



The Gods have spoken! Go back in time 5,000 years to join the Heroes of Ancient Greek legend to complete their mission. Play the part of Deukalion, Perseus, Hercules or Achilles and sail the sinister seas with your powerful hoplite army. Prepare to battle the Hydra sea monster, fight for cities and challenge each other!

Are you ready to accept the mission?

If you're playing for the first time, read through the whole booklet carefully before you start. If you have played before, skip to the Quick Rules on page 16.

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OBJECT OF THE GAME

- Be the first player to earn the required number of Honour points.



The number of Honour Points you need to win depends on the number of players:

- 2 players – 16 Honour Points
- 3 players – 14 Honour Points
- 4 players – 12 Honour Points

HONOUR POINTS

Honour points are represented in different ways; shields on settlements, Honour cards and Pursuit cards.

Earn Honour points when you:

1. Found a settlement
When you found a settlement (whether it's a new one or one you've challenged another player for), leave 1 or 2 hoplites in the marked spaces on the settlement. These hoplites represent the number of Honour points you have while the settlement is yours (don't take Honour cards). If you lose the settlement, you also lose the points!
2. Complete a Pursuit
Each Pursuit card displays 2 pursuits. Completing either one of them means you can take the card, and score the number of Honour points shown at the bottom (don't take Honour cards).
3. Win a challenge against the Hydra
If you win a challenge against the Hydra, take 1 Honour card. Add it to your points total.
4. Have the most hoplites in the Underworld before travelling to the River Styx to reclaim them
Travel to the River Styx to reclaim all of your hoplites from the Underworld. If you had the most hoplites there (sole majority) before reclaiming, take 2 Honour cards and add them to your points total.
Exception! In a 2 player game, take 1 card only.
5. Deliver a treasure chest to Athens (without completing a Pursuit card)
Players can deliver treasure chests to Athens at any time during the game to earn extra Honour points. Once you have delivered the treasure, check whether you have completed a Pursuit card by doing so. If you have, take the Pursuit card. If not, take 1 Honour card.

IMPORTANT!

Keep a tally of how many Honour points you have at all times during the game (make a note of them on paper if you need to), and remember how many you need to win!



THE MAP

The map shows:

- Harbour: Athens
- River Styx
- 8 cities: Corinth, Mykene, Sparta, Thera, Crete, Rhodes, Cyprus and Halikarnassos
- 4 settlements: Ephesus, Salamis, Argos and Lindos
- Centre square: where the Kylix (dice shaker) sits throughout the game.

Underworld:

Hoplites that are lost in challenges remain in the Underworld until players can reclaim them.

Pursuit cards:

Two Pursuit cards are displayed throughout the game. Aim to complete Pursuits to earn Honour Points. See pages 10 – 12 for more information on Pursuits.

Honour cards:

Earn Honour cards in various ways, such as winning against the Hydra and having the most hoplites in the Underworld when you go to the River Styx. See page 3 for more information on Honour Points.

Action cards:

Collect Action cards to help you during the game. Action cards have many benefits, such as allowing you to move further on your turn or reclaiming hoplites before a challenge. See page 12 for more information on Action cards.

River Styx:

Travel to the River Styx in order to reclaim all of your hoplites from the Underworld. See page 10 for more information.

Ship:

Each player uses a ship to move around the map during the game.

Hydra:

The Hydra could attack your ship at any time! See pages 14 & 15 for more information on the Hydra.

Hoplites:

Each player has a collection of hoplites to use for protection during challenges and to guard settlements.

Kylix:

The Kylix (dice shaker) stays here throughout the game. On your turn, use it to shake the dice and then position it to determine how you're going to play your turn. See pages 8 & 9 for more information on the Kylix.

Adjacent squares:

For many actions, your ship must be on an 'adjacent square'. The shaded squares would count as 'adjacent' to Rhodes. Squares linked diagonally do not count as adjacent.

