

Expansion
**THESEUS - CONQUEROR
OF THE MINOTAUR**

DEUKALION

Story:

Children of Athens are sacrificed to the Minotaur every year as a tribute to Crete. Theseus therefore travels secretly to Crete to put an end to this dreadful ritual and slays the bull-headed stepson of King Minos in his labyrinth. Fetch Theseus, the conqueror of the Minotaur, from Crete and **if you prove to be worthy, he will fight for you and additionally will count as an extra Honour point (don't take an Honour card).**

Preparation:

- To add Theseus to the game, take a meeple/hoplite (with a color easily to distinguish from any player's color, for instance black) and mark it with a paint stick or a glued dot on one side.
- Theseus is placed at the free land square adjacent to Crete at the beginning of the game.



How do I get Theseus on my ship?

- If a player's ship is located adjacent to Theseus' land square and Theseus is still located on this square, the player can try to take the hero on board.
- Thereupon the player rolls one of his hoplites. If the hoplite survives this roll, the player may take Theseus onto his shipboard.

How does Theseus help me?

- Likewise to a hoplite or a treasure, Theseus occupies one space at the shipboard. If there's no space available on the shipboard, the player may put one hoplite to the Underworld.
- Theseus counts as a normal hoplite for all Pursuit and Action cards.
- If a challenge occurs, Theseus is rolled together with all other hoplites, but counts double, therefore **either 2, 1 or 0 battle points**. If Theseus is lying flat with his symbol visible, he is not moved to the Underworld and stays on the player's shipboard. Theseus is immortal!
- If a player wins a challenge against another player who has Theseus onboard, the winner may take Theseus onboard instead of taking either a treasure or an Action card.
- Theseus counts as **one Honour point** for the player having him onboard (but **no Honour card** is drawn).

Required material:

1 large or small meeple/hoplite with a color easily to distinguish from any player's color, for instance a black one.

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