

CYCLADES

Foreword

As I am passionate about History, in this document I tried to use more proper wording according to the theme, than the one used in the original game. Thus, there are no cities but *poleis* (plural for *polis*, city in Greek). Likewise the University is replaced by the *Academy*. I'm not trying to correct nor judge anything, but simply to apply a wording with which I feel more comfortable, as a matter of taste, given the theme of the game.

A color coding is used to identify the reference to the expansions.

- **Cyclades Base Game (black)**
- **Cyclades Hades (Grey)**
 - **Cyclades Hecate (Purple)**
- **Cyclades Manticore (Green)**
- **Cyclades Titans (Ochre)**
- **Cyclades Monuments (Blue)**
 - **Cyclades Monuments Ancient Ruins (Dark Blue)**

Goal

To be the first player to own 2 Metropoleis at the end of the turn, or to control the 5 Divine Artifacts at any moment.

Setup

- Select randomly or choose colors for 2 to 5 **or 6** players, and give them their corresponding 2 offering tokens, 8 Fleets, 8 Troops, 6 territory marker discs **and 3 Titans**, and their screen.
- Select randomly the initial order of players by dropping from your fist the *turn/bid markers* one by one.
- Deal 5 GP to each player.
- Depending on the number of players and the choice of map
 - A. For 2 to 5 players with the islands map:
 - Set the original islands board and distribute troops and fleets according to the initial setup.

5 Players



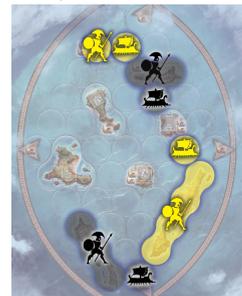
4 Players



3 Players



2 Players



- Deal the Gods in their placeholders, with # visible God tiles = # players -1. Leave the remaining God tiles face down.
- B. For 2 to 6 players with the continents map (For 6 players it is MANDATORY to play in teams):
 - Set the **continents board**.
 - Place one of the four building types (Port, Fortress, Temple and Academy) on the squares marked with a building icon.
 - Give all players 2 additional GP (up to a total of 7 GP each).
 - The gods tiles are dealt according to the normal rules (# visible god tiles = # players - 1) (See **The number of god tiles in play, below**).
 - Players bid for a god following the regular bidding (see **Make offering to the gods, below**)

- Once the auction has ended, players pay their offerings, and in god order, player places 2 Troops and 2 Fleets and an additional bonus depending on the God whose auction they won:
 - Poseidon: 1 Fleet and 1 Port.
 - Ares: 1 Troop and 1 Fortress.
 - Zeus: 1 Priest and 1 Temple.
 - Athena: 1 Philosopher and 1 Academy.
 - Kronos: 1 Titan and one building of their choice among the ones granted by gods **above Kronos**, or a second Titan.
 - Apollo: 1 GP and 1 cornucopia.
 - Troops **must be deployed in two adjacent land spaces**. Thus, it is impossible to start in the small islands.
 - Fleets **must be deployed in two adjacent sea spaces**, adjacent to the own land spaces.
 - If the player received a building, it must be placed then in any of the land spaces already occupied.
- Shuffle the Special Metropoleis cards and deal 2 of them, placing them face up next to the board.
- **Place Hades** tile next to the board with the “Threat” side up and the Hades column in the space “o”.
- Prepare the Mythological creature cards. **Add the Divine Artifact cards**. Add the Heroes and additional Mythological Creature cards. Shuffle to form the **Mythological deck**.
- Make a pile with the **Philosopher** cards and set it next to the board.
- Make a pile with the **Priest** cards and set it next to the board.
- Make a pile with the **Priestess** cards and set it next to the board.
- Shuffle the **Magic Items** cards and put them face down in a drawing pile next to the board.
- Shuffle the **Divine Favours** tiles and put them face down in a drawing pile next to the board.
- Draw randomly a number of **Monument cards** equal to the number of players, and place them face up next to the board.
- Deal the first card from the **Mythological deck**.
- **At the end of the first Offerings Phase**, the player who first chose Apollo picks the two Ancient Ruins tokens and places each one of them in one different uncontrolled land space.

