The Gods of Olympus

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Introduction

In *The Gods of Olympus*, every player plays a Greek god vying for the greatest prestige in the eyes of his or her fellow deities. The game is played out on a map of ancient Greece, Western Turkey, Crete, and the Aegean sea.

This is a game of negotiation, backstabbing, heroic quests, mythology, and war. The first player to attain 15 Prestige points and hold them throughout one attack phase wins the game.

Materials

Game Board
8 Hero Tokens
8 Monster Tokens
6 City Tokens
6 Market Tokens
6 Shrine Tokens
6 Temple Tokens
6 Town Tokens
6 Trade Center Tokens

4 Four-Sided Dice (d4)
12 Six-Sided Dice (d6)
4 Eight-Sided Dice (d8)

Each Player gets a set of similarly colored tokens as follows:

10 Poker Chips
10 Army/Fleet Tokens

Further, each player needs paper and pencil.

Setup

Play starts by shuffling the god cards and having each player draw one. Each player will portray the deity they drew throughout the game.

Next, all players may select any 5 resource cards of their choice, with no more than 3 cards coming from any one resource.

Game Flow

The game is played out in turns, each of which has four phases: Negotiation, Build, Attack, and Move. In the negotiation phase, players may discuss plans out in the open or in private. During this time, resource cards (described later) may be freely traded back and forth. But, otherwise, no player is bound by anything he says. Rather, after the negotiation phase, players write down the commands they wish to execute immediately before each of the following phases. Whatever is written is what transpires in the game, regardless of what players have previously stated or done.

Only valid orders are executed. So, if a player wrote an invalid command, that command is ignored, although his other orders are executed.

Negotiation and Resource Phase

At the beginning of the negotiation and resource phase, players are given resource cards based on the god they selected at the beginning of the game, and the units they have built as described on the tables below.

God	Generates Every Turn
Aphrodite	Envy, Lust, Pride
Apollo	Hope, Lust, Pride
Ares	Anger, Despair, Greed
Artemis	Anger, Envy, Pride
Athena	Despair, Hope, Pride
Dionysus	Gluttony, Hope, Lust
Hades	Anger, Despair, Hope
Hephaestus	Despair, Envy, Lust
Hera	Envy, Greed, Pride
Hermes	Envy, Hope, Lust
Poseidon	Anger, Greed, Hope
Zeus	Anger, Lust, Pride

Units	Generates Every Turn
Army	1 Anger / 3
City	1 Gluttony
Fleet	1 Envy / 2
Hero	1 Hope
Land Monster	1 Despair / 2
Market	1 Greed / 2
Sea Monster	1 Despair
Shrine	1 Pride / 2
Temple	1 Pride
Town	1 Gluttony / 2
Trade Center	1 Greed

Trading Resources

During this phase, players may trade resources freely amongst themselves. Further, any three resources of any one type may be traded for any 1 resource of another type. Finally, players occupying starred regions with a city, market, or temple may trade that region's signature resource for any other resource on a 2 for 1 basis. For example, Sparta's signature resource is Anger. Therefore, any player having a city, market, or temple on Sparta may trade 2 Anger for any 1 other resource. The signature resources for the various starred regions are listed on the table below:

Starred Region	Signature Resource
Athens	Hope
Atlantis	Envy
Delos	Gluttony
Delphi	Pride
Ephesus	Greed
Knossus	Despair
Olympia	Lust
Sparta	Anger
Troy	Hope

Trading Regions and Units

Trading or giving away occupied regions and/or units placed in regions is not allowed.

Build Phase

During the Build Phase, players spend resource cards to place units on the board. This activity is governed by the following rules:

1. If a player attempts to build more than he currently is capable of buying in total based on the cards he holds, all of his build commands are invalid.
2. Further, if more than one player validly attempts to build at a given unoccupied location at the same time, nobody builds at that location.
3. If more than one player tries to build a unit and that purchase would leave one or more players attempting to make the same purchase type without tokens of that type to purchase, then nobody gets to build a unit of that type on that turn.
4. If a player tries to build an army but has no army tokens left, he is unable to do so.
5. Finally, if a player attempts to buy and fails for some reason, he must show that he had the resource cards to make the purchase in order to prevent other purchases that it blocks.

