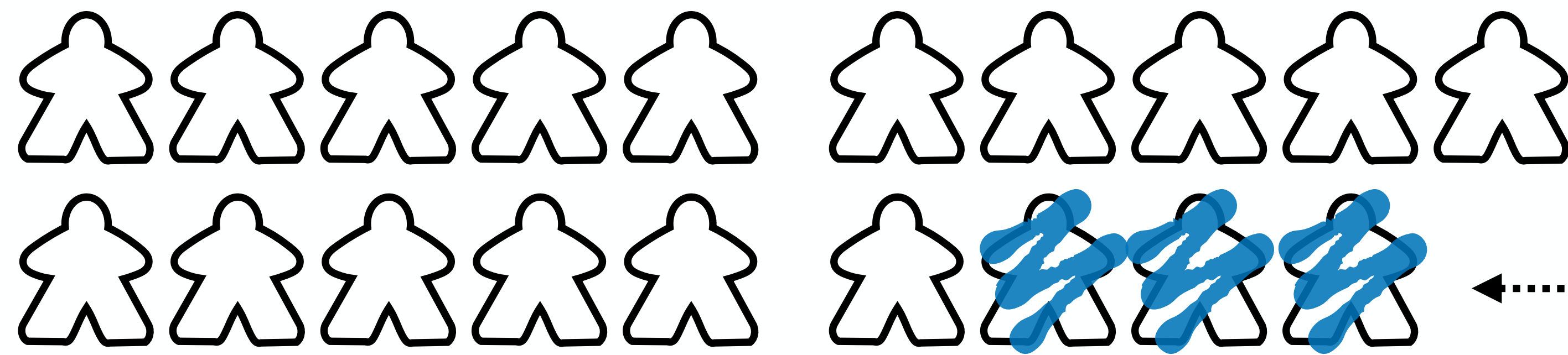
The #1 purpose of the elementary school math classroom is not to learn arithmetic but to get students to problem-solve. Start by splitting your class into two teams and projecting a Wiki History that only has a single map. Get the whole class to play. That's why the territories have letters. Students can be called upon one at a time to claim a territory or attack a territory by just saying its letter.

An unexpected benefit of these games is that most of the maps come with extra information that students should disregard. Students need to filter information—distinguishing vital stuff from the background fluff.

500 to 1 BCE



Macedonians (19)



Rules

1) Setup

- One player chooses a Wiki History and reads aloud the unique rules and the total strength of the two competing groups. The other player then selects one of the groups.
- Optionally, players can read the historical vignette.
- Players need a blue and red pen/pencil.
- **If there are two maps**—the **first player** is the one with a #1 written in the bottom-right corner of their map.
- **If there is a single map**—the **first player** is the one who selected the group closest to the top-left of the map.
- The **first player's** color is blue—their opponent's is red.

2) Claiming Territories

- The active player grabs their color and scribbles out a number of meeples. They write the same number on an unoccupied territory. That's its strength.

Example: The blue player scribbles out 3 meeples.

They use that 3 strength to claim a territory by writing a blue "3" in it.

- **If there are two maps**—the opponent must put this same information on their map using the same color. The active player then announces their remaining strength.
- Play alternates back and forth.
- On their turn a player **must** claim a territory if they have some remaining strength and there are some unoccupied territories. Otherwise, they **must** pass. The first player to pass is the **first attacker**.
- If a player passes, their opponent may continue to claim territories as often as they like.
- When both players pass, proceed to the attacking phase.

3) Attacking

- The active player chooses one of their opponent's territories to attack.
- They add up the strengths of **all** their undefeated connected territories.
- They say this combined strength out loud. If it exceeds the opponent's strength in the attacked territory, it is defeated and scribbled out.

Example: The red player has strength 4 in territory Q.

The blue player attacks territory Q with a strength of $3+2=5$.

That is more than 4 so territory Q is defeated and scribbled out.

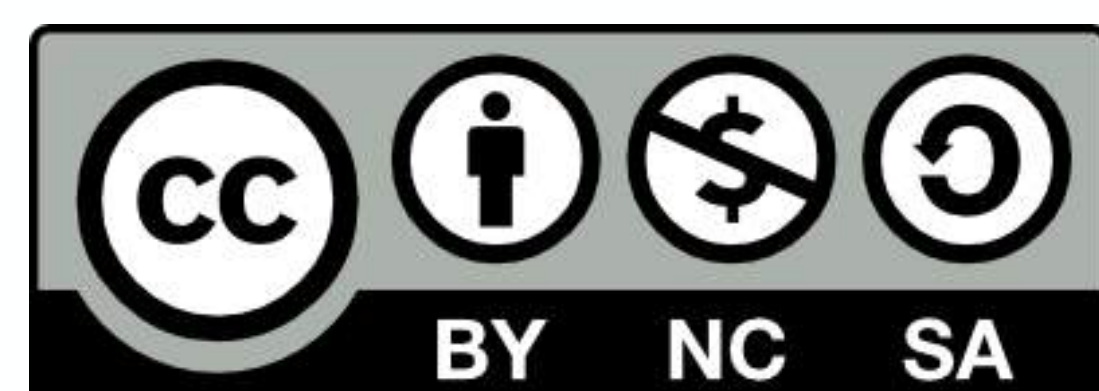
- **If there are two maps**—the defeated territory must be scribbled out on both maps.
- Defeated territories cannot attack or score.
- Alternate attacking until both players pass.
- If a player passes, their opponent may continue to attack as often as they like.
- When both players pass, proceed to the scoring phase.

4) Scoring

- The player with the most undefeated territories wins.
- In the case of a tie, the **first attacker** wins.

Sharing & Copyright

Wiki Histories are meant to be shared among teachers and parents. It will be my joy if students benefit from them. That's why Wiki Histories is not copyrighted. It is okay for you to share, print and laminate these maps.



Share comments and photos and rate Wiki Histories on the biggest board game website: boardgamegeek.com.

Support

The Kickstarter funding of C\$3600 paid for all of **Okan Bülbül's** sketches. In this time of AI, I love supporting human-created art. ;-) A special thanks to **Derek Tellier**, **Aaron Holmes**, **KeeferKicks** and **PippiMD** for contributing so much during the campaign.

A big thank you to MathPickle's long-term supporters! The best way to help me keep developing free classroom resources is by joining my community at patreon.com.

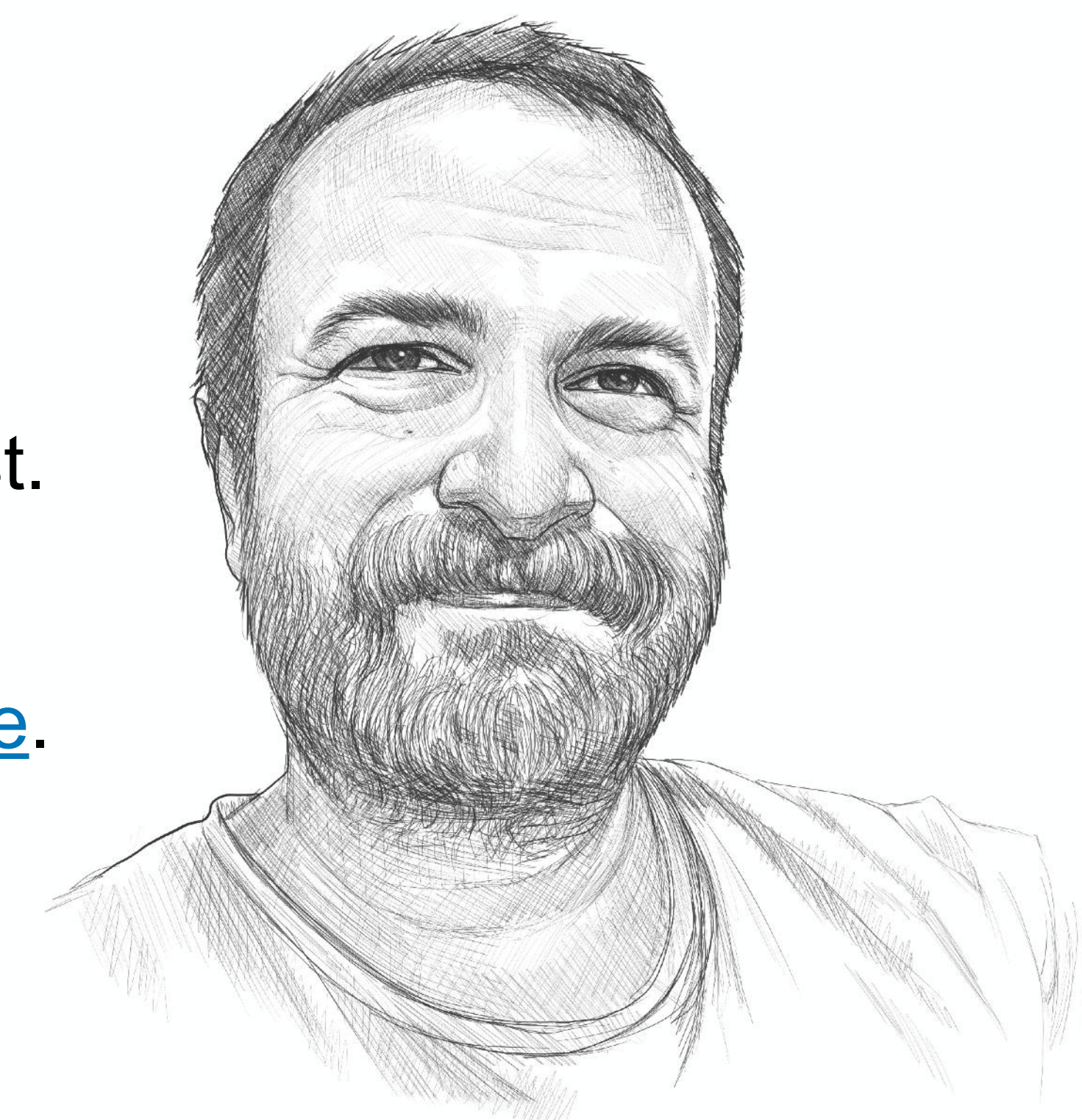
Steven Heller
Paula Hamilton
Zenon Berg
Derek Tellier
Amanda Serenevy
Math Makes Sense
Jerry Dean Weimer
Reed Oei
Charlie Neibel

Gabriella Pinter
Gavan Brown
Kendra Lockman
Aaron Holmes
Adam Carpenter
David Wees
Molly Crocker
Simon Cheng
Antony Chen

Creative People



Gordon Hamilton (aka Dr. Pickle) is the inventor, mini-essay writer and map maker for Wiki Histories. He is best known as the inventor of Santorini and as the director of mathpickle.com. He lives in Calgary, Canada.



Okan Bülbül is an engineer and artist. He did all of the sketches for Wiki Histories. Okan lives in Ankara, Turkey. You can check out his art [here](#).

Mark Burstein was the editor of the mini-essays. Mark's work was supported by **Nancy Blachman**, Founder of the Julia Robinson Mathematics Festival. Both live in California, USA.

Thank you to the playtesters who have their fingerprints all over the game: **Paul Saxberg**, **Derek Tellier**, **Aaron Holmes**, **Julia Hamilton** and **Sanja Brajic**.

Wiki Histories was inspired by **Eric Solomon's** 1973 game, **Aggression**. Eric, in turn, was inspired by **Albert Lamorisse's** 1957 game, **Risk**. We are living through the renaissance of board games. Thank you to those who went before!

Peloponnesian War 431–404 BCE

During the Greco-Persian Wars (492–449 BCE), the Athenians and Spartans were allies against the Persians. However, once the wars ended, their relationship soured, eventually leading to the Peloponnesian War. The politically adept Alcibiades became notorious for his shifting allegiances during this conflict.

In 415 BCE, he convinced the Athenians to launch an expedition to far-off Sicily. His political rival, Nicias, tried to derail the plan by exaggerating the resources needed, but the Athenians approved the inflated demands and appointed both Alcibiades and Nicias as generals.

However, shortly after setting off, Alcibiades' enemies in Athens recalled him on a fabricated charge. Sensing danger, he fled to Sparta and betrayed Athens by advising the Spartans to cut Athens off from its farmland and silver mines. This devastating strategy made Athens increasingly reliant on its navy and colonies, which were growing restless.

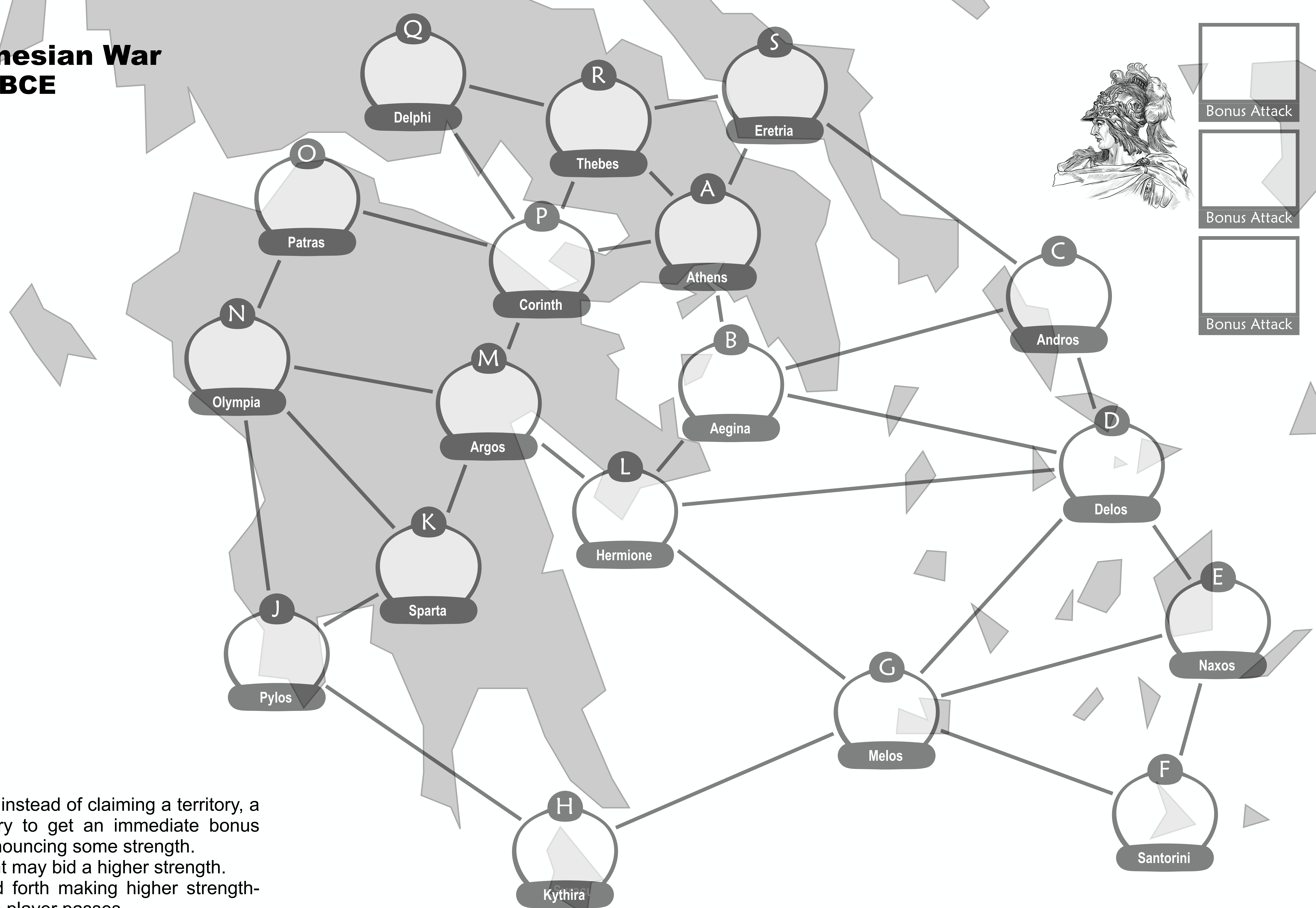
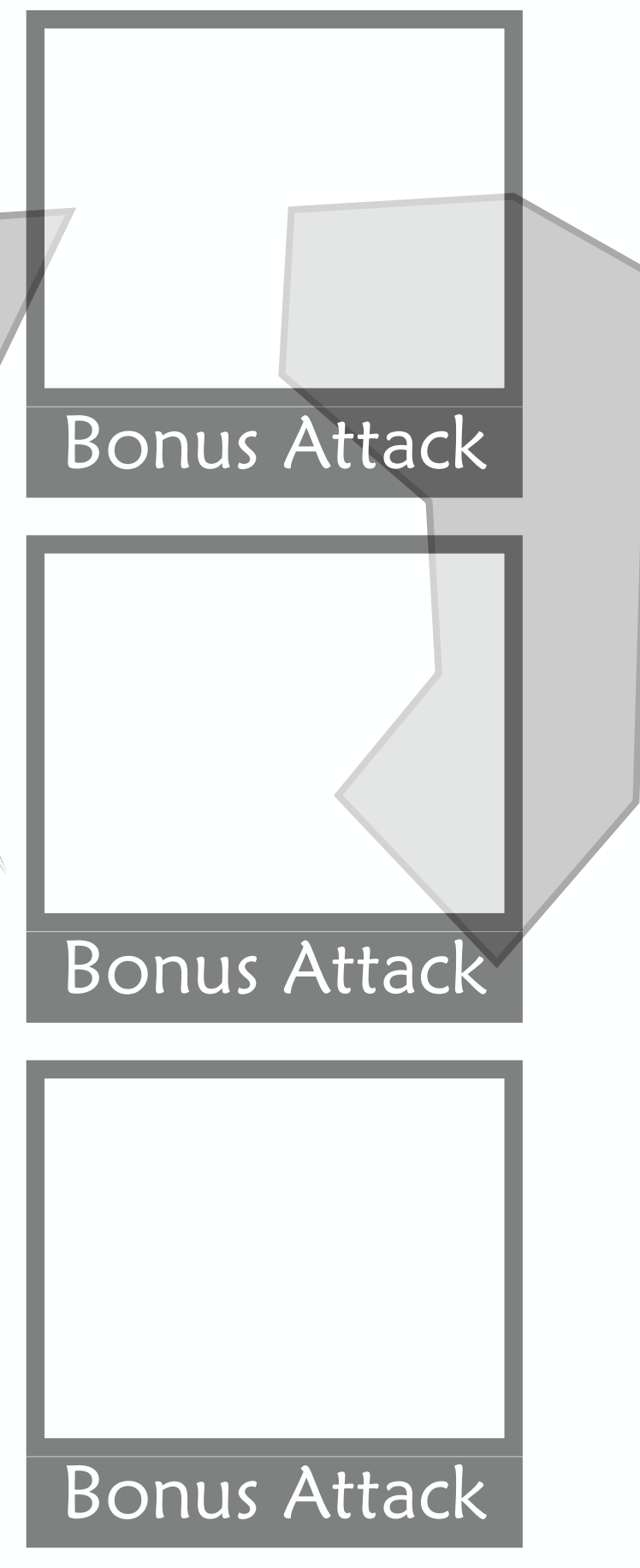
Alcibiades' duplicity didn't stop there. After the Spartan king's wife, Timaea, gave birth to Alcibiades' son, his shifting allegiances took him to the Persian Empire, where he schemed against both Athens and Sparta.