Cycle Sequence

In Cyclades, turns are called Cycles. The schema of a typical Cycle is:

1. Hades Roll
2. Refresh Creatures
3. Refresh Gods
4. Revenue Phase
5. Offerings Phase
6. Actions
 - a. Summon a Creature
 - b. Recruit
 - c. Build
 - d. God Special Action
 - e. Use Divine Favour
 - f. Sacrifice a Hero
 - g. Other Actions (Divine Favours, Titans, Sacrifice Heroes...)
 - h. Combat
7. End of the Cycle

The details of these steps are the following:

- **Hades roll**. The first player (the one bidding in first place) rolls 2 combat dice and advances the Hades Column the total sum of the dice roll. If Hades column reaches 9:
 - Hades will replace the last visible God before Apollo after shuffling and dealing the Gods.
 - Re-shuffle the Divine Favour tiles including the discarded ones. They cannot be called upon during this cycle when Hades is active.

- **Deal ONE card from the Mythological deck**, move the existing (if any) to the right, and the last one (if any) to the discard pile. **If the discarded card is a Divine Artifact, then it is put back to the box and won't be available for the rest of the game.** In the unlikely case that there are no cards in the draw pile for Mythological creatures, shuffle the discard pile as the new draw pile.
- **The number of Gods in play** is always **the number of players minus one**. Shuffle all the gods and deal face up the *number of Gods in play* ($\# \text{ Gods in play} = \# \text{ players} - 1$). Leave the remaining god(s) apart as they will be shuffled and placed first, followed by other gods after being shuffled up to the number of gods. Remember to replace the last visible God with Hades, if the Hades Thread went to 9 or more. If Hades is not active, reveal the top Divine Favour tile and place it next to the last god visible before Apollo.
- **Revenue Phase.** (Not in the first Cycle)
 - Players take their GP produced by land spaces + seafaring commerce. 1 GP per Cornucopia they control.
 - Players should hide their money behind their screens, as money is a key strategic element in the game.
 - **Heroes costs.** Each player pay the cost for their Heroes indicated in their card. Discarding a Priestess averts having to pay. If a player cannot pay the Hero cost, the card and the figurine are removed from the game.
- **Offering Phase.** Players will do offerings to the gods.
 - By auctioning, each player places a bid for a god of their choice.
 - You cannot bid for a god below the current bid.
 - If overbid, you must bid **immediately** for a different god. Although you can go back to your initial god after being overbid again. Chain reactions are possible and common.
 - It is forbidden to bid for a god more than your money amount.
 - Apollo works differently. Making an offering to Apollo is free, it is possible to bid initially for Apollo, and many players can make offering for Apollo simultaneously. The first player to bid for Apollo, though, gets a special treatment.
 - As soon as the bidding is closed all payments must be settled (except for Apollo), discounting 1 GP per Priest to a minimum payment of 1 GP.
- **Perform actions.** In god order, each player places their turn/bidding marker in the lowest available turn position. After that, they may perform the following actions in the order of their choice:
 - **Call upon a Mythological creature, a Heroes, or a Divine Artifact** (for all gods except Apollo), paying for them the money indicated below their card. A player can call up to the three available Mythological creatures, Heroes, **or Divine Artifacts**. Each *Temple* gives a discount of 1 GP to a minimum payment of 1 GP only for Mythological creatures **and never for Divine Artifacts** nor Heroes. The discount for each *Temple* applies only once per turn, no matter how many creatures are called.
 - The power of each creature is valid since the moment of “purchasing” to the end of next turn of this player. This means that if a player is the first bidder one turn, calls a creature and they're the bidder for Apollo the following turn, this player could enjoy the benefits of the creature for 2 turns in practice. This is legal and part of the strategy of the game.
 - **The Divine Artifacts powers are permanent for the rest of the game. Divine Artifacts can be moved alongside Troops. Divine Artifacts can change owner if a player conquers a territory where there is an artifact without troops, or after defeating troops.**
 - The Heroes are worth 1 regular Troop (except Achilles, who's worth 2 Troops), but they add one additional military power and one additional special power explained in the card. Heroes can be sacrificed but never in the first turn they are in play and never if the player bidded for Apollo.
 - **Recruit** (for all gods except Apollo). Each God allows to recruit specific units.
 - **Poseidon** allows to recruit Fleets. First fleet is for free. Second costs 1 GP, third 2 GP, fourth 3 GP. No further Fleets can be recruited. The number of units is a hard limit, thus no player is allowed to have more than 8 Fleets. Fleets must be recruited on sea spaces around a controlled land space, and containing no enemy fleets.
 - **Ares** allows to recruit Troops. First Troop is for free. Second costs 2 GP, third 3 GP, fourth 4 GP. No further Troops can be recruited. The number of units is a hard limit, thus no player can have more than 8 Troops. Troops must be placed on land spaces controlled by the user.
 - **Zeus** allows to recruit Priests. First Priest is for free. Second costs 4 GP. No further Priests can be recruited. Priests are worth 1 GP discount in the offering cost to be paid to a minimum of 1 GP.

