



The Oracle of Delphi (2016)

2-4 Players

Designer: Stefan Feld

Duration: race to complete all 12 tasks 1st. 70-100 minutes.



by BGG user: schuetzsc

Board Setup

- Build the game board out of 12 **Board Tiles** [either side] so all water spaces form a single connected water area. Leaving holes between tiles is allowed [creates “shallows”]
- Put 6 **City Tiles** equidistant around edge of game board. Place **Zeus** in the middle of the tile with 6 water hexes
- Take as many **Offering Cubes** of *each color* as # of players. Distribute among 6 **Island Spaces** so no color occurs twice on any island. Place the 6 **Temples** on the 6 **Temple Islands**
- Take as many **Monsters** of each color as # players. Put 2 different monsters on the 3 marked islands. Distribute remaining monsters evenly on remaining 6 monster islands so no color 2x on any island
- Put 3 **Statues** of each color on the matching **City Tiles**
- Shuffle **Island Tiles** [cloud side up] put face-down on island spaces with colored borders
- Shuffle and stack **Oracle Cards** and **Injury Cards** face-down by board. Put **Companion Cards** in face-up stack. Shuffle **Equipment Cards** and display 6, remaining face-down stack

Player Setup

- Take pieces in chosen player color: 1 **Ship**, 1 **Shield** , 12 **Zeus Tiles** , and **Player board**. Take 1 of each **God** (6 total), 3 **Shrines** , 3 **Oracle Dice** , and 1 **Action Overview** card
- Pick start player, gets 3 **Favor Tokens** , others get 1 more than preceding player, clockwise
- Randomly deal 1 **Ship Tile** to each **or** randomly pick # of players +1 tiles & draft in reverse turn order
- Players roll **Oracle Dice** [Consult the Oracle] and place dice on symbols. Last player puts **Titan Dice** in center of oracle
- Put **Shrines** on marked spaces. Draw 1 **Injury Card**, put face-up on lower left of player board
- Put 6 **Gods** on lowest row of **God Track**. Advance God of your **Injury Card** color to row for # players
- Put **Shield** on 1st space (“0”) of **Shield Track**. Put **Ship** next to **Zeus** on starting space
- Sort your **Zeus Tiles**. Have 1 player randomly select 2 with Offerings on 1 side & Monsters on the other side, place with Offering side up – then all players start with identical tiles/colors. Keep tiles sorted on board

End Game & Scoring

- 1st player to complete all Zeus’ tasks and return to Zeus triggers end game. Finish current round
- If only 1 player returns to Zeus, they win. If more, player with most remaining **Oracle Cards** wins
- If still tied, most remaining **Favor Tokens**

Ship tile abilities

	<i>At the start of the game, move your Shield 2 steps to the right.</i>		<i>Your Ship’s range is increased by 2 (page 10, Action “Move your Ship”).</i>		<i>Whenever you take 1 or more Favor Tokens, take 1 more. This also applies to the starting Favor Tokens.</i>
	<i>Advance all your Gods on the God Track to the row showing the number of players participating in the game. After using a Special Action of a God, return it to that row instead of the lowest row.</i>		<i>Return a Zeus Tile of your choice to the box. You do not receive its reward. You require 11 completed tasks to win the game instead of 12.</i>		<i>At the start of the game, take 1 Equipment Card from the display and draw 1 Oracle Card.</i>
	<i>Your cost for “recoloring” Oracle Dice is reduced by 1.</i>		<i>You can also “recolor” Oracle Dice in counterclockwise direction. Additionally, your storage capacity is increased by 2.</i>		

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Game Components

- **Zeus tiles** represent the 12 tasks required to finish the game. Upper ½ shows task, lower ½ reward. Return any completed tiles to the box
- **Ship tiles** provide benefits at the beginning of game, and storage capacity on bottom ½
- **Shields** indicate defense against Titan's attack and when fighting a monster
- Gain an **Injury card** if Titan's roll > your shield strength during attack [+2 cards if Titan's roll = 6] and when you roll a 0 while fighting a monster
- Use **Oracle cards** like colored Oracle dice, limit 1 per turn. Turn sideways, discard at end of turn
- Build **Shrines** on Island tiles matching your Zeus tiles. Uncovering Greek letters give reward shown
- When advancing Gods 1st move to row for # players, then 1 space each move. When another player rolls color of your Gods, advance 1 of them [not on bottom row] by 1 step
- Gain **Companion card** as reward for Raising Statues, each with different permanent abilities
- Gain **Equipment cards** for defeating a Monster. 1x  or permanent ability

Flow of Play

- In clockwise order from start player, check Injury Cards, perform Actions, and Consult the Oracle
- **Injury Cards:** if you have 3 of same color or 6 in total, discard 3 Injury cards of choice and end your turn. If you have 0, take 2 Favor Tokens **or** advance 1 God by 1 step
- **Actions:** use Oracle Dice to perform actions in any order. Can use 1 Oracle Card to perform an action – place horizontal by player board, discard at end of turn. Can also use Special Action of Gods on top row
- **Consult the Oracle:** roll your dice & announce colors. All *other players* can advance God 1 step up the track in these colors **if** they are not on the lowest row. The last player of the round rolls the Titan's Die which attacks all players simultaneously. If Titan die = 6, each player draws 2 Injury cards. Else if player shield strength < Titan die, draw 1 Injury Card

Actions

- **With any Oracle die:** draw 1 Oracle card , place face-up on left, can play 1 per turn **or** take 2 Favor Tokens  **or** look at 2 Island tiles  [return face-down]
- **With color matched die:** can pay 1 Favor Token to re-color a die, move it by 1 step along the oracle path & change the face. To perform an action on an island space, ship must be adjacent to that space. **Die color must match** color of action being taken [offering, God, injury card, or island color]
- **Move ship**  up to 3 water spaces, end on space = color of die used. Can't cross or stop on islands or shallow. Increase range by +1 per Favor token payed. Ships can share water space.
- **Fight a monster**  with ship in hex next to monster. Monster base strength of 9 minus your shield strength. If you roll >= monster strength, defeat monster, get Zeus tile reward, put monster on bottom right of player board. If roll < monster strength, can pay 1 Favor token, -1 monster strength, roll again. If roll 0, take Injury card from deck.
- **Explore an Island**  next to ship hex. Use die of same color as island hex, flip tile. If matches 1 of your Zeus tiles, place Shrine, take Zeus tile reward and discard. If no match, take reward for Greek letter on tile. Tip: if another player uncovers your Zeus tile symbol, place a Shrine on your Zeus tile as reminder.
- **Build a Shrine**  put Shrine on island matching 1 of your Zeus tiles, take tile reward & discard
- **Load an Offering**  take cube from an adjacent matching color island & store on ship [if room]
- **Make an Offering**  put cube from ship to matching color adjacent island matching 1 of your Zeus tiles, take tile reward & discard
- **Load a Statue**  take statue matching die color from adjacent city & store on ship [if room]
- **Raise a Statue**  put statue matching die color to adjacent city matching 1 of your Zeus tiles, take tile reward & discard
- **Discard Injury cards**  discard all Injury cards of same color as dice
- **Advance a God**  advance God matching color by 1 step [white = any color], if on top row, Special Action available. May action [or draw 1 Oracle card] on your turn if on top row & return to bottom row