# AN OVERVIEW

EXPERIENCE THE THRILL OF REIGNING AS AN OLYMPIC GOD WITH A UNIQUE BLEND OF AREA CONTROL MECHANICS AND AN ENGINE-BUILDING SYSTEM. EACH GAME OFFERS A FRESH CHALLENGE FOR 1-4 PLAYERS!

The Greek gods have just defeated the Titans, leaving the world in ruins. Zeus has tasked some of the other gods (that's you) with reshaping the land by creating Forests, Mountains and Rivers according to your plan. But beware, your divine siblings have a different vision for how the world should be reforged.
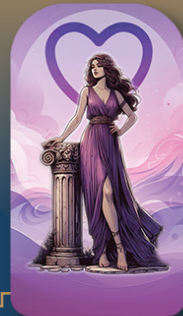
Recruit powerful Demigods, harness their abilities, and outwit your rivals! Are you ready for the challenge?

APOLLO **ARES** **APHRODITE** **DEMETER**
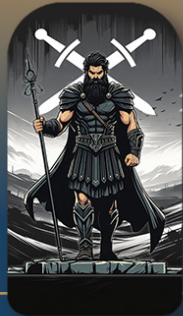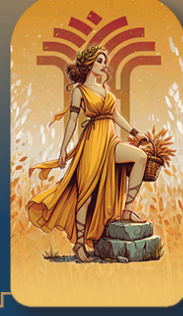
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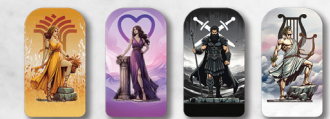
4 GOD STANDEES

18 LANDSCAPE TILES

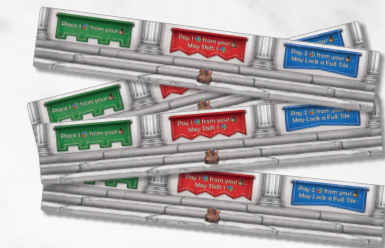**38** DEMIGOD CARDS

13 DIVINE PLAN CARDS

1 ELEMENT DIE

75 ELEMENT TOKENS

4 QUICK GUIDE CARDS

4 ACTION BOARDS

1. Randomly place the City Tiles (1a) in a 4x4 grid. Flip the top right City Tile so Hades' Pit (1b) is visible.

2. Randomly select one green, red and blue Epic Demigod Card and place them in the Epic Demigod Market. Place the other matching color Epic Demigod Card under it.

3. Shuffle the Demigod Cards and create the Demigod Deck (3a). Draw 4 Demigod Cards and place them face up in the Demigod Market (3b).

4. Place the correct number of Favor Tokens (4a) for your player count above the City Tiles. Place stacks of 6 Forest, Mountain and River Landscape Tiles (4b) to the right of the City Tiles. Create the Bank (🏛 by placing piles of Greenv, Red and Blue Element Tokens (4c) to the right of the City Tiles.

5. Each player takes an Action Board (5a), a God Token (5b) and their associated Quick Guide Card (5c) which has the turn order reminder on the front and scoring summary on the back.

6. Randomly take a Divine Plan Card (6a), rotate it to match Hades' Pit from your perspective and place it in your Divine Plan Stand to keep it secret from other players.

3a. DEMIGOD DECK

4a. FAVOR TOKENS

2 Players: 12 Favor Tokens
3 Players: 11 Favor Tokens
4 Players: 10 Favor Tokens

4b. LANDSCAPE TILES

1b. HADES' PIT

5a. ACTION BOARD

5b. GOD TOKEN

6. DIVINE PLAN

5c. QUICK GUIDE

PRO TIP: If you are sitting at the table and the City Tiles are upside down from your perspective, it may help to rotate the Divine Plan so it is upside down in its stand.

2. EPIC DEMIGOD MARKET

3b. DEMIGOD MARKET

1a. CITY TILES

4c. ELEMENT TOKENS IN THE BANK 🏛.

OBJECTIVE

You will move your God Token around the City Tiles, adding and moving Element Tokens which can be transformed into permanent Landscapes.