- **Athena** allows to recruit Philosophers. First Philosopher is for free. Second costs 4 GP. No further Philosophers can be recruited. As soon as a user has four Philosophers they must immediately discard them to create a Metropolis.
 - **Kronos** allows to recruit a Titan only when Kronos is the topmost God, for free. Whether it was or not the topmost God, A Titan can be recruited for 2 GP. No further Titans can be recruited. Titans must be recruited in a controlled land space like any other Troop.
 - **Hades** allows to recruit either an *undead* Troop or an *undead* Fleets. The first undead unit (Troop OR Fleet) is for free. Second costs 1 GP, third 2 GP, fourth 3 GP and fifth 4 GP. No further undead units can be recruited. Undead Troops or Fleets can be combined (recruiting 2 Fleets and 2 Troops for a total of 6 GP, for example). All undead units will go back to Hades at the end of the round (after Apollo's bidder(s) turn).
 - **Build** (for all gods except Apollo). Each god allows to build one building. The same building can be built many times, even in the same land space. As soon as a player has the four different buildings (Port, Fortress, Temple, Academy) in their controlled land spaces (they don't need to be in the same land space) they are removed and replaced by a Metropolis that is placed in one land space. This means that some land spaces may lose the benefits of the building(s) they had after building a Metropolis. This is part of the strategy of the game. *After building a building or during the building phase, if the player owns the two buildings (not counting the Theater) associated to an available Monument card, they can take the card and place the Monument miniature on any of their territories (out of the building spaces). The two independent buildings remain on the board.*
 - **Poseidon** allows to build a **Port** (2 GP). The Port gives a +1 defensive bonus in sea battles happening in adjacent sea spaces to the land space containing the **Port**.
 - **Ares** allows to build a **Fortress** (2 GP). The **Fortress** gives a +1 defensive bonus in land battles happening in the land space where the **Fortress** is located.
 - **Zeus** allows to build a **Temple** (2 GP). Each Temple reduces the cost of calling a Mythological creature by 1 GP (to a minimum payment of 1 GP). The reduction of each Temple can be applied only once per cycle.
 - **Athena** allows to build an **Academy** (2 GP). It has no special properties except to allow to get the four different kinds of buildings to form a **Metropolis**
 - **Kronos** allows to build any of the four buildings (Port, Fortress, Temple or Academy) among the ones granted by the Gods above Kronos for free only when Kronos is NOT the topmost God.
 - **Hades** allows to build the **Necropolis** (2 GP). Every cycle, for every living (not undead) unit killed, 1 GP from the reserve is placed on the Necropolis. On the next revenue phase, the player owning the Necropolis will get the money piled there.
 - **Special Action** (for all Gods except Apollo and Athena). The active player can perform the Special Action as many times as they can afford it.
 - **Poseidon** allows to move Fleets (1 GP) up to 3 spaces. Fleets can join and split in their way but from the first moving fleet to the last one cannot be more than 3 sea spaces. If a Fleet enters a sea space occupied by enemy Fleets, a sea battle begins immediately (see Combat).
 - **Ares** allows Troops (1 GP) to move from one land space to another land space that is connected by a chain of own Fleets. If they leave an land space unoccupied of friendly Troops, the player leaves a **territory marker** as a reminder of the land space ownership. *Titans move like any other Troop.*
 - Upon landing on an Land space where enemy Troops are present, a battle starts immediately (see Combat).
 - If they land on an land space where there are no enemy Troops, the player claims the land space without a battle even if there is a Fortress. Any existing enemy **territory marker** is removed.
 - It is forbidden to attack the last land space of a player (a player who only owns one land space) unless she can prove that by that action the attacking player would win the game. *Example: The attacking player has a Metropolis, she is allowed to attack the only land space of another player who also has a Metropolis since then, the attacking player could own 2 Metropoleis at the end of the turn and thus could win the game.*
Example 2: The attacking player has a Metropolis and a Temple, a Theatre and a Port, she is allowed to attack the only land space of another player who contains a Temple, since then,