Eventually, Alcibiades returned to lead the Athenian fleet, famously luring the Spartans out of their secure harbor at Cyzicus and defeating them with superior force. However, his favor with Athens didn't last, and after further political missteps, his once-dominant career came to an ignominious end in 404 BCE.

Alcibiades—A Political Acrobat

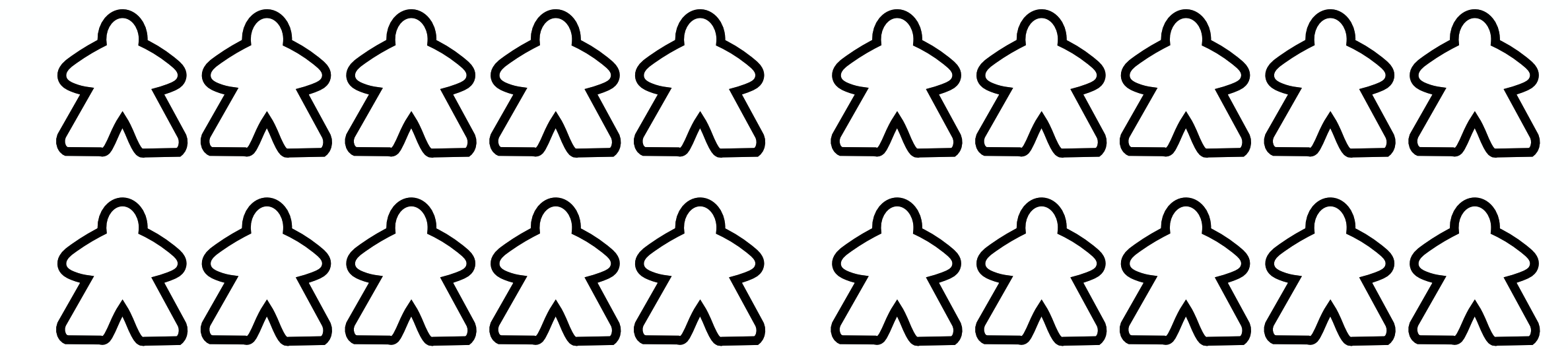


Peloponnesian War 431-404 BCE



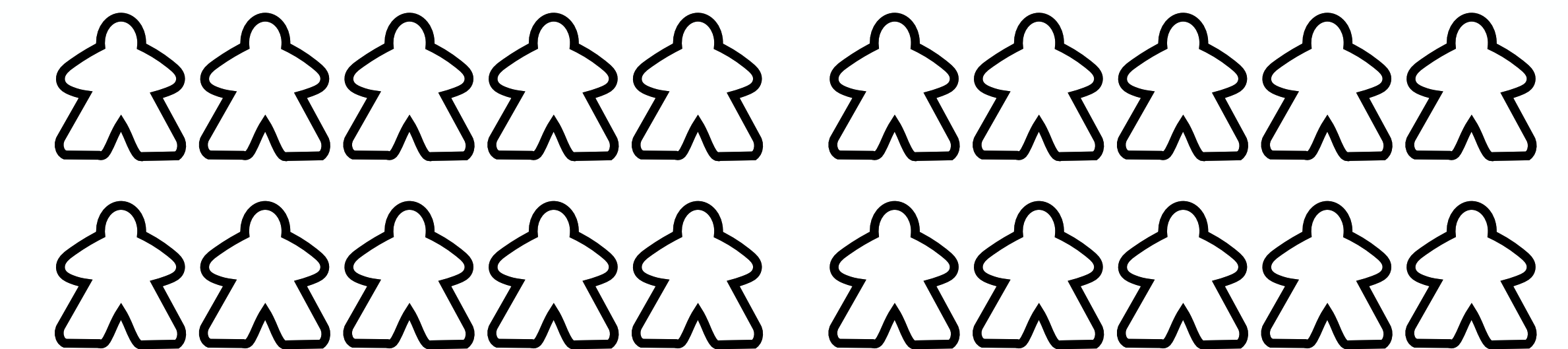
- Three times, instead of claiming a territory, a player can try to get an immediate bonus attack by announcing some strength.
- The opponent may bid a higher strength.
- Go back and forth making higher strength-bids until one player passes.
- The loser does not lose any strength. The winner loses their strength-bid and writes it in one of the Alcibiades rectangles.
- They then immediately get an optional single attack using the territories they have previously claimed. It is then the other player's turn.
- Alcibiades rectangles are not scored.

Athens (20)



- Only you can claim Athens.

Sparta (20)



- Only you can claim Sparta.

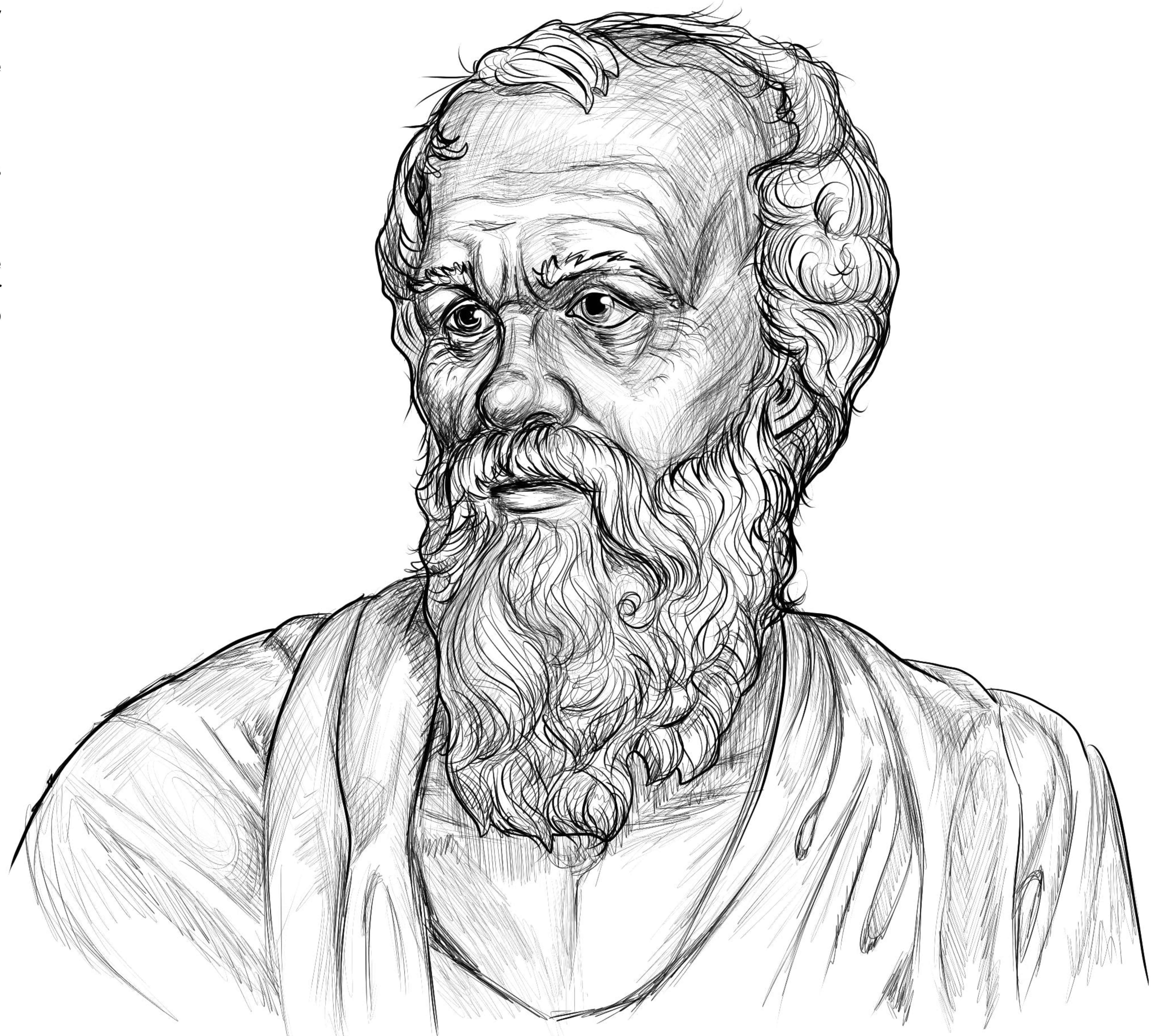
Trial of Socrates 399 BCE

Socrates is the wonderfully irritating illiterate who jumpstarted Western philosophy. As well as having star students like Plato, his students unfortunately included the exiled Alcibiades and the tyrant Critias, whom Sparta had used to replace Athenian democracy. Socrates' association with these figures made him many enemies, and some of these plotted his downfall through a trial.

He was charged with corrupting the youth and impiety (insulting the gods). The trial likely took place in the Heliaia, an open-air court in Athens' Agora. His accusers were Meletus, a poet, Anytus, a politician, and Lycon, an orator. Socrates narrowly lost the trial by a margin of 280 to 281 votes and was sentenced to death. His accusers expected him to flee the city, but instead, Socrates gathered his friends and calmly drank a cup of hemlock, as recorded in Plato's *Phaedo*.

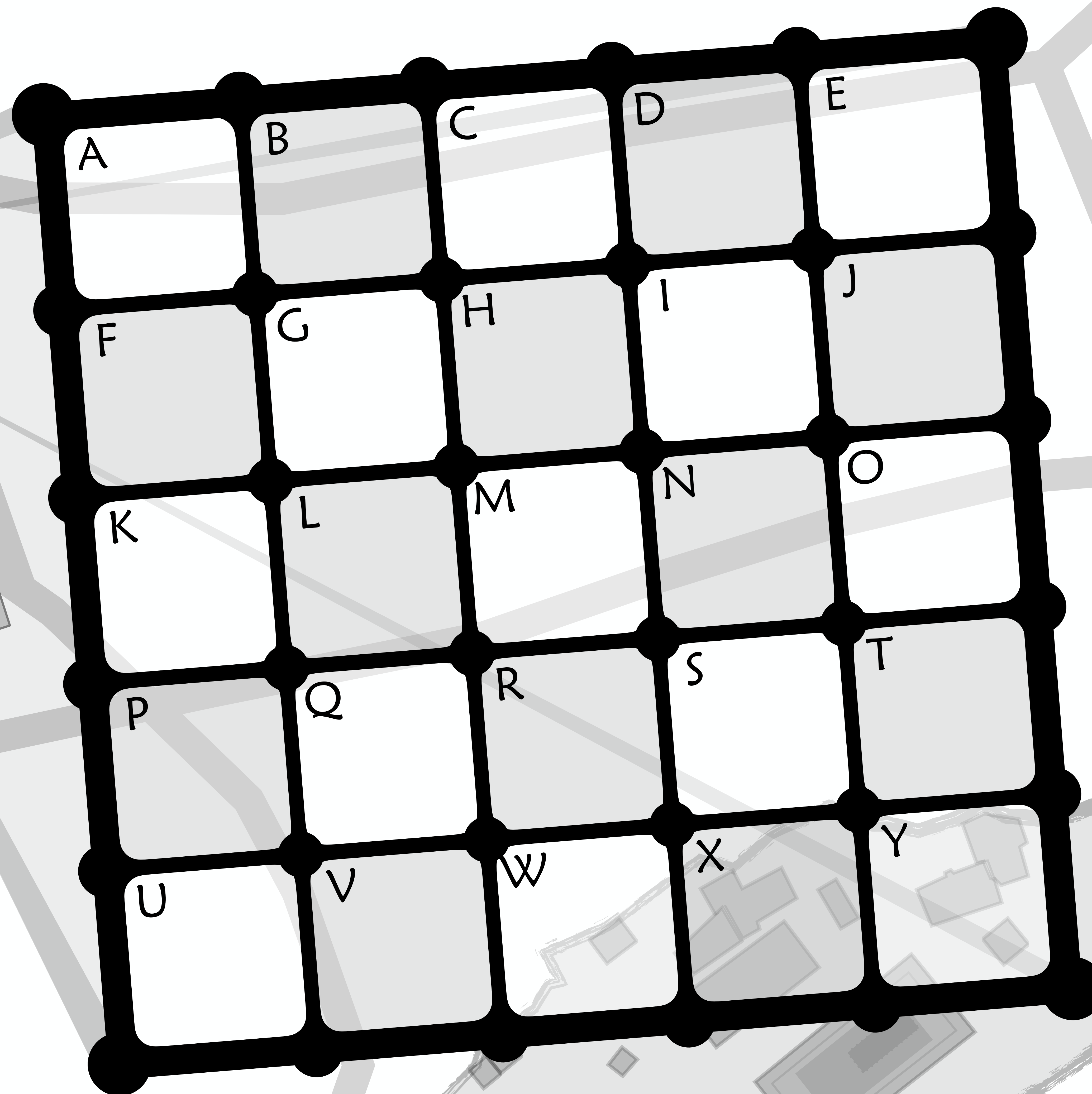
This harshness of Athenian democracy was typical. The Athenians were as rapacious and bloodthirsty with their overseas colonies as the worst European powers two millennia in the future.

Socrates—Corrupter of youth, Insulter of gods



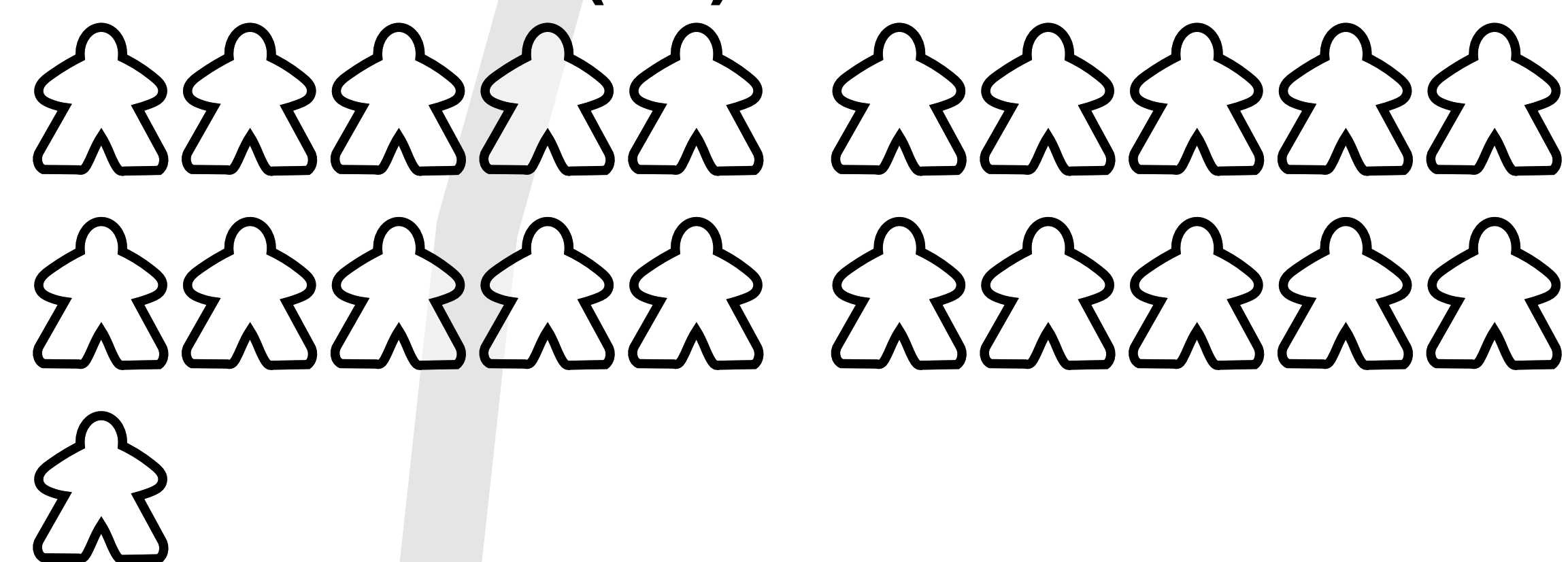
Trial of Socrates

399 BCE



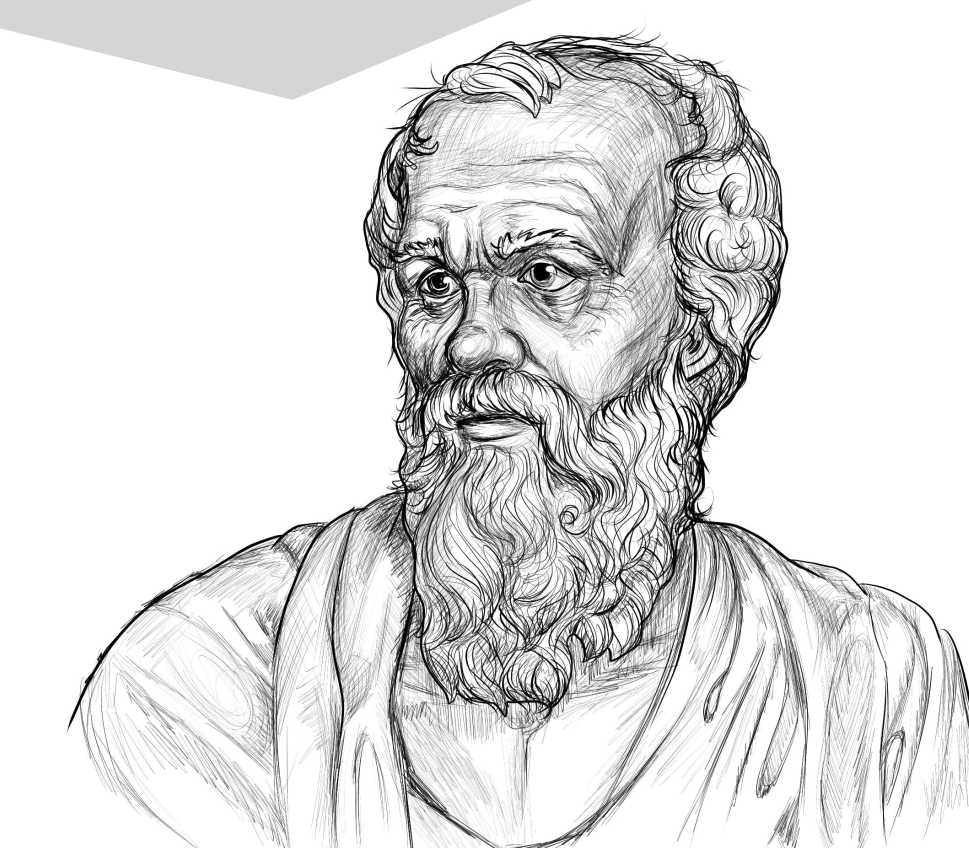
- Players claim squares using strength 1-3.
- The **first attacker** is not chosen normally. Instead, the first player to have claimed four consecutive squares in a row, column or diagonal begins. If no player does this, the prosecution is **first attacker**.