Treasure chest:

Treasure chests are placed on the city spaces at the start of the game. Collect treasure chests and deliver them to Athens to complete Pursuit cards. If you capture a treasure chest and need to make space for it on your shipboard, send any hoplites that don't fit on the shipboard to the Underworld.

Shipboard:

Keep your shipboard in front of you throughout the game. Use the 10 square spaces to hold hoplites and treasure chests. See page 6 for more information.



GAMEBOARD SET-UP

The first time you play, peel the stickers off of the sheet and stick them onto the Hydra and ship movers. Stick the hoplites/stickers on as shown (one sticker per hoplite).



1. Place the 15 coloured treasure chests randomly on the cities showing square treasure chest spaces.
2. Put the Hydra (sea monster) on the space labelled 'Hydra Start' as shown below.
3. Shuffle the Action cards and place them face down on the space marked on the gameboard.
4. Shuffle the Pursuit cards and place them face down on the far left space of the Mount Olympus section of the gameboard. Turn over the top 2 and put them face up on the next two spaces so that all players can see them.
5. Put the Honour cards on the space marked on the gameboard.
6. Put the 5 dice into the Kylix (dice shaker) and place it in the centre of the map.



PREPARE TO SET SAIL

1. All players take:
 - a ship, shipboard and 10 hoplites of one colour
 - 3 Action cards
 - 1 Pursuit card(Keep your cards a secret!)
2. Set up your shipboard as shown, with each hoplite in one of the 10 marked spaces. Keep your shipboard in front of you (not on the gameboard).
3. Starting with the youngest player, all place your ship movers on one of the anchor squares around Athens. This is your starting space. Only one ship can occupy each anchor space at the start of the game.
4. The youngest player takes the first turn and play continues clockwise.



PLAYING A ROUND

Although each player takes their own turn, all players can move on all turns. Rounds and turns are played as follows:

1. The 'active' player – Player A – shakes the Kylix.
2. While Player A is deciding how to position the Kylix, players B, C and D (starting from the person to Player A's left) can move their ships up to the number of spaces shown on the die in the centre of the Kylix.

Note: No player has to move their ship the total number of spaces shown on the die, or move at all. Non-active players (B, C and D) can also sacrifice their whole moves (including any actions) to retrieve 2 hoplites from the Underworld if they wish.

3. Players B, C and D can found settlements, complete Pursuits, challenge a city/settlement or challenge another player's ship.
4. Once Players B, C and D have all moved their ships and carried out the resulting actions, Player A can continue his turn.
5. Choose how to position the Kylix to achieve the best outcome, by matching the numbers on the dice with the symbols surrounding the Kylix. (See pages 8 & 9).
6. Place the Kylix on the map and complete the following actions in any order:
 - Draw an Action card (depending on the position of the dice in the Kylix)
 - Reclaim hoplites from the Underworld
 - Move the Hydra
 - Move your ship and take no further action, OR
 - Move your ship to challenge a city or settlement from an adjacent field, or to challenge another player (by moving your ship onto the square they're occupying). See Challenge Rules pages 13 – 15.
7. If you complete any Pursuits during your turn, take the Pursuit card.

Example:

- Player A shakes the Kylix. The centre die shows '3'. While Player A decides how to position the other 4 dice, Player B uses their 3 moves to travel to the square occupied by Player C, and challenge them. Player B wins, and steals a treasure chest from Player C.
- Player C uses their 3 moves to travel to the River Styx, to retrieve all of their hoplites from the Underworld.
- Player D is carrying a treasure chest towards Athens, and therefore only needs to move 1 square to deliver it.
- Player A continues with their turn.

