

How to create a balanced game of Rhodes for experts, demonstration, and tournaments?

With the game of Rhodes you remove three tiles per game to keep the variety in the game, but when it's up to the experts to play the game they'd rather have a perfectly balanced game with an equal distribution of products throughout the assignments.

When you remove the following specific tiles from the assignments the game retains a perfect balance (the three tiles shown at the bottom of this page):

- Assignment level I: The tile with Olives (green) and Wine (red)
- Assignment level II: The tile with Wine (red), Wheat (yellow), Milk (white), and Gold
- Assignment level III: The tile with Milk (white), Olives (green), Wine (red), and Gold

Next to that there are three different expert variants, that can be played separately or be combined to enhance the expert level.

The effect on the game duration is about 10-20%. The game not only takes more time to play, but also the different "farm" strategies will be more effective in comparison to "assignment" tactics. Therefore a bit less interaction and more planning / strategy will be possible in the game.

- 1) **Demeter:** Just use all the 15 assignment tiles (in stead of 12);
- 2) **Hermes:** Do not gain the revenues in Drachma on the assignment tiles;
- 3) **Poseidon:** Each player has less loading space than in the basic game: playing with 2-3 players each player has the ships 1/2/2; when playing with 4-5 players, each player has the ships 1 / 2.

It is possible to combine these expert variants, as you see fit. If the players play the basic game and they have a similar strength, they will be able to balance very well, using a combination of strategies.

Level 1:



Level 2:



Level 3:

