PHILOSOPHIA
PRFPT AND PLAY

"What you leave behind is not what is engraved in stone monuments, but what is woven into the lives of others."
Pericles (circa 495-429 BCE)

Live an Epic Odyssey adventure: as one of Ancient Greece's greatest thinkers in this new Sandbox tabletop experience. Forge your destiny in an age of city states and ancient wisdom. In Philosophia, you will build schools, battle it out in public debates, learn profound wisdom and make deals with the Olympic Gods. All in an attempt to prove yourself the greatest mind of the era.

The goal in Philosophia is to gain three labyrinth tokens before the ancient Greek Empire is superseded by the Romans. There are many different paths you can take to do this: from building schools dedicated to your teaching, to locking yourself away in temples to develop your ideas. All players who gain 3 Labyrinth tokens will finish the game with a final public debate; exchanging Sophistry and Syllogistic arguments until one thinker is crowned the greatest. Good luck!

PnP Instructions

To play Philosophia: PnP you will need to print out all of the components and put them together. Please be aware that the PnP edition of Philosophia is not the full game, it has limited cards, components and will play to a maximum of 3 players, unlike the full game which plays to 6. It also does not include the miniatures and coins needed to play the game so please find suitable replacements. When putting together the game please print one sided and cut out the components. This edition is full colour so it will use a fair amount of ink. Feel free to lower the quality when you print if it would like to save on ink however printing in black and white will make the game very difficult to play.

The full rules are available at philosophia.com
If you have any questions get in touch: joe@philosophia.com
**ARISTOTLE**
(384BC - 322BC)
Raised as an orphan, Aristotle joined Plato's Academy at the age of eighteen. He quickly became the great philosopher's top student. After the death of Plato, Aristotle became the tutor of a young man who would later become Alexander the Great. After this he returned to Athens to found his school, the Lyceum. His philosophy is known for being practical and useful to everyday life.

**Special Ability**

R - 2+X
Aristotle takes an extra coin when performing a tutor action.

**Starting Items**

1x [Image]
2x [Image]
1x [Image]

Aristotle starts the game in Stagira.

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**PLATO**
(428BC - 348BC)
Plato is very possibly the most important philosopher in human history. Taught by Socrates, Plato wrote all his works with his teacher's voice, making it unclear which ideas belong to which philosopher. He himself was the teacher of Aristotle. Plato travelled extensively before founding 'The Academy', one of the first institutes of higher learning in the Western world.

**Special Ability**

Plate does not have to pay when visiting a location containing an opponent's school.

**Starting Items**

1x [Image]
2x [Image]
1x [Image]

Plato starts the game in the Acropolis (anywhere).
Actions Available in all Locations:
(Except the Acropolis)

Special Actions Specific to Location:
(In addition to the actions above)

Actions Available in the Acropolis:
(Only those stated on the board)
Reference Cards.

GAME ACTIONS

Actions Available in Any Location, (Except the Acropolis).

- Place a following guide on your location. Only 1 per location, per player.
- Take a Labyrinth Token if you have satisfied the criteria.
- Pay 2 extra to hire a builder.
- Pay 2 extra to hire a Soothsayer.
- Pay 1 extra to hire a Soothsayer.
- Earn money: giving 1 extra for each wisdom card you have unlocked.
- Acropolis Actions
  - Move the timeline forwards one space. Cannot be moved to higher than 5. Cannot be moved to a Labyrinth Token.
  - Athens Offering: Start Auction. Give player starting the auction 1 extra for each wisdom card you have unlocked.
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  - Athens Offering: Start Auction. Give player starting the auction 1 extra for each wisdom card you have unlocked.
- Location Specific Actions
  - In Temples: Pay 4 extra to take a study token or pay 4 extra to unlock a wisdom card. In Temples: Give 1 Oracle Card of your choice. This may only be done once per Oracle.

