

# Cycle Order

## 1. Rotate Creatures

- On the second Cycle, if the initial Creature has not been purchased, move it from the 4gp space to the 3 gold space and put the next card from the draw pile face-up on the 4gp space
  - If it was purchased, turn two cards face-up from the draw pile on the 4 GP and 3 GP spaces.
- On the third and following Cycles, Move each card down one space, discarding if necessary and filling the track so all three spots have a face-up card
  - **Artifacts and Heroes are never discarded, but removed from the game**

## 2. Gather Income - Prosperity & Necropolis

- Each player gains one gold for each prosperity token under their control
- Gold is kept hidden from other players behind the screens

## 3. Pay Hero Maintenance

- If you control one or more heroes on the board, you must pay 2 gold or a priestess each to keep them
- If you decline, remove their figure and card from the game

## 4. Refresh Gods

- Any God(s) that were not used in the previous round, if any, are placed at the top of the track in random order. The rest are shuffled and fill in the remaining active slots.
  - Amount of active Gods = number of players minus 1
- **Once all Gods have been seen once, shuffle all of them together to reset variability**

## 5. Roll for Hades

- Roll two combat dice, add their result and move the pillar on Hades up that amount
- If the column reaches or passes the 9<sup>th</sup> slot, Hades will replace the bottom (last) God
- If Hades becomes active, reshuffle all divine favors and place them in a stack face-down.
  - **Divine favors are not used the cycle that Hades is active**

## 6. Refresh Divine Favor

- Discard any Divine Favor tiles any player has
- Place one face-up Divine Favor tile next to the last active God, above Apollo. Whoever wins the bid on this God also gains the Divine Favor tile next to it

## 7. Bid for Gods

- Starting with the first pillar on the top of the track and in order, each player bids a pillar on a God
- If another player has already claimed a God you desire, you must outbid them, which forces them to **immediately bid on another God**, which may actually outbid yet another player
- Apollo has slots for all players if needed and costs no money, but only gives the first person who chooses him a prosperity marker to place on any territory, even one they don't control
- Bids can go above 10, use a territory token on the 10 spot if needed
- Once all bids are settled, players pay their Gods simultaneously before any actions are taken
- Payment to the Gods is reduced for each Priest card a player owns (**in 2-player discount doesn't stack**)

## 8. Take Actions & Resolve Creature Figures

- Done from the top God and down
- **Creatures with figures** - If this is the second (first full) cycle of its existence on the board, at the beginning of the owner's action, discard its card and figure unless a Priestess is paid instead.
  - **Egyptian Reinforcements are not creatures, so they remain**
- The free recruit bonus of the God is gained and/or placed first
- Then, all other actions (God/Titan move/Egyptian Reinforcement move) are done in the order of the player's choice, including buying cards, alternating if desired
  - Reduce the payment for creatures (**not Heroes, Egyptian Reinforcements or Artifacts**) by 1 for each Temple you control. This does not stack for multiple creatures. I.E., if you own 2 temples you could pay 1 gold less for two creatures each or 2 gold less for one.
  - **Creatures must be used/placed immediately after purchase** and can be placed on any territory of your choice, even enemy. If two creatures are ever on the same territory, they are both immediately destroyed. Creatures never move with Troops
- When complete, place your pillar on the right-most spot at the top, bidding later next round

## 9. Remove Hades & Undead

- Remove all undead Troops and Fleets from the board. If no normal Troop remains in a territory, place a control marker of the player who captured it with Hades undead Troops
- Set Hades face down off the board with his pillar at the "0" marker

## Victory Conditions

- Standard
  - If any player owns two Metropolis (**three in 2-player**) at the end of a cycle, they win. If more than one player owns two, coins are the tiebreaker
- Artifacts
  - If any player owns all 5 artifacts they gain an immediate victory. Do not complete the cycle
- Military
  - See Team Play rules