the attacking player could gather the 4 buildings (since the Theatre is a wildcard), and therefore gain her second Metropolis winning the game.

Example 3: The attacking player has 4 of the Divine Artifacts. She is allowed to attack the only land space of another player where there is located the fifth Divine Artifact since then, the attacking player could win the 5 Divine Artifacts and therefore win the game.

- **Zeus** allows to change the creatures (1 GP) discarding any available creature and replacing it with the first creature of the discard pile. **Zeus special ability cannot be used to remove an available Divine Artifact**, nor to remove an available Hero.
- **Hades** allows to move Troops and/or Fleets with the same mechanics as with Ares/Poseidon. However at least one undead unit must be present in order to move living units.
- **Use the Divine Favour** (for the last visible God before Apollo, when it's not Hades). Get the bonus item, either a Priestess or a Magic Item. Use the power during this action phase. Magic Items are drawn and kept face up in front of the player. They can be used in the turn they are obtained, or in the following one. Once they are used, they are discarded.
- **Move Titans** (for all Gods except Apollo). A player owning Titans can move them one space for 1 GP, a second space for 2 GP, a third space for 3 GP and so on, as many as they can afford. A Titan can move with Troops sharing its space. Apart from that, same movement rules of movement applies as when moving troops with Ares (crossing water via chains of Fleets, battle starts immediately when entering a land space occupied by other player's Troops, etc).
- **Sacrifice a Hero** (for all Gods except Apollo). A player owning a Hero can sacrifice to obtain a benefit explained in the corresponding Hero card.
- **Combat**. In the case of invasion from a player's Troops/Fleets of a land/sea space occupied by another player's Troops/Fleets a battle immediately begins. A battle is either a Land Battle or a Sea Battle. Only Troops can take part in a Land Battle against other Troops, and only Fleets can take part in a Sea Battle against other Fleets. Heroes cannot be sacrificed once a combat has started.
 - Each player rolls a die and they add the number of Troops/Fleets they have in the disputed space. **Titans count as one Troop**. The defender adds their bonus for Fortress, Port, Creature, etc.. If there are more than one Port/Fortress in a territory, only one of them for each type counts. However it is possible to combine the effects of a Special Metropolis, and a Monument.
 - The player with the lowest result loses the first assault and removes one Troop/Fleet from the battle, putting it back to their units reserve. The losing player decides whether to dismiss a regular Troop, a Titan, or an undead unit. If there is a tie, both players lose one Troop/Fleet.
 - If both combatants still have units, the defender can decide if retreating or not. After that, the attacker can decide whether to retreat or not. If none of them retreats, a new assault takes place (steps 1 and 2).
 - These steps are repeated until there are no units from one side (or none at all), or until one of the combatant retreats.
 - The winner gets control of the disputed space, including the buildings if any.
 - Retreating from land is only possible by removing Troops to another land space belonging to the retreating Troops connected by a chain of Fleets. If this is not possible Troops cannot retreat and must keep battling until eliminated or winning (This is Sparta!).
 - Retreating from sea is only possible by moving to an empty or own controlled adjacent sea space. If this is not possible Troops cannot retreat and must keep battling until eliminated or winning (This is Sparta!).
 - After conquering a territory, if the player has the two buildings associated with an available Monument card, they can take the card and place the Monument miniature on any of their territories (out of the building spaces). This can be done at a later phase, as long as the Monument has not been built yet by any other player. The 2 building tokens remain on the board. The Monument miniature is placed in the territory like any other figurine, not occupying a building placeholder.
 - If the player controls a territory with an Ancient Ruin token, takes one of the unused Monument cards, and places the Ancient Ruins card corresponding to the token on top of it. This player ALONE (not anyone in her team) can build that Monument and only in the territory where the Ancient Ruin is present. As soon as the Monument is built, both the Ancient Ruins card and

token are removed from the game. Both the built and unbuilt Monument can be conquered normally.