VICTORY CONDITIONS

There are many paths to victory in Philosophia. To win you should aim to get 15 Labyrinth Tokens using any combination of the following Victory Conditions:

1. You have 9 followers in 9 different locations (1 Token)
2. You have 4 schools in 4 different locations (1 Token)
3. You win 3 Public Debates (3 Tokens maximum)
4. You unlock all 3 of your wisdom cards (3 Tokens)
5. You have all of the available location tiles of a particular colour on your player board (3 Tokens maximum)
6. You gain 3 Labyrinth symbols from Oracle Cards or Acropolis Cards or both (3 Tokens)
7. You complete the required goals on your Olympic Request Card (3 Tokens)

When you have collected your third Labyrinth Token, if you move the timeline forwards to 400 BC and you are the only player with 3 Labyrinth Tokens, you are the Winner! If there are other players with three Labyrinth Tokens, then the winner is determined by a final debate.
**Location Tokens:** All should be circular. Location tokens (below) should be matched up, with bonus (B) on one side and location type (A) icon on the other side in the corresponding colour.
Socrates Wisdom Cards x3

**On Death**
When he was sentenced to death, Socrates addresses the jury who passed the sentence directly. This was very unorthodox for the time. To explain why he does not fear the sentence, he gives a constructive dilemma logical argument. He argues that death is either the end of everything in which case there is no need to fear it, as nothing will happen to you. Or, he will have an afterlife with just gods, which is also good. So there is nothing to fear from either possibility.

"Education is the kindling of a flame, not the filling of a vessel."

"The hour of departure has arrived, and we go our ways I go to die, and you to live. Which is the better, only the gods know."

**On Innate Knowledge**
Plato claimed that Socrates believed all knowledge to be internal and remembered, perhaps even from past lives. He attempts to prove this theory by questioning a slave of the politician Oenon. He uses his usual Socratic Method of questioning and the slave appears to acquire new geometric knowledge without being taught it, just by being questioned.

"I cannot teach anybody anything. I can only make them think."

**The Euthyphro Dilemma**
The Euthyphro dilemma is an excellent example of the Socratic Method. Socrates is discussing the definition of piety with a religious leader, as Socrates has just been accused of being impious. He comes to the interesting question on the connection between the idea of the gods and the idea of the Good. Is something good because the gods like it, or do the gods like it because it is good?"
On Sophistry
Plato was a great opponent of the Sophists. He detested their ideas of moral relativity and their belief that arguments could be won with the simple use of rhetorical technique. Particularly as they charged a fee to teach the skill. It was not that he didn’t think it worked, the fact that it did was one of his key issues with democracy. It was that for him, there was a true form of ‘The Good’, to which everyone should aspire. the Sophists’ subjective morality was therefore abhorrent.

“Wise men talk because they have something to say; fools, because they have to say something.”

“Any one who has common sense will remember that the bewilderments of the eyes are of two kinds, and arise from two causes, either from coming out of the light or from going into the light.”

Philosopher Kings
Plato was very interested in how a country should be governed and talked about it extensively in his book, ‘The Republic’. He argued against democracy, pointing out that you would only hire expert sailors to run a ship so only experts in philosophy should run a country. He believed that we should be governed by ‘Philosopher Kings’, those who are intelligent, rational and wise enough to make the correct decisions for everyone.

“One of the penalties for refusing to participate in politics is that you end up being governed by your inferiors.”

Theory of the Forms
Plato believed that the world we see is not the real world. He believed that everything we encounter is but a shadow of its perfect self in the true reality the ‘Realm of the Forms’. He gave his famous analogy of the Cave to explain this concept. Imagine some people who have spent their whole lives only seeing the shadows of objects on the wall of a cave and never the real things. How would you explain the real world to them? For Plato, we are the cave dwellers.
The Golden Mean

Aristotle argued that all moral virtues exist between two vices, the Vice of Excess and the Vice of Deficiency. He gives a whole series of examples to illustrate this, for example, Courage is good but too much of it is Rashness and too little is Cowardice. If one is to achieve Eudaimonia (flourishing) we must develop our virtues to become the person we want to be. ‘We are what we repeatedly do’.

The Arts

The arts have a very important role for Aristotle. Aristotle believed that the purpose of the arts, particularly plays, is to be useful to human flourishing ‘Eudaimonia’. Their role is to make profound truths intelligible and memorable to people. He referenced the tragedies of writers like Sophocles and believed that the tragedy of Oedipus was useful in being cathartic for audiences.

