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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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CYCLADES

SETUP

Each player chooses a color and takes his **screen**, **1 offering marker** (2 in a 2 player game), **3 territory tokens**, **8 fleets** and **8 troops**. Each player also takes **5 gold pieces** (GP) and hides them behind his screen.

Place the isles, troops and fleets according to the number of players, as indicated in the rules.

Shuffle the **mythological creature cards** and place them facedown on their board space. Place the **5 creature figurines** next to the discard pile (you cannot normally look in the discard pile during the game).

Place the **philosopher cards** and the **priest cards** on their board spaces.

Shuffle together the players' offering markers and randomly place them on the first spaces of the game turn track. The **4 God tiles** go next to the board, along with the **building tiles**, the **metropolis tiles**, the **2 dice**, the **prosperity markers** and the unused gold pieces.

OVERVIEW

The game takes place over a series of **cycles** during which the players will:

1. **Gather their revenue** in GP (production of their isles + seafaring commerce)
2. **Make offerings to the Gods** (auction).
3. Depending on the God whose favor they obtained, **perform actions** specific to that God.

The goal of each player is to own 2 metropolises at the end of a cycle (either by building them and/or conquering them).

CYCLE

1. MYTHOLOGICAL CREATURES

Update the **mythological creature track** to have **3** visible creatures, one on each space. The GP under each space is the cost to use that creature during the action phase.

1. Discard the creature on the 2 GP space if it wasn't used during the previous round.
2. Move all other cards to the right.
3. Fill the remaining spaces by drawing new cards.

When the draw pile is empty, shuffle the discard pile to create a new draw pile.

During the very first cycle, draw the first mythological creature and place it faceup on the 4 GP space.

During the second cycle, if this creature has not been used, move it one square to the right and put the first creature from the draw pile faceup on the vacated space. If it was used, place the 2 first creatures from the draw pile on the 4 GP and 3 GP spaces.

2. THE GODS

The 4 God tiles are shuffled and placed randomly on the 4 empty spaces above Apollo's space.

5 players: all 4 tiles are placed faceup.

4 players: the last of the 4 Gods is placed facedown; it will not be available for this cycle. During the following cycle, place this God faceup in the first space, and shuffle the other 3. Once again, the God placed in 4th place will be facedown and will become first God during the following cycle.

3 players: the first 2 Gods are placed faceup and the last 2 facedown. During the next cycle, the 2 Gods which were facedown are used. On the cycle following that, the 4 Gods are shuffled again to make 2 new random pairs.

3. REVENUES

Each player receives **1 GP for each prosperity marker** he controls. GP earned by the players is kept hidden.

4. OFFERINGS

In playing order, each player chooses a God and places his **offering marker** on the space corresponding to the offering that the player wishes to make.

If an offering goes over 10, the player places one of his **offering markers** on the 10+ space. The offering marker then indicates any number beyond 10.

A God grants his favor only to the player who made the highest offering.

If a player has made an offering to an already chosen God, the offering must be higher than the one already taking place, and the player who made the previous offering must take his marker back and immediately bid on a different God.

The player thus outbid may outbid another player. Any such case must be resolved before the next player in the playing order places his offering marker.

Any player may place his offering marker on Apollo's space without cost; he does not require any offerings.

Multiple players may choose Apollo in the same cycle. The first player to choose Apollo places his token on the 1 space, the second on the 2 space, etc.

The offering phase is over when each player has placed his marker on a God.

Each player pays the number of GP he offered, taking into account any possible reductions due to **priest cards**.

Players cannot make an offering they can't afford.

5. PERFORMING ACTIONS

The player who won the offering bid on the first God can perform the **actions** specific to that God, and use a mythological creature, by paying the cost corresponding to each of those actions.

The free action of each god *must* be taken, and it must be completed *first*.

Call upon one or more mythological creatures (all Gods except Apollo)

Recruit (all Gods except Apollo)

Build (all Gods except Apollo)

Special action (all Gods except Athena and Apollo)

Increase revenue (Apollo)

Players may alternate actions (eg, recruit, build and recruit again).

When a player is done with his actions, he places his offering marker on the last free space of the **turn track**. The player who won the offering bid on the next God then performs his actions.

a. Call One or More Mythological Creatures

By paying the cost indicated under the card (minus any cost reductions due to **temples**) the player can take the corresponding **creature card** and apply its effect. Once used, the card is placed faceup in the discard pile.

The powers of the creatures must be used immediately.

New creature cards are only placed on the board at the beginning of each cycle. The player who made the best offering to the first God gets to help himself first.

There is nothing to stop him from playing multiple creatures, so it is possible that the last few players of the cycle will no longer have any creatures available to them by the time their turn comes around.

b. Recruit

The main Gods allow players to **recruit**—depending on their specialty—a troop, a fleet, a priest or a philosopher for free, but also to recruit more in exchange for GP.

c. Build

A specific type of **building** is associated with each God, each building with a different effect.

A player may build the same type of building multiple times, even on the same isle, as long as he can afford the cost of 2 GP each.

Buildings are placed on the white squares of each isle.

d. Special Action

Some Gods grant **special actions**. During his turn, a player may perform these actions multiple times, as long as he has enough GP to afford them.

e. Apollo

Finally, the player(s) who have chosen Apollo play last and have a limited choice of actions. Playing Apollo is technically a way to skip one's turn to save money.

6. END OF THE ROUND

Once every player has played and placed their offering marker on the turn track, the round is finished.

If one or more players own 2 metropolises, the game ends. Otherwise, a new cycle begins.

THE GODS

POSEIDON

Recruit Fleets

Free fleet. You may purchase extra fleets: the second costs 1 GP, the third 2 GP, and the fourth 3 GP. You cannot purchase more than 3 extra fleets in a turn.

No player may have more than 8 fleets. Fleets must be built on sea spaces around isles you control. This space must either be empty or contain your fleets.

Build Port

A port gives a defensive bonus during sea-faring battles that take place on squares adjacent to the isle it is on.

Move Fleets

For 1 GP, you may choose fleets currently on the same sea space and move them a maximum of 3 spaces. You can add or abandon fleets during that movement.

If fleets enter a space occupied by enemy fleets, their movement ends and a battle begins immediately.

ARES

Recruit Troops

Free troop. You may purchase extra troops: the second costs 2 GP, the third 3 GP, and the fourth 4 GP. You cannot purchase more than 3 extra troops in a turn.

No player may have more than 8 troops. Troops must be placed on isles you control.

Build Fortress

A fortress gives a defensive bonus during land-based battles to troops on the same isle.

Move Troops

For 1 GP, you may move some or all of your troops on an isle to another isle connected by a chain of fleets of your color. If you land on an isle where enemy troops are present, a battle starts immediately. If you land on an isle free of troops, you claim it without a battle, even if the isle has a fortress.

If you move your last troop off an isle, you must leave a **territory marker** there. The isle belongs to you as long as no opponent lands there.

A player may *not* attack the last isle of another player, unless he can prove that he would win the game were he to successfully conquer the isle.

ZEUS

Recruit Priests

Free priest. You may purchase a single extra priest for 4 GP. Priests are kept in plain sight.

Each priest reduces the offering to be paid by 1 GP at the beginning of each cycle. No matter how many priests you have, you *must* pay at least 1 GP for your offering (only Apollo is free).

Build Temple

Each temple reduces the cost of buying a mythological creature by 1 GP. The price reduction of each temple can only be used once per cycle.

No matter how many temples you own, you *must* still spend at least 1 GP to get a creature.

Change the Creatures

For 1 GP, you can discard an available creature card and replace it with the first card of the draw pile.

ATHENA

Recruit Philosophers

Free philosopher. You may purchase a single extra philosopher for 4 GP. Philosophers are kept in plain sight.

As soon as you get a fourth philosopher, you must immediately discard them to build a metropolis.

Build University

The university has no special effect.

APOLLO

You get 1 GP if you control more than one isle, or 4 GP if you control a single isle.

You also place 1 **prosperity marker** on the isle of your choice. An isle can have several markers on it.

If more than one player has chosen Apollo during a single round, all earn the extra GP, but only the first player who chose Apollo gets a prosperity marker.

BATTLE

Each player participating in battle rolls 1 die and adds the number of troops / fleets he has in the combat zone.

If the battle takes place on an isle where one or more fortresses have been built, **the defender adds 1 to his for each fortress.**

If the battle takes place on a sea space adjacent to an isle (or isles) where the defender has built one or more ports, **the defender adds 1 for each port.**

An isle is always considered to be a single space.

The player with the lowest result loses the first assault. He removes a troop / fleet from the battle and places it in his reserve (in front of his screen). If the result is a tie, both players lose a troop / fleet.

If both combatants still have troops / fleets, the defender can decide to **retreat**. If he does not (or cannot), the attacker can also retreat. If neither of the players retreat, a new assault takes place.

These steps are repeated until only one player is left in the combat zone. That player takes control of the isle or the sea space in which battle occurred.

If it was an isle, the winner also gets all buildings found on the isle.

Two armies may annihilate themselves at the same time. In the case of a land-based battle, the defender keeps his isle and a territory marker of his color on it. He still benefits from the revenues of that isle and the effects of buildings on it, but it will no longer be defended against a subsequent attack until he recruits new troops.

Retreating during a land-based battle

The player wishing to retreat must bring his troops back to an isle belonging to him and linked by fleets of his color to the one where battle occurred. If these conditions are not met, the troops cannot retreat.

Retreating during a sea-faring battle

The player wishing to retreat must move his fleets to an empty adjacent space or one he controls. If no space is available, the fleets cannot retreat.

THE METROPOLISES

Each isle has a space (dotted red square) reserved for a **metropolis**. There are two ways of creating a metropolis:

1. Economic Development

A player who owns all 4 types of buildings (port, fortress, temple and university), even if they are spread over many isles, must immediately discard them and replace them with a metropolis, which he places on an empty space on one of his isles.

If there are no free spaces, the player must destroy one or more of his buildings to free the space.

2. Intellectual Development

A player who has 4 philosophers must immediately discard them to earn a metropolis, which he places on an empty space on one of his isles.

If the only available space is occupied by buildings, the player must destroy them to free the space.

If a player only has one isle on which he already owns a metropolis, his 4 philosophers are discarded (the new metropolis 'replaces' the old one).

A player can also earn a metropolis by conquering an isle where one already exists.

A metropolis has the powers of all other buildings.