- **Apollo.** The player(s) who have chosen Apollo play the last **and can perform just these actions.**
 - The first player bidding for Apollo gets a Prosperity Marker that is placed on the land space of their choice. **During the first Cycle, this player takes the two Ancient Ruins tokens and places them in two different land spaces.**
 - All players bidding for Apollo get 1 GP if they own more than one land space, or 4 GP if they own a single land space.
- **End of the Cycle.**
 - Once everyone has played and replaced their offering marker on the turn track, the round is finished.
 - Place the active Divine Favour, if any, in the Divine Favour tiles discard pile.
 - If at least one player owns 2 Metropoleis at this point, the game ends. Otherwise a new cycle begins.

End of the Game and Victory

- If only one player owns 2 Metropoleis at the end of the cycle, that player is the winner. If more than one player owns 2 Metropoleis at the end of the cycle, the player with the most GP remaining in their treasure wins the game.
- **If a player owns the 5 Divine Artifacts, wins the game immediately without finishing the current cycle.**
- When playing in teams, if a team owns 3 Metropoleis, the End Game is triggered and that team wins the game even if they lose the third Metropolis. Only 2 Metropoleis are required.

Remember: It is forbidden to attack the last territory of a player (and therefore eliminate her from the game), unless it would give the attacker the second Metropolis (the third, when playing in teams) either for containing already a Metropolis, or for containing the needed building to build a Metropolis, or the fifth artifact.

Metropoleis

A Metropolis is a special building that contains the bonuses of all the four buildings combined (Port, Fortress, Temple and Academy, although the Academy does not grant any particular bonus).

Each land space has a red dotted square where the Metropolis should be placed. No Metropolis can be placed outside the reserved red dotted square space.

The first player building a Metropolis will be able to choose one of the cards and place the corresponding Special Metropolis instead of a regular one. The second player building a Metropolis will take the remaining Special Metropolis and place it instead of a regular Metropolis. If the territory containing a Special Metropolis is conquered, the former owner will pass the card to the new owner.

Metropoleis can be gained in the following ways:

- **Economic development.** Building 4 different types of buildings (Port, Fortress, Temple and Academy) grants immediately a Metropolis. The player must discard the four buildings to build a Metropolis. If the desired red dotted square is occupied even partially by another building, that building must be one of the four ones destroyed, or must be also destroyed.
- **Intellectual development.** Acquiring 4 Philosophers grants immediately a Metropolis. If a player cannot place a Metropolis in any vacant red dotted square, they must destroy any building(s) to vacant the red dotted square for the Metropolis.
- **By means of war.** Conquering a land space that contains a Metropolis automatically grants the ownership of it.
- **Only in 6 players team-based games, if a player conquers the last territory of another player, they can immediately place a Metropolis if:**
 - That territory does not already contain a Metropolis.
 - That territory has the necessary red dotted square for a Metropolis.
 - The team combined already owns 2 or more Metropoleis.

Appendix

Buildings summary

- **Academy.** One of the four buildings needed to form a Metropolis.
- **Fortress.** One of the four buildings needed to form a Metropolis. Adds a +1 bonus in land defense for the territory it's placed on but does not offer defense by itself to the territory (requires at least 1 Troop).
- **Necropolis.** 1 GP is placed per unit destroyed (not saved by means of any Divine Favour, [Monument](#), etc). During the revenue phase, the owner gets the money. There can be only one Necropolis in the game.
- **Port.** One of the four buildings needed to form a Metropolis. Adds a +1 bonus in sea defense for the sea spaces adjacent to the land space it is placed on.
- **Temple.** One of the four buildings needed to form a Metropolis. Each one reduces in 1 GP the payment (up to a minimum payment of 1 GP) for purchasing Mythological Creatures (not Heroes nor Divine Artifacts). Each Temple can only be used once per turn.
- **Theater.** A *wildcard* for one of the four buildings needed to form a Metropolis. [Cannot be used to build Monuments.](#)

Gods summary



Apollo. 1 GP (4 GP if you control only one territory); and 1 prosperity marker if you were the first to make an offering.



