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◆ HIPPOCRATES ◆

AGORA

R U L E B O O K

Next to the temple, where you and your team of physicians are striving to heal the sick and treat the wounded, lies the Agora. This main gathering place is filled with activity, commerce, politics, and people from every level of society. Navigate this central hub to find help for your new medical practice. Become the worthy successor to Hippocrates at the Agora!

In this expansion to Hippocrates, you will find 4 modules that can be added to the base game. You can choose to play with one or more of these modules in any combination.



Note: In this expansion, you will also find 4 player aids (one for each player), that feature one side for playing with the base game (🏰 side of the board) and one for playing with this expansion (🏰 side of the board).



MODULE 1: THE LEADERS



COMPONENTS

6 Leader Tiles : 1 from each of the 6 regions:



Macedonia (red)



Carthage (purple)



Persia (green)



Alexandria (dark blue)



Athens (teal)



Cyrene (black)

Note: Throughout these rules these tiles will be referred to by color.

SETUP

At the end of regular player setup (step J), shuffle all 6 leader tiles and deal 1 tile per player, plus 1, faceup in a central location. (Example: In a 3-player game, deal 4 tiles faceup). Return the unused leader tiles to the box.

In reverse player order (right to left on the welcome track), select one of the faceup leader tiles and place it faceup in your play area. Return the remaining tile to the box.

GAMEPLAY

During **phase 5. Score**, when you **C. Discharge Patients**, if the patient being discharged matches the region of both your leader tile and at least 1 of the attached doctors, you also receive the Victory Points (VP) shown on the leader tile (2 or 3VP).

***Note:** This rule applies when using doctors or patients on the knowledge tiles.*

*Example: **Galen** chose the Red (Macedonian) leader tile. He used Demetrios to heal Kleocharis. They are both from Macedonia. When he discharges Kleocharis he scores 5 VP (3 VP for healing the patient and 2 VP for matching both patient and doctor to his leader tile).*



MODULE 2: THE NURSES




COMPONENTS

16 Nurse Tiles



SETUP

Use the Agora () side of the board. After step 8 of game setup, shuffle all 16 nurse tiles and place a stack of 4 nurses facedown on each of the 4 dedicated spaces. Flip the topmost nurse of each stack faceup.



GAMEPLAY

During **phase 3. Recruitment**, when you **A. Option a Region-Free Doctor** you may **instead** hire a nurse. Nurses will help doctors treat patients. A full description of the nurses' abilities can be found in the appendix.

Following the rules of the base game, players take turns, in reputation track order, to option a doctor or hire a nurse.

Optioning a doctor is the same as in the base game.

To hire a nurse, **pay 1 drachma** to the supply. Take the faceup nurse of your choice and place it on to one of your recruited doctors (see below for details) or next to your player board (to be placed on a doctor later).

Unlike the base game, **phase 3. A. is performed a second time**. When it is your turn, you may once again choose to option a doctor or hire a nurse. As you only have 1 option token you may only option 1 doctor each round, so if have already done so, you may now only hire a nurse or pass. If you already hired a nurse this phase you may option a doctor, hire a second nurse, or pass.

If you pass the first time you go through this step, you may still participate the second time around.

For games with fewer than 4 players: When a non-player is next on the reputation track, the first time through this step they will choose to option a doctor (following the rules from the base game). The second time around they will choose to hire a nurse. To do so, simply discard the nurse furthest to the left.

During **phase 5. Score**, in **step E. Add Bribes & Refill the Queues**, discard any leftover faceup nurse tiles and flip the top tile of each of the 4 nurse tile stacks faceup for the next round (as is done with the knowledge tiles and medicine kits).



NURSES

At any point (including the phase in which you hire the nurse) you may assign a nurse to a doctor.

Nurses may only be assigned to a doctor with a matching number of contracts (1, 2, or 3 depending on what is indicated on the nurse tile. ★ indicates that you can assign the nurse to any doctor).

Example: The nurse in figure 1 can be assigned to a doctor that has 2 or 3 contracts, but not a doctor with only 1 contract.

The assigned nurse tiles are placed on the doctor tiles so that the base of their triangle aligns with one non-contract edge of the doctor tile (see Figure 2). You may not place a nurse tile on a doctor's contract (with the exception of nurse n°5, see next page). Doctors may be assigned more than 1 nurse if there is a legal placement. Once assigned to a doctor this nurse may not be reassigned. The nurse tile will return to the box once that doctor retires.



Figure 1



Figure 2

NURSE APPENDIX



1. This nurse allows their doctor to use the shown medicine in place of any other required medicine. There are 3 tiles, one with each type of medicine as wild.

Note: The doctor still only accepts patients matching the types of medicine shown irrespective of the ability of the nurse.