VICTORY

The game ends at the end of a cycle where at least one player owns 2 metropolises. That player wins.

If more than a single player ends the cycle with 2 metropolises, the player who has the most GP remaining behind his screen wins.

2 PLAYER GAME

Each player takes the 2 offering markers of his color. Shuffle the 4 offering markers and place them randomly on the first spaces of the turn track.

Play exactly as detailed for 4 players, but each player must make offerings to 2 Gods instead of a single one (it is possible to outbid yourself).

Each player must be able to pay the entire cost of his offerings on both chosen Gods. A priest allows a player to save 1 GP on the *sum* of your offerings.

The game ends when one of the players owns **3** (instead of **2**) **metropolises** at the end of a cycle.

CYCLADES

CYCLE

1. MYTHOLOGICAL CREATURES

Update the **mythological creature track**.

Discard the 2 GP space creature if it wasn't used, move all cards to the right, and draw cards for remaining spaces.

The GP listed is the cost to use that creature during the action phase.

2. UPDATE GODS TRACK

Shuffle the 4 God tiles and place them randomly on the 4 empty spaces above Apollo's space.

3. REVENUES

Each player gets **1 GP for each prosperity marker** he controls.

4. OFFERINGS

In playing order indicated by the offering markers on the turn track, each player chooses a God and places his offering marker on the offering space he wishes to bid.

Apollo's space has no cost. Multiple players may choose Apollo.

The offering phase is over when each player has placed his marker.

Each player pays the number of GP he offered, remembering reductions due to **priest cards**.

5. PERFORMING ACTIONS

The player who won the offering bid on the first God can perform the **actions** specific to his God, and may use a mythological creature, by paying the corresponding costs.

- a. **Call Mythological Creatures**
- b. **Recruit**
- c. **Build**
- d. **Special action**
- e. **Increase Revenue (Apollo only)**

He then places his offering marker on the last free space of the turn track.

The player who won the offering bid on the next God then performs his actions.

6. END OF THE ROUND

If one or more players own 2 metropolises, the game ends.

A player who is the lone owner of 2 metropolises at the end of a cycle wins the game. If he is not the only one, the player owning 2 metropolises with the most GP wins.

POWERS OF THE GODS



POSEIDON

Recruit free fleet, + 1-3 fleets for extra GP.

Build port.

Move For 1 GP, move fleets on a space up to 3 spaces.



ARES

Recruit free troop, + 1-3 troops for extra GP.

Build fortress.

Move troops from one isle to another along a chain of fleets.



ZEUS

Recruit free priest, + 1 priest for an extra 4 GP.

Build temple.

Replace one mythological creature from the draw pile for 1 GP.



ATHENA

Recruit free philosopher, + 1 philosopher for an extra 4 GP.

Build university.



APOLLO

Receive 1 GP (4 GP if you control only one isle); and 1 prosperity marker if you were the first to make an offering.

PRIESTS & PHILOSOPHERS

Priests Each priest reduces the offering to be paid at the beginning of each cycle by 1 GP (min 1).

Philosophers As soon as a player gains a fourth philosopher, he must immediately discard them to build a metropolis.

BUILDINGS

Port **Defensive bonus of +1** during sea-faring battles taking place on spaces adjacent to the isle.

Fortress **Defensive bonus of +1** during land-based battles taking place on the isle.

Temple Each temple **reduces the cost to purchase a mythological creature by 1 GP once per cycle.**

At least 1 GP must be spent no matter the number of temples owned.

Metropolis **Has the effect of all buildings.**

MYTHOLOGICAL CREATURES



CHIMERA

Choose a creature card from the discard pile, use it, then shuffle the discard pile back into the draw pile.

When Chimera arrives in the discard pile, whether used, discarded with Zeus, or bought, re-shuffle the creature deck and the discard pile.



CYCLOPS

Replace one of your buildings with a building of another type.



DRYAD

Steal a priest from the player of your choice.



THE FATES

Receive your revenue again, as you do at the beginning of a cycle.



GIANT

Destroy a building (not a metropolis).



GRIFFON

Steal half the GP (round down) of another player of your choice. The chosen player must show his fortune to the other players.



HARPY

Remove a troop from the board and place it before its owner's shield.



PEGASUS

Move some or all of the troops on one of your isles to another, without the necessity of a chain of fleets.



SATYR

Steal a philosopher from the player of your choice.



SIREN

Replace an opponent's fleet with one of yours. If you have none in reserve, you can take it from somewhere else on the board.



SPHINX

'Re-sell' your fleets, troops, priest cards and philosopher cards for 2 GP each. Return tokens to the reserve and cards to the draw pile.



SYLPH

You may move your fleets a total of 10 spaces.

For the following creatures *except the Kraken*, place the figure on an isle of your choice. Its power applies to that isle until the beginning of your next turn.

Two figures on the same isle destroy each other.

CHIRON (CENTAUR)

Chiron protects the isle from Pegasi, Giants, and Harpies.

None of these creatures can be used against troops or buildings on this isle.



MEDUSA

Troops on the same isle cannot be moved. Troops may still be moved onto that isle.



MINOTAUR

The Minotaur counts as 2 troops to protect the isle where he is present, and he does not retreat.

During a battle, a player's troops must be eliminated before the Minotaur. When he is the only one left, he is discarded if the defender loses another battle.