Prosecution (21)



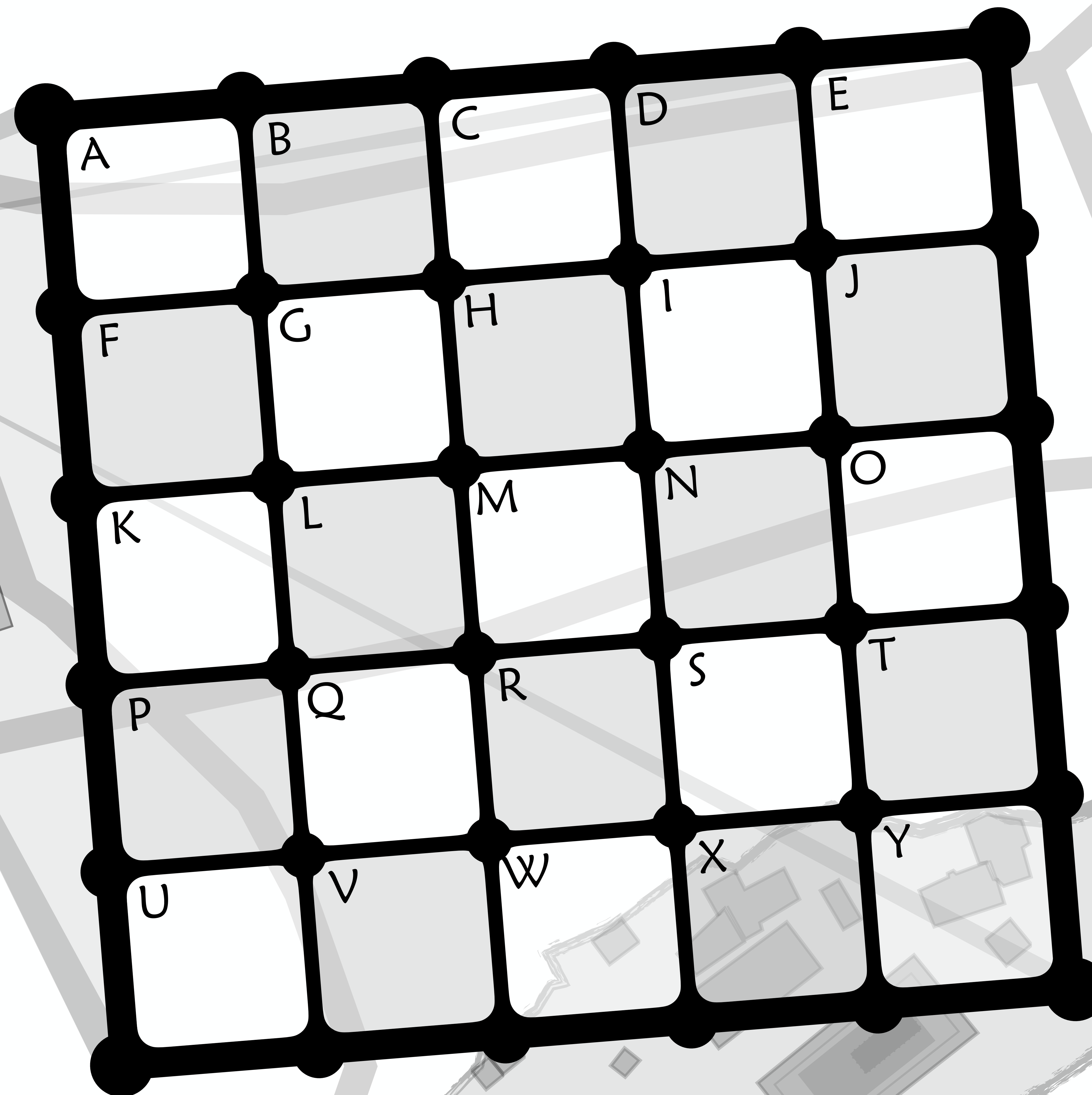
Litigant (3)

- Up to three times when you are claiming a square with strength 2—secretly circle it to indicate a litigant.
- Every square with a litigant can attack both diagonally and orthogonally. Others squares can only attack diagonally.
- When attacking, announce your strength but do not reveal where your litigants are.
- If a litigant is defeated, reveal that it was a litigant. You lose if all three are defeated.

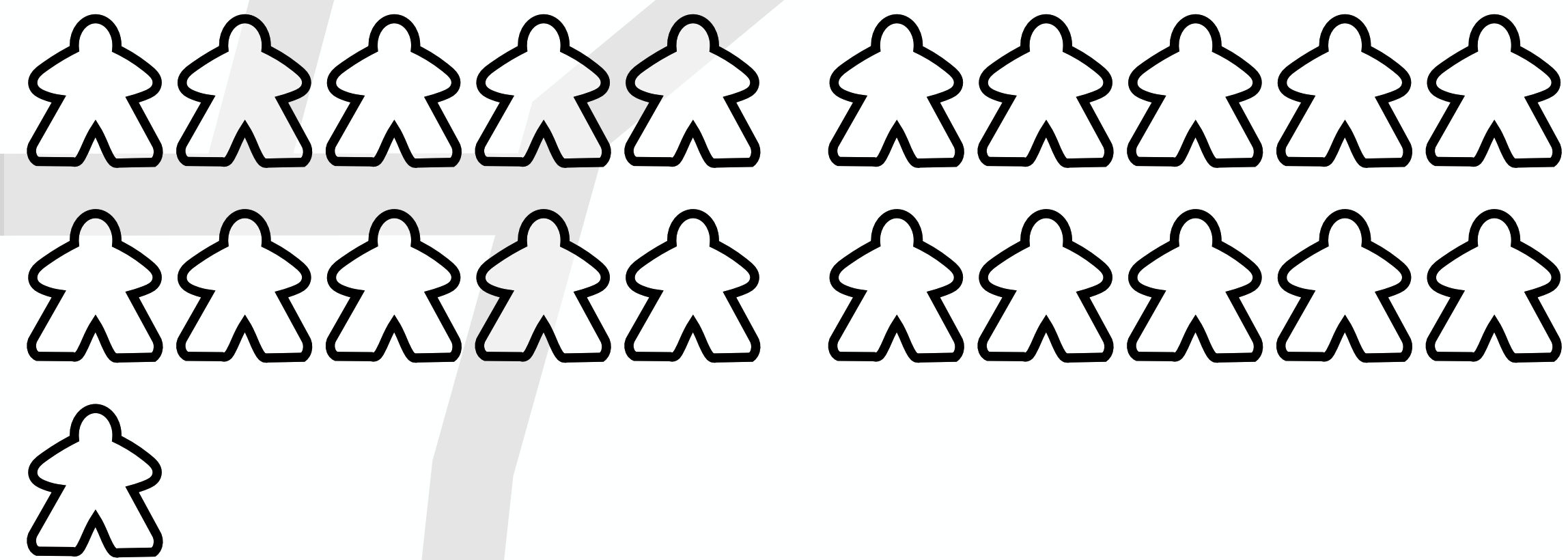


Trial of Socrates

399 BCE

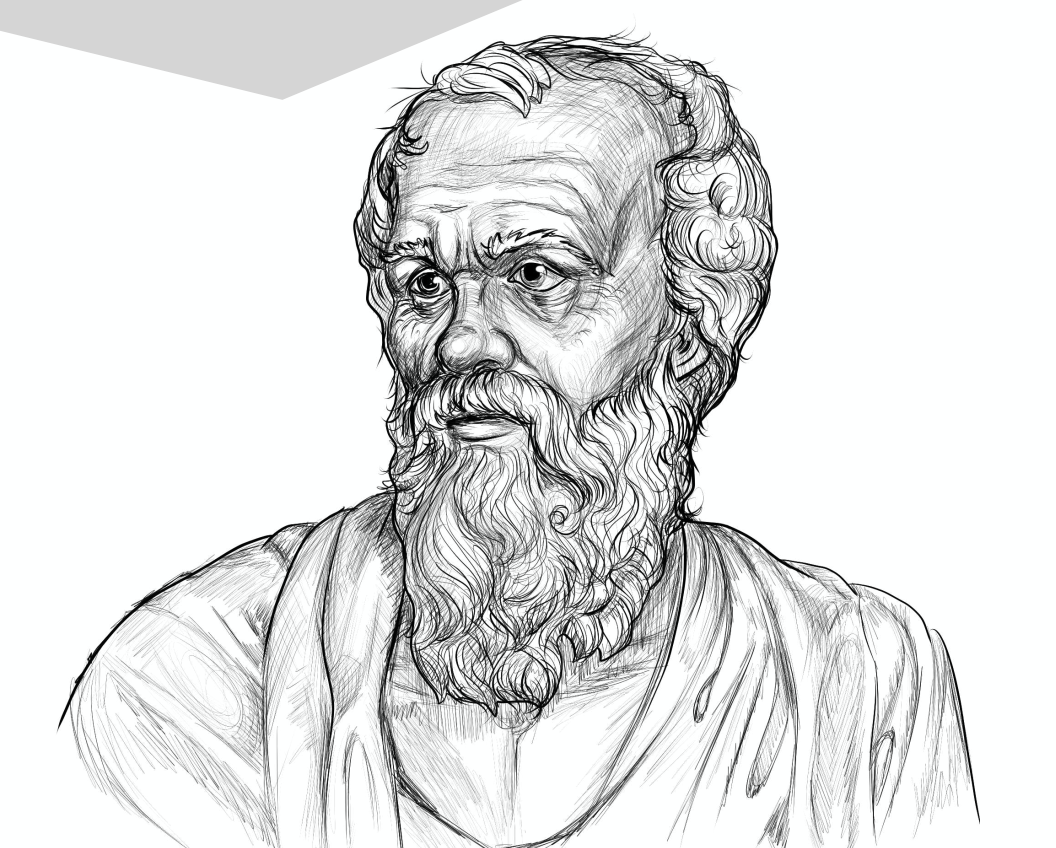


Defense (21)



Socrates (1)

- Once when you are claiming a square with strength one, you may choose to circle it to indicate Socrates.
- If Socrates is defeated, you must say that.
- For you, squares are connected diagonally. Example: territory V is connected only to P and R.
- If he survives the attack phase, scribble over Socrates anyway. Either way, he has been defeated.
- During scoring, all of your squares in the same column or row as the deceased Socrates are worth two squares.



Siege of Tyre 332 BCE

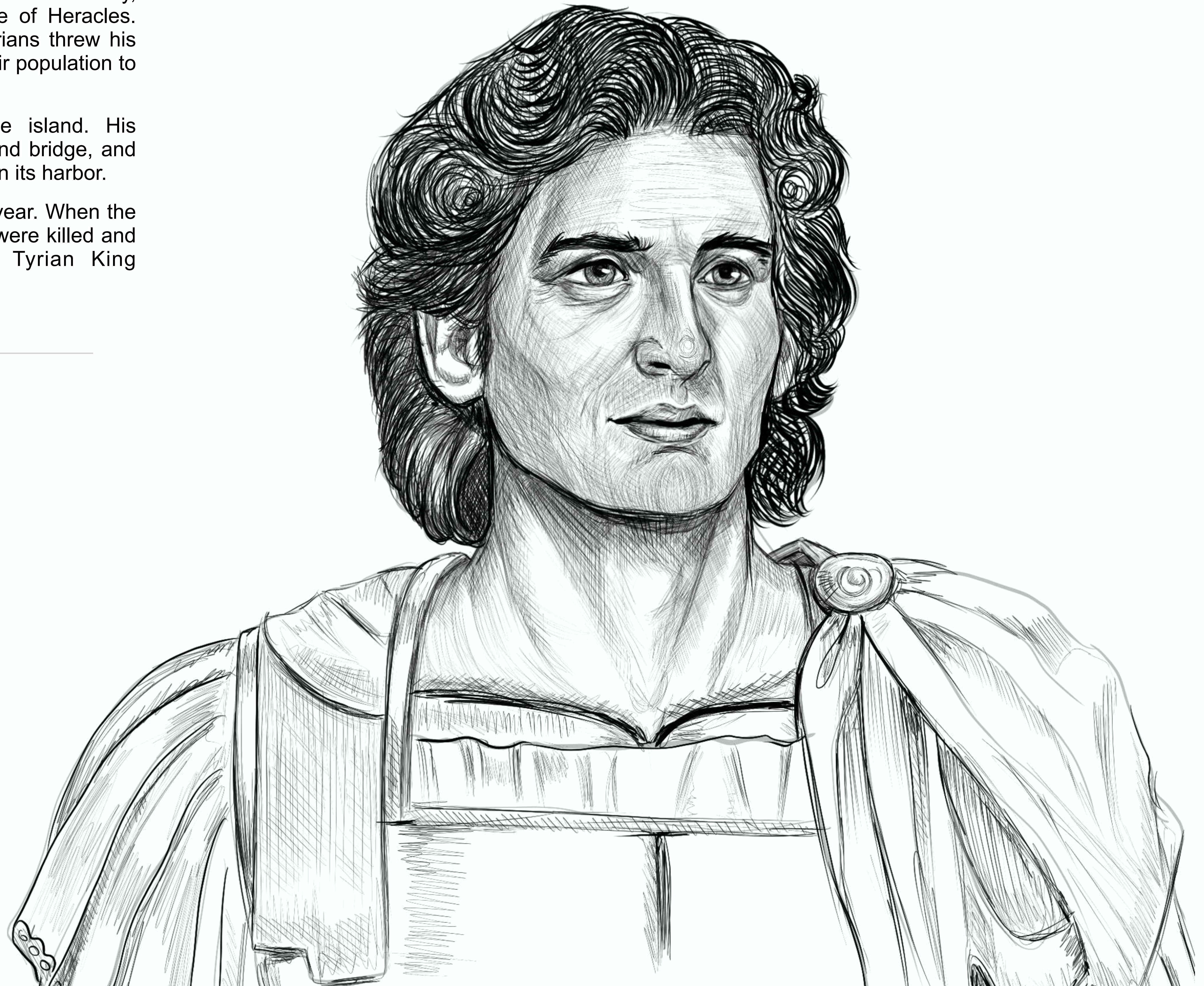
Tyre was a Phoenician city that had made her wealth from the smelly extraction of a precious purple dye from snail shells. The 80-thousand inhabitants felt safe in their island fortress.

Alexander the Great, fresh off his triumphant victories further north, requested that Tyre submit and let him enter their city, with the excuse of worshipping at the temple of Heracles. They said no, and when he insisted, the Tyrians threw his emissaries off the wall and evacuated half their population to Carthage.

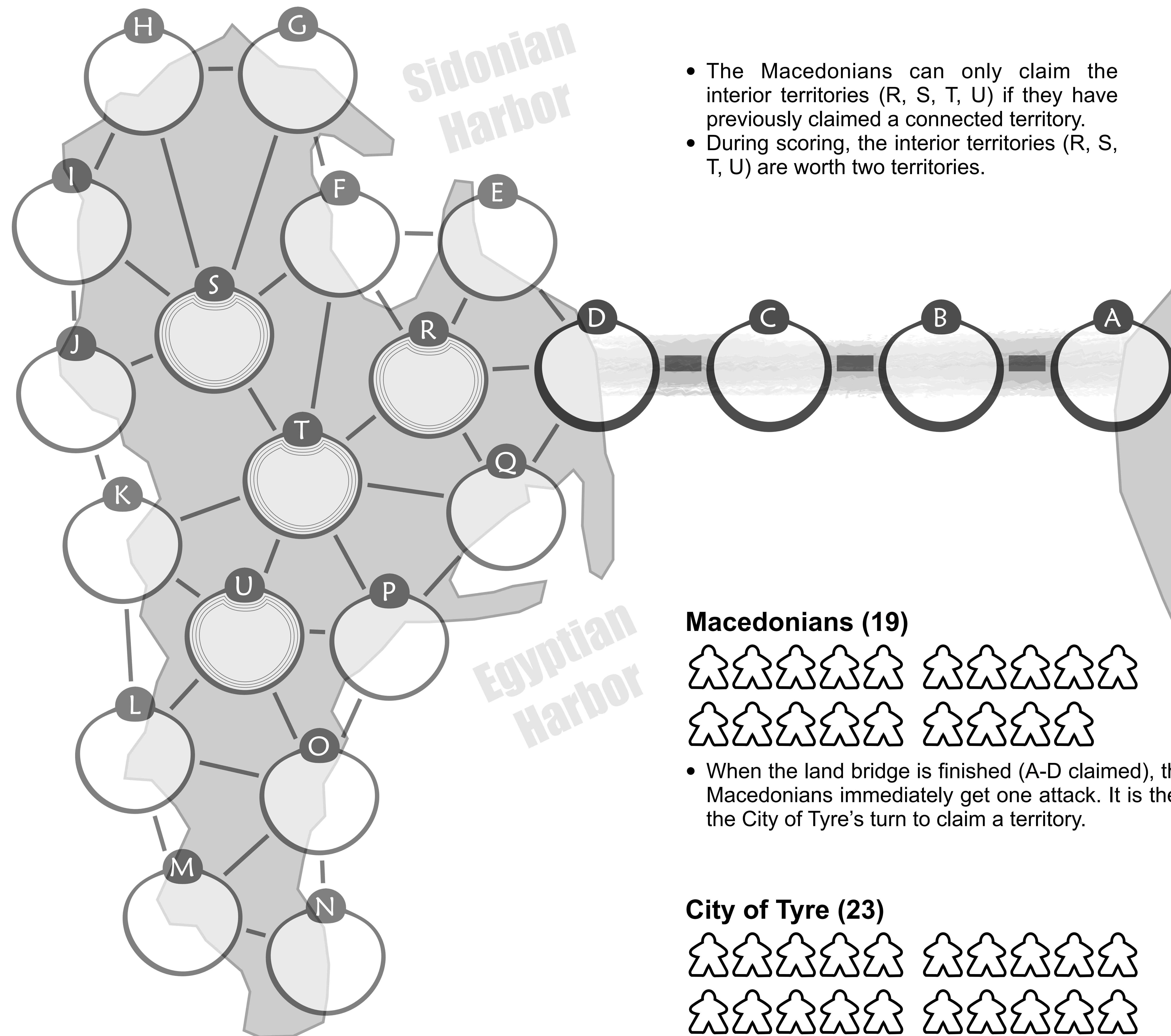
Alexander vowed to take the impregnable island. His engineers started to build a kilometer-long land bridge, and Alexander's new navy bottled the Tyrian fleet in its harbor.

Alexander was furious at the waste of half a year. When the city finally fell eight-thousand Tyrian civilians were killed and thirty-thousand more sold into slavery. Tyrian King Azemilcus and his family were pardoned.