The objective is to score Victory Points by:
1) Creating Landscapes on City Tiles that match your Divine Plan.
2) Adding your Favor Token to City Tiles.
3) Recruiting powerful Demigods.

The game ends when all the Favor Tokens are placed, then the player with the most Victory Points wins. Randomly select a starting player. Going clockwise around the board, each player performs the 4 steps on their Quick Guide.

YOUR TURN

Each turn, you will do these 4 steps which are summarized on your Quick Guide Card

1. ROLL THE ELEMENT DIE

Roll the Element Die. Collect the shown Elements from the Bank 🏛 and add them to your Satchel 👝 which is the area below your Action Board. These will remain in your Satchel 👝 until used. There is no limit to how many Elements you can store.
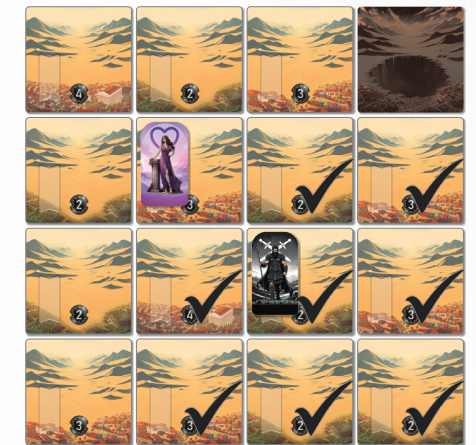
2. MOVE YOUR GOD

You must move your God Token to any City Tile (you do not have to move to an adjacent City Tile). You cannot leave your God Token on the same City Tile and cannot occupy the same City Tile as another God Token. You may stand on a Landscape or Hades' Pit.

3. PERFORM AN ACTION COLUMN

On your Action Board, you have three Action Columns which are the Place Action Column, Shift Action Column and Lock Action Column. Each turn, you <u>must</u> do one of these Action Columns. All actions must happen within the range of your god.

"Range"

Your range includes the City Tile your god occupies and the 8 City Tiles surrounding them. A City Tile with an opponent's god on it is not in your range.

The range for Ares (black) is all the City Tiles with a black check mark. Aphrodite (purple) is on the City Tile northwest of him, so it is not in his range.

3. PERFORM AN ACTION COLUMN (CONTINUED)

Place Action Column

Place 1 ⬙ from your 👜 .

"Place"

Take any Element from your Satchel 👜 and place it on a City Tile in your god's range.

Reminder: You may not place an Element on a City Tile with an opponent's God Token on it.

Ares chooses the Place Action Column on his turn. He places a Red Element from his Satchel 👜 onto a City Tile in his range.

Shift Action Column

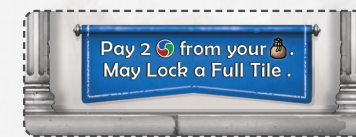Pay 1 ⬙ from your 👜 . May Shift 1 ⬙ .

"Pay"

From your Satchel 👜 , pay any Element back to the Bank 🏛 .

"Shift"

From a City Tile in your god's range, take an Element and move it to a different City Tile in your god's range.

Reminder: You may not shift an element from or to a City Tile with an opponent's God Token on it.

Ares chooses the Shift Action Column on his turn. He pays a Blue Element from his Satchel 👜 to the Bank 🏛 , then shifts a Green Element from a City Tile in his range to a different City Tile in his range.

Lock Action Column

Pay 2 ⬙ from your 👜 . May Lock a Full Tile .

"Full"

A City Tile is Full when it has 3 Elements on it. Some Demigod abilities can change the definition of Full.

"Lock"

Locking will turn the Elements on a City Tile into a permanent Landscape. To perform the Lock Action Column, first pay any two Elements to the Bank 🏛 from your Satchel 👜 . On a Full City Tile in your god's range, add a Favor Token to the outline on the City Tile. Position the Favor Token so your god's icon is at the bottom. Place the matching Landscape Tile ontop of the Favor Token and Elements. The Landscape should cover the top half of the Favor Token so only your god's icon is visible.

Once a City Tile is locked with a Landscape Tile, it can no longer be changed or have Elements added to it, but gods may still occupy that City Tile.

Reminder: You may not Lock a City Tile with an opponent's god on it.