POLYPHEMUS (CYCLOPS)

All fleets adjacent to Polyphemus' isle are pushed away one space and no fleet can land on the isle as long as he's there.

The player who plays Polyphemus moves the fleets in the order and direction of his choice. Two fleets of different colors cannot be on the same space.

If a movement is impossible, the fleet is destroyed.



THE KRAKEN

Place the Kraken on a sea space.

If fleets are there, they are destroyed (return the tokens to their owner).

For each extra GP spent to purchase the Kraken, you may move it one space. Every fleet encountered is destroyed.

At the end of its movement, the Kraken remains in place and that sea space is forbidden to all fleets until it moves again. The next player to use it may make it reappear on any sea space.



CYCLADES HADES

MODULE 1: FREE POSITIONING

Requires only the original game components.

Follow the normal setup, except players receive 7 GP (instead of 5), and leave the board free of any military units.

Then hold a preliminary round of betting to decide on which isles players will start the game.

Shuffle the **God tiles** (one less than the number of players) and place them on the empty slots located above Apollo.

Following the normal auction rules for positioning however, during the preliminary round, there can be only one player on Apollo.

Once the auction is ended, players pay their offerings, then chose the isles on which they will start the game; starting with the player who won the auction on the first God, and ending with one who chose Apollo.

In turn, you receive 2 troops + 2 fleets + a bonus depending on the God whose auction you won:

Poseidon: a fleet

Ares: a troop

Athena: a philosopher

Zeus: a priest

Apollo: a Prosperity marker

You must deploy your troops on at least 2 different isles. The player who bet on Ares may choose to start with a third isle, or to place 2 troops on one isle and one troop on the second isle.

You must then spread your fleets on 2 different locations which are adjacent to the isles where your troops are deployed. Your 2 fleets may be placed on 2 different locations near the same isle. The player who bet on Poseidon may choose to start with a third location, or to place 2 fleets on one location and one fleet on the second location.

Once you have completed your deployment, place your marker on the last available slot to determine the order of play in the next round.

The player who bet on the next God then deploys in the same fashion.

The first round then begins. **Skip the income phase in this first round.**

2 Player Game

3 God tiles are placed in addition to Apollo. Each player plays with 2 Offering markers.

Once the auction is ended and paid, players are placed in the order of the offering markers.

When you remove your marker, immediately deploy 1 fleet + 1 troop + the bonus given by the chosen God.

MODULE 2: HADES & HIS UNDEAD

At the beginning of a round, place the **Hades tile** next to the board with the *Threat* side up. Place the Hades **column** on the **0** space.

At the beginning of each round, before The Gods phase, a player rolls 2 combat dice and advances the column by the total number rolled.

If the column reaches or passes the 9th space, mix the God tiles and place them in the usual manner, then cover the tile of the active God placed just above Apollo with the Hades tile showing its *Hades* side.

At the end of the round (after the resolution of Apollo):

All undead units are removed from the board.

The Hades tile is placed back next to the board with its *Threat* side up, and the column on the **0** space.

HADES

Recruit Undead (Troops and/or Fleets)

Free undead. You may purchase extra undead: the second costs 1 GP, the third 2 GP, the fourth 3 GP, and the fifth 4 GP.

You cannot purchase more than 4 extra undead in a turn. You can purchase a mix of troops and fleets.

Build a Necropolis

There can be only one **necropolis** on the board. It must be built on an isle you control and it fills a site usually reserved for a metropolis (any other buildings already on this site, including a metropolis, are crushed).

For each regular military unit (not undead) eliminated from the board (in battle or by effect of a mythological creature) 1 GP is placed on the necropolis.

During the next Revenues phase, the player controlling the isle where the necropolis is located takes all the GP from the necropolis.

When Hades comes into play later in the game, you can build a new necropolis. Remove the necropolis from its current position (leaving any GP on the isle where they were placed) and place it on an isle you control.

Move Troops and/or Fleets

The rules of movement and combat are the same as for the movements associated with Poseidon and Ares.

However at least one undead military unit must join each move (regular troops may join but are not mandatory).

During combat, if defeated, the player controlling Hades chooses the order in which he loses its military units (undead or regular units).

MODULE 3: HEROES & CREATURES

At the start of the game, shuffle the new heroes and mythological creatures cards with the **mythological creature cards** from the base game.

There are 4 new mythological creatures: *Cerberus* (with figure), *Charon*, *the Furies*, and *Empusa*. There is also new card which replaces the original *Chiron*.

Heroes come into play and are recruited in the same way as mythological creatures. However they are *not* mythological creatures, so temples do not provide a discount for their purchase; you cannot discard a Hero card through the special power of Zeus; and there may be several heroes on the same isle, and on the same isle as a creature figure.

When a hero is recruited, place his figure on one of your isles and keep the card in front of you. This hero will remain in play as long as he lives and you pay his maintenance cost.

At the beginning of each round, just after the Revenues phase, you must pay 2 GP for each hero you want to keep. If you do not pay, the hero disappears: remove the hero's card and figure from the game.

Each Hero is worth a troop figure in combat, but has 2 additional abilities:

A **military power** of its own, active when the hero takes part in combat.

A **special power**, usually with its own conditions, if you decide to remove the hero's card and figure from the game the hero during your Action phase.