Alexander the Brutally Great

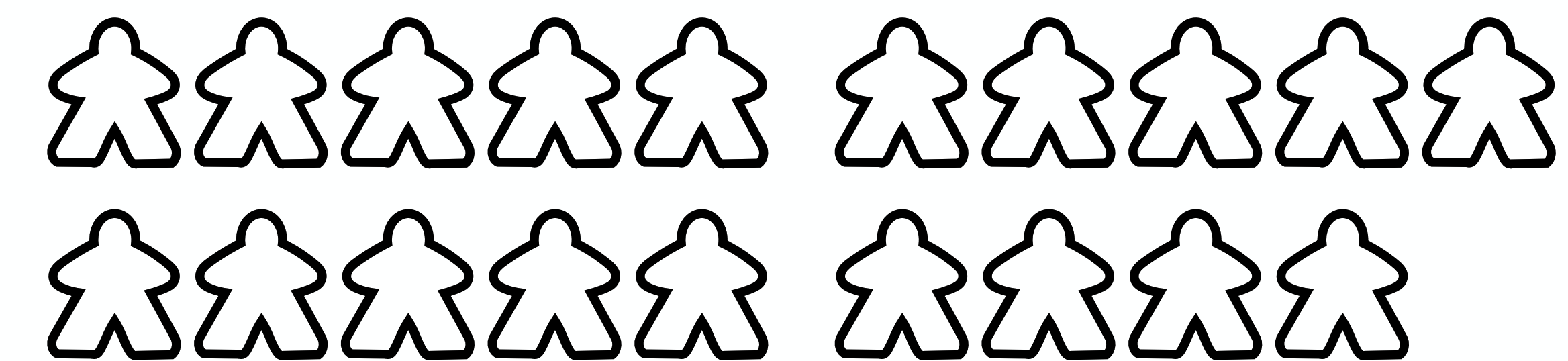


Siege of Tyre 332 BCE



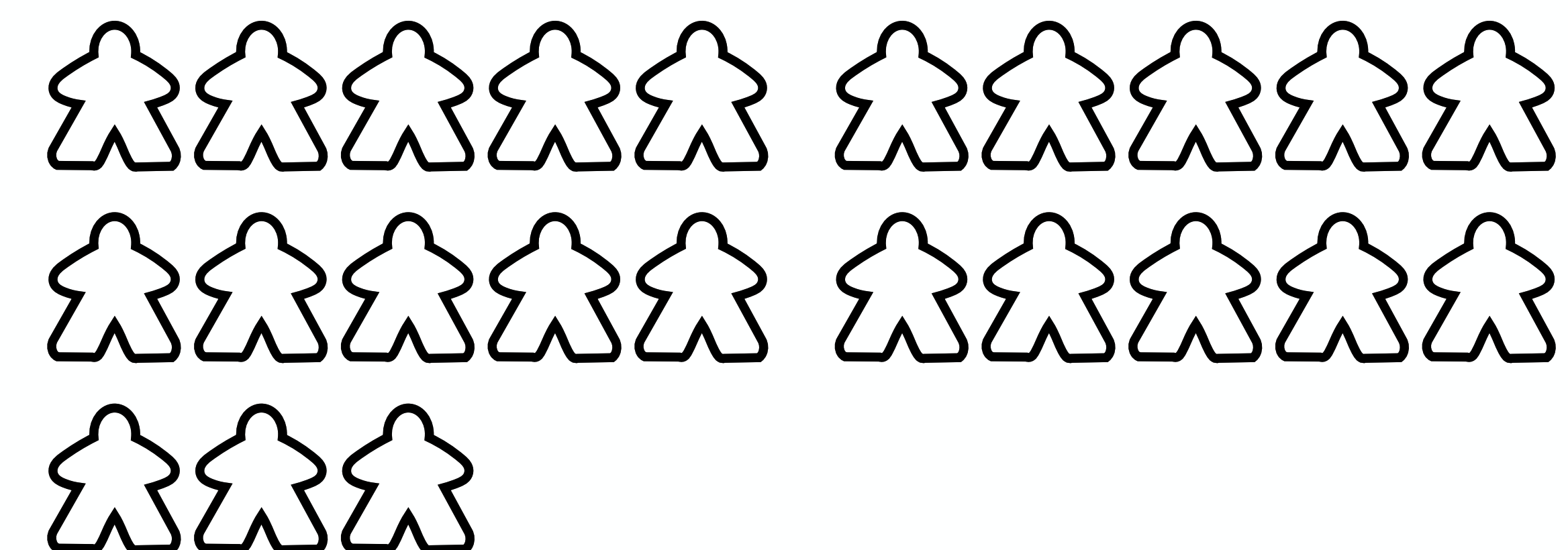
- The Macedonians can only claim the interior territories (R, S, T, U) if they have previously claimed a connected territory.
- During scoring, the interior territories (R, S, T, U) are worth two territories.

Macedonians (19)



- When the land bridge is finished (A-D claimed), the Macedonians immediately get one attack. It is then the City of Tyre's turn to claim a territory.

City of Tyre (23)



Ashoka's Conquest of the Kalinga 262–261 BCE

In 1922, H. G. Wells (1866–1946) wrote in *A Short History of the World*:

Ashoka was at first disposed to follow the example of his father and grandfather and complete the conquest of the Indian peninsula. He invaded Kalinga (255 BCE), a country on the east coast of Madras, he was successful in his military operations and—alone among conquerors—he was so disgusted by the cruelty and horror of war that he renounced it. He would have no more of it. He adopted the peaceful doctrines of Buddhism and declared that henceforth his conquests should be the conquests of religion.

His reign for eight-and-twenty years was one of the brightest interludes in the troubled history of mankind. He organized a great digging of wells in India and the planting of trees for shade. He founded hospitals and public gardens and gardens for the growing of medicinal herbs. He created a ministry for the care of the aborigines and subject races of India. He made provision for the education of women. He made vast benefactions to the Buddhist teaching orders and tried to stimulate them to a better and more energetic criticism of their own accumulated literature... [Ashoka was responsible for spreading Buddhism by sending out missionaries to Ceylon, Kashmir, South-East Asia, and possibly Persia and Egypt.]

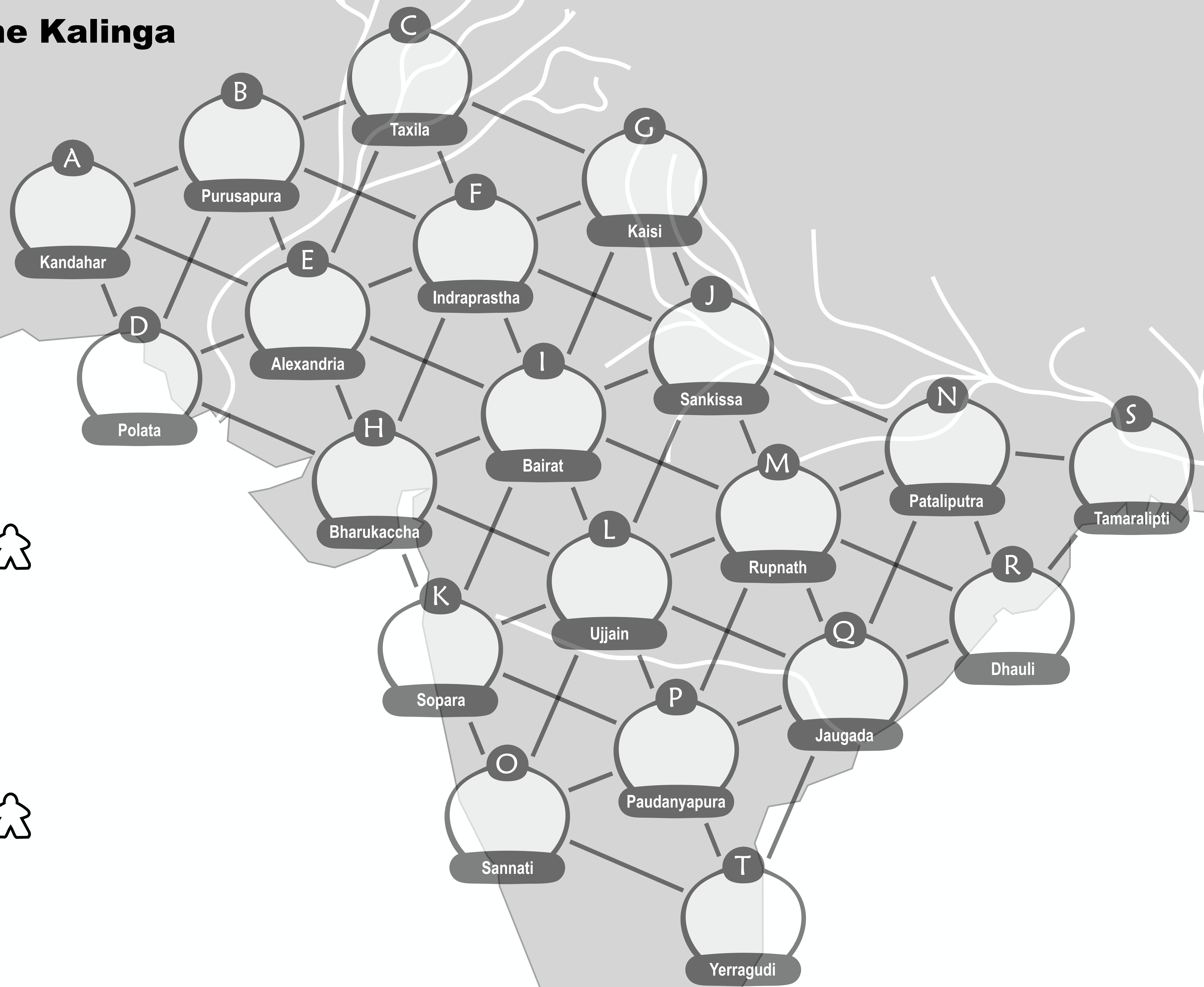
Ashoka—the belated pacifist



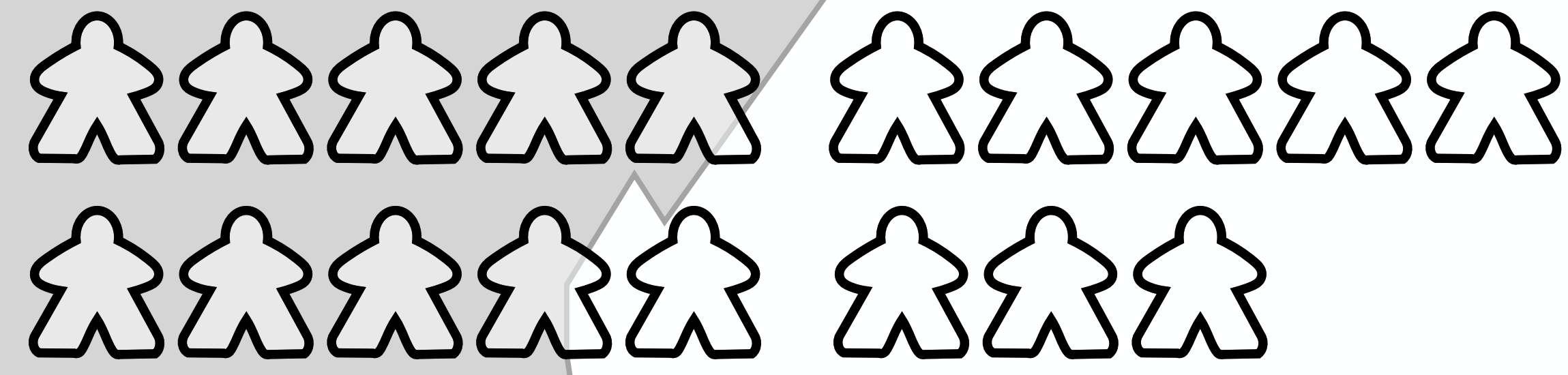
Ashoka's Conquest of the Kalinga

262-261 BCE

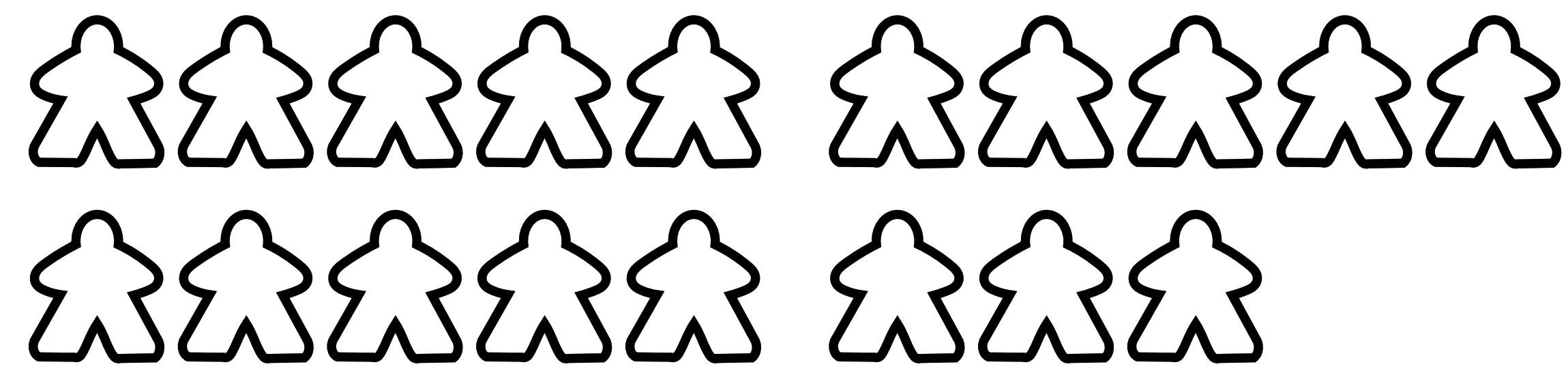
- All territories defend with double their strength.
- Only score the largest connected set of territories.



Ashoka's Empire (18)



The Kalinga (18)



Burning of Books and Burying of Scholars 213–212 BCE

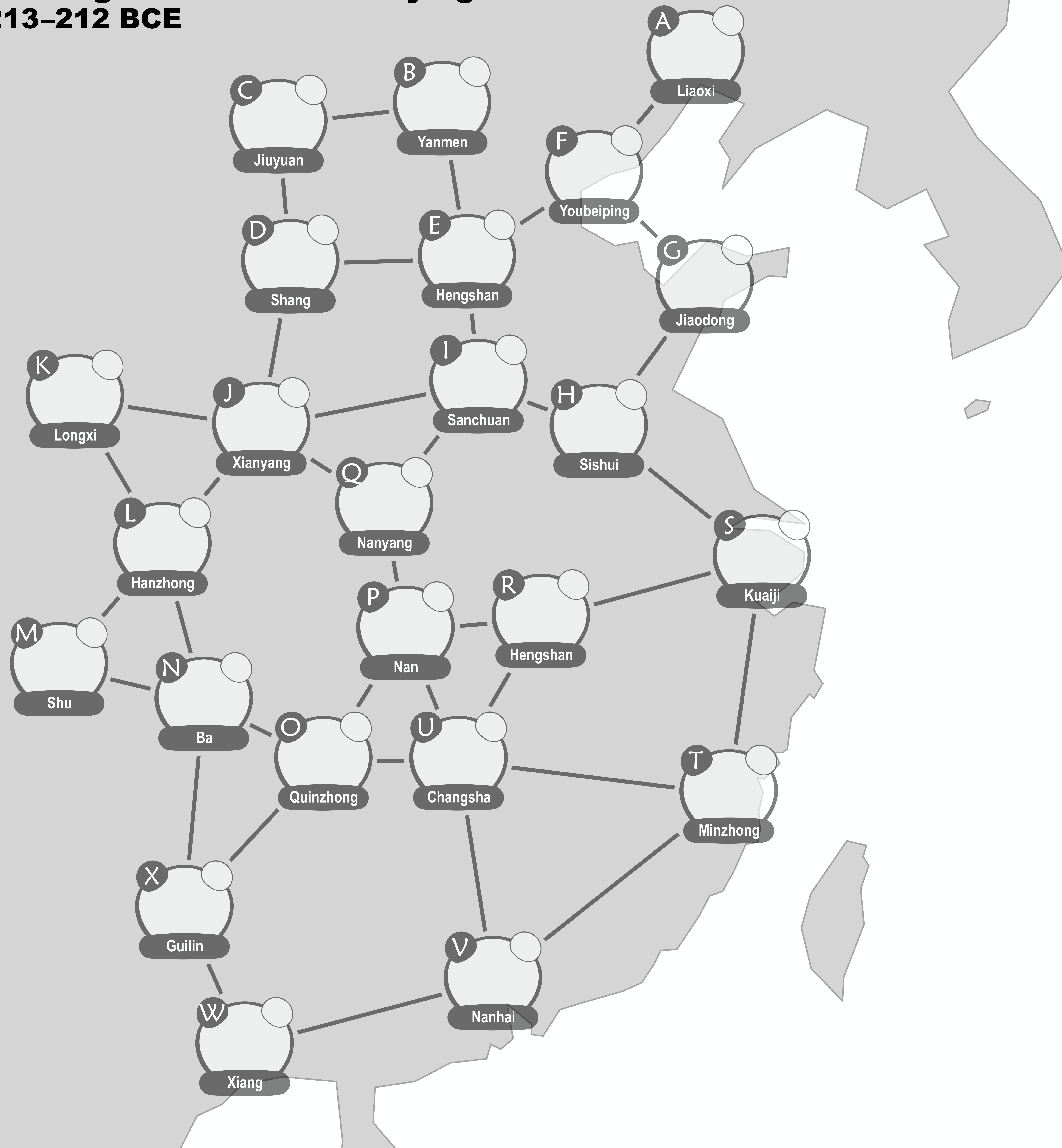
Some books do not threaten dictatorships. They are practical guides focused on topics like agriculture or engineering—tools for productivity rather than philosophy or history. These were spared during the literary purges of Emperor Qin Shi Huang (259–210 BCE), who sought to eliminate any texts that could challenge his rule. However, books on history, philosophy, and poetry were not so fortunate. In 213 BCE, they were systematically burned to prevent people from reflecting on the past or considering alternative ways of thinking.

Confucian scholars were especially targeted, as they promoted the Confucian classics, which emphasized ethics, education, and moral values. These ideas clashed with the emperor's Legalist philosophy, which focused on strict laws and centralized power. According to historical accounts, 460 Confucian scholars were said to have been buried alive under Qin Shi Huang's orders. Whether this mass execution truly happened or was exaggerated by the later Han dynasty remains unclear. The Han, who overthrew the Qin, may have embellished these stories to paint Qin Shi Huang as a ruthless tyrant.