Example: The nurse shown here allows their doctor to use unguents when herbs or potions are required.



2. This nurse allows their doctor to treat an extra patient. The nurse token is placed in an empty (no contract) location of the selected doctor. This nurse has their own contract and types of medicine used to treat a patient. The types of medicine shown may be different than the doctor's original types, but this contract is only able to supply patients with the type of medicine shown on the nurse. If other medicine is required, it can be paired with another doctor.

Example: The nurse shown here allows their doctor to treat an extra patient. They can only treat patients requiring herbs and/or potions. They cannot treat patients requiring unguents, even though their doctor could.



3. This nurse allows their doctor to treat patients with a smaller dose of medicine. The type of medicine shown is reduced by 1 when treating a patient. This also applies to nurse #2's treatment dose, if nurse #2 is also with this doctor.

Note: The doctor still needs to be able to treat the patient with all the medicines they require, even if the nurse brings the required amount down to 0.

Example: The nurse shown here allows their doctor to treat any patient with 1 less herb than required.



4. This nurse allows their doctor to provide services for free during **phase 2. Payment**. No wage needs to be paid to the doctor when paired with nurse #4.



5. This nurse removes 1 contract from a doctor. When placed on a doctor, cover one of the contracts and immediately receive 1 drachma. When the doctor retires (**Phase 5. Score, step D. Retire Doctors**) you will receive 2 VP less than the amount shown on that doctor tile.



6. This nurse may only be placed on a doctor that has yet to treat any patients. When the doctor retires (**Phase 5. Score, step D. Retire Doctors**), you will receive 2 VP more than the amount shown on that doctor tile.

MODULE 3: BENEFACTORS AND NOBLES



COMPONENTS

12 Benefactor Tiles



12 Noble Tiles



SETUP

Use the Agora (Agora) side of the board. Changes in steps 6 & 7: Do not return the 6 leftover medicine kits and 6 leftover knowledge tiles to the box. Instead, place them all out in stacks of 5 medicine kits and 5 knowledge tiles in each of the dedicated spaces. **When playing with this module, the knowledge tiles are placed faceup!**

Changes to player setup step E: Take 2 extra drachmas for a total of 8.

Shuffle the 12 benefactor tiles and randomly place 4 tiles faceup in the dedicated location on the board. Deal another 4 benefactor tiles facedown in a draw pile next to the game board. These will be placed on the board at the start of round 2. Return the remaining 4 benefactor tiles to the box.

Shuffle the 12 noble tiles, and form 2 facedown draw piles with 4 tiles each. Return the remaining 4 noble tiles to the box. At the start of round 3 you will place 4 tiles faceup in the dedicated location on the board, and again at the start of round 4.



GAMEPLAY

During **phase 3. Recruitment** when you **A. Option a Region-Free Doctor**, you may also recruit a benefactor (in rounds 1&2) or a noble (in rounds 3&4).

Following the rules of the base game, players take turns, in reputation track order, to option a doctor or recruit a benefactor/noble (or recruit a nurse if playing with Module 2: The Nurses).

Optioning a doctor is the same as in the base game.

To recruit a benefactor, **pay 2 drachmas** to the supply. Immediately take the faceup benefactor of your choice and place it on your player board. The powers of the benefactors are available 1x per round, including the round you recruit them (see *Benefactor Appendix* below). Once used, flip the tile facedown. During **phase 5. Score**, in **step E. Add Bribes & Refill the Queues**, flip up any facedown benefactor tiles. They are now ready to be used again in the next round.



To recruit a noble, **pay 2 drachmas** to the supply. Immediately take the faceup noble of your choice and place it on your player board. The nobles will give VP at the end of the game (see *Noble Appendix* below).

Note: If you are also playing with module 1: The Leaders, you may not take a noble that is the same region as your leader.

Unlike the base game, **phase 3.A. is performed for a second time** (or third if also playing with **module 2: The Nurses**). When it is your turn, you may once again choose to option a doctor or recruit a benefactor/noble (or nurse). As you only have 1 option token you may only option 1 doctor each round, but multiple benefactors/nobles or nurses are possible.

If you pass the first time you go through this step, you may still participate the second (or third) time around.

During **phase 5. Score**, in **step E. Add Bribes & Refill the Queues**, discard any leftover faceup benefactor tiles (in rounds 1 & 2) or noble tiles (in round 3). Replace with the tiles in the draw pile. The Display of benefactors is only refilled once before round 2. Nobles become available before round 3 and are refilled before round 4. **Important: When playing with this module, the knowledge tiles are NOT discarded.**

For games with fewer than 4 players: When a non-player is next on the reputation track, the first time through this step they will choose to option a doctor (following the rules from the base game). The second time they will choose to hire a nurse if playing with module 2. The Nurses, discarding the nurse furthest to the left. The last time through this phase they will choose to recruit a benefactor/noble. To do so, simply discard the benefactor/noble furthest to the left.