The Telos

Aristotle believed that all things have a purpose, what he called ‘a telos’. For example an acorn has the telos to become an oak tree and an arrow’s telos is to hit its target. Aristotle argued the telos of humanity is to achieve Eudaimonia, the state of living well or flourishing. His book Nicomachean Ethics was dedicated to explaining how this could be done, with a system known as Virtue Ethics.
Acropolis Disks (Fronts)
Should be Circular
Moirai Cards (Solo Mode)

The cards on the following 6 pages are used for Solo Mode, each card has a back of the type on this page, except Wingless Victory which should be backed with Herodes Atticus.
ΛΕΣ (God of War)
Gain the following:

3x ○ 8x ▪ 2x ▲
2x ▼ 6x ◊

To be awarded:

ΑΡΤΕΜΙΣ (Goddess of the Hunt)
Gain the following:

1x ○ 8x ▪ 2x ▲
2x ▼ 5x ◊

To be awarded:

ΔΗΘΣΠΑ (Goddess of Wisdom)
Gain the following:

2x ○ 8x ▪ 3x ▲
1x ▼ 3x ◊

To be awarded:
**ΓΑΥΘΡΟΣ ΘΟΙ ΤΗΣ ΘΡΑΟΛΗΣ**
Collect 3 for a Labyrinth Token

**ΓΡΙΩΝΣ ΦΠ HΦGH PLACES**
Play this card to win any auction for an Acropolis Disk, without paying any money.

**ΦΩΛΦΙΟΣ & ΚΑΛΦΙΚΡΑΤΗΣ**
Play this card and you will no longer have to pay any money for builder tokens.

**ΦΙΛΟΛΕΠΝΣ ΘΟΙ ΘΗΘΑΡΟΛΗΣ**
Play this card to place a following cube in every location where you have a school. (As long as there is not already one of your colour there).

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**ΣΔΒΥΣΣΤΦΘ ΛΔ ΑΒΣΤΡΜΔΥ**
If P then Q, and not Q, Q, and not Q is impossible
Ergo, not P

**ΠΡΟΤΑΓΟΡΑΣ**
Play this card and you will no longer have to pay any money to take Sophist tokens.
TROΦΗΝΟΙΟΟΥΣ
TROΦΗΝΟΙΟΟΥΣ
TROΦΗΝΟΙΟΟΥΣ
TROΦΗΝΟΙΟΟΥΣ
TROΦΗΝΟΙΟΟΥΣ
TROΦΗΝΟΙΟΟΥΣ
Sophistry
(Debate Cards)
Backs
Sophistry
(Debate Cards)
Backs
Sophistry
(Debate Cards)
Backs
Sophistry
(Debate Cards)
Fronts

- Bateen by
  - ARGUMENTVM
  - AD
  - LAZARVM
  - For claim a proposition is correct, simply because the proposer is poor, or that an opponent is incorrect because they are rich.

- Bateen by
  - ΡΣΤΦΩ
  - ΡΦΚΠΣΦΦ
  - Go win an argument by threatening violence towards your opponent.

- Bateen by
  - ARGUMENTVM
  - AD
  - ΣΑΨΛΨΘΔ
  - To claim an argument is correct, simply because it is new or recent.

- Bateen by
  - ARGUMENTVM
  - ΠΦΛΙΤΑΜ
  - Go claim a proposition is correct, simply because the proposer is poor, or that an opponent is incorrect because they are rich.

- Bateen by
  - ARGUMENTVM
  - ΑΔ
  - ΨΩΠΙΑΤΟΦ
  - Claming to have refuted an opponent’s argument while actually disproving something else.

- Bateen by
  - ΡΣΤΦΩ
  - ΡΦΚΠΣΦΦ
  - Go base a conclusion on the absence of evidence rather than on evidence itself.

- Bateen by
  - ARGUMENTVM
  - AD
  - SΦΣΙΠΘΘ
  - Go base a conclusion on the absence of evidence rather than on evidence itself.
Sophistry
(Debate Cards)
Fronts
Sophistry (Debate Cards) Fronts

1. To win an argument by threatening violence towards your opponent.
   - ARGUMENTVM AD LAZARVM
   - To claim a proposition is correct simply because the proposer is poor, or that an opponent is incorrect because they are rich.

2. Claiming that because an event occurred at the same time as something else, then that thing must have been the cause of it.
   - ARGUMENTVM AD BACULVM

3. Claiming a proposition must be true based on a generalization or a sweeping judgment.
   - ARGUMENTVM AD PHILOPHILVM

4. Claiming to have refuted an opponent's argument while actually disproving something else.
   - ARGUMENTVM AD PHILOPHILVM

5. To claim a proposition is correct simply because it is new or modern.
   - ARGUMENTVM AD PHILOPHILVM

6. Claiming to have refuted an opponent's argument while actually disproving something else.
   - ARGUMENTVM AD PHILOPHILVM

7. To base a conclusion on the absence of evidence rather than on evidence itself.
   - ARGUMENTVM AD PHILOPHILVM

8. To base a conclusion on the absence of evidence rather than on evidence itself.
   - TV QUOQUEV
Syllogism (Debate Cards) Fronts