Build Costs Table

Units	Cost
Army	1 Hope, 1 Greed
City Upgrade	1 Town, 1 Envy, 1 Greed, 2 Hope, 2 Lust, 1 Pride
Fleet	1 Army, 1 Despair, 1 Pride
Hero	2 Anger, 1 Envy, 1 Lust, 2 Pride
Land Monster	2 Anger, 1 Gluttony, 1 Greed
Market	1 Envy, 1 Gluttony, 1 Hope
Sea Monster	3 Anger, 1 Envy, 2 Gluttony, 1 Lust
Shrine	1 Despair, 1 Greed, 1 Hope
Temple Upgrade	1 Shrine, 2 Envy, 1 Greed, 3 Hope
Town	1 Anger, 1 Greed, 1 Lust, 1 Pride
Trade Center Upgrade	1 Market, 2 Envy, 2 Gluttony, 1 Pride

Army

Armies may only be built in areas already occupied by a city, market, shrine, town, trade center, temple, or hero of the purchasing god. Only one army may occupy a given region at a time.

City Upgrade

Cities may only be built on one of the starred regions where a town already exists. When built, a city token replaces the town token in the same area, making the town token available for purchase.

Fleet

Fleets are actually built during the move phase rather than the normal build phase. See the description of Fleet under the Movement Phase for details. Only one fleet may occupy a given region at a time.

Hero

Heroes may be built on any unoccupied region or any region already occupied by the purchasing

god. If the region in which a hero exists does not have a poker chip indicating its controlling deity, place one under the hero.

Land Monster

Land Monsters may only be built on unoccupied land regions. Land monsters cannot share a region with any other unit. If the region in which a monster exists does not have a poker chip indicating its controlling deity, place one under the monster.

Market

Markets may be built on any unoccupied region or any region already occupied by the purchasing god. Only one market may occupy a given region. If the market in which a monster exists does not have a poker chip indicating its controlling deity, place one under the market.

Sea Monster

Sea Monsters may only be built on unoccupied water regions. Sea monsters cannot share a region with any other unit. If the region in which a monster exists does not have a poker chip indicating its controlling deity, place one under the monster.

Shrine

Shrines may be built on any unoccupied region or any region already occupied by the purchasing god. Only one temple or shrine may occupy a given region. If the region in which a shrine exists does not have a poker chip indicating its controlling deity, place one under the shrine.

Temple Upgrade

Temples may only be built in an area already occupied by a shrine of the same god. Only one temple or shrine may occupy a given region. When built, a temple token replaces the shrine token in the same area, making the shrine token available for purchase.

Town

Towns may only be built on starred regions. The region must either be unoccupied or already occupied by the purchasing god. Only one town or city may occupy a given region. If the region in which a town exists does not have a poker chip indicating its controlling deity, place one under the town.

Trade Center Upgrade

Trade Centers may only be built on a region region already occupied by a Market of the same god. Only one trade center or market may occupy a given region. When built, a trade center token replaces the market token in the same area, making the market token available for purchase.

Attack and Retreat Phase

Conflicts between opposing forces are handled during this phase. Further, a winner will eventually be determined during this phase as described below.

Attacks

Units may defend against attacks on the turn they are built, but they may not attack.

Attacks on a region are made by rolling a number of dice on both sides. The number of dice and their type on each side equals the military strength of the force being used in the encounter. Each unit's military strength is described in terms of dice on the table below, so the combined military force of multiple units is the aggregate of these dice. So, if a force includes a city (3d6), a temple (1d4), an army (1d6), and a hero (1d8), its combined military strength is a dice pool consisting of 4d6, 1d4, and 1d8.

Regions neighboring an attacked region may also lend support in its defense. (If support is given, it may not be refused.) The support is provided by adding dice to the defender's dice pool. At most, a region may lend its entire military force to a neighboring region. Supporting regions do not risk losing forces.

Units	Military Force
Army	1d6
City	3d6
Fleet	1d6
Hero	1d8
Land Monster	2d6
Market	1d4
Sea Monster	3d6
Orgy *	N/A
Shrine	1d4
Temple	1d6
Town	1d6
Trade Center	1d6

* Generates 1 Lust for every temple in play. See the Orgy description below for details.

Rolling the Dice

Once the dice pools of both sides are determined, they are rolled. Once rolled, the dice of both sides are laid out in order from highest value to lowest. The attacker's highest value die is compared to the defender's highest value die. Then the attacker's next highest die is compared to the defender's next highest die, etc. Any dice that are left over count as automatic victories (if one side's military forces have more dice than their opposing side).