BENEFACTOR APPENDIX



1. During **phase 1. Welcome**, when you select a value-1 die you may take 1 medicine of your choice.



4. During **phase 2. Payment**, you may pay 1 fewer drachma to your red, dark blue, and black doctors.



2. During **phase 1. Welcome**, when you select a value-2 die you also gain 2 reputation points.



5. During **phase 2. Payment**, you may pay 1 fewer drachma to your purple, green, and teal doctors.



3. During **phase 1. Welcome**, when you select a value-3 die you gain 1 VP.



6. During **phase 3. Recruitment**, when hiring a red, green, or teal doctor (regional or your optioned region-free one) you get a discount of 2 drachmas.



7. During **phase 3. Recruitment**, when hiring a purple, dark blue, or black doctor (regional or your optioned region-free one) you get a discount of 2 drachmas.



8. During **phase 3. Recruitment**, when buying a medicine kit costing 8, 10, or 12 drachmas, you get a discount of 2 drachmas.



9. During **phase 3. Recruitment**, when buying a medicine kit costing 14 or 18 drachmas, you get a discount of 3 drachmas.



10. During **phase 3. Recruitment**, you may option a doctor for free. If you later decide to hire that doctor the cost is still reduced by 2 drachmas. Can be combined with Benefactors n° 6 and 7.



11. During **phase 3. Recruitment**, before or after you hire a doctor, buy a medicine kit, or a bundle, you may purchase a knowledge tile from the dark blue, teal, or black column for 2 drachmas.



12. During **phase 3. Recruitment**, before or after you hire a doctor, buy a medicine kit, or a bundle, you may purchase a knowledge tile from the red, purple, or green column for 2 drachmas.

NOBLE APPENDIX

***Note:** When playing with this module, do not return retired doctors and discharged patients to the box. Keep them in a facedown stack near your play area until the end of the game.*



1-6. At the end of the game, you score 2 VP for each retired doctor of the corresponding region (saved in a pile in your play area).



7-12. At the end of the game, you score 1 VP for each discharged patient of the corresponding region (saved in a pile in your play area).

MODULE 4: THE EVENTS



COMPONENTS

16 Event Tiles



2 Prestigious Doctors




2 Prestigious Patients



1 Round Marker



SETUP

Use the Agora () side of the board. Shuffle the round 2 green and red events separately. Draw one of each and place them faceup on the board in the corresponding round 2 section.

Shuffle the round 3 green and red events separately. Draw one of each and place them faceup on the board in the corresponding round 3 section.

The rest of the event tiles will not be used this game and can go back in the box.

Place the round marker on space 1 of the round track. Use this marker to help remind you to take the effects of the events into consideration.



GAMEPLAY

During the 2nd and 3rd rounds of the game both the green and red events will activate. See the Event Appendix below for details on when and how they activate.

EVENT APPENDIX

Round 2 Negative (Red) Events



2a. Unhappy Patients. The patients in your examination room are unhappy with the lack of treatment in your hospital and request a transfer. During **Phase 5. Score**, in **step A. Move Your Patients**, all patients that would normally move to your emergency room instead move to the emergency room of the player on your left. You lose 1 VP for each patient that leaves your hospital in this way.



2b. Epidemic. All patients welcomed this round during **phase 1. Welcome** will go directly into your emergency room. This means you will only have 1 round to treat these patients. You still receive their payment at the end of phase 1, so to help you remember which one(s) you acquired this round (and which patients are from last round) offset the epidemic patients from the rest of the group until the end of phase 1.



2c. Travel Restrictions. At the end of round 1 - **phase 5. Score** in **step E. Add Bribes & Refill the Queues**, only refill 1 patient from each region. In round 2, there will be fewer patients seeking treatment.



2d. Favoritism. During **phase 4. Treatment**, the basic doctors are accused of favoritism and are not allowed to treat or assist in treating any patients this round.

Round 3 Negative (Red) Events



3a. Local Tax. At the start of **phase 2. Payment**, each player must pay 1 medicine vial of each type to the supply. If you cannot or do not want to, lose 3 VP and 3 reputation points.



3b. On Strike. At the start of **phase 2. Payment**, your doctors have threatened to go on strike, and are demanding you pay **each** of them an extra 2 drachmas in wages (even doctors with nurse n°4 assigned). You may choose which doctors to pay the extra wages to. You do not have to pay all your doctors. Any doctors you refuse to pay extra to will leave your play area, including the basic doctor. Any discharged patients attached to doctors that leave are discarded (unless when you play with the noble module; they are then kept in your play area).