Ares. **Recruit** free Troop, + 1-3 troops for extra GP. **Build** a fortress. **Move** troops from one territory to another, or across the sea through a chain of Fleets.



Athena. **Recruit** free philosopher, +1 philosopher for an extra 4 GP. **Build** academy.



Hades. **Recruit** undead units. + 1-3 undead units for extra GP. **Build** a Necropolis. **Move** Troops/Fleets as per Ares/Poseidon, but at least 1 Undead unit must be in the group.



Kronos. If Kronos is the first God in the list, **Recruit** 1 Titan. If Kronos is not the first God in the list, **Build** for free any one building from the Gods above him. Additionally, +1 Titan for 2 GP.



Poseidon. **Recruit** free Fleet, +1-3 Fleets for extra GP. **Build** a Port.



Zeus. **Recruit** free Priest, +1 Priest for an extra 4 GP. **Build** a Temple.

Mythological creatures summary (* with figurine)

Figurine creatures indicate a lasting effect. The effect lasts until the end of your next turn, with the exception of the Kraken, which remains on the board.



Cerberus*. During the Revenue Phase, collect the income from this land space.



Charon. Recruit a Hero was removed from the game. This means Heroes used and discarded, not Heroes never recruited and discarded.



Chimera. Choose a creature from the discard pile. Shuffle immediately the discard pile with the draw pile to form a new draw pile.



Chiron*. Protects the isle from Pegasus, the Giant, the Erynes, Empusa, the Manticore, the Harpies, and the Sacrificial Power of Perseus. None of these creatures can be used against this isle, its buildings, its Heroes, or its Troops.



Cyclops. Replace one of your buildings with a building of another type.



Dryad. Steal a Priest from the player of your choice.



Empusa. Steal all GP from the Necropolis.



Erinyes. Take a Prosperity Marker from one isle and move it to one of your choice (obviously, printed ones cannot be moved).



The Fates. Receive this cycle's revenue again.



Giant. Destroy a regular building. **Cannot destroy a Monument.**



Griffon. Steal half of the GP of another player, rounded down. The target player must show its treasure.



Harpy. Remove a Troop from the board.



Kraken*. Place the Kraken figurine on the sea space of your choice. Any Fleets in that space are destroyed. The owner of the Kraken can spend 1 GP per space to move the Kraken with the same effect. The Kraken is not removed and remains in play until the end. The space of the Kraken is forbidden for Fleets. The next player to summon the Kraken can reposition it anywhere else on the map and repeat the process.



Manticore. Eliminates an enemy Hero (except if the Hero is on the same island as Chiron).



Medusa*. Troops in the same land space cannot move



Minotaur*. Counts as 2 Troops to defend the island where he is present. Cannot move. During battle: He does not retreat. Troops are eliminated first. When the Minotaur is the last unit, it's eliminated if the defender loses the last battle round.



Pegasus. Designate one of your isles and move any number of Troops there to another land space without having to have a chain of Fleets. This creature is the only way to invade an opponent's isle without Ares.



Polyphemus*. All fleets adjacent to the isle where Polyphemus is placed, are pushed away 1 space, in the order and direction of the summoner of Polyphemus choice. Two Fleets cannot coexist in the same space. If movement is impossible, the Fleet is destroyed. No Fleet can land in the isle while

Polyphemus is there.



Satyr. Steal a Philosopher from the player of your choice.



Siren. Remove an opponent's *Fleet* from the board and replace it with one of yours. If you no longer have any *Fleets* in reserve, you can take one from somewhere else on the board. This action only works on isolated *Fleets*.



Sphinx. You can resell Fleets, Troops, Priest and Philosophers for 2 GP each.



Sylph. You can move your *Fleets* a total of 10 spaces.

Heroes summary (Military Power, Sacrificial Power)



Achilles. MP: In battle, Achilles counts as 2 troops. SP: If you have 4 land spaces, build a Metropolis on one of them.



