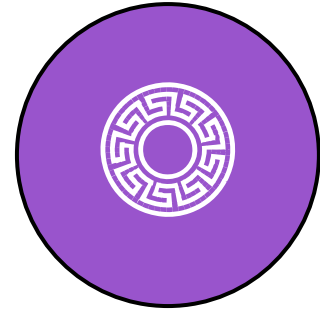


## Monarchist Faction Brief

*The tale, which was of great length, began as follows: I have before remarked, in speaking of the allotments of the gods, that they distributed the whole earth into portions differing in extent, and made themselves temples and sacrifices. And Poseidon, receiving for his lot the island of Atlantis, begat children by a mortal woman, and settled them in a part of the island which I will proceed to describe.*



*On the side toward the sea, and in the center of the whole island, there was a plain which is said to have been the fairest of all plains, and very fertile. Near the plain again, and also in the center of the island, at a distance of about fifty stadia (one stadia=606 feet), there was a mountain, not very high on any side.*

*In this mountain there dwelt one of the earth-born primeval men of that country, whose name was Evenor, and he had a wife named Leucippe, and they had an only daughter, who was named Cleito. The maiden was growing up to womanhood when her father and mother died.*

*Poseidon fell in love with her, and had intercourse with her; and, breaking the ground, enclosed the hill in which she dwelt all round, making alternate zones of sea and land, larger and smaller, encircling one another; there were two of land and three of water, which he turned as with a lathe out of the center of the island, equidistant every way, so that no man could get to the island, for ships and voyages were not yet heard of.*

*He himself, as he was a god, found no difficulty in making special arrangements for the center island, bringing two streams of water under the earth, which he caused to ascend as springs, one of warm water and the other of cold, and making every variety of food to spring up abundantly in the earth.*

*He also begat and brought up five pairs of male children, dividing the island of Atlantis into ten portions: he gave to the first-born of the eldest pair his mother's dwelling and the surrounding allotment, which was the largest and best, and made him king over the rest; the others he made princes, and gave them rule over many men and a large territory.*

*And he named them all: the eldest, who was king, he named Atlas, and from him the whole island and the ocean received the name of Atlantic.*

### Important things to know about your faction

The Monarchists are conservatives who support the traditional customs of Atlantis, rule by the descendants of Poseidon, and preserving the sacred constitution as it was under King Atlas. You are at your most powerful in Act I, before a Constitution is ratified by the Assembly.

You start the game with a strong army (five Hoplites), but a weak navy (three Triremes). Your units are coloured purple, like your faction symbol.

### Monarchist faction leadership

While there are many Kings and Queens in Atlantis, you should always remind people that your Archon is the High King, the heir of Atlas, and outranks all others in precedence.

## What you know about the other factions

The *Amazons* are fierce warriors and subversive to social customs and the ancient traditions. The *Oligarchs* are focused on getting rich from the Atlantean empire and should be open to bribes. The *Aristocrats* are often natural allies to you, but are bitter rivals with the *Democrats*. The *Democrats* have the strongest navy, but seek mob rule in Atlantis. The *Medes* are untrustworthy foreigners whose presence corrupts Atlantis. The *Stratocrats* are the most fearsome hoplites and while they tend to favour the old traditions, they also want increased military influence over the government. The *Tyrant* faction is increasing in power and could be a valuable ally.

## Unique Monarchist goals

You want to **retain your traditional powers**, but you gain no additional perks for doing so, as those powers are a reward by themselves.

**Stop the Amazons and Medes from gaining citizenship.** If both the Amazon and Mede factions do not have citizenship, the Monarchist faction increases its faction income by one Talent after each Diplomacy Round. If, however, either of the Amazon or Mede factions are ever granted citizenship in Atlantis, the Monarchist faction automatically has its income reduced by one in each Diplomacy Round for the rest of the game!

## Special Monarchist Faction Powers

**Customary Tie-breaker:** Your faction wins Arête ties in battles.

**Supremacy:** At the start of the game the Monarchist faction holds supremacy in Atlantis. This allows your faction to choose who wins a tied vote (Archon subgame), build action (Engineer subgame) or sacrifice action (Priest subgame). This power may be lost or altered depending on the outcome of Constitution negotiations that will be ratified by the Assembly at the end of Act I.

## Special Restrictions

None.

## Monarchist Doom Bids

The Archon must consult all faction members, but the Archon chooses the faction's Doom bid. The consultation must be genuine – the Archon must ask each member of the faction what they think the Doom bid should be, and each member must offer their advice before the Archon can make a decision. Other factions decide their Doom bids in different ways to you. Your way is best. Making the Gods angry is a terrible thing!

## The Curse of Exile

If exiled from Atlantis, the leader of the Monarchist faction can curse one other faction. That faction has its Arête score reduced by one each Diplomacy Round (before checks are made to increase Arête) for the rest of the game. You can only use this curse power once in the entire game. Using this curse costs one Tyche token. The choice about which faction to curse is made as if it was a Doom bid.

## Advice

You are at your strongest at the start of the game, due to special powers your faction has under the Divine Constitution of Atlantis. You should try and retain as much power and influence as possible in the negotiations for the new constitution, while remaining open to the bargains and compromises that will be needed to ensure you remain the true leaders of Atlantis.