You cannot sacrifice a hero during the turn he is recruited, and you cannot sacrifice a hero if you have selected Apollo.

If a hero is killed in battle he cannot be sacrificed just before he dies.

MODULE 4: DIVINE FAVORS

At the start of the game, stack the Priestess cards near the board. Shuffle the **Magic Items** cards and **Divine Favors tiles** and put them in facedown piles near the board.

You can discard a priestess to avoid paying the cost of maintaining a hero, or you can discard a priestess to not discard a creature figure and benefit from its effect for another turn.

At the beginning of each turn, during The Gods phase:

If Hades comes into play, re-shuffle all Divine Favors tiles (discarded or not) to form a new facedown pile. (Divine Favors are not available when Hades is active)

Otherwise, draw the top Divine Favors tile and place it faceup next to the active God immediately above Apollo. The player whose offerings win the favor of this God will benefit both from the advantages of this God and from the Divine Favor.

Each tile provides a **Divine Favor bonus item** (a Priestess or a Magic Item) and a **power** usable once during this Action phase.

At the end of the Action phase, the Divine Favor tile is discarded (even if the player didn't use its power).

Magic Items are gained through some Divine Favors tiles. They are kept faceup by the player who claimed them, and may be used in the turn they are obtained or in the following round. Discard Magic Items after use.

HADES EXPANSION

HEROES

Just after the Revenues phase of each round, you must pay 2 GP for each hero you want to keep.



ACHILLES

Military power In battle, Achilles counts as 2 troops.

Sacrificial power If you have 4 isles when Achilles is sacrificed, build a metropolis on one of your isles.



HECTOR

Military power If Hector is attacked, the attacker loses a troop before the fight.

Sacrificial power When Hector is sacrificed, you can discard 2 priests to recruit 1 philosopher, or 5 priests to recruit 2 philosophers.



MIDAS

Military power During battle, you can pay 1 GP to re-roll your dice (as many times as desired).

Sacrificial power If you pay 15 GP when Midas is sacrificed, build a metropolis on one of your isles.



PENTHESILEA

Military power You win any ties rolled during battles (you do not lose any troops).

Sacrificial power If Penthesilea is sacrificed when you build a metropolis, put the building on Penthesilea's card. This metropolis can never be captured.



PERSEUS

Military power When Perseus loses a battle round, he may let one troop retreat instead of destroying it (this can be used several times per round, but cannot be used on himself).

Sacrificial power When Perseus is sacrificed, you can move some or all of the troops present on his isle to any other isle that is not protected by a hero.



ULYSSES

Military power When Ulysses joins an attack, the defender gets no bonus for fortresses and/or metropolises.

Sacrificial power When Ulysses is sacrificed, you can build a metropolis using only 1 port + 1 temple + 1 university.

CREATURES

CHARON

Hire a hero from among those previously removed from the game.

Penthesilea cannot be brought back if a player used her sacrificial power.



EMPUSA

Use only with the Hades module.

Steal all GP in the necropolis.



ERINYES

Take a prosperity marker from one isle and transfer it to one of your isles (cornucopias printed on the board are not affected).



For the following creatures, place the figure on an isle of your choice. Its power applies to that isle until the beginning of your next turn. Two figures on the same isle destroy each other.

CERBERUS

During the Revenues phase, collect the income from this isle instead of controlling it.



CHIRON (CENTAUR)

Replaces the one in the base game.

The Centaur protects the isle from Pegasus, Giants, Harpies, Erinyes, Empusa, and the sacrificial power of Perseus.



POWERS OF THE GODS



HADES

Recruit 1-5 undead units (troops and/or fleets).

Build necropolis.

Move Troops and/or fleets (with at least one undead).

PRIESTESS

Priestess Discard a priestess to avoid paying the cost of maintaining a hero. Discard a priestess to not discard a creature figure and benefit from its effect for another turn.

BUILDINGS

Necropolis For each regular military unit (not undead) eliminated, place 1 GP on the necropolis. During the next Revenues phase, the player controlling the isle takes all the GP from the necropolis.

Theater The theater can replace any other structure to obtain a metropolis, but it has no special effect.

DIVINE FAVOURS



ARTEMIS

Receive a Priestess. Once per turn, you may discard as many priests and philosophers as you want to recruit an equal number of troops or fleets.



APHRODITE

Receive a Priestess. Once per turn, you may double the number of troops present on one of your isles for 2 GP.



DIONYSUS

Receive a Magic Item. Once per turn, you may build a theater for 2 GP.



DEMETER

Receive a Priestess. Once per turn, gain 1 GP for each isle you control.



HESTIA

Receive a Priestess. Once per turn, you may build a standard building for 2 GP.



HERA

Receive a Priestess. Once per turn, you may discard the top card of the creature deck for 2 GP. Continue until you discard a hero; that hero joins your side immediately. If you draw the Chimera, reshuffle the deck and resume drawing.



HEPHAESTUS

Receive a Magic Item. Once per turn, you may draw 2 additional Magic Item cards for 2 GP. Keep one facedown, return the other and reshuffle the draw pile.



HERMES

Receive a Magic Item. Once per turn you may place a Prosperity marker on any sea space where you have at least 1 fleet. This space will generate additional income during the revenues phase of each turn.