THE KYLIX

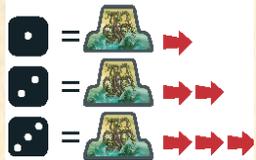
(DICE SHAKER)

- On each turn, use the Kylix to shake the 5 dice. Each die should fall into a space in the base of the Kylix. (If not, shake gently until they fall into place).
- All 5 dice display the numbers 1-3 (twice on each). The number shown on the die in the centre of the Kylix shows how many squares the other players (not the player whose turn it is) can move on this turn.
- The numbers shown on the other 4 dice relate to: moving your ship, moving the Hydra, taking an Action card and reclaiming hoplites.
- On your turn, study the dice and decide which numbers would work best with which symbol (hoplites, Move, Cards and Hydra). Think carefully about what you want to achieve with your turn before you decide how to position the Kylix!
- Place the Kylix on the centre square, and do the following in any order:



HYDRA

The number on the die in the Hydra position shows by up to how many squares you can move the Hydra:



Note: The Hydra can move horizontally or vertically (not diagonally) onto any water field apart from the anchor squares. It also can't move onto the River Styx. You don't have to move the Hydra the total number on the die if you don't need to.

See Challenging another player with the Hydra on page 15.

CARD

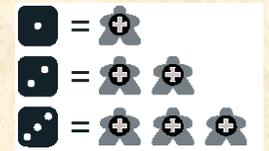
The number on the die in the Card position has one of the following outcomes:

See Action Cards on page 12.

- = All other players to take an Action card.
- = No player takes an Action card.
- = You take an Action card.

HOPLITES

The number on the die in the hoplites position shows how many of your hoplites you can reclaim from the Underworld.



If you want to reclaim hoplites but are carrying too much treasure, you can dump your unwanted treasure chest(s) on any unoccupied space(s) on the cities. You do not need to travel to a city to do so.

MOVE

The number on the die in the Move position shows by up to how many squares you can move your ship:

Note: You don't have to move the total number you've rolled if you don't need to. Ships can only move vertically or horizontally, not diagonally.

See page 10 for more information on Moving your ship.



MOVING A SHIP

- You can move your ship onto free water spaces vertically and horizontally, but not diagonally.
- Anchor squares are safe. You cannot challenge on them. More than one ship can occupy an anchor square at once.
- Cities and settlements are out of bounds to ships – they can move on water or River Styx squares only.
- All squares surrounding the Kylix space count as water spaces.
- By moving your ship onto a square occupied by another player, you are challenging that player. You cannot move any further on that turn.
- Ships cannot move through a square occupied by the Hydra, except if the Defeat the Hydra Pursuit card is on display. In this case you can move onto the square to challenge the Hydra. You cannot move any further on this turn.
- Movement also ends if a player founds a new settlement, challenges a city or settlement, moves their ship onto the River Styx square or completes a Pursuit.



RIVER STYX

Moving your ship onto one of the River Styx squares lets you reclaim all of your hoplites from the Underworld, even if it's not your turn. If they don't all fit on your shipboard, reclaim as many as you can or dump unwanted treasure to make space.

For extra points: If you had more hoplites than any other player in the Underworld before you reclaimed them, take 2 Honour Point cards. If there's a draw, neither player gets Honour Point cards.

More than one ship can occupy the River Styx at any time, but ships cannot challenge each other whilst there.

Once you've moved to the River Styx, the Move part of your turn ends immediately.

PURSUIT CARDS

A Pursuit is a mission set by the Gods, such as 'Take 3 treasure chests to Athens' or 'Defeat the Hydra'. Complete Pursuits to earn Honour Points. Each Pursuit card displays two pursuits – you only need to complete one to earn the card and the Honour points shown at the bottom!

Each player gets a Pursuit card at the start of the game, which only they can achieve. Keep your card secret from the other players, and remember to keep it separate from any others you achieve in the meantime. Don't count the Honour Points shown on the card as part of your points total until you've achieved one of the Pursuits! You can accomplish this card at any stage of the game.



IMPORTANT!

As soon as you complete a Pursuit card from the gameboard, replace it with the next one from the pile. Two Pursuit cards must be on display throughout the game.