Hector. MP: If Hector is attacked, the attacker loses a troop before the fight. SP: You can discard 2 priests to recruit 1 philosopher, OR 5 priests to recruit 2 philosophers.



Midas. MP: During Battle you can pay 1 GP to re-roll your dice (multiple times). SP: If you pay 15 GP, build a Metropolis.



Penthesilea. MP: You do not lose troops in ties. SP: If sacrificed when building a Metropolis, put the Metropolis on the card, and can't be captured by an enemy.



Percuss. MP: When losing a battle round he may let one troop retreat instead of destroying it (multiple times). SP: You can move some or all of the troops present in his land space to any other land space that is not protected by a Hero or by Chiron.



Ulysses. MP: When attacking, the defender gets no bonus for fortress or Metropolis. SP: Allows to build ONE Metropolis using only 1 Port + 1 Temple + 1 Academy.

Divine Artifacts summary



The Caduceus. During Revenue Phase, provides 1 GP. Also, when a battle occurs in the space of the Caduceus, the owner can pay 1 GP to prevent the destruction of 1 Troop. This power can be used as many times as she can pay for it. When playing in teams, any

teammate can pay for the power.



The Cap of Invisibility. During Revenue Phase, provides 1 GP. Also, Troops traveling with the Cap, can use enemy's Fleets or pass through territories occupied by other players without stopping for battle. When playing in teams, at the beginning of her turn, the owner can

move the Cap to any space occupied by a teammate.



The Large Cornucopia. During Revenue Phase, each Prosperity Marker in the same space provides 2 GP. When playing in teams, those GP can be distributed among the teammates.



The Winged Sandals. During Revenue Phase, provides 1 GP. Also, when Troops located in the same Space are moving, they can go to any space on the same island. When playing in teams, the owner can pay 1 GP to move the Sandals to one of her teammate's spaces on the board.



Zeus' Lightning. During Revenue Phase, provides 1 GP. During the Offerings Phase, if the owner is outbid, the player who outbids must pay the owner 1 GP. If she can't pay, she can't bid for this God. When playing in teams

Divine Favours summary



Artemis. Receive for free: 1 Priestess. Once per turn: You discard as many priests and philosophers as you want, to recruit an equal number of troops or fleets.



Aphrodite. Receive for free: 1 Priestess. Once per turn: For 2 GP, you can double the number of troops present on one of your islands.



Dionysus. Receive for free: 1 Magic Item. Once per turn: For 2 GP, you can build a Theater

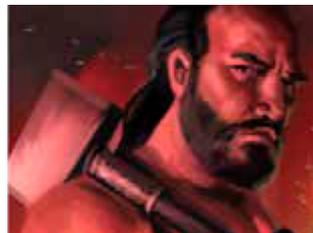


Demeter. Receive for free: 1 Priestess. Once per turn: Gain 1 GP for each island under your control.



Hecate. Receive for free: 1 Priestess. Once per turn: For 2 GP, place columns on two different islands regardless of who owns them. These islands are now connected by an underground passage, not requiring Fleets to move between them. (Still requires

movement action with Ares, Titan, etc.).



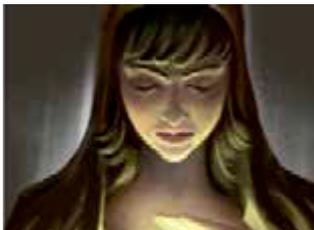
Hephaestus. Receive for free: 1 Magic Item. Once per turn: For 2 GP, you can draw 2 additional Magic Items face down, keep 1 face down, put the other back and reshuffle the deck.



Hera. Receive for free: 1 Priestess. Once per turn: For 2 GP, you can discard the top card of the creature deck. Continue until you discard a Hero. That Hero immediately joins your side. If you draw the Chimera, shuffle the deck and resume drawing until you find a Hero.



Hermes. Receive for free: 1 Magic Item. Once per turn: You can place a Prosperity Marker on any sea space on which you have at least one *Fleet*. This space will generate additional income during the revenues phase of each turn.



Hestia. Receive for free: 1 Priestess. Only once per turn: For 2 GP, you can build the standard building of your choice.