Ares chooses the Lock Action Column on his turn. He pays a Blue Element and Green Element from his Satchel 👜 to the Bank 🏛 , then adds a Favor Token to the full City Tile in his range. He orients the Favor Token so his icon is on the bottom.

Then, he adds the matching Mountain Landscape Tile over the Favor Token and Red Elements. Only Ares' icon is visible.

ACTION RESTRICTION

This restriction applies to all actions.

Different Elements can never occupy the same City Tile.

4. RECRUIT A DEMIGOD (OPTIONAL)

Recruiting a Demigod will give you a permanent passive ability for the rest of the game. From your Satchel 💰, pay the Elements matching the Element Cost at the top of the Demigod Card.

ELEMENT COST — (top right of card)

DEMIGOD'S POWER — (lower right of card)

DEMIGOD'S ABILITY — (bottom of card)

Demigods are placed above your Action Board in the Action Column that matches their color (Colorless Demigods can be placed in any Action Column). There is no limit to the number of Demigods you can recruit. Demigods in the same Action Column stack above each other leaving their Abilities visible.

After you recruit a Demigod from the Demigod Market, replace the empty spot in the Demigod Market with a card from the deck. If the same named Demigod is revealed, stack it on top of its match. Only the top copy of the Demigod may be recruited. You may not recruit multiple copies of the same named Demigod. If you recruit an Epic Demigod, the other Epic Demigod is now available to recruit. Empty spots in the Epic Demigod Market are not replaced by Demigods from the deck.

Demigod Abilities

When you perform an Action Column, you <u>must</u> perform the Action on the Action Board and <u>may</u> perform the Ability of any or all Demigods in that column. The Action and Abilities may happen in any order.

Abilities Example

Ares has recruited these Demigods so far and chooses the Shift Action Column on his turn. He chooses to perform both Demigod Abilities and must perform the Shift Action on his Action Board.
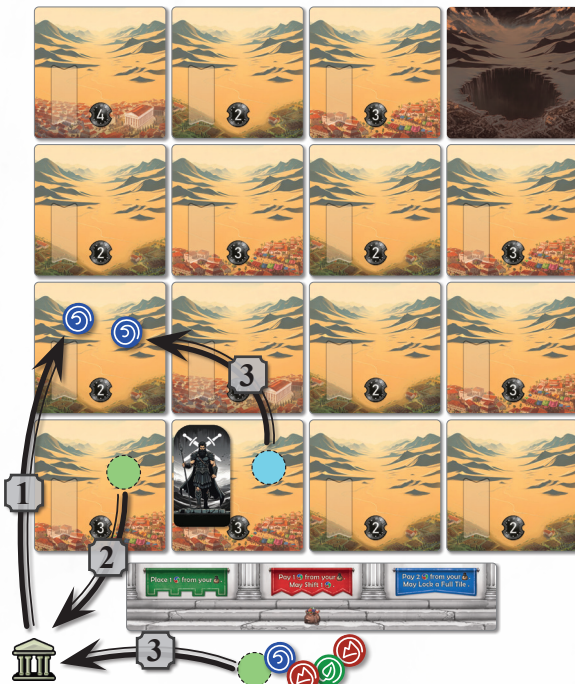
1 He adds a Blue Element from the Bank 🏛 to a City Tile in his range

2 He removes the Green Element from a City Tile in his range and returns it to the Bank 🏛.

3 He Pays a Forest Element from his Satchel 💰 to the Bank 🏛 to Shift the Blue Element from a City Tile in his range to a different City Tile in his range.

SCORING

When the final Favor Token is placed, that player may finish their turn, then the game immediately ends. Clear all the God Tokens and Elements from the City Tiles to make scoring easier. There are 4 ways to score Victory points:

Divine Plan

Reveal your Divine Plan and confirm that it is oriented to match Hades' Pit. Score the number of Victory Points on each City Tile locked with a Landscape that matches your Divine Plan. (The City Tile does not need to have your Favor Token on it to score this way).

Favor Tokens

Score the number of Victory Points on each City Tile that has your god's icon visible on the Favor Token. (The Landscape on the City Tile does not need to match your Divine Plan to score this way).