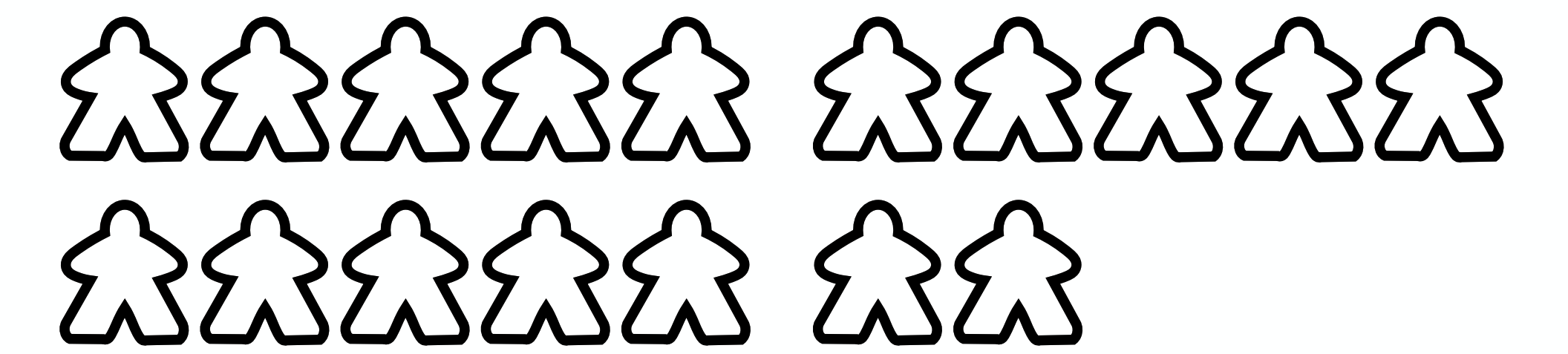
Confucius remembering more virtuous days



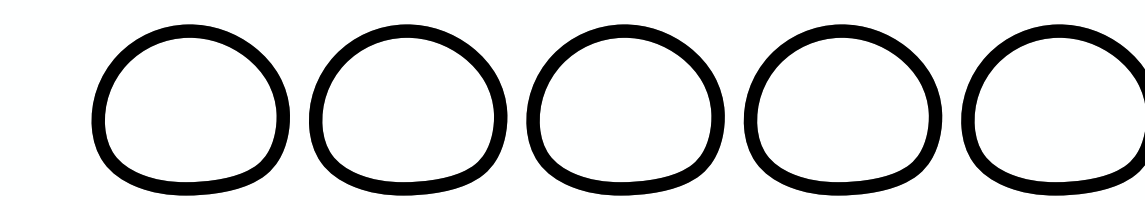
Burning of Books and Burying of Scholars 213–212 BCE



Confucian Scholars (17)



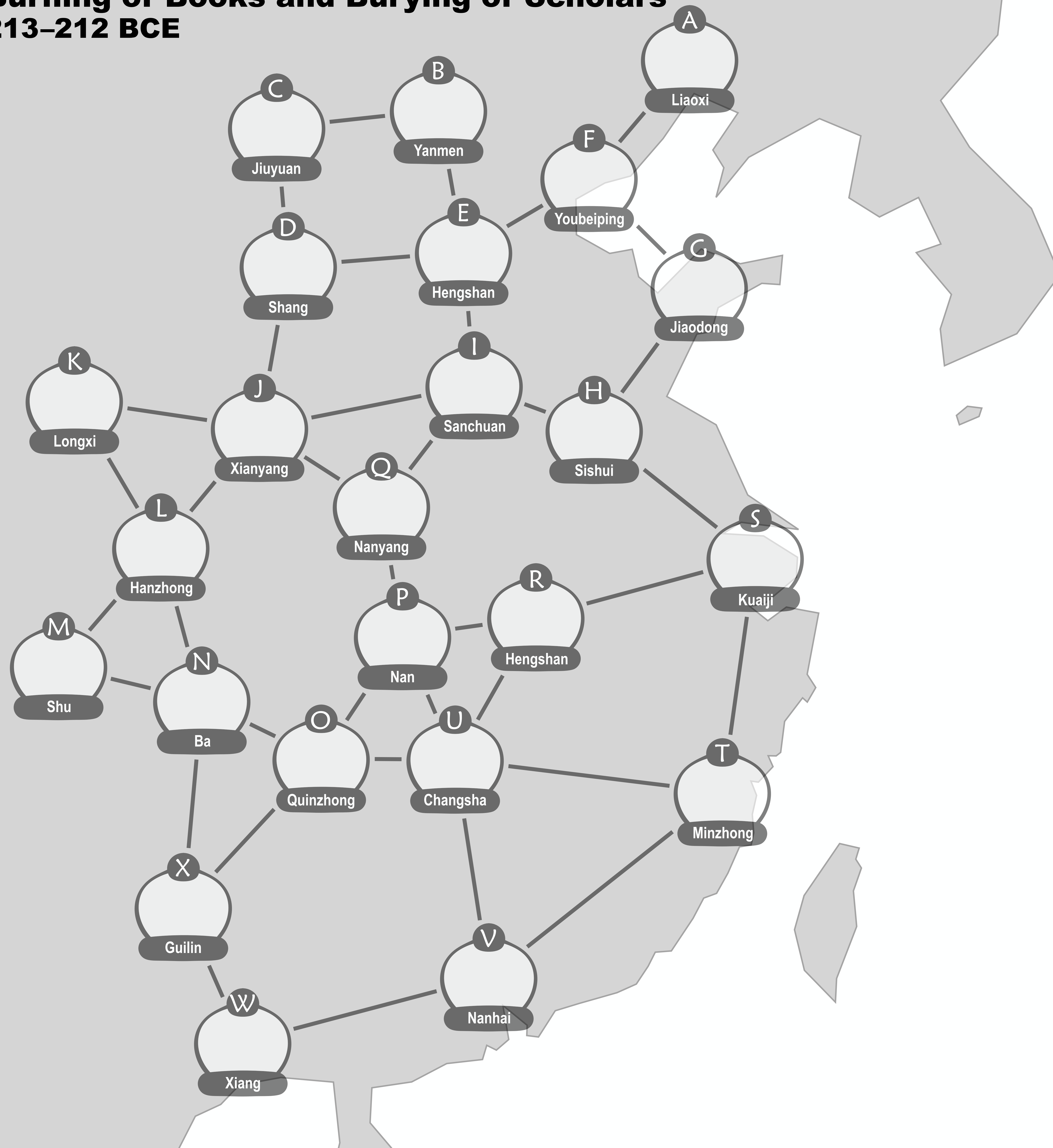
Banned Book (5)



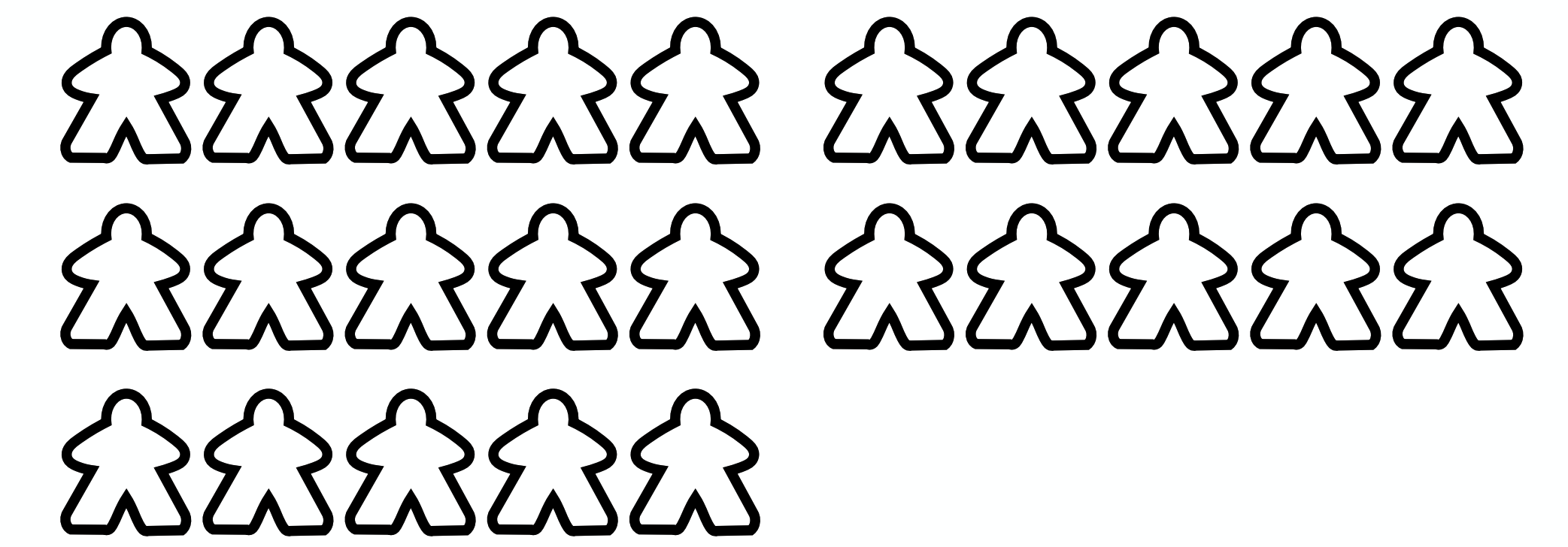
- Five times when you are claiming a territory—secretly put an * in the oval at the top-right to indicate a banned book.
- A territory with a banned book does not score normally. It scores two territories for every attaching connector.
- Example: If Nanyang (Q) has a banned book, it is worth 6 territories.



Burning of Books and Burying of Scholars 213–212 BCE



Qin Dynasty (25)



Siege of Syracuse 213–212 BCE

The Second Punic War between Carthage and Rome was fought on the island of Sicily. Syracuse, once a Roman ally, had switched its allegiance to the Carthaginians. Under the capable leadership of Marcellus, Rome laid siege to the city. However, among the besieged was the 75-year-old Archimedes. Marcellus knew of Archimedes' reputation as a mathematician and inventor of innocent little things like the Archimedean screw for water irrigation...

When [the] Romans assaulted the walls in two places at once, fear and consternation stupefied the Syracusans, believing that nothing was able to resist that violence and those forces. But when Archimedes began to ply his engines, he at once shot against the land forces all sorts of missile weapons, and immense masses of stone that came down with incredible noise and violence; against which no man could stand; for they knocked down those upon whom they fell in heaps, breaking all their ranks and files. In the meantime huge poles thrust out from the walls over the ships sunk some by the great weights which they let down from on high upon them; others they lifted up into the air by an iron hand or beak like a crane's beak and, when they had drawn them up by the prow, and set them on end upon the poop, they plunged them to the bottom of the sea; or else the ships, drawn by engines within, and whirled about, were dashed against steep rocks that stood jutting out under the walls, with great destruction of the soldiers that were aboard them. A ship was frequently lifted up to a great height in the air (a dreadful thing to behold), and was rolled to and fro, and kept swinging, until the mariners were all thrown out, when at length it was dashed against the rocks, or let fall.

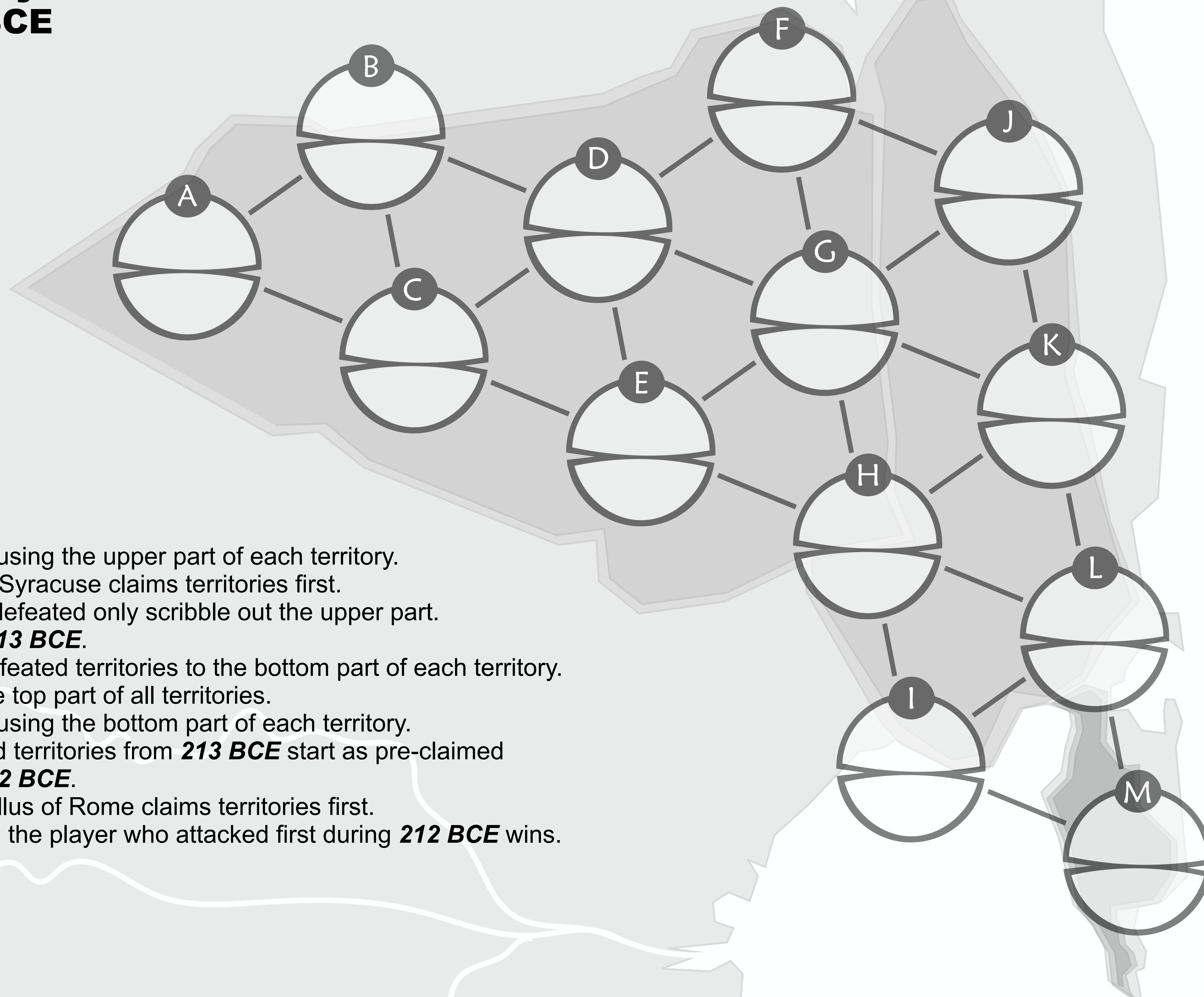
—Plutarch (46–119 CE) Translation by Walter Charlton

Another innovation of Archimedes' that was probably used in the defence of Syracuse were polished metal surfaces used to focus sunlight. The claim that this caused ships and sails to erupt in flame is probably false. Flaming arrows would be much more effective at close range, and at long range Archimedes mirrors would be unlikely to raise the temperature sufficiently for wood to spontaneously ignite. Much more likely, the value of the heat ray was to inspire terror.



Siege of Syracuse

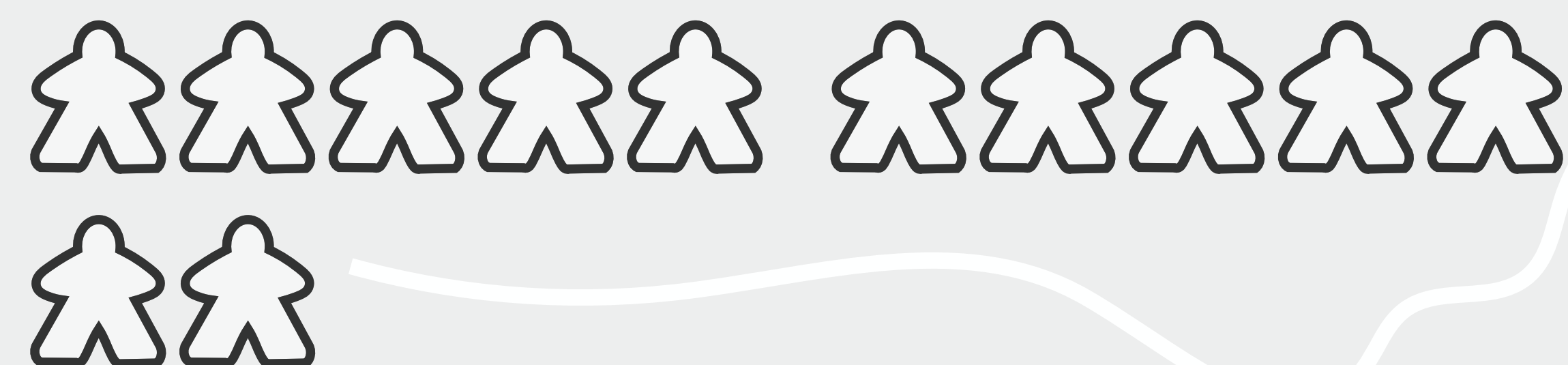
213–212 BCE



- Play **213 BCE** using the upper part of each territory.
- Archimedes of Syracuse claims territories first.
- If a territory is defeated only scribble out the upper part.
- Do not score **213 BCE**.
- Copy any undefeated territories to the bottom part of each territory. Scribble out the top part of all territories.
- Play **212 BCE** using the bottom part of each territory.
- The undefeated territories from **213 BCE** start as pre-claimed territories in **212 BCE**.
- General Marcellus of Rome claims territories first.
- In case of a tie, the player who attacked first during **212 BCE** wins.

213 BCE

Archimedes of Syracuse (12)



General Marcellus of Rome (10)



212 BCE

General Marcellus of Rome (13)



Archimedes of Syracuse (10)



An Unwelcome Marriage Proposal 192 BCE

The Chinese were slowly taking over the land of a group of poorly organized nomadic people to their North.

Suddenly something changed in 209 BCE. The nomadic people got themselves organized under a warlord named Modu Chanyu. This immediately made them dangerous.

Emperor Gaozu decided to fight the Xiongnu before they got any stronger. He led a big army north, but his soldiers were not ready for the cold weather. When they tried to retreat back South, the Xiongnu surrounded the the army with 300,000 horsemen. The emperor barely escaped alive.

Emperor Gaozu decided it was better to keep peace by giving the Xiongnu silks and other fancy goods. That sounded reasonable, but these gifts only helped Modu Chanyu bribe all the other Xiongnu leaders to stay united under him.

When Emperor Gaozu died in 195 BCE, Modu Chanyu rudely asked his widow, Empress Lü Zhi, to marry him. She politely said no, explaining that she was getting old and was losing her hair, teeth and balance! She kept sending him gifts and even sent young princesses to marry the Xiongnu.

Even though this was embarrassing, it gave the Chinese time to secretly build up a huge cavalry of their own.