On each comparison, the higher die is the victor. Ties are ignored. For each of these comparisons, the loser may opt to avoid damage to his mobile units by have *all* of his mobile units in the region retreat (as described below under the retreating rules). If any units remain in the region, one unit of the player's choice suffers damage. Damage has the following effects:

Before Damage	After Damage
Army	Destroyed
City	Town
Fleet	Destroyed
Hero	Killed
Land Monster	Killed
Market	Destroyed
Sea Monster	Killed
Shrine	Destroyed
Temple	Shrine
Town	Destroyed
Trade Center	Market

If the attacker has a unit destroyed, the point of damage must be taken on one of the attacking regions (attacker's choice) until all those are exhausted. For the defender, destroyed units must be taken from the region being attacked. Units supporting the defense of another region cannot be damaged in this manner. Note that if one region is going to support another region against attack, that command must be written down just like all other commands.

If forces from multiple players attack the same region, the attackers' dice pools are handled separately. The defender decides how to split up his available dice against the attacks before they are rolled.

If a region is attacked, it must use at least as many dice in its own defense as are being used against it, if possible, regardless of what other commands a player may have written for the units in the region. So, if a defender has a military dice pool of a size less than or equal to that of the combined forces attacking it, then it will have no dice available to launch its own assault against a different neighboring region.

Retreating

If a player loses a contest and chooses to retreat, he must have *all* of his mobile units within a

region retreat. Any units that are incapable of movement are also incapable of retreating (e.g. cities, temples, monsters, etc.). For those units capable of retreating, they may be moved into any adjacent region into which they may validly move except those that are adjacent to any force attacking the retreating player's forces. (During retreat, an army cannot be converted into a fleet.) If a unit has no place to which it can retreat, it is automatically lost.

Any unit that retreats during the attack phase loses any opportunity to move during the movement phase.

Winning the Game

At the end of the attack phase, Prestige Points are added up for each player to determine if a player can be declared the victor. Prestige Points are accumulated by building and holding various units throughout the game. A minimum of 16 Prestige Points are required to win the game. The number of points each unit is worth is listed on the table below. In the case of ties, the game continues on to sudden death until one player has the greatest number of Prestige points over 15.

Units	Prestige Points
Army	0
City	3
Fleet	0
Hero	1
Land Monster	1
Market	1
Sea Monster	2
Orgy *	0
Shrine	1
Temple	2
Town	1
Trade Center	2

* Generates 1 Lust for every temple in play. See the Orgy description below for details.

Army

Armies may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.

City

Cities may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.

Fleet

Fleets may attack any neighboring region (land or water), be used in its own region's defense, or be used in support of the defense of a neighboring region.

Hero

Heroes may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region. A hero may attack or support water-based forces if he is accompanied by a fleet on water.

Land Monster

Land Monsters may attack neighboring land regions, but may not be used to support the defense of neighboring regions. However, any neighboring force may prevent a land monster from attacking any of his forces by sacrifice one resource (which goes back into the bank). Such a sacrifice does not prevent a monster from defending itself from an attack, however.

Market

Markets cannot attack neighboring regions or be used to support neighboring regions. They are only defensive.

Orgy

Orgies are not built on any location. Rather, they are world-wide events that last only momentarily. If an orgy occurs, any player holding more than

10 cards must discard down to 5. (Cards are counted after everyone has bought everything they have stated they were going to buy.) Further, when an Orgy occurs, all players possessing temples gain 1 Lust for every temple they possess.

Units	Cost
Orgy *	1 Gluttony, 1 Hope

* Generates 1 Lust for every temple in play. See the Orgy description below for details.

Sea Monster

Sea Monsters may attack neighboring regions (land or water), but may not be used to support the defense of neighboring regions. However, any neighboring force may prevent a land monster from attacking any of his forces by sacrifice one resource (which goes back into the bank). Such a sacrifice does not prevent a monster from defending itself from an attack, however.

Shrine

Shrines cannot attack neighboring regions or be used to support neighboring regions. They are only defensive.

Temple

Temples cannot attack neighboring regions or be used to support neighboring regions. They are only defensive.

Town

Towns may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.

Trade Center

Trade Centers cannot attack neighboring regions or be used to support neighboring regions. They are only defensive.

Movement Phase

A unit cannot move into the same area from which any of the same force's units retreated in the previous phase unless that area is still occupied by at least one unit of the same god.

Only mobile units can move, and they may move only one space every movement phase. Units can only move into unoccupied regions and regions already occupied by the same player.

