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Game: **CYCLADES**
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For best results, print on card, laminate and trim to size.

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 islands, 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.

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 islands + 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 **territory 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, in the order of his choice, the **actions** specific to that God, and use a mythological creature, by paying the cost corresponding to each of those actions.

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, built 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 island, 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.

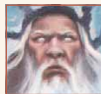
The player who won the offering bid on the next God then performs his actions.

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 island to another along a chain of fleets.

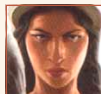


ZEUS

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.**

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

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

CYCLADES



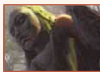
CHIMERA

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



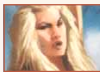
SATYR

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.

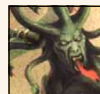
CHIRON (CENTAUR)

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.

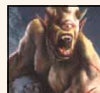
During a battle, a player's troops must be eliminated before the Minotaur. When he is the only one left, he is discarded if the defender loses another battle.



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.