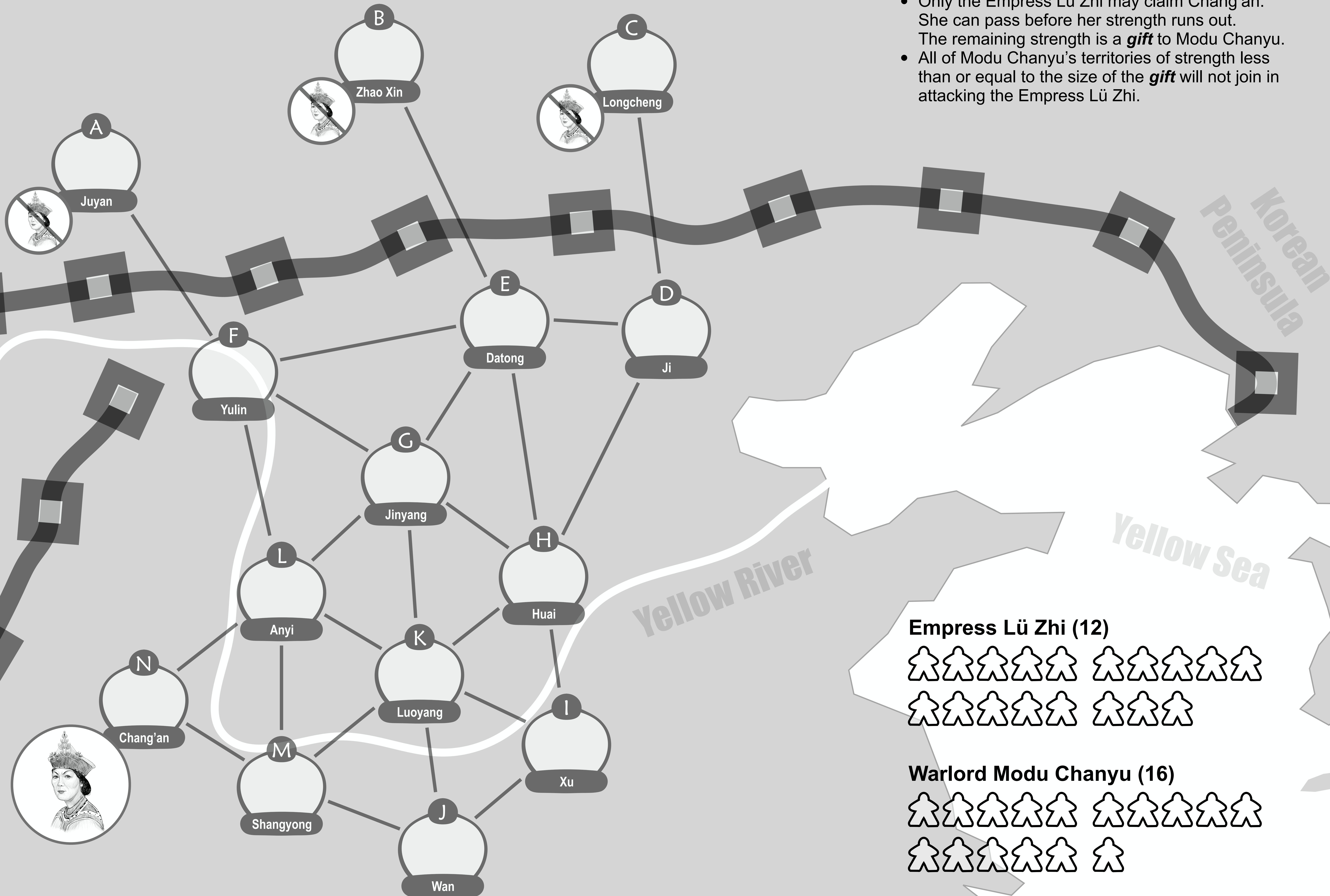


Empress Lü Zhi—losing her hair, teeth and balance

An Unwelcome Marriage Proposal

192 BCE

- Only Warlord Modu Chanyu can score the three territories North of the Wall.
- Only the Empress Lü Zhi may claim Chang'an. She can pass before her strength runs out. The remaining strength is a **gift** to Modu Chanyu.
- All of Modu Chanyu's territories of strength less than or equal to the size of the **gift** will not join in attacking the Empress Lü Zhi.



Business Travel 114 BCE to 1450 CE

As empires grew in strength, trading became safer and more profitable. People have always loved having rare stuff from faraway. Being a trader became a good job. At first, only small parts of the Silk Road and spice trade existed.

In the West, the people living on the sea in cities like Tyre were the first traders in the Mediterranean. Their boats carried cedar trees, purple dye, wine, and glassware. As Alexandria, became more powerful, the Mediterranean became connected to the spice trade of East Africa and India. After Caesar Augustus defeated Cleopatra in 30 BCE, the Roman Empire fell in love with spices, but the most important trade route for the Roman Empire wasn't luxury goods like spices or silks—it was the trade route from Egypt to Rome carrying grain.

In the East, the Silk Road started as a trading network supported by Han Emperor Wu (156–87 BCE). Chinese soil may have lacked the selenium to grow the best horses, so the Han traded their silks with the strong horses bred on the grasslands to the west for their wars with the nomadic Xiongnu.

The big breakthrough came in 114 BCE when the Han emperor sent out emissaries to seek allies in their war with the Xiongnu. Instead of finding allies, they found a market for silk in a far away empire called Persia.

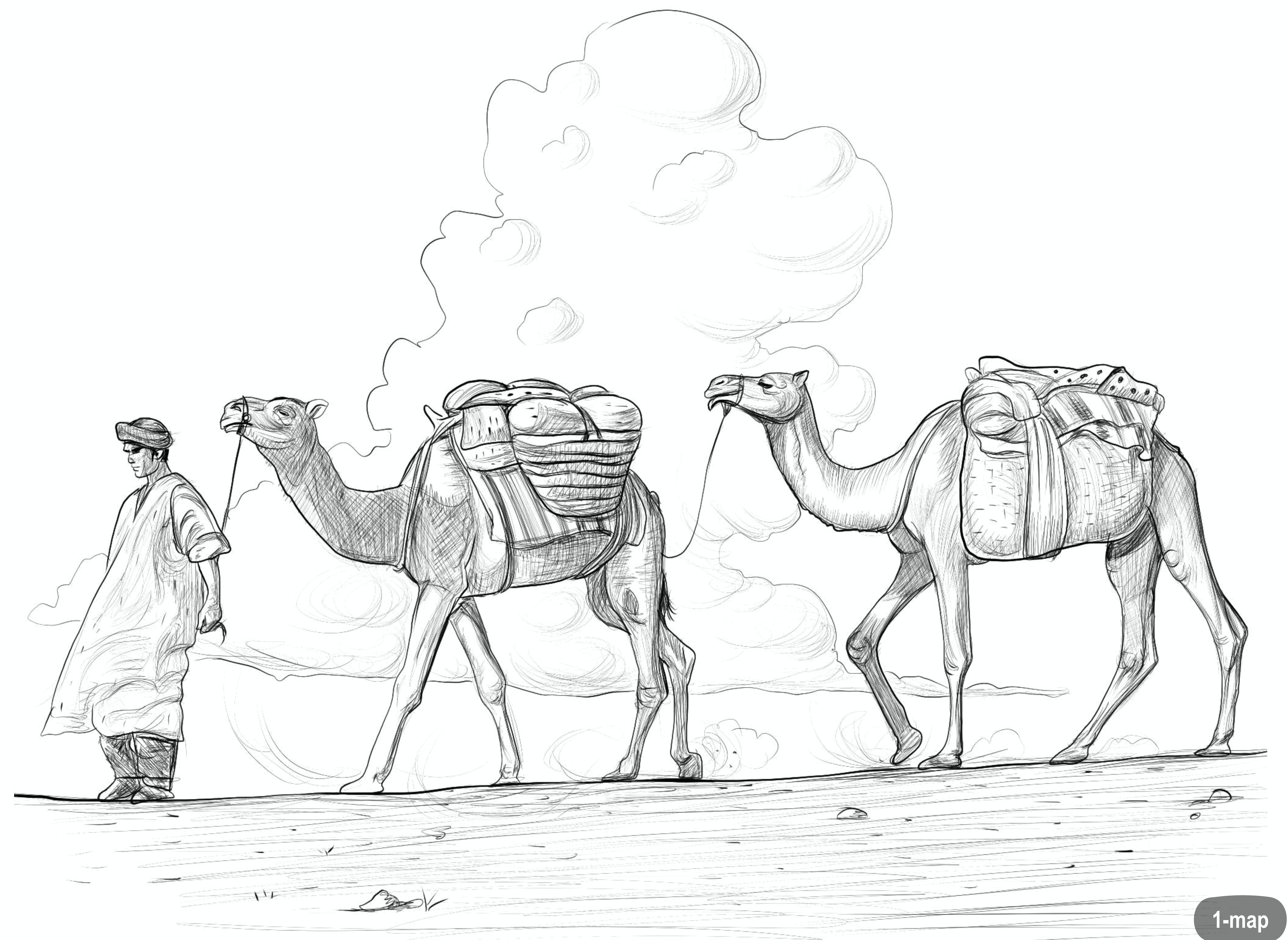
Since traveling by road was harder than by sea, only light and valuable items like silk and spices were traded on the Silk Road.

Not everyone was happy.

Trade routes also allowed ideas to spread. In China, the followers of Confucius were not happy when Buddhism arrived from India.

In the West, a friend of the Roman Emperor Vespasian argued that trade imbalances with the East were hurting the Roman Empire. Seneca, the Stoic philosopher, complained that the Chinese silk dresses revealed too much.

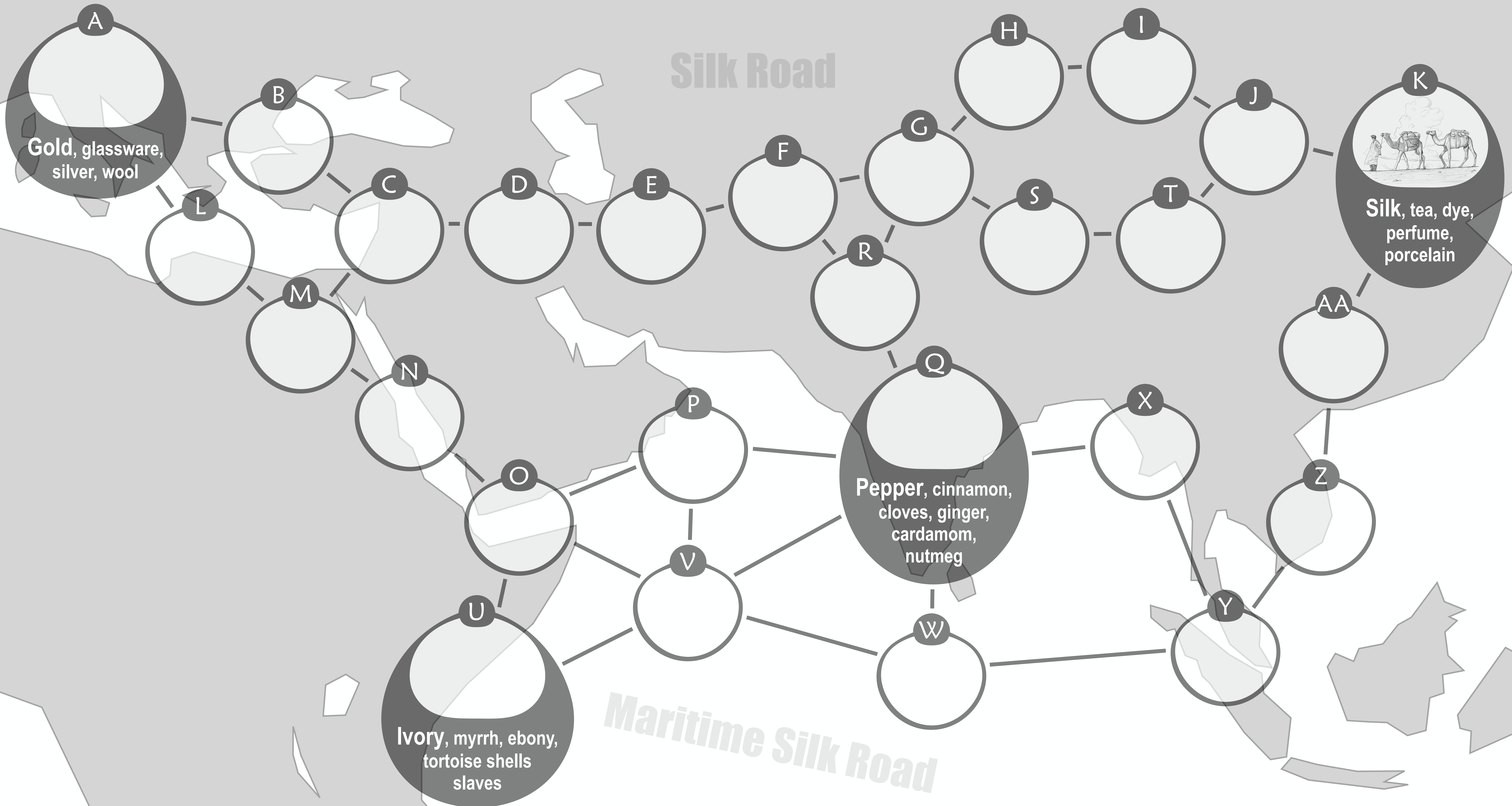
The Silk Road gradually declined during the 1400s, due to a combination of factors, including the Black Death, the rise of maritime trade, and increasing political instability along the trade routes.



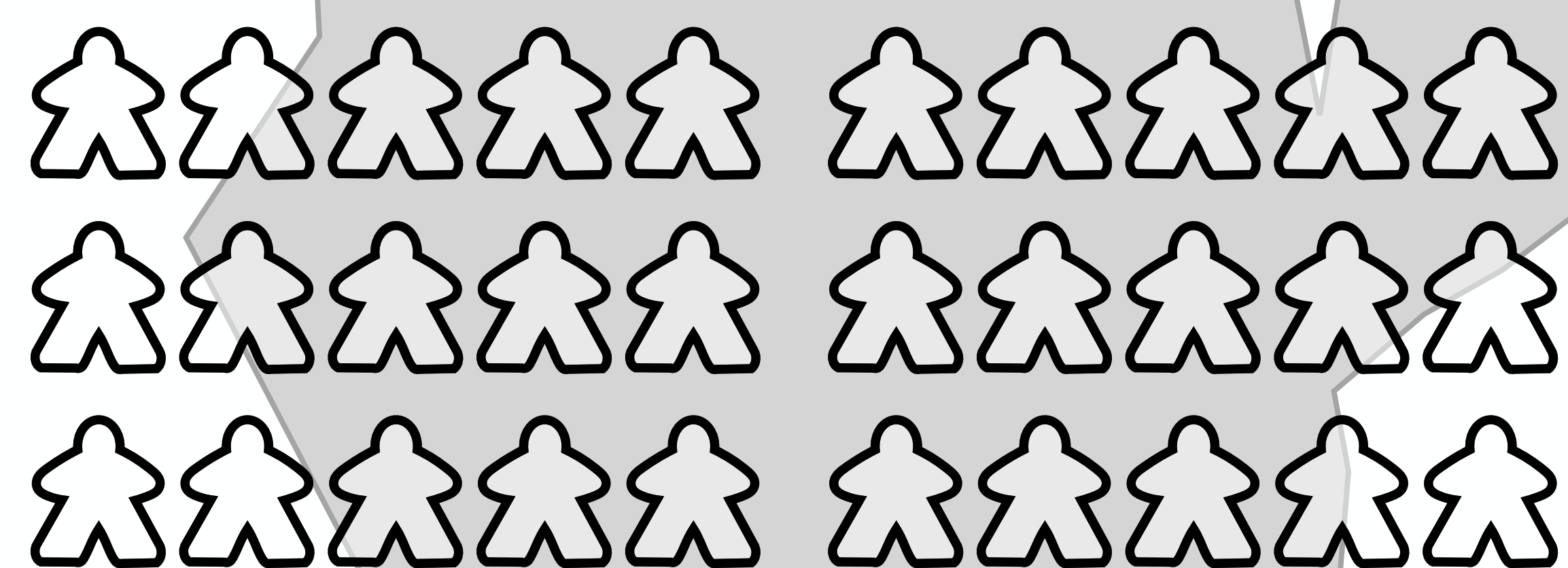
Business Travel

114 BCE to 1450 CE

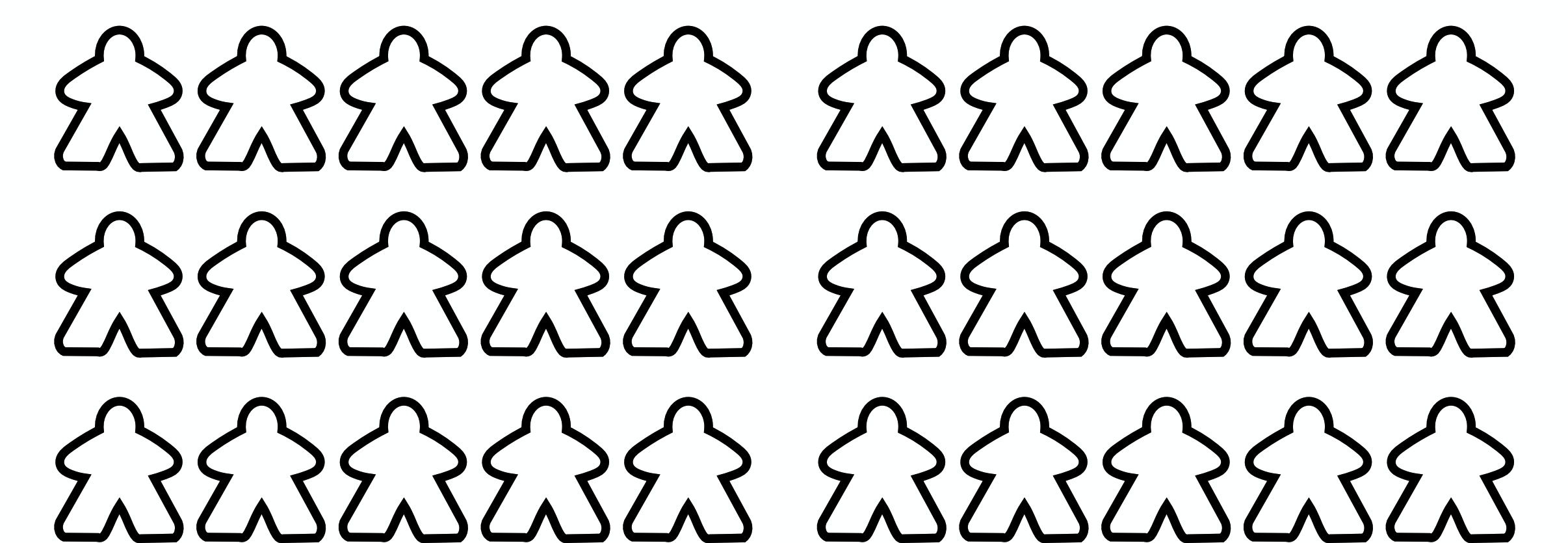
- Players must pass before they have used up all their strength.
- Once passed, that player may not claim more territories.
- Calculate your normal score and compare it to your unused strength. Your score is the smaller of these two.



Silk Traders (30)



Spice Traders (30)



Yet Another Slave War 73–71 BCE

Spartacus had joined the Roman army as a young man on the fringe of the Empire. Whatever his motivation, he became disillusioned, and deserted—only to be captured and sold into slavery. His strength and military background made him a natural for gladiatorial school, and so he ended up as a heavyweight gladiator in Capua.

In 73 BCE he and seventy other gladiators managed a daring breakout, armed with filed-down spoons. They broke into the school's armory and weaponized, then made a run for the countryside. Along their path they liberated slaves, and their ranks swelled.