MAGIC ITEMS



APHRODITE'S BELT

Play once the God tiles have been reshuffled and put into place. You may prevent an opponent of your choice from placing an offering marker on the God of your choice for the duration of this round.



APOLLO'S ARROWS

Play during a ground combat, whether in attack or defense, just before you roll the dice.

For this battle assault only, roll an additional combat die and add its result to the regular die.



ARTEMIS' ARROWS

Play during your turn. Remove a creature figure from the board (not a hero).



CHARIOT OF THE SUN

Play during your turn. Rearrange all your ground troops on your isles as you wish.



NECKLACE OF HARMONY

Play after all players have paid bids.

You cannot be the target of any military strike (on the ground or at sea) until the end of turn.



PALACE ON MT OLYMPUS

Play just after the Gods are set up in the normal way. Rearrange the Gods in the order of your choice. Apollo must stay in the last position.



PANDORA'S BOX

Play during your turn. Steal a priestess from an opponent.



PELOP'S SCEPTRE

Play during your turn. Discard the top card of the creature deck. Continue until you discard a creature with a figure; that creature joins your side immediately.

If you draw the Chimera, reshuffle the deck and resume drawing.



POSEIDON'S TRIDENT

Play during a naval battle, in attack or defense, just before you roll the dice. For this round only, roll an additional combat die and add its result to the regular die.



ZEUS' AEGIS

Play when rolling for the column on the Hades tile (*Threat* side).

After the roll, you can roll again and add or subtract the second result to the original roll. Move the column according to the total (even if the first roll reached 9).

CYCLADES TITANS

SETUP

The Titans expansion offers 2 game modes:

3 to 5 players: competitive, as per the base game.

4 or 6 players: team play (teams of 2). With 4 players, players can play competitively *or* in teams. With 6 players, team play is *mandatory*.

Replace the base game board with the new board (use the appropriate side depending on the number of players).

Players do not control islands, but different **territories** that are part of the same island and are equivalent to islands in the base game. Mythological creatures whose effects applied to an island in the base game now apply to a territory.

Take 1 of each building type (a port, a fortress, a temple and a university) and place them randomly on each building space (white square) that shows a **building symbol**.

Kronos joins the Gods from the base game. Use the new **offerings board**.

6 players: Shuffle the 5 large God tiles and place them randomly on the 5 empty spaces above Apollo.

5 players: The last of the 5 Gods is placed facedown and is not be available for this cycle. During the following cycle, place this God in the first space, faceup, and shuffle the other 4. Once again, the God placed in 5th place will be facedown and becomes the first God during the following cycle.

4 players: The last 2 Gods are placed facedown and become the first 2 Gods during the next cycle.

3 players: The last 3 Gods are placed facedown. Two of them are randomly placed in the first 2 spaces during the next cycle.

The new board does not have predefined starting positions. Follow the base game setup; however players each receive 7 GP (instead of 5), and the board is left free of any military units.

A preliminary round of bidding is then held to decide on which territories players will start the game.

Shuffle the God tiles and place them on the Offerings board. As in the base game, there must be as many faceup Gods (including Apollo) as there are players.

Hold an auction following the normal auction rules, however **during this preliminary round, there can be only 1 player on Apollo**.

After the auction, players pay their offerings. They then chose the territories on which they will start the game, starting with the player who won the auction on the first God, and ending with the one who took Apollo.

Each player takes 2 troops, 2 fleets, and an additional bonus depending on the God whose auction he won:

Poseidon: 1 fleet and 1 port.

Ares: 1 troop and 1 fortress.

Zeus: 1 priest and 1 temple.

Athena: 1 philosopher and 1 university.

Kronos: 1 titan and 1 building or a second titan depending on Kronos's position on the Offerings board.

Apollo: 1 GP and 1 prosperity marker.

The player who won the auction on the first God must then deploy his **troops** on 2 adjacent territories, even if he has 3 troops or a titan (it is therefore impossible to start the game on one of the smaller islands that are made of only 1 territory).

He must then place his **fleets** on 2 sea spaces. These spaces must be adjacent to the 2 territories he occupies, even if he has 3 fleets. If the player received a building, he must then place it in one of his 2 territories. If the player decided to start in one of the territories that already contained a building, then it is possible for him to start the game with 2 buildings.

Once a player has completed his deployment, he places his offering marker on the last available slot determining the order of play for the next round.

The player who bet on the next God then deploys in the same fashion.

The player who took Apollo goes last and places a prosperity token on one of his 2 territories.

The game then begins as normal; however **on the first round player will receive no income**.

SETUP: DIVINE ARTIFACTS

At the start of the game, shuffle the 5 artifacts into the Mythological Creatures deck: these artifacts will appear on the creatures track during the game.

SETUP: SPECIAL METROPOLISES

At the start of the game, randomly draw 2 **special metropolis cards** and place them faceup on the corresponding spaces in the corners of the board. The other 3 cards are not be used in the game.

KRONOS

Recruit Titan

You may spend 2 GP to purchase a titan, only once per turn.

You can purchase 1 titan even if you received one as a free bonus this turn. A player cannot control more than 3 titans on the board.

Free Bonus

You get a **free building of your choice** among those offered by the Gods located above Kronos on the Offerings board. If Kronos occupies the first place, you get a free Titan instead of a building.