## Battle

- Each player rolls a die and adds the number of Troops, heroes, Titans and/or buildings. Whoever has the highest number wins and the other loses a Troop (**in the case of a tie, both players lose a Troop**)
  - Fortress (orange building) and Metropolis add +1 to defender in land battle and stack
  - Ports (blue buildings) add +1 to defender in sea battle and stack
- After the results and casualties of each die roll, the offense may choose to retreat to an adjacent or Fleet-linked and controlled territory.
  - If the offense declines, the defense may choose to retreat in the same fashion. If retreating Fleets, they move to an empty adjacent sea space

## Forgotten Rules

- When a player chooses Apollo, he may not buy Creatures, activate Titans, Activate Egyptian Reinforcements, build Monuments nor use the sacrificial power of his Heroes. Choosing Apollo is essentially skipping ones turn, only gaining the gold and prosperity marker
- The Giant can only crush small building tiles, not large
- When one of the Mythological creatures is placed on an island where another Creature already exists, the two Creatures are immediately destroyed
- In a 2 player game if a player has only one island they may place both bidding markers on Apollo and get 8 gold, but only one prosperity maker
- It is legal to use Zeus' power repeatedly. Just note that you can only replace a monster in a spot that already has a monster in it. If someone buys the 2GP monster, than the slot is empty, and Zeus' power cannot be used on that slot (if yellow had bought all 3 monsters, than there wouldn't have been any for you to replace, and he would have won). Otherwise, as long as a creature is there, it can be replaced as many times as you want with Zeus. Heroes, Artifacts and Egyptian Reinforcements cannot be chosen by Zeus's ability
- You may not attack the only remaining territory of a player unless you can prove it will IMMEDIATELY win you the game (assuming you win the battle). You can attack their Fleets, steal cards, gold pieces, etc., however. If a player is eliminated, remove all of their possessions from the board.
- Unlimited supply of gold and territory markers. Limited supply of prosperity markers, priests and philosophers.
- If an island has one or more Fortresses but no Troops, it is considered defenseless
- If a Fleet begins a battle while moving, it stops on that space and ends its movement. Once the combat is resolved, the active player may pay another GP to move the Fleet again

# Setup

- Choose either the Titans (large areas) or Vanilla (lots of small islands) boards
  - The number on the bottom indicates which sides to use for the amount of players
  - If Titans board is chosen, grab one of each basic building (not Theater) and randomly place one on each space of the board that has a small white building symbol
- Give Each player 7 coins, 2 Fleets, 2 Troops and a bonus below after bidding
- Place one card from the creature deck face up on the 4 gold space
- Place Hades below the God track off the board face-down with his pillar on the "0"
- Shuffle and place 2 face-up special Metropolis cards on the board
- Shuffle and place face-up monument cards near the board
  - Amount is the number of players
- Shuffle and place God tiles (**not Hades**) face-up on the track starting with the top
  - Amount of active Gods = number of players minus 1
- Everyone bids for their turn using normal bid rules, but only one player may choose Apollo
  - To determine bid order, grab one of each players pillar, shuffle and place above God track
  - After bidding is complete, players pay coins simultaneously. Each God grants a bonus:
    - Poseidon - 1 Fleet (and a Port if Titans board)
    - Ares - 1 Troop (and a Fortress if Titans board)
    - Athena - 1 philosopher (and a University if Titans board)
    - Zeus - 1 priest (and a Temple if Titans board)
    - Kronos - 1 Titan (and one Building or a 2nd Titan, depending on his position if Titans board)
    - Apollo - 1 Prosperity Marker (and 1 gold if Titans board)
- Deploy in from top god down in below order (**in 2-player you place 1 Fleet, 1 Troop and God bonus per pillar**)
  - Troops & Titans
    - With the Titans board, place Troops on 2 adjacent territories, even if you have 3 Troops or a Titan. You may not start with more than 2 territories. No small islands may be chosen
    - With the Vanilla board, you may choose more than 2 territories if possible
  - Fleets
    - Place on two spaces adjacent to the territories you occupy. Must be two different spaces. You double up two Fleets if you have 3 to deploy
  - Buildings
    - Place in one of your territories.
    - With the Titans board, if you start in one of the territories that already has a building, it's possible to start with two buildings and even a Monument!
- Place your offering marker on the last available slot determining the order of play for the first real cycle.
- Finally, begin the first real cycle by completing only steps 4 thru 8