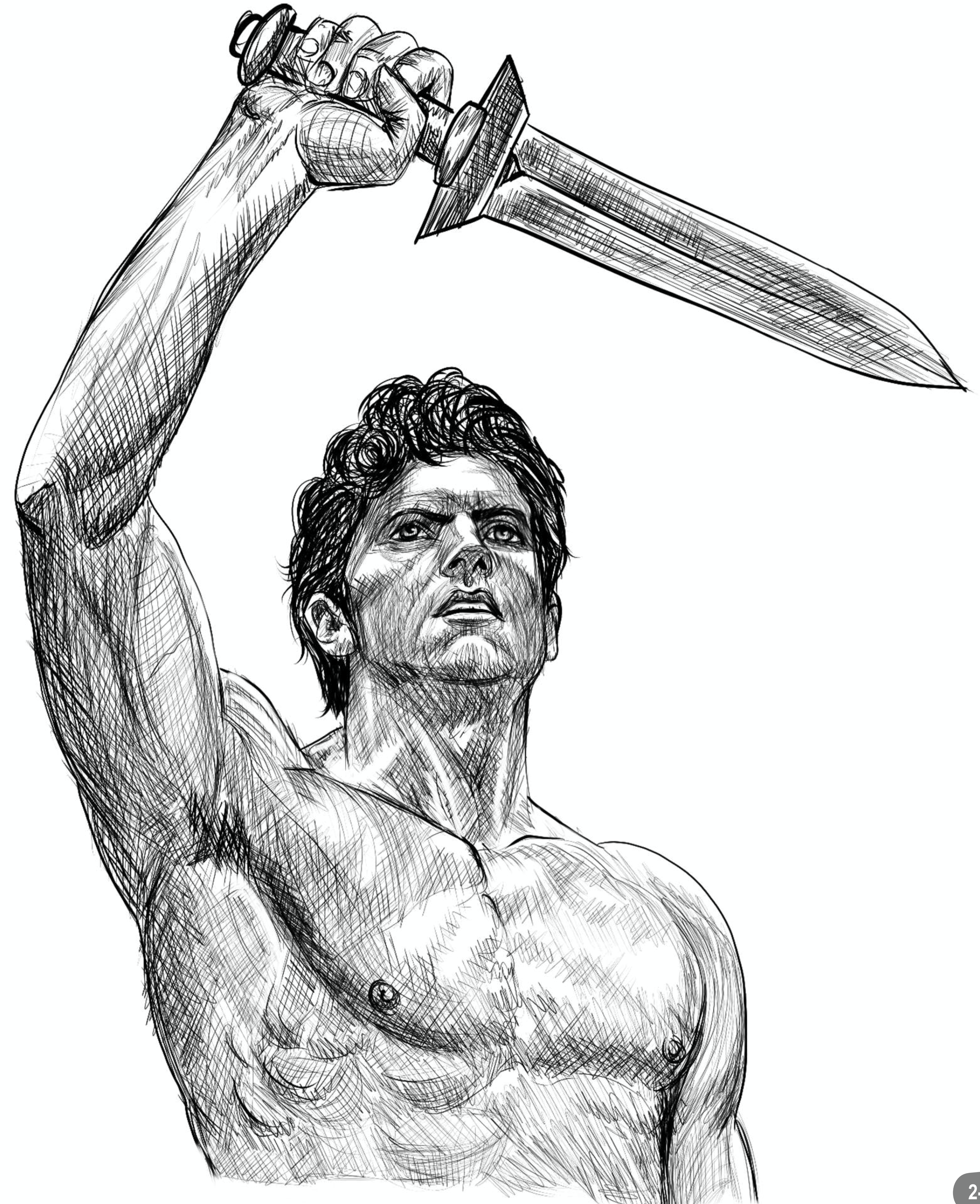
The Roman legions were far away engaged in wars, and anyway the escaped gladiatorial schoolmates were not considered a huge threat, but desperate men who have nothing to lose make fearsome adversaries. Give them a leader with charisma and guile and you get the Third Servile War.

A militia was sent out to hunt down the fugitive ex-gladiators. They found them encamped on the steep, defensible slopes of Mount Vesuvius. There was no escape, so the militia set up strong defenses and planned on starving them out. The ex-gladiators used vines to climb down a cliff, and surprised the Roman militia in their rear. Few if any survived.

News of their success spread, and slaves deserted from all over to join the new army. They were not all natural fighters, but a system of rigorous military drills got them ready for the Roman legions that Spartacus knew would eventually be coming after them.

And come they did. Consuls Lucius Publicola and Gnaeus Clodius were sent out at the head of two legions, each numbering just under five thousand well-trained troops. The two legions defeated one of the rebel armies, consisting of thirty thousand slaves, but then Spartacus showed up with a second similarly sized army and defeated them.

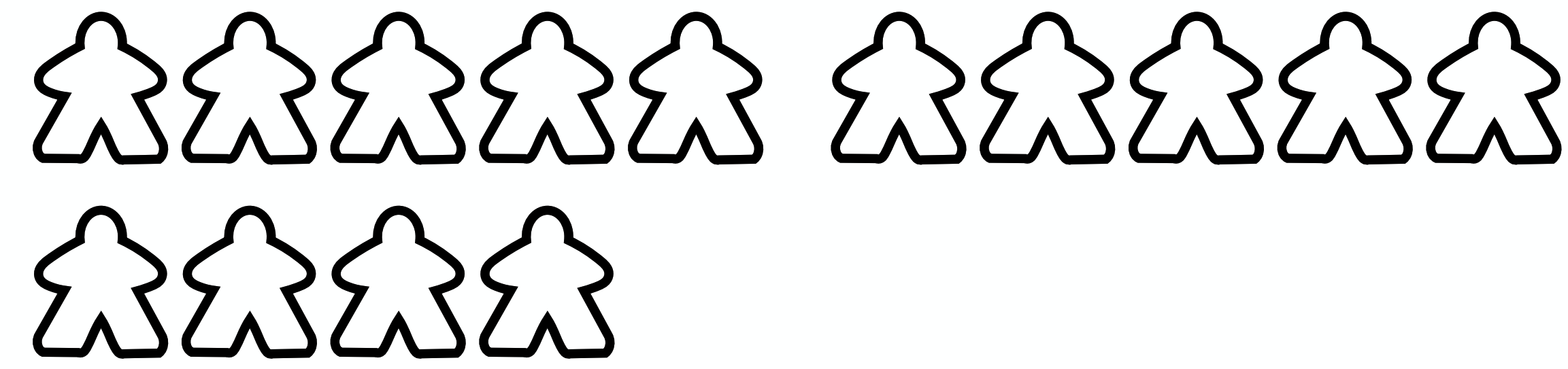
But Rome had just begun fighting, and in 71 BCE Rome's wealthiest citizen, Crassus, sent out eight full legions. Spartacus sought to escape by bribing the Cilician pirates to carry over a fraction of his army to Sicily. They accepted his money—and then sailed away into the sunset. Spartacus's remaining slaves were crushed.



Yet Another Slave War

73-71 BCE

Hundreds of Escaped Slaves & Gladiators (14)



Sneaky Routes (3)

- During the setup phase, secretly zig-zag over three connecting lines to indicate sneaky routes.



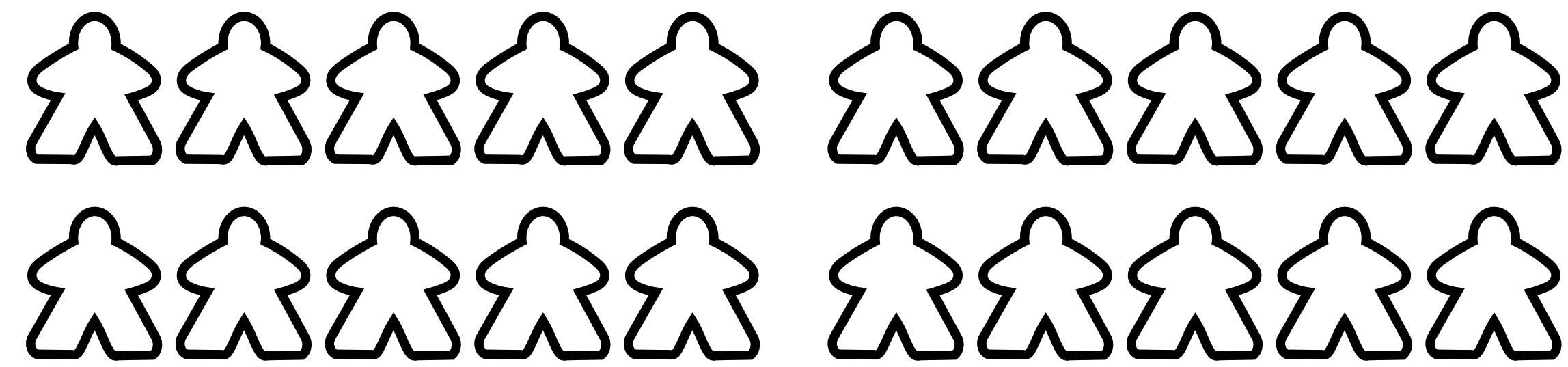
- Before the attack phase begins, reveal all three sneaky routes.
- Only you can use these when attacking.



Yet Another Slave War

73-71 BCE

Thousands of Roman Soldiers (20)



- Instead of claiming normally, you must claim **all** unoccupied territories connected to opposing territories. Use the same strength for each one.
- If this is impossible, or if there are no territories connected to Spartacus territories, claim one territory normally.



The Gallic Wars 58–50 BCE

The Gauls were not used to working together, but as Caesar defeated them one by one (58–53 BCE), Druids from the sacred lands of central Gaul persuaded the tribes to unite. They chose Vercingetorix, the charismatic chieftain of the Averni tribe, as their warlord.

Vercingetorix was a skilled strategist. To counter Caesar's 50,000 legionaries, he promoted a scorched-earth policy wherever it was politically feasible. It was working well. Caesar was undersupplied, in hostile territory, and some tribes had secretly switched allegiance to Vercingetorix, subtly undermining Caesar's supply lines.

However, the Gauls' strategy conflicted with the primary reason most tribes had joined the coalition: to protect their sacred lands. Caesar exploited this by marching directly into the heart of Gaul. Vercingetorix, forced into action, made a stand at the well-fortified hilltop city of Alesia. He was confident with 80,000 warriors and another 50,000 en route. He had defeated Caesar earlier in 52 BCE at Gergovia, the hill-top capital of his Averni tribe.

But Caesar's legions were formidable, not just in battle but in engineering. They built a besieging ring around Alesia, trapping Vercingetorix and his forces in their hilltop fortress. Then they built fortifications facing outwards to prepare for the arrival of the 50,000 Gallic reinforcements.

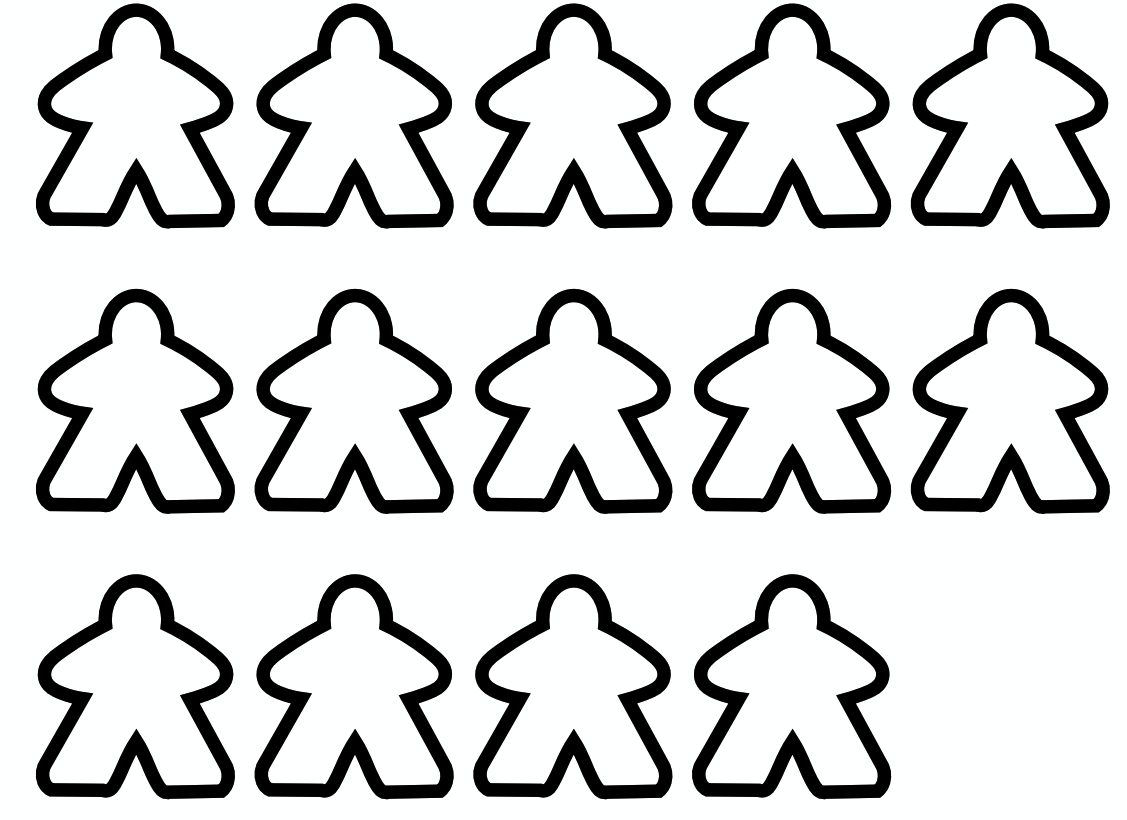
With dwindling food supplies, Vercingetorix expelled tens of thousands of women, children and the elderly from Alesia—hoping that a humanitarian Caesar would let them pass. But Caesar refused to allow them through Roman siege lines. They starved—collective punishment 101.

Vercingetorix looking out from his hilltop fortress.