Strongest Demigods

In each Action Column, only the Demigod with the highest Power will score. Add their Power to your Victory Points.

Ability Bonuses

Some Demigods have bonus Victory Points as their ability. Add their points at the end of the game.

SCORING EXAMPLE
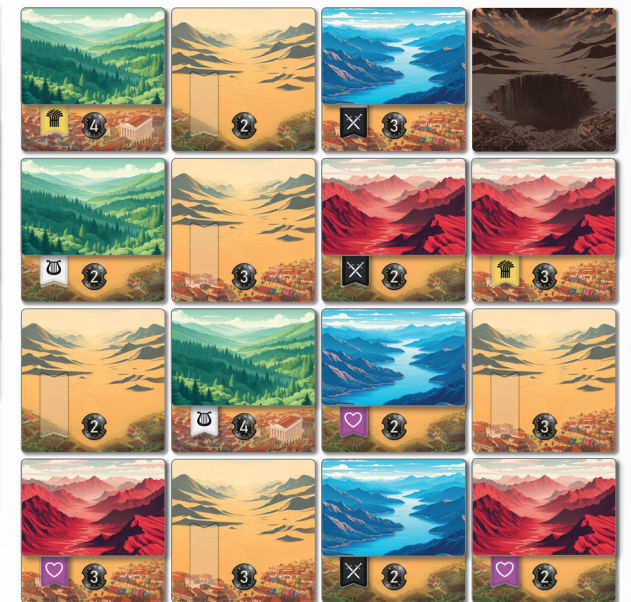
Divine Plan: 14
Favor Tokens: 7
Strongest Demigods: 8
Ability Bonuses: 4 **TOTAL: 33**

Ties are broken by the number of matched Landscapes. If it's still tied, ties are broken by total power of all the Demigods you recruited. If it is still tied, players share the victory.

ARCAS
After his mother was transformed into a bear, Arcas and her were turned into constellations before he slew her.

Place 1 🌱 from the 🏛 on a tile you don't occupy. | 1

Within your Range, Place any Element from the Bank on a City Tile that your God Token does not occupy.

AMPELOS
The satyr (mix of goat and man) Ampelos was loved by Dionysus who transformed him into the first grape vine.

Place 1 🌱 from the 🏛 on a ② City Tile. | 1

Within your Range, Place any Element from the Bank on a City Tile that is worth ②.

CHIRON
Chiron was a highly intelligent Centaur who trained heros including Heracles, Perseus and Achilles.

Roll again. Place those 🔵 from the 🏛. | 2

Roll the dice again. Those 2 Elements must be Placed from the Bank on City Tiles within your Range. Return any Elements that can not be Placed back to the Bank.

ORION
After boasting he could slay any beast, Orion was killed by Gaia's scorpion which now chases him in the stars.

Shift 1 🔵. | 2

Shift 1 Element from a City Tile within your Range to a different City Tile within your Range.

ARIADNE
After Theseus abandoned Ariadne on Crete, Dionysus found her, married her and gave her a crown of stars.

Disband a Demigod. Gain their 🔵 cost. | 1
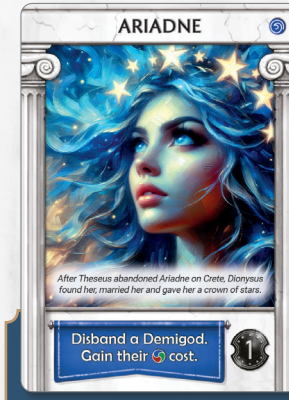
Return a Demigod you have Recruited to the bottom of the Demigod Deck. Then, you may add Elements to your Satchel from the Bank equal to the Disbanded Demigod's Element Cost.

Note: Ariadne may be Disbanded this way.

AMPHION
Amphion's extraordinary musical ability enchanted the stones to move on their own to build the walls of Thebes.

A ② City Tile is Full with only 2 🔵 on it. | 1

When Locking a City Tile worth ②, it can have 2 Elements or 3 Elements on it to be considered Full.

INO
As a sea goddess, Ino saved Odysseus from his shipwreck with a magical veil that prevented drowning.

Demigods cost 1 🔵 fewer to recruit. | 2

After performing your Blue Action Column, recruit a Demigod for 1 Element fewer than their Element Cost.