# Team Play

If Titans board is chosen, and there is 4 or 6 players, a team game may be chosen

- Goal of team game is the first team to have 3 Metropolises
  - Once this happens, the game end is triggered. Finish the full cycle. Whoever has the most Metropolis at the end wins, even if someone doesn't have 3 anymore. Gold wins tiebreakers.
- Teammates must start on different islands from another
- Teams can tell another their gold values, but may not share gold
- Rules are the same - can't share units or Fleets, can't cross allied spaces even if empty with marker
- If a player conquers an opponent's last territory, a military victory can be achieved if:
  1. That territory does not already contain a Metropolis
  2. That territory has the necessary square for a Metropolis (dotted red square)
  3. It would give the team its third (or more) Metropolis
- If all 5 artifacts are owned by the same team, an immediate victory is achieved

# Miscellaneous

- **Special Metropolis**
  - The first player to build a Metropolis chooses one of the remaining special Metropolis cards and tiles and gains their power. If later conquered by an opponent, they gain the powers.
- **Artifacts and Heroes**
  - No Artifact or Hero card may ever appear in the discard pile. They go back to the box
  - They are not Mythological Creatures. Temples do not grant a discount towards their purchase and Zeus cannot affect their placement
  - Artifacts are placed on one of your territories and may move with your units when they move
  - Heroes count as a Troop in combat, but not for creature cards like the Harpy
  - Heroes may be sacrificed during your turn (**not on the same turn they are bought, though**) to activate a special power. If they are killed they cannot be sacrificed.
  - Multiple heroes owned by the same player can be in the same territory, unlike creatures
- **Titans**
  - Count as one Troop for battle and movement, but not against creature cards. Can be paid during your turn to move by themselves or with Troops in their territories for 1gp + 1gp for the number of previous movements (2gp, 3gp, etc.) This can be done even if you did not win the bid for Ares or Hades.
- **Necropolis**
  - If on a later cycle another player wins Hades and builds a Necropolis, remove the Necropolis tile from where it is for the new owner to place, but leave any gold coins
  - Creatures and heroes slain do not place any gold on this tile. Only regular Troops
- **Divine Favors & Magic Items**
  - Grant either a Priestess or Magic Item and a one-time use power
  - Priestesses lets you discard them at the beginning of the round to pay hero upkeep(s) or retain creature(s) for an additional round per priestess
  - **Magic Items are kept face up** and can be used in a future round
  - Magic Items have a one-time use and are then discarded
- **Monuments**
  - Each Monument requires two buildings of specified color. When a player controls two buildings of those colors, through purchase or conquest, they may claim that Monument card and place its corresponding figure in one of their territories. The buildings remain on the board. **Theaters cannot be used as one of the two buildings required**
  - A Monument can be built immediately, or during a later round during that players action
  - A Monument does not occupy a building space and does not count towards a Metropolis
- **Egyptian Reinforcements**
  - They are not Mythological Creatures. Temples do not grant a discount towards their purchase and Zeus cannot affect their placement
  - When acquired, place the corresponding miniature on one of your territories. It is now considered a Troop and can even be destroyed by the Harpy
  - Can be moved as if it were a regular Troop by the power of Ares or through Titans. If they are moved this way, their special ability is not triggered
  - You can, however, choose to pay 1GP to initiate a special attack. Move the Egyptian Reinforcement and, if desired, any other Troops from the same territory using normal movement rules. This allows you to use that Egyptian Reinforcements special ability
  - Each Egyptian Reinforcement can use its special attack once per turn
- **Two Player**
  - Gods are setup similar to a 4 player game, with 2 pillars per player
  - During setup, with each pillar you place 1 Troop, 1 Fleet and that God's bonus (see setup)
  - For turn order, shuffle both pillars and place them on the turn order track
  - You bid on two Gods a piece and can even outbid yourself
  - Takes 3 Metropolis to win rather than 2
  - Priest discount works similar to temples, AKA they don't stack but apply to total cost