Magic Items summary



Aphrodite's Belt. Play this card after the God tiles have been reshuffled and placed: You can prevent an opponent of your choice from placing an offering marker on the God of your choice for the duration of this round.



Apollo's Arrows. Play this card during a land battle, whether in attack or defense, just before you roll the dice: For this battle assault only, roll an additional combat die. Its result is added to the regular die.



Artemis' Arrows. Play this card on your turn: Remove a creature (not a hero) figurine from the board.



Chariot of the Sun. Play this card on your turn: Rearrange all your troops on your islands as you wish.



Necklace of Harmony. Play this card after all players have paid their bids: You cannot be the target of any military strike (land or sea) until the end of the cycle.



Palace on Mt. Olympus. Play this card just after the Gods are set up in the normal way: Rearrange the Gods as you wish. The only obvious restriction is that Apollo is always last.



Pandora's Box. Play this card on your turn: Steal 1 priestess from an opponent.



Pelop's Sceptre. Play this card on your turn: Discard the top card of the creature deck. Continue until you discard a creature with a figurine. That creature immediately joins your side. If you draw the Chimera, reshuffle the deck and resume drawing until you find an

appropriate creature.



Poseidon's Trident. Play this card during a sea battle, whether in attack or defense, just before you roll the dice: For this round only roll an additional combat die. Its result is added to the regular die.



Zeus' Aegis. Play this card when rolling for the column of Hades' Tile (Threat Side), after the die roll, you can roll again and add or subtract the second result to the original roll. The column is moved according to the total obtained (even if the first roll reached 9).

Monuments summary

A = Academy, F = Fortress, P = Port, T = Temple



Great Citadel of Ares (F+F) As long as there is at least 1 Troop/Titan, this space cannot be attacked by sea, land or air.



Great Lighthouse of Poseidon (P+P) Any destroyed Fleets can be saved and placed on a sea space adjacent to this space, unless not legal (due to enemy fleets or Polyphemus).



Military Academy (A+F) During Revenue Phase place a free Troop on this space.



Academy of Naval Warfare (A+P) During Revenue Phase place a free Fleet on an adjacent sea space.



Temple of Poseidon (P+T) Once per cycle you may remove one of your Fleets from the board to draw the top card of the Creature deck. This adds 1 GP to the Necropolis.



Temple of Ares (P+F) Once per cycle you may remove one of your Troops from the board to draw the top card of the Creature deck. This adds 1 GP to the Necropolis.



Temple of Athena (A+T) 1 GP discount when Recruiting Philosophers or Priests.



Great Temple of Zeus (T+T) When **your** turn starts, update the Creatures as it was the start of the Cycle.



City of Warriors (F+P) When defending, all adjacent Fleets count as Troops for Land battles.



Great Academy of Athena (A+A) You may buy more than 1 Philosopher when offering to Athena.

Special Metropoleis summary



Commercial Metropolis. Provides 2 GP during Revenue Phase.



Cultural Metropolis. The owner must build new Metropoleis for 3 Philosophers instead of 4.



Military Metropolis. Has +3 defensive strength for land battles.



Religious Metropolis. Gives a discount of 2 GP when buying a creature.



Seaside Metropolis. Has +3 defensive strength for sea battles.

Rosetta Stone

Continent. In the Continents map, each one of the big landmasses that contains multiple Land spaces.

Cornucopia. Synonym *Prosperity Marker*, generally referred to the ones printed on the map.

Fleet. A single figurine for a ship.

Fortress. The orange building. Built by Ares or Kronos. Brings +1 to defense strength for land battles.

Isle. Any Land territory completely surrounded by Sea spaces. This applies to all landmasses in the Isles map, and to the small territories between Continents, in the Continents map.

Land. Area on the map that can be occupied by Troops.

Port. The blue building. Built by Poseidon or Kronos. Brings +1 to defense strength for sea battles.

Prosperity Marker. Synonym *Cornucopia*. The horn of abundance token. It provides 1 GP during the Revenue Phase.

Sea. Area on the map that can be occupied by Fleets.

Space. Any Land or Sea unique area that can be occupied by Troops or Fleets.

Territory. Synonym *Space*.

Troop. A single figurine for a soldier.