3c. Freedom. During **phase 3. Recruitment**, in **step A. Option a Region-Free Doctor**, instead of placing an option on a doctor without a region, you **immediately** recruit him by paying his recruitment cost **plus 2 Drachmas**. The doctor is then immediately placed faceup in front of you. You may, of course, choose not to option a doctor this round.



3d. Dime. At the start of **phase 1. Welcome**, each player puts their option disc directly below their welcome marker (below the passive row and above the active row). During the round, any other player that puts their welcome marker on the active row directly below your option disc must pay you 1 drachma and 1 reputation point. (They move to the left, you move to the right).

Round 2 Positive (Green) Events



2a. The Prestigious Patients. At the end of **phase 2. Payment**, these 2 prestigious patients arrive seeking treatment. The player with the most drachmas may choose which of the 2 patients they would like to welcome to their hospital. And in a 3- or 4-player game, the second player with the most drachmas takes the remaining patient. In the case of a tie, the player who has the highest reputation wins the tie. The prestigious patients do not take up normal space on your player board and have no penalty if you cannot treat them by the end of the game but will bring rewards if you do. *Note: You may not sell medicine for money in phase 1 and 2 of this round.*

- King Perdiccas II:** He is lovesick and needs a placebo stat! He can be treated with 3 of the same type of medicine (your choice). Once treated you gain 6 VP.
- Democrite:** The laughing philosopher from Abdere, he is a rich fool. He does not need medicine to treat. Just assign to any doctor to gain 3 reputation points.



2b. Charity. At the end of **phase 2. Payment**, all players secretly choose medicine vials from their supply (can be zero) and conceal them in their hand. All players simultaneously reveal the medicine in their hands. The player with the highest number of medicine vials gives them to the poor (discard back to the supply) and gains 5 VP, 3 reputation points, and 1 drachma. All other players keep their medicine. In the case of a tie, the player who has the highest reputation wins the tie. *Note: You may not buy medicine or do exchanges to get medicine vials in phase 1 and 2 of this round.*



2c. The Prestigious Doctors. At the end of **phase 2. Payment**, the 2 sons of Hippocrates show up in the Agora to lend a helping hand. The player with the highest number of medicine vials recruits Thessalos. And in a 3- or 4-player game, the player with the second highest number of medicine vials recruits Dracon. In the case of a tie, the player with the highest reputation wins the tie. No wages need to be paid to either Thessalos or Dracon, they work for free. *Note: You may not buy medicine or do exchanges to get medicine vials in phase 1 and 2 of this round.*

- Thessalos:** He doesn't like to share the credit, so he will only treat 1 patient that requires only 1 type of medicine and is not attached to any other doctor. When he has treated his 1 patient and retires you gain 4 VP.
- Dracon:** He is just like his brother Thessalos, but you only earn 2 VP when he retires.



2d. Donations. At the end of **phase 2. Payment** all players secretly choose drachmas from their supply (can be zero) and conceal them in their hand. All players simultaneously reveal the drachmas in their hands. The player with the most drachmas gives them to the authorities (discard back to the supply) and gains 2 VP, 2 reputation points, and 2 medicine vials of their choice. All other players keep their drachmas. In the case of a tie, the player with the highest reputation wins the tie. *Note: You may not sell medicine or do any exchanges for money in phase 1 and 2 of this round.*

Round 3 Positive (Green) Events

	<p>3a. Overflow. During phase 1. Welcome, step B. Welcome patients, you will play a 4th turn of this step.</p>
	<p>3b. Glowing Reputation. At the end of phase 5. Score, the player with the highest reputation gains 3 medicine vials of their choice. In a 3- or 4-player game, the player with the 2nd highest reputation gains 1 medicine vial of their choice. Neutral players are not taken into consideration here.</p>
	<p>3c. Stronger Together. During phase 5. Score, in step D. Retire Doctors, determine how many of your doctors have helped treat patients this round. Include any basic or prestigious doctors, and/or doctors found on knowledge tiles. Gain rewards according to the number of doctors used:</p> <ul style="list-style-type: none">• 3 doctors = 1 drachma, 1 VP, and 1 reputation point.• 4 doctors = 4 drachmas, 3 VP, and 2 reputation points.• 5+ doctors = 8 drachmas, 6 VP, and 3 reputation points.
	<p>3d. Hard Work. During phase 5. Score, in step C. Discharge Patients, determine how many of your patients you have treated this round (including patients on your knowledge tiles). Gain rewards according to the number of treated patients:</p> <ul style="list-style-type: none">• 4 patients = 2 VP and 2 reputation points.• 5 patients = 3 VP and 3 reputation points.• 6+ patients = 5 VP and 4 reputation points.

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