TITANS

In a battle, a titan counts as 1 troop. It must be placed on a territory that belongs to you, exactly like a troop obtained with Ares. If you have obtained the favors of Ares you can move your titans like normal troops.

However, moving a titan allows you to move any other troops that occupy the same territory. It costs 1 GP for the first move. You can then decide to perform a second titan move, with the same titan or with another, for 2 GP. A third move would then cost 3 GP, and so on.

Movement like this allows the army to move from one territory to an adjacent territory or to a territory connected by a chain of fleets of the army's color.

When a titan, alone or moving with normal troops, enters an enemy territory, a battle starts immediately. **The titan counts as 1 troop**. If the owner of the titan loses 1 round of combat, he can decide whether to lose a normal troop or his titan if another troop is part of his army.

The *Harpy* cannot kill a titan, as it is not a normal troop.

A player who chooses Apollo during the offerings phase cannot move his titans.

TEAM PLAY

Teammates must start on different islands.

Teammates sit next to each another so they can communicate. They can share how much gold they have, but cannot give each other GPs.

Play using the normal rules; each player controls his own units and nothing is shared between teammates.

A player may not cross or enter a teammate's territory (even if it is empty), nor can he use his teammate's fleets. However, teammates must collaborate to achieve the **new goal of having 3 metropolises between the two of them**.

When a team possesses 3 metropolises, the end of the game is triggered and players finish the current cycle. The game will automatically end, even if that team loses its third metropolis. **At the end of the cycle, the team that possesses the most metropolises wins the game**. On a tie, the richest team wins.

As the base game, it is forbidden to attack a player's last territory, unless it would allow the team to immediately gain the fifth artifact or build its third (or more) metropolis.

Military Victory

In team games, a metropolis may be gained by a **military victory**. If a player conquers an opponent's last territory, he can immediately place a metropolis on it if:

1. that territory does not already contain a metropolis;
2. that territory has the necessary dotted red square for a metropolis; and
3. it would give the team its third (or more) metropolis.

POWERS OF THE GODS



KRONOS

Recruit titan for 2 GP, once per turn.
Build free building of choice from among those offered by Gods above Kronos. If first, free Titan.

DIVINE ARTIFACTS

An artifact can be bought like a creature during a player's turn: keep the card and place the corresponding figurine in any one of your territories.

Artifacts can be moved with troops starting in the same territory. If you conquer a territory where artifacts are present, you gain control of them. The former owner must give you the corresponding cards.

The special power of Zeus does not allow for an artifact card to be discarded, and temples do not give a discount for buying an artifact. If an artifact has to be discarded because nobody bought it from the 2 GP space, return it to the box.

A player or team owning all 5 artifacts wins the game immediately (do not finish the current cycle). In team play, they can be owned by different teammates.



THE CADUCEUS

During the revenues phase, this artifact provides 1 GP.

When a battle occurs in the territory where the Caduceus is located, the controlling player can pay 1 GP to prevent the destruction of one of his troops. He can use this power as many times as he wants during a turn, as long as he can pay for it.

Team play: the GP to save a troop can be paid by the owner's teammate.



THE CAP OF INVISIBILITY

During the revenues phase, this artifact provides 1 GP.

Troops travelling with the Cap (due to Ares or to a titan) can use other players' fleets or can pass through territories occupied by troops belonging to other players without needing to stop and battle. The Cap stays with the troops during this movement.

Team play: the owner can pay 1 GP at the beginning of his turn to move the Cap to one of his teammate's territory anywhere on the board.



ZEUS' LIGHTNING

During the revenues phase, this artifact provides 1 GP.

During the Offerings phase, if the player who owns the Lightning is outbid, the player who outbid him must pay him 1 GP. If he cannot pay, he is not allowed to bid on the same God.

Team play: the GP that is received by the owner when he is outbid can be given to his teammate.



THE LARGE CORNUCOPIA

During the revenues phase, every prosperity marker located in the same territory as the Large Cornucopia provides 2 GP.

Team play: the GPs provided by that territory can be freely distributed among the teammates.



THE WINGED SANDALS

During the revenues phase, this artifact provides 1 GP.

When troops located in the same territory as the Sandals are moving (due to Ares or to a titan), they can fly to any territory on the same island.

They act as if every territory of the island were adjacent to their starting territory. The Sandals stay with the troops during this movement.

Team play: the owner can pay 1 GP at the beginning of his turn to move the Sandals to one of his teammate's territories anywhere on the board.

SPECIAL METROPOLISES

The first player to build a metropolis can take the card of his choice and place the corresponding tile in his territory. It has a special power in addition to the normal powers provided by a metropolis.

The second player to build a metropolis takes the second card and its corresponding tile. Subsequent metropolises do not have special powers.

Each power is tied to its metropolis. If it is conquered, the new owner benefits from its powers (the former owner gives him the corresponding card).



MILITARY METROPOLIS

+3 defensive bonus in a ground battle, instead of +1.



SEASIDE METROPOLIS

+3 total bonus in a sea battle on adjacent sea spaces. This bonus can also be used when attacking.



RELIGIOUS METROPOLIS

Discount of 2 GP when buying a creature, instead of 1 GP. It acts as if it held 2 temples instead of one.



CULTURAL METROPOLIS

The owner of this metropolis can **build new metropolises by using 3 philosophers** instead of 4.