Pursuit card rules

1. The first player to complete the Pursuit wins the card and the Honour Points. Even if a non-active player (i.e. not the player whose turn it is) accomplishes the Pursuit, they win the card. This applies even if the active player would have gone on to complete it during their turn.
2. Pursuits can be completed by any player at any time. You can complete more than one Pursuit at a time.
3. If two or more players complete a Pursuit at the same time, each take an Honour card and remove the Pursuit card from the game.
4. It is possible to complete several Pursuit cards one after the other.
5. If you complete a Pursuit card, place the card face up in front of you.

Example:

- You carry 1 green and 1 red treasure chest towards Athens to accomplish the Pursuit.
- Deliver the green treasure chest to Athens.
- Take the Pursuit card.
- The next Pursuit card you turn over reads:
- Deliver 1 red treasure chest to Athens.
- You already have the red treasure chest, and are at Athens, so you have automatically accomplished that Pursuit as well!
- Take the card and place it face up in front of you.

Types of Pursuit

- Delivering treasure chests
Some Pursuit cards instruct you to deliver a coloured treasure chest (or a combination of treasure chests) to Athens. To do so:
 1. Travel to the city where the treasure chest is.
 2. When your ship is on an adjacent square to that city, challenge it (see Challenging a city or settlement, page 14).
 3. If you win, take the treasure chest and put it in an empty space on your shipboard. Send a hoplite to the Underworld if you need to make room.
 4. As soon as you reach one of Athens' anchor squares, you've delivered the treasure! Put the treasure chest back on any empty space on a city square (it doesn't have to be the city you collected it from).



5. If that Pursuit card is still on display, take it and add the points shown at the bottom to your Honour points total. Turn over the next Pursuit card immediately.

- Defeat another player's ship
Some cards instruct you to challenge another player's ship. To complete this pursuit:
 1. Travel to the square occupied by that player's ship.
 2. Challenge them (see Challenging another player's ship page opposite).
 3. If you win, take the Pursuit card and add the Honour points to your total.
- Sail to a city with hoplites
Some cards require you to travel somewhere with a certain number of hoplites. Follow the instructions on the card; you may only have to get to a square adjacent to the city in order to complete the Pursuit, or you might have to leave some hoplites there to earn the card.
- Sail to a city with Action cards
If you want to complete a Pursuit card that instructs you to take a certain number of Action cards to a particular city:
 1. Ensure you have the required number of Action cards.
 2. Travel to the city on the Pursuit card.
 3. When your ship is on an adjacent square, sacrifice the required number of Action cards and put them to the bottom of the Action cards pile.
 4. Take the Pursuit card and add its points to your total.
- Defeat the Hydra
This is the only point in the game when players can challenge the Hydra. Refer to Challenging the Hydra on page 14.

ACTION CARDS

Take an Action card on your turn if you can, OR when another player selects a 1 on the Card die during their turn.

- Apart from the 3 cards that state otherwise, all Action cards can only be played once.
- You can play as many Action cards as you like in one turn. For example, you could Move your ship 2 extra squares and Take up to 2 hoplites back from the Underworld during one turn.
- If you receive an Action card during your turn (even if it is given to you by another player), you can play it straight away if you want to.



FOUNDING A SETTLEMENT

To found a new settlement (Ephese, Salamis, Argos or Lindos):

- your ship must be on a square that's adjacent to it
AND
 - it cannot have already been founded by another player (unless you choose to challenge that player for it – see Challenging a city or settlement),
- When you found a new settlement, move the number of hoplites shown on the settlement square from your shipboard on to the settlement.

You cannot use these hoplites in any more challenges, unless another player successfully challenges you for the settlement and wins. In this case, move the hoplites to the Underworld and reclaim them later.

Each settlement you own counts for 1 or 2 Honour Points, depending on how many hoplites you have to leave there (do not take Honour Point cards). These points count towards your total for as long as you own the settlement. If another player challenges you for it and wins, the points are theirs!