NARCISSUS
Trapped by his infatuation with his reflection, Narcissus withered away. A white flower sprang up where he died.

+② at the end of the game. | 2

During end game scoring, gain an additional 2 Victory Points.

ICARUS
Icarus was lost to the sea when his wings, held together with wax, melted as he flew too close to the sun.

Your range includes all unoccupied tiles. | 1

When performing your Red Action Column, your range is modified to include all City Tiles that do not have an opposing God Token on them.

DAEDALUS
To escape Minos's captivity, Daedalus crafted wings of feathers and wax for himself and his son Icarus.

Shift 1 🔴 from a ② City Tile. | 1

Shift 1 Element from a City Tile that is worth ② within your Range to a different City Tile within your Range.

PENTHESILEA
As the fierce Amazon Queen, Penthesilea charged into the Trojan War to meet Achilles on the battlefield.

Place 1 🔴 from the 🏛. | 2

Within your Range, Place any Element from the Bank on a City Tile.

PALLAS
Pallas the Giant allied with the Titans to fight against the Olympic gods in their war to rule.

Remove 1 🔴 from a City Tile. | 2

Within your Range, Remove any Element on a City Tile and return it to the Bank.

ORPHEUS
Orpheus dedicated his life to music after tragically failing to bring his wife Eurydice back from the Underworld.

Place 1 🔵 from the 🏛. Other gods Gain that 🔵. | 3

Within your Range, you may Place any Element from the Bank on a City Tile. Then, all other players may add that Element type from the Bank to their Satchel.

POLYPHEMUS
Trapped by Polyphemus, Odysseus cleverly escaped his cave by clinging to the underside of the cyclops' pet sheep.

Shift 1 🔵. | 3

Shift 1 Element from a City Tile within your Range to a different City Tile within your Range.

ACHILLES
Achilles' mother made him nearly invulnerable by dunking him in the river Styx, holding him by his heel.

Move your god again. | 3

Move your God Token to a different City Tile.

JASON
Jason and his Argonauts retrieved the mythical golden fleece which was guarded by a never-sleeping dragon.

+① for each Demigod in this Column. | 3

During end game scoring, gain an additional 1 Victory Point for every Demigod in the same Column as Jason.

Note: Jason counts toward this number.

THESEUS

Using Ariadne's thread to navigate the Labyrinth, Theseus slew the Minotaur and escaped.

Place 1 of each from the 🏛. **4**

Within your Range, you must Place a Forest, Mountain and River Element from the Bank on City Tiles. Return any Elements that can not be Placed back to the Bank.

CIRCE

The enchantress Circe transformed men who came adventuring on her isle of Aeaea into beasts.

Swap places with a god. Place 1 from the 🏛. **4**

You may switch your God Token with an opposing God Token. Then, within your Range, you may Place any Element from the Bank on a City Tile.

PERSEUS

Using Medusa's severed head, Perseus defeated the sea monster Cetus to rescue Princess Andromeda.

+ ② for each Favor Token on a ② City Tile. **4**

During end game scoring, gain an additional 2 Victvory Points for every City Tile worth ② that has your god's icon visible on the Favor Token.

ATALANTA

Atalanta would only agree to marry someone who beat her in a foot race. The losers were put to death.

Place 1 from the 🏛. Gain 1 from the 🏛. **4**

Within your Range, you may Place any Element from the Bank on a City Tile. Then, you may add any Element from the Bank to your Satchel.

MINOS

In retaliation for his son's death, King Minos sent youths from Athens to be fed to the Minotaur in the Labyrinth.

Shift 1 🟥. May be from an occupied City Tile. **4**

Shift 1 Element from a City Tile within your Range to a different City Tile within your Range. For only this Shift action, the Element may come from a City Tile with an opposing God Token on it.

Note: Icarus' increased range modification can be applied to Minos' ability.

HELEN

Regarded as the most beautiful woman, Helen's abduction by the prince of Troy initiated the Trojan War.

Any City Tile is Full with only 2 🟦 on it. **4**

When Locking any City Tile, it can have 2 Elements or 3 Elements on it to be considered Full.