



Elysium (2015)

2-4 Players

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Duration: 5 Epochs. 60 minutes.



Setup

- Randomly pick side, place **Pediment** [Parthenon top] on table. Put the 4 **Quests** for # players in order below the Pediment [... or .../.....]. Put the **Steps** below the Quests & **Epoch Marker** on 1.
- Pick a start player, give them **Disc #1** . Assign Discs to rest of players clockwise – rest in box.
- Each player gets **player board**, 4 **gold** , 1 **Column** of each color, and **VP** = # on their **Disc**. The area above your player board is your **Domain**, the area below is your **Elysium**
- Choose 5 of the 8 available **Families**, shuffle their cards and draw (3 x # players) + 1 cards, place face-up in middle of table to form the **Agora**. Put remaining cards face-down to form draw pile.
- If **Apollo** is in play, place the **Oracle** above the Temple & place 4 cards face-up under the **Oracle**
- If **Ares** is in play, place all the **Prestige Points** in the common reserve.

End Game & Scoring

- The game end at the end of the 5th Epoch
- Remove from the game all cards in players' Domains, and all single cards in players' Elysiums
- +VP for **Chronos Powers** . "=" for Family Legend, "≠" for Level Legend
- +VP for **Family Legends**: 2 cards = 3 VP / 3 cards = 6 VP
- +VP for **Level Legends**: 2 cards = 2 VP / 3 cards = 4 VP / 4 cards = 8 VP / 5 cards = 12 VP
- If **Ares** was in play, most **Prestige Points** [PP] = 16 VP, next = 8 VP, then 4 VP, then 2 VP. If tie, split sum VPs of tied players positions. If no PP = 0 VP.
- -2 VP for each **Citizen** in your Legends
- Most VP wins. Tie: most **gold**

= GOLD	= FREE TRANSFER	= CHOOSE ONE OR THE OTHER	= AT LEAST 2 (here at least 2 Transfers)				
= VICTORY POINT (VP)	= TRANSFER WITH AN INCREASED COST OF 1	= THE PLAYER WITH THE MOST OF... (here Gold)	= YOU NEED A GREEN COLUMN				
= PRESTIGE POINT (PP)	= RECEIVE (here 1 Gold)	= DRAW A CARD AND TAKE IT FACE-UP IN YOUR DOMAIN	= PERMANENT POWER				
= ANY CARD	= GIVE (here 1 Gold)	= USE A SPECIFIC POWER OF A CARD (here Instantaneous)	= INSTANTANEOUS POWER				
= CARD OF A SPECIFIC FAMILY (here Athena)	= PAY / DISCARD (here 1 Gold)	<table border="1"> <tr> <th>YOU</th> <th>ALL OTHER PLAYERS</th> </tr> <tr> <td> Receive 3 Gold.</td> <td> All other players receive 1 Gold.</td> </tr> </table>	YOU	ALL OTHER PLAYERS	Receive 3 Gold.	All other players receive 1 Gold.	= ACTIVATE POWER
YOU	ALL OTHER PLAYERS						
Receive 3 Gold.	All other players receive 1 Gold.						
= CITIZEN	= CHOOSE (here a card)	= NO EFFECT	= TRIGGER POWER				
= CARD IN A DOMAIN	= TRANSFERRED CARD (here Apollo)	= TO HAVE AS MANY AS	= LEGEND POWER				
= CARD IN AN ELYSIUM	= TAKEN CARD (here Athena)	= OR ANY OTHER SIMILAR ITEM	= CHRONOS POWER				
= CARD IN THE ORACLE	= DISCARD A CARD	= NONE (here no Citizen)	= CHRONOS POWER, OPTIMAL USE IN A FAMILY LEGEND				
= CARDS IN THE DISCARD PILE	= EXCHANGE	= AT LEAST 1	= CHRONOS POWER, OPTIMAL USE IN A LEVEL LEGEND				
= TRANSFER	= ADD A CARD		= ELESIS POWER				

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Game Play

Phase I: Awakening. Discard any remaining cards from Agora. Draw cards (3 x # players) + 1 cards, place face-up in middle of table to form the **Agora**.

- If Apollo  in play, the Oracle is too. Slide any remaining cards from Oracle to the Agora. After completing Agora, add 4 cards face-up to Oracle.

Phase II: Actions. Player with  goes 1st, then follow turn order. On your turn take 1 Quest or 1 Family card. Must end turn having taken **3 Family cards and 1 Quest card**.

- Must have **columns**  on your board matching card acquisition condition. **Black requirement**  is wild [any column]. After taking card, discard 1 of your Columns [does not have to be one on card]
- Requirement for Quest cards are above the card on Pediment. When you take a Quest [1 max per Epoch], place to left of player board. Place Family cards above board in Domain.
- Cannot have 2 identical Family cards in Domain [ok to have same in Domain and Elysium]
- If the last card to take is a Quest and you can't fulfill requirement, pass. Once all players pass, get 1 Quest & flip to incomplete side [add Quest incomplete sides are the same]
- If last card to take is Family card and you can't fulfill any requirement, take top card from draw pile and place face-down in Domain. That card becomes a Citizen [wild card for writing Legends]. Can't take a Citizen if you can legally take a Family card or still need a Quest card.
- During your turn may use the powers of card in Domain:
 -  **Instantaneous:** This effect occurs immediately when [and only when] you take this card
 -  **Permanent:** This power is always active as long as this card is in your Domain
 -  **Activate:** This power may be activated once per Epoch as long as the card is in your Domain. Turn card sideways to indicate has been used
 -  **Eleusis:** You may only activate if you have at least 1 other Eleusis card in your Domain
 -  **Trigger:** Can be used once per game, as long as the card is in your Domain. When card is taken, immediately put Trigger ring on activation symbol . Remove ring when card is used.
- If a player uses an Athena card  to allow other players to transfer cards, the active player can transfer a card 1st, then other players in player order

Phase III: Writing the Legends: reallocate player order discs based on Quest card #. A player with an Incomplete Quest gets the highest # - if multiple players, use current turn order disc to break tie.

- All players receive VP and gold shown on their Quest
- Following new turn order, players may transfer cards from Domain to Elysium. # that can be transferred = Lyre symbol  on Quest. Pay gold for each card = Level [1-3]. Put Quest cards back in Temple face-up in ascending order from left to right.
 -  **Legend:** Can be used once per Phase 3, as long as card is [or at least begins] in your Domain.
 -  **Permanent:** Some permanent powers can also be used in Phase III if card is in Domain
- With every card transferred, decide if you will start a new Legend or add to existing Legend. Can add in any order, can have any # of incomplete Legends at 1 time. Can never move card once placed in Legend. If transferring cards with Trigger ring, return ring to supply.
- **Level Legend:** can only include cards of same Level, but different Families. Max 5 cards.
- **Family Legend:** can only include cards of same Family, but different Levels. Max 3 cards.
- **Citizens** can be added to a Legend with **at least 2 cards**. Cost = Level being replaced by Citizen. Each Citizens gives -2 VP at end of game scoring.
- 1st player to complete a **Family Legend** takes the highest remaining **Bonus tile**  for that Family.
- 1st player with a **Level Legend** of at least 2 cards for each of the 3 Levels takes the **Level Bonus tile** . Any player who writes a Legend with more cards [up to 5 max] can steal this Bonus tile.

Phase IV: End of Epoch. Put 4 columns back on your player board, straighten Activate cards in Domain, move the Epoch marker 1 space and begin next Epoch with Phase I.