



Objective

Control the most Metropolises when Game End is triggered.

Setup

1. Shuffle God tiles, place on track. At 2/3/4/5 players, keep top 3/2/3/4 face-up, flip remainder.
2. Shuffle Creature deck, deal 4 Creatures to slots.
3. Shuffle Hero deck, deal 2 Heroes to slots.
4. Place Metropolis tokens bag, mix up.
5. Place Priestess and Philosopher decks.
6. Place Gold, Buildings, Creature & Hero standees, Mercenaries nearby.
7. Take 2 map tiles / player, randomly construct map.
8. Each player takes color tokens & screen, 5 gold.
9. Randomize all players' Offering tokens on the turn order track.

Unit Placement

1. **In turn order:** Choose 2 unoccupied land areas on 2 different islands.
 - Place a Control token in each.
 - Place 1 Fleet in 1 empty sea area adjacent to each.
2. **In reverse turn order:** Choose 1 empty land area.
 - Place a Control token in it.
 - Place 1 Fleet in 1 empty sea area adjacent to it.
3. Distribute 3 Troops among your 3 land areas.
 - Remove your Control tokens from areas you place Troops in.
4. If areas contain Priestesses, take Priestess card(s).

Round Structure

1. Cycle Initialization

- Refill Hero cards.
- Discard 2 gold Creature, slide others down, refill.
- Flip top god face-down, move to the bottom of stack; then flip highest face-down god.

2. Income

- Take 1 gold per Prosperity token/icon you control.
- NO Priestesses/turn, only on taking control of area.

3. Offerings

- In turn order, bid for gods.
 - Bids must always be a number you can pay.
- If first to bid, choose any number.
 - If another player has bid, you **must** outbid them.
 - Outbidding player **immediately** moves to different god, following same rules, repeat.
 - When all bumps resolved, continue in turn order.
- Apollo is first-come-first-serve.
- When each god has 1 player's bid: All players pay costs of bids, then Maintenance phase.
 - Discount by 1 gold per Priestess card.

4. Maintenance

For each Creature, either:

- Owner pays 1 Priestess to keep, may move to adjacent zone of card's type.
- Remove Creature, discard card.

5. Actions

- In god order top to bottom, player who won bid:
 - **Must** take the Mandatory action.
 - May do any Optional actions in any order.
 - Moves Offering to last available turn order slot.

6. Cycle End

Check for Game End.

- Do 1+ players control 3+ Metropolises?
- Has a player lost all land areas?

Winner controls the most Metropolises. Most gold breaks ties.

Gods

Complete the Mandatory action **first**, then the Optional actions in any order.

Athena

Mandatory: Build a University, draw a Philosopher.

Optional: Pay 4 gold for an additional Philosopher.

Zeus

Mandatory: Build a Temple, draw a Priestess.

Optional: Peek top Creature; may play it for 1 gold.

Poseidon

Mandatory: Build a Port. Recruit a Fleet, place next to a land area you control, in a Sea area that is empty or you control.

Optional: Recruit 1-3 more Fleets for 1/2/3 gold per. Move Fleets, 1 gold per move.

Ares

Mandatory: Build a Fortress. Recruit a Troop, place in a land area you control.

Optional: Recruit 1-3 more Troops for 2/3/4 gold per. Move Troops, 1 gold per move.

Hera

Mandatory: Build any building you don't already own. Recruit a Mercenary in a Land area you control.

Optional: Recruit 1-3 more Mercenaries for 1/3/5 per. Recruit 1 Hero for 4 gold.

Apollo

Gain 2 Prosperity tokens, 1 on Land and 1 on Sea.

Gain 2 gold.

All Gods (except Apollo)

Optional: Buy Creatures. Heroic move (except Ares). Heroic Sacrifice (Not during Cycle when acquired).

Moves

Land Move

Move 1+ Troops from 1 Land area to accessible Land area.

- Accessible: Adjacent Land, or connected by Sea via chain of Fleets.
- Land area connected by Fleets is adjacent, counts as one move.

After moving:

- Land area left empty? Place Control marker.
- Destination empty? You control.
- Took control + Priestess icon? Take a Priestess.
- Destination w/ enemy Troops? Battle.
- Destination has enemy Control marker? Remove.

You may not attack a player's last Land area unless doing so obtains enough Metropolises to end the game.

Heroic Move: Move Hero and accompanying Troops.

- 1/2/3/... gold per move.
- Only way to move w/o Ares' favor.
- Cannot Heroic Move w/ Apollo, Ares.

Sea Move

Move 1+ Fleets in 1 Sea area to an adjacent Sea area.

- Destination has enemy Fleets? Battle.

Battles

1. Calculate Strength:

- **Land Strength:** Die Roll + # Troops/Heroes + (defender) # Fortresses
- **Sea Strength:** Die Roll + # Fleets + # Ports

2. Lowest strength loses; remove 1 Troop/Fleet/Hero. Tie? Both players lose.
3. Defender may retreat to an adjacent or accessible area that is empty or they control.
4. If defender does not retreat, then attacker may.
5. Repeat until only one player remains.
6. If both players are eliminated in a tie, defender wins.

Creatures

- May buy multiple Creatures per turn (only 1 Temple discount per turn).
- No standee? Discard after effect.
- Standee? Place on area of type on card that doesn't have Creature.
- Do NOT control areas, do NOT participate in or cause battles (except Minotaur during defense).

Heroes

- May move with any god except Apollo.
- Acts like a Troop with a special power.
- **Sacrifice:** At any time during actions (except Apollo), remove Hero to gain effect. (Cannot use during Cycle when acquired.)

Buildings

Temple: Discount on Creatures

Port: +1 in Sea battles

Fortress: +1 in Land battles

University: No effect

Metropolis: ALL building effects. Own 3 to win.

Building a Metropolis

- **Set of Buildings:** Whenever you control 1 each of a Fortress, Temple, Port, and University, remove them and build a Metropolis on a free site you control.
- **Philosophers:** If you ever have 4 Philosophers, immediately discard them and build a Metropolis on a free site you control. If no free sites, replace a building you control.
- **Hero Sacrifice:** Build a Metropolis on a free site you control. If no free sites, replace a building you control.

Notes

- Gold is hidden, all other info is public.
- Control is denoted by units or Control tokens.
- The Harpy cannot destroy a Hero.