CHALLENGE RULES

EXAMPLE OF SCORING

During challenges, roll your hoplites and calculate your points total as follows:

- for each hoplite that's lying flat with its skull symbol visible, score 0 and move it into the Underworld



- for each hoplite that's lying flat with its skull symbol facing down, score 1 point and return it to your shipboard



AND

- for each hoplite that ends up on its side or 'standing up', score half a point and return it to your shipboard



4 Points



3.5 Points



Challenging another player's ship

You can challenge another player's ship to try and steal either a treasure chest or an Action card from them. But beware – you may lose some hoplites in the process!

Move your ship onto the square occupied by the other player's ship. (Make sure you have enough points on the die in the 'Move' position to do so).

To begin the challenge:

1. Both roll all of the hoplites you're carrying on your shipboard. Calculate your score (see Challenge Scoring on page 15).
2. The player with the most points wins the challenge. If there's a draw, the defender wins.
3. The winner can steal either a treasure chest OR an Action card from the other player. If they choose an Action card, they must pick randomly without looking at what's on the other player's cards. The winner must move the other player's ship by 3 squares onto a free space.

Note: In any Challenge situation, the winning player may move the other player's ship through squares occupied by the Hydra or other ships, in order to relocate it (but not through land squares).

Challenging a City or Settlement

You can challenge a city or settlement to either steal a treasure chest (city) or seize it from another player (settlement).

Your ship must be on one of the squares adjacent to the city or settlement you want to challenge.

If you found Ephesus, leave 1 hoplite there to show that you own it



Ephesus has a challenge value of 1 – you must score 1 or more to seize it from another player



There are up to 3 treasure chests on Halikarnasos during the game.

Halikarnasos has a challenge value of 4 – you must score 4 or higher to steal one of its treasure chests

To begin the challenge:

1. Roll all of the hoplites on your shipboard and add up your points (see Challenge Scoring on page opposite).

2. If your total matches or beats the value of the city or settlement, you win!

For a city: take one of its treasure chests. Move it from the city to your shipboard (put a hoplite in the Underworld if you need to make space).

For a settlement owned by another player: move the other player's hoplites from the settlement into the Underworld and replace them with hoplites from your shipboard. The settlement now belongs to you. Remember to include the points rewarded for this settlement in your total (but don't take Honour cards).

3. If your points total does not match or beat the number required, you win nothing. Continue play as normal.

Challenging the Hydra

You can only challenge the Hydra if the 'Defeat the Hydra' Pursuit card is on display.

Move onto the square occupied by the Hydra in order to challenge it. (Make sure you have enough points on the 'Move' die to do so).



To begin the challenge:

1. Roll all of the hoplites on your shipboard.
2. Calculate your points total (see Challenge Scoring on page opposite).
3. If your total is 5 or more, you win. Take the 'Defeat the Hydra' Pursuit card, and move the Hydra by 3 squares in any direction you wish, onto a free water square.
4. If you score less than 5, you lose. The player sitting to your right must move your ship by 3 squares in any direction they choose onto a free space.

Challenging another player using the Hydra

On your turn you can move the Hydra onto a square occupied by another player's ship to challenge them (as long as you have enough points on the 'Hydra' die to do so).

If you are the challenged player:

1. Roll all of the hoplites you're carrying.
2. Calculate your score (see below).
3. If you scored 5 or more, you win! Take 1 Honour card and relocate the Hydra by 3 squares onto a free water square.

Note: If the Defeat the Hydra Pursuit card is on display, take that instead of an Honour card.

4. If you scored less than 5, you lose. The player to your right must move your ship 3 squares in any direction onto a free space.



ENDING THE GAME

The game ends as soon as someone earns the necessary amount of Honour Points for that game.

The winner earns the favour of the Gods and the title of Most Honoured Hero!