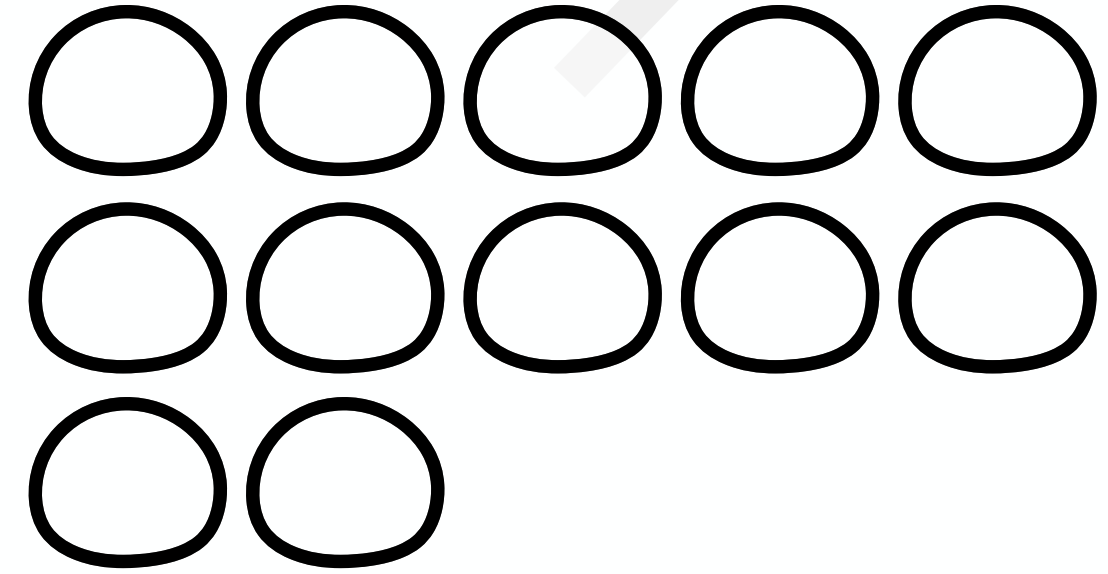


The Gallic Wars 58–50 BCE

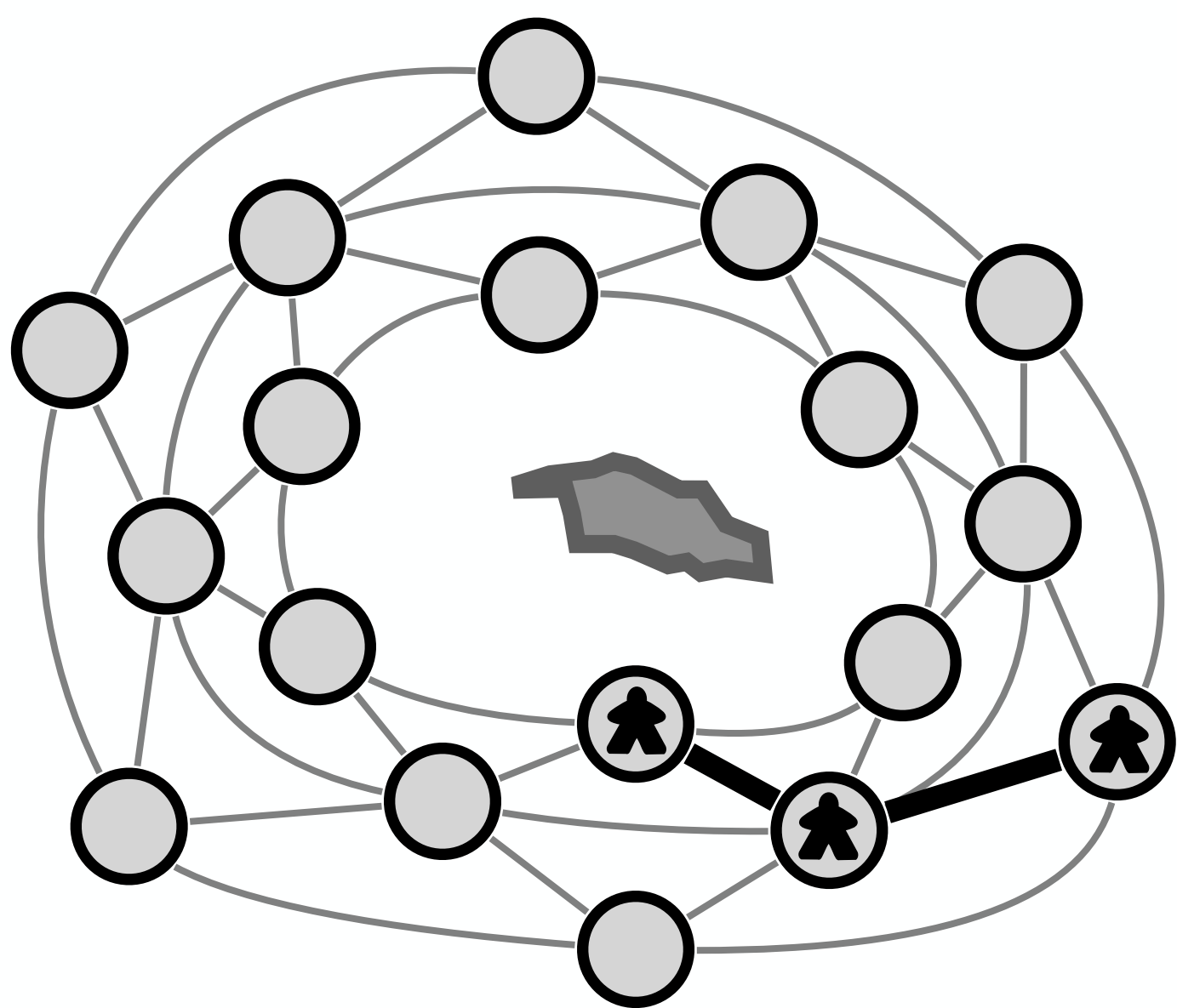
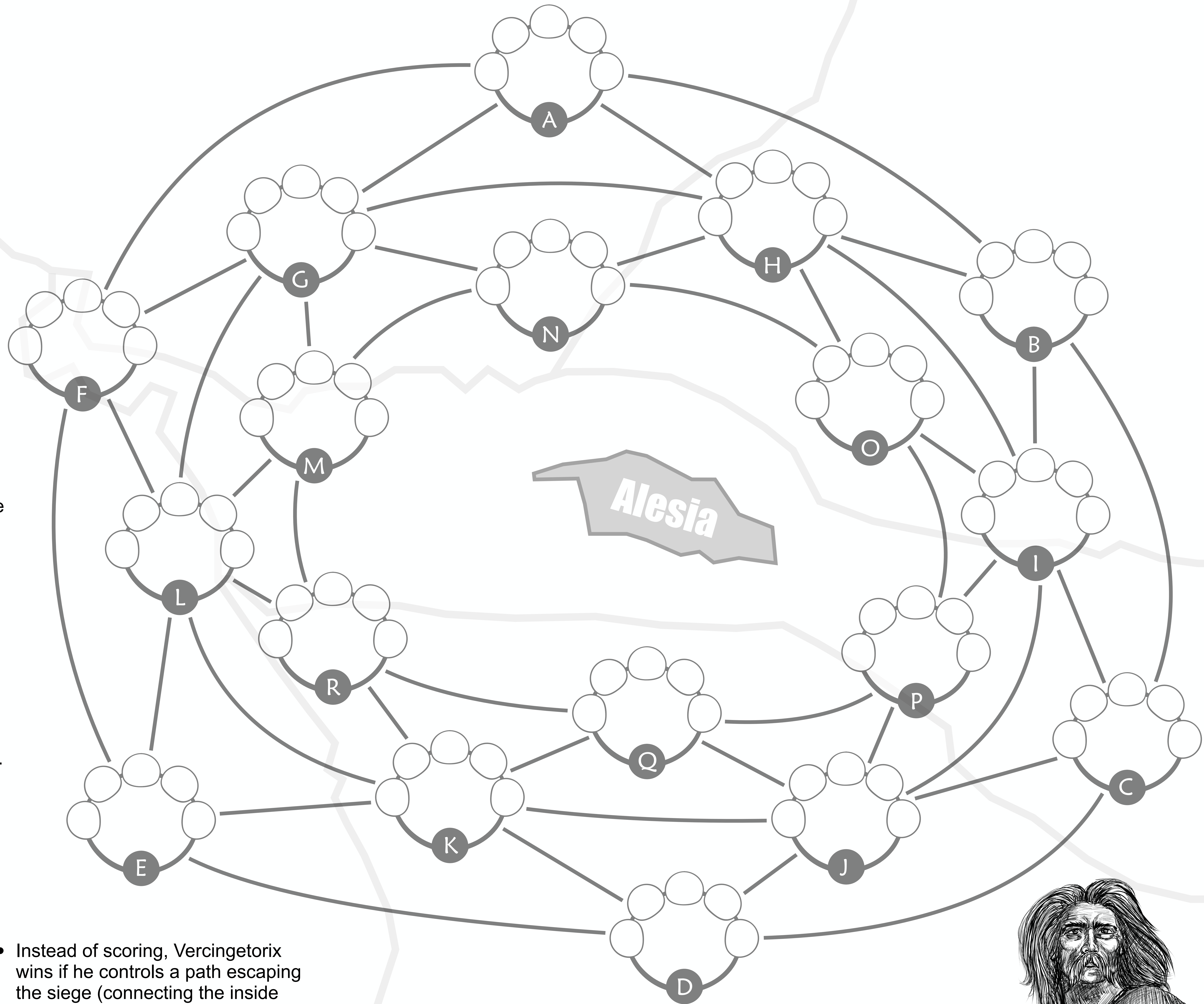
Vercingetorix (12)



Bluff (12)



- When claiming a territory—you may secretly put a * in any number of the ovals around the territory to indicate a bluff. Do not reveal the strength of this territory normally.
- Instead, add one for each *. This is a bluff. It is not real strength, but your opponent won't know this.
- When attacking, your bluffs are included in your strength.
- When being attacked, you must reveal the true strength of the territory being attacked.

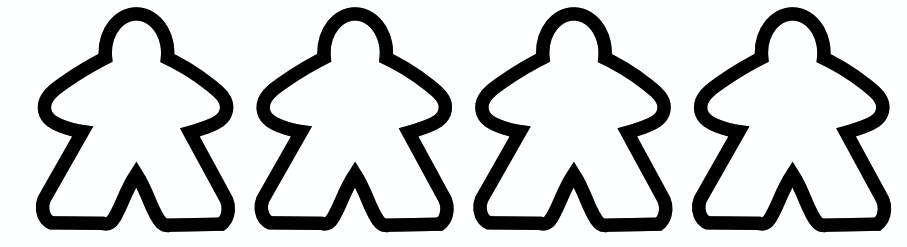
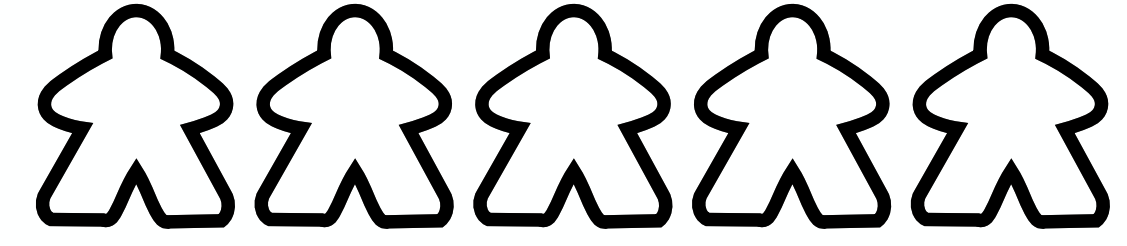
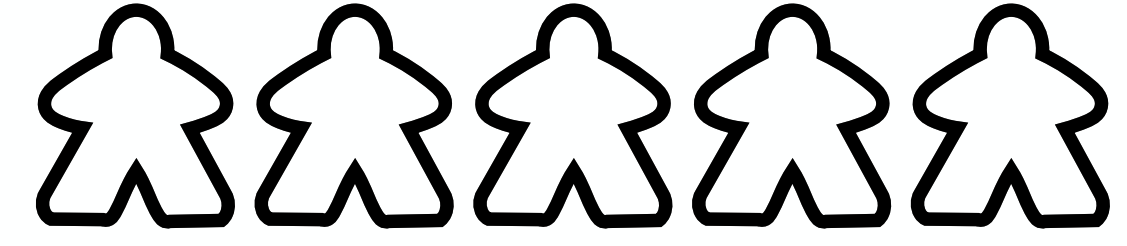


- Instead of scoring, Vercingetorix wins if he controls a path escaping the siege (connecting the inside and outside rings).
- Otherwise Caesar wins.

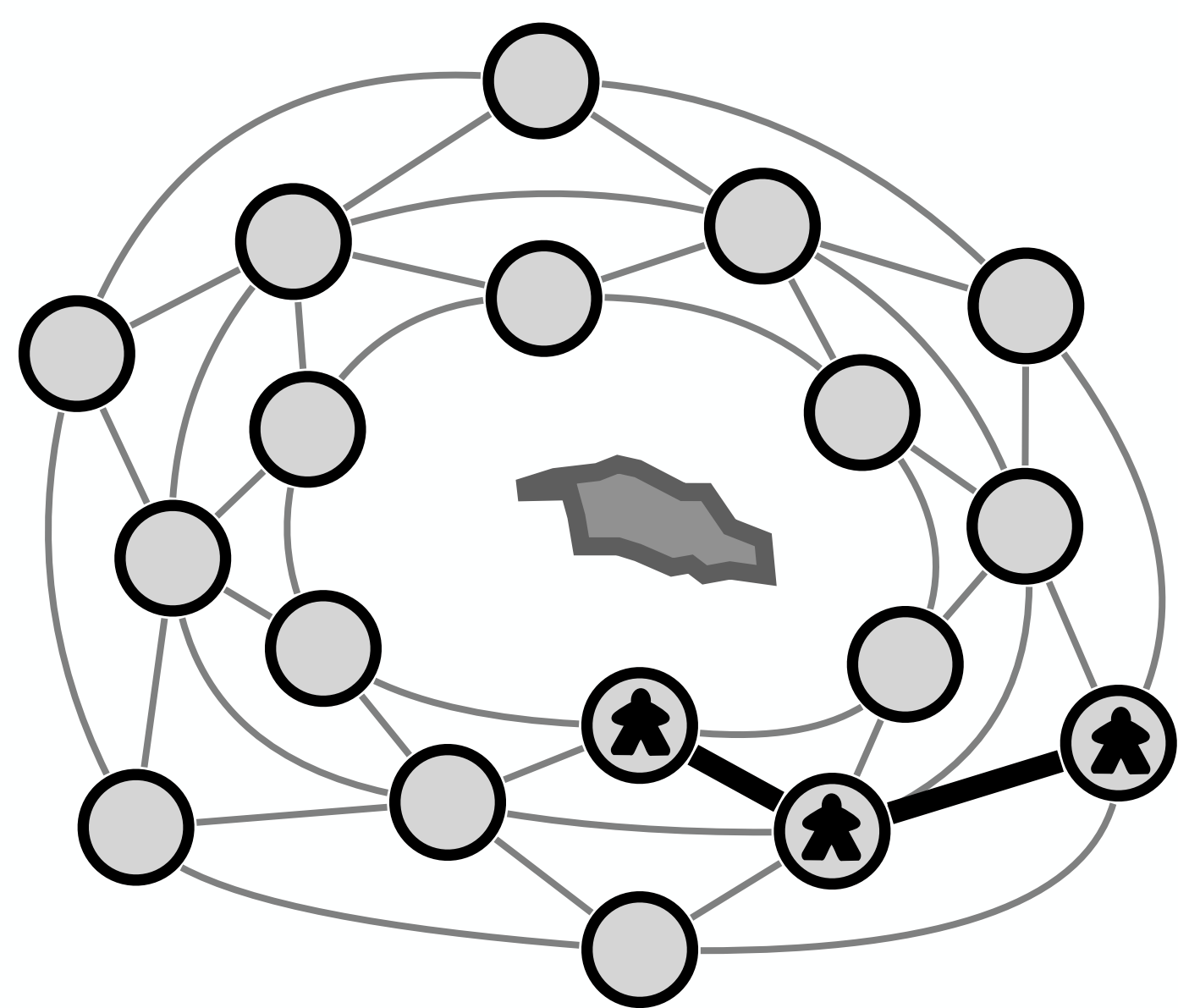
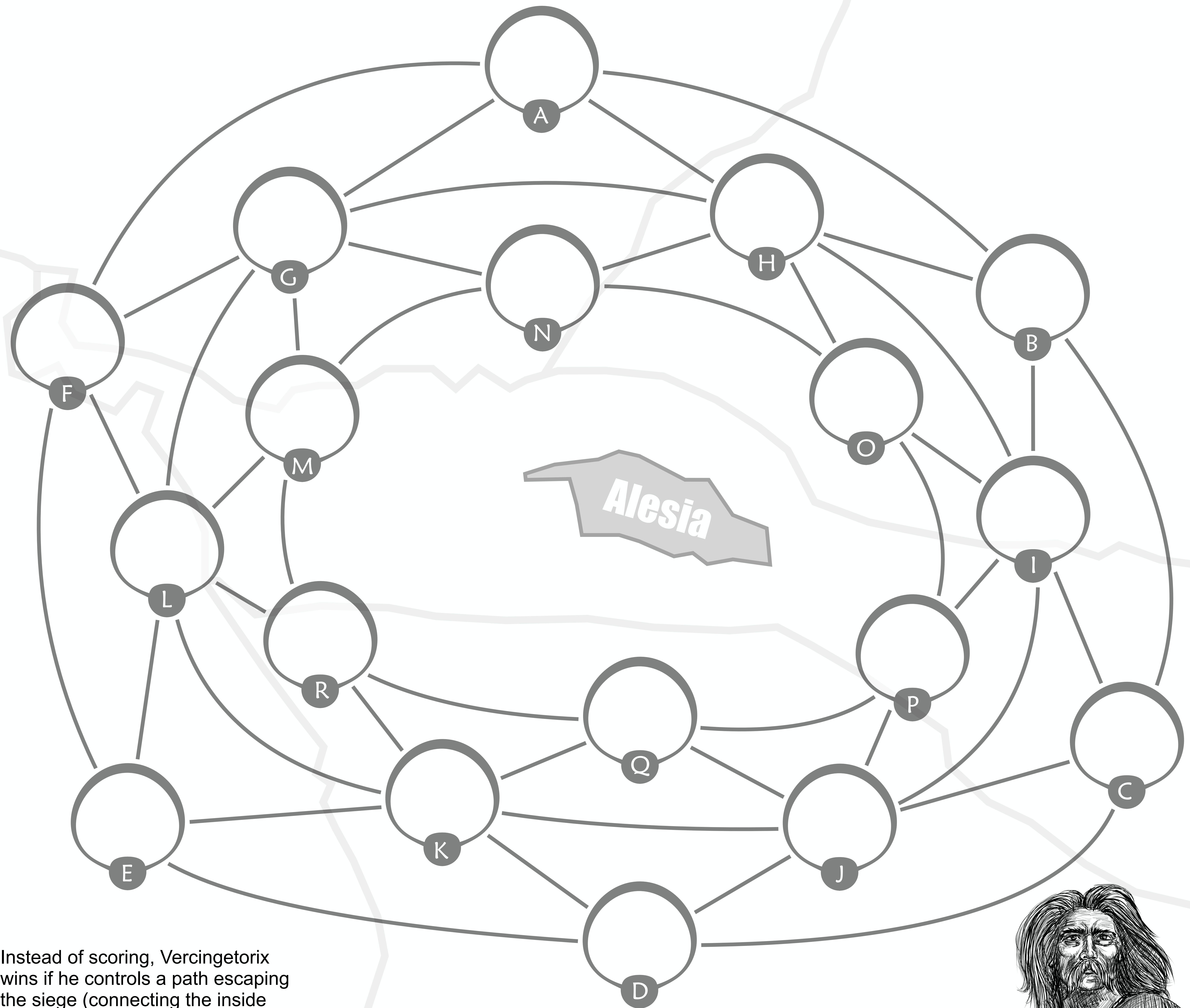


The Gallic Wars 58–50 BCE

Julius Caesar (14)



- You should try attacking territories that look too strong. Their strength may be a bluff.



- Instead of scoring, Vercingetorix wins if he controls a path escaping the siege (connecting the inside and outside rings).
- Otherwise Caesar wins.



Teenage Chaos in Alexandria 48 BCE

Cleopatra had learned much co-ruling Egypt along with her father. He died when Cleopatra was 18 and her younger brother, Ptolemy, was 10. Ptolemy's advisors attempted to strip her of power, but unlike other members of her Macedonian dynasty, Cleopatra had learned to speak Egyptian and had become popular with the locals. Both siblings controlled large areas of Egypt so when civil war broke out, it was going to be a big struggle.

The war dragged on. Three years later, things were not going well for Cleopatra. She had fled her home in Alexandria and was losing ground... but then there was a plot twist.

The Roman Empire was also having a civil war. Julius Caesar had just beaten his enemy, Pompey. Pompey decided to run away to Alexandria to escape being captured by Caesar.

Caesar, chased after Pompey with a small, fast army. Ptolemy didn't want to make Caesar angry, so when Pompey arrived, Ptolemy had him killed. But Caesar was upset because he wanted Pompey alive.

At that moment, Cleopatra, aged 21, snuck into the Royal Palace where the 52-year-old Caesar was staying. Caesar was seduced. Together they fought through the streets for control of Alexandria. Against them were the advisors of Ptolemy, aged 13, and Cleopatra's younger sister, Arsinoe aged 18.

Cleopatra—power player

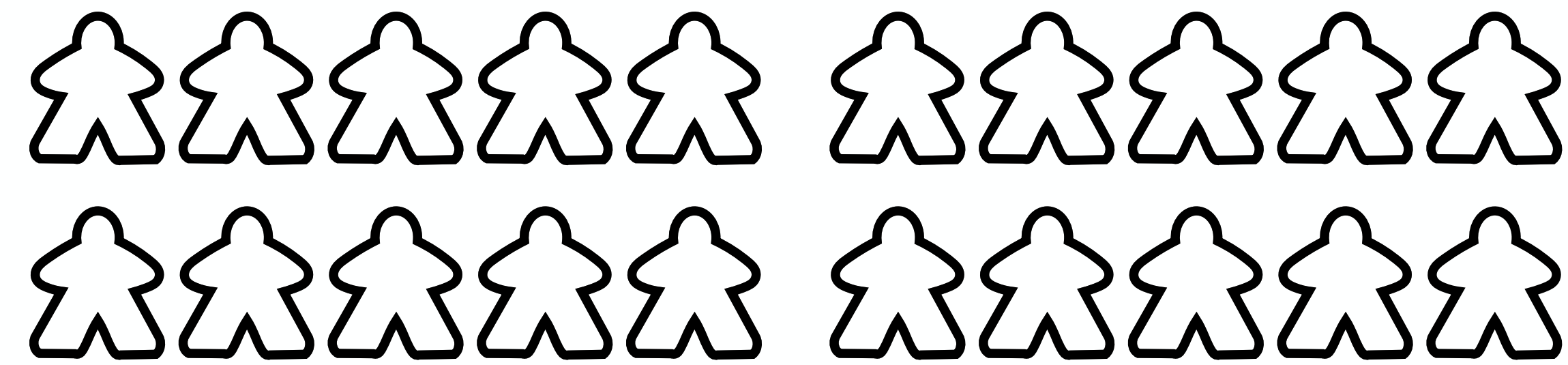


Teenage Chaos in Alexandria 48 BCE



- All territories defend with double their strength.
- The four named buildings (A,B,D,O) are each worth 3 territories during scoring.
- When you want to claim a named building, you must bid for it. Bidding continues back and forth until one player passes.
- The winner of the bid claims the territory with their bid strength. It is then the other player's turn.

Cleopatra & Caesar (20)



Arsinoe & Ptolemy (20)