If more than one player validly attempts to move into the same unoccupied region at the same time, the player with the strongest remaining military force does so. In this case, the military force is determined purely by the number of dice in the force's dice pool. The size of the dice do not matter. In case of ties, nobody moves into the region.

Units	Cost	Mobile
Army	N/A	Yes
City	N/A	No
Fleet *	1 Despair, 1 Pride	Yes
Hero	N/A	Yes
Land Monster	N/A	No
Market	N/A	No
Sea Monster	N/A	No
Shrine	N/A	No
Temple	N/A	No
Town	N/A	No
Trade Center	N/A	No

* Fleets are created in the movement phase rather than the build phase. See the Fleet description below for details.

Army

Armies move one space at a time. They ordinarily only move from land areas onto other land areas, but may move onto water if their god pays the required expense to convert it into a fleet. They may only move into areas that are unoccupied or which are already occupied by the same god in the movement phase (unless the region is occupied by a monster). Only one army may exist in a given region at a time. So, any order to move an army into a region that is already occupied by another army (or fleet) is invalid.

Fleet

Fleets move one space at a time. If they ever move onto land, they are immediately converted into armies (the boats are burned). They may only move into areas that are unoccupied or which are already occupied by the same god in the movement phase (unless the region is occupied by a monster). Only one fleet may exist in a given region at a time. So, any order to move an fleet into a region that is already occupied by another fleet (or army) is invalid.

Fleets are built in the movement phase by moving an army onto water. To do this costs the player 1 Despair and 1 Pride. A fleet may be converted back into an army merely by moving onto land. The boats are burned, so returning to water requires a re-conversion from an army to a fleet. Only one fleet may occupy a given region at a time.

Hero

Heroes move one space at a time. They ordinarily only move from land areas onto other land areas, but may move onto water if the god has a fleet in that region on which he may board. He may also move onto water if he is accompanied by an army that is converted into a fleet and moves onto water. Only one hero may exist in a given region at a time. So, any order to move a hero into a region that is already occupied by another hero is invalid.

Immobile Units

Cities, Markets, Monsters, Shrines, Temples, Towns, and Trade Centers cannot move.

Game Summary Tables

Gods Summary

God	Generates Every Turn
Aphrodite	Envy, Lust, Pride
Apollo	Hope, Lust, Pride
Ares	Anger, Despair, Greed
Artemis	Anger, Envy, Pride
Athena	Despair, Hope, Pride
Dionysus	Gluttony, Hope, Lust
Hades	Anger, Despair, Hope
Hephaestus	Despair, Envy, Lust
Hera	Envy, Greed, Pride
Hermes	Envy, Hope, Lust
Poseidon	Anger, Greed, Hope
Zeus	Anger, Lust, Pride

Starred Region Summary

Starred Region	Signature Resource
Athens	Hope
Atlantis	Envy
Delos	Gluttony
Delphi	Pride
Ephesus	Greed
Knossus	Despair
Olympia	Lust
Sparta	Anger
Troy	Hope

Purchase Summary

Units	Cost	Generates	Prestige Points	Military Force
Army	1 Hope, 1 Greed	1 Anger / 3	0	1d6
City	1 Town, 1 Envy, 1 Greed, 2 Hope, 2 Lust, 1 Pride	1 Gluttony	3	3d6
Fleet	1 Army, 1 Despair, 1 Pride	1 Envy / 2	0	1d6
Hero	2 Anger, 1 Envy, 1 Lust, 2 Pride	1 Hope	1	1d8
Land Monster	2 Anger, 1 Gluttony, 1 Greed	1 Despair / 2	1	2d6
Market	1 Envy, 1 Gluttony, 1 Hope	1 Greed / 2	1	1d4
Orgy	1 Gluttony, 1 Hope	1 Lust per Shrine, 2 Lust per Temple (all players)	2	3d6
Sea Monster	3 Anger, 1 Envy, 2 Gluttony, 1 Lust	1 Despair	2	N/A
Shrine	1 Despair, 1 Greed, 1 Hope	1 Pride / 2	1	1d4
Temple	1 Shrine, 2 Envy, 1 Greed, 3 Hope	1 Pride	2	1d6
Town	1 Anger, 1 Greed, 1 Lust, 1 Pride	1 Gluttony / 2	1	1d6
Trace Center	1 Market, 2 Envy, 2 Gluttony, 1 Pride	1 Greed	2	1d6