QUICK RULES

When you are familiar with the game, use this as a quick reference guide to remind you what to do on your turn:

1. Shake the dice using the Kylix.
2. Starting with the player to your left, all other players move the number of spaces shown on the die in the centre of the Kylix.
3. Choose how to position the dice in relation to the four points of the Kylix (see pages 8 & 9).
4. Complete the following actions in any order:
 - Reclaim hoplites from the Underworld.
 - Draw an Action card, or tell the other players to do so.
 - Move your ship.
 - Move the Hydra.
5. If you want to:
 - found a new settlement,
 - challenge another player's ship,
 - challenge a city or settlement, or
 - complete a Pursuit card.
6. The next player takes their turn, and so on.
7. The first player to reach the required number of Honour points is the winner.

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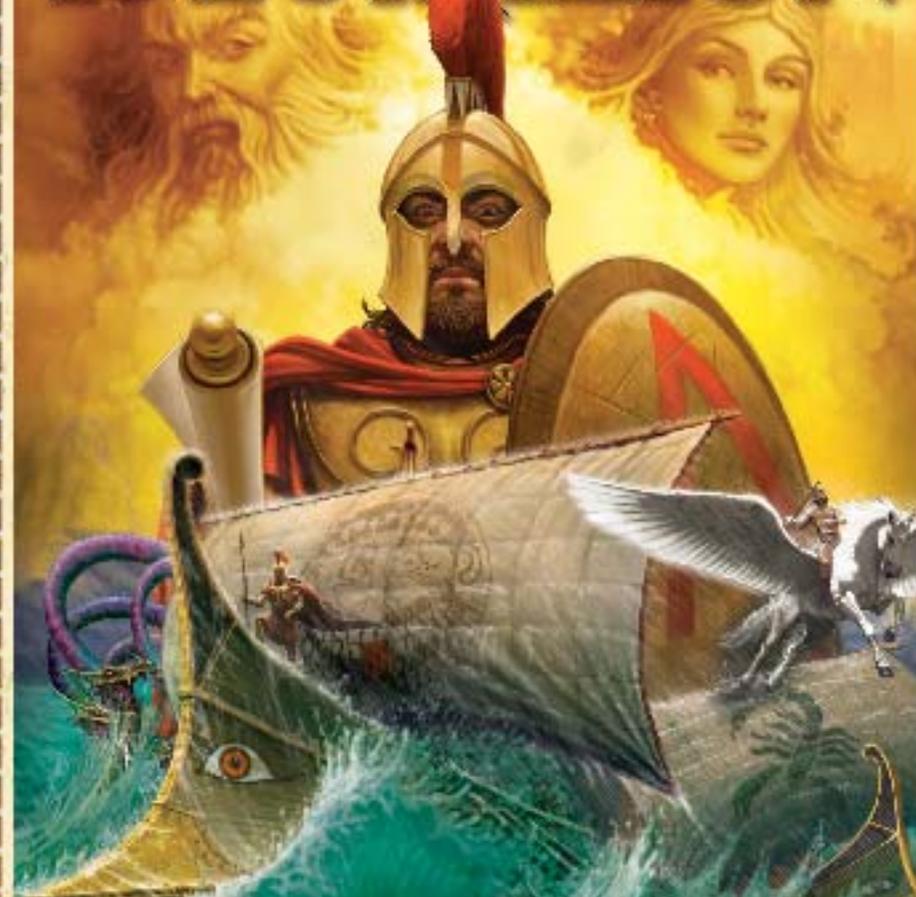
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Arno Steinwender & Wilfried Lepuschitz DEUKALION



The magnificent voyage of Ancient Greek legends

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1 gameboard, 1 Hydra (sea monster) mover, 4 ship movers, 4 shipboards, 40 wooden hoplites (10 of each colour), 15 treasure chest blocks (3 of each colour), 30 Action cards, 16 Pursuit cards, 14 Honour cards, 5 dice, 1 dice shaker and a sticker sheet.