This power is mandatory.



COMMERCIAL METROPOLIS

Provides 2GP during the revenues phase.

SETUP

Before the game starts, randomly draw a number of Monument cards equal to the number of players and place them faceup next to the board with their corresponding miniatures. These are the only monuments that players can build during that game. Return the other cards and miniatures to the box.

CONSTRUCTION

As soon as you control 2 buildings shown on one of the available Monument cards, you build that Monument by taking its card and placing the corresponding miniature in one of your territories (a single land space).

Each monument can only be built once during the game.

Adding a monument can occur after the second building shown on a card is built, or after you take control of a territory where that building was already present. The 2 buildings used to build a monument stay on the board.

If you forget to build the monument when you have the opportunity, you may build it later if you still possess the 2 required buildings and if no one else built the monument before you. You do have to wait until you are resolving the actions of your god (being on Apollo does not allow you to do it).

A monument does not occupy a building space; it is placed in the territory like a figurine that will not move until the end of the game.

Each monument provides a special effect to the player who occupies the territory it is located in.

A player who takes control of a territory where there is a monument takes the corresponding card from its former owner. From now on, the new owner benefits from the effect of the monument.

A monument does not count as buildings that can be used for the construction of a **metropolis**.

Giant The *Giant* cannot be used to destroy a monument.

Hades Expansion

Theater: Cannot be used to construct monuments.

Necropolis and the temples of Poseidon and Ares:

Removing a troop or a fleet leads to 1 GP being added to the Necropolis.

Necropolis and The Great Lighthouse of Poseidon:

Saving a fleet leads to 1 GP not being added to the Necropolis.

Titans Expansion

With the *Free Positioning* rules, it is possible for players to start the game with 2 buildings in play, so a monument could be built right from the start.

It is also possible to combine the effects of a **special metropolis** and a monument.

MONUMENTS



GREAT CITADEL OF ARES

As long as 1 or more of your troops are stationed on this territory, it cannot be invaded by sea, land (*Titans*) or air (*Pegasus*). It remains affected by other effects (*Harpy*, etc.)



GREAT LIGHTHOUSE OF POSEIDON

Any of your fleets destroyed in battle can be saved and placed on a sea space adjacent to this territory and either empty or controlled by you. If this is not possible, your fleets are removed from the board.



MILITARY ACADEMY

When you collect revenues, place a troop on this territory for free. If this is not possible, this monument does nothing this cycle.



ACADEMY OF NAVAL WARFARE

When you collect revenues, place a free fleet on a sea space that is adjacent to this territory and either empty or controlled by you. If this is not possible, this monument does nothing this cycle.



TEMPLE OF POSEIDON

Once per cycle, on your turn, you may remove one of your fleets from the board to draw the top card of the Mythological Creatures deck and use its effect.



TEMPLE OF ARES

Once per cycle, on your turn, you may remove one of your troops from the board to randomly draw a card from the Mythological Creatures discard pile and use its effect.



TEMPLE OF ATHENA

You pay 1 GP less to recruit priests and philosophers.



GREAT TEMPLE OF ZEUS

When your turn starts, update the Mythological Creature track as if it was the beginning of the cycle.



CITY OF WARRIORS

When defending this territory, all of your adjacent fleets count as troops. They are added to your die roll.



GREAT UNIVERSITY OF ATHENA

You may buy more than 1 philosopher with Athena.

EGYPTIAN REINFORCEMENTS

These miniatures are considered to be elite Egyptian troops; **they are not mythological creatures** (Zeus' special power and the effect of temples do not apply to them).

Egyptian reinforcements cards are added to the mythological creatures deck at the beginning of the game and are bought the same way.

When you acquire an Egyptian reinforcement, place the miniature on one of your islands. **It is now considered a troop** (and can be destroyed by the Harpy).

Egyptian reinforcements can be moved alone or with other standard troops when using the favors of Ares. In that case, they do not have any special ability and simply count as a troop. In the case of a lost fight, the Egyptian reinforcement is always destroyed last.

SPECIAL ATTACK

At any time during your turn, you may pay 1 GP to perform a **special attack**.

Move your Egyptian reinforcement, along with some or all of the troops on the same island, to another island, as if it were a movement done with Ares (ships are necessary). For this move or a possible battle, the troop benefits from the reinforcement's special power.

Each Egyptian reinforcement can perform 1 special attack per turn.

It is not possible to perform a special attack when placed on Apollo.



THE ELEPHANT

The army led by the Elephant always rolls a 3 on its combat die.



THE MUMMY

Enemy troops destroyed in combat by the army led by the Mummy are immediately transformed into troops of the attacker. If that player does not have any troops left in his supply, there is no effect.



THE PHOENIX

When troops led by the Phoenix are destroyed in combat, they are immediately returned to play (on the island from which they attacked).



THE SCARAB

At the end of its movement, if it is not killed in battle, the Scarab can transform 1 building on its new island into another type of building.



THE SCORPION

When the scorpion arrives on an opponent's island, immediately remove 1 enemy troop.



THE SNAKE

During its movement, the army led by the Snake can cross 1 empty seas space as though it contained a friendly ship.



THE SPHINX

The army led by the Sphinx can immediately teleport to an island already controlled by its owner before performing its move.