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Game: **HELLAS**
Pub: **Rio Grande Games (2002)**

Page 1: **Rules summary**

v1

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For best results, print on card, laminate and trim to size.

HELLAS

Setup

Each player chooses a color and takes the 15 **Greeks**, 10 **ships** and **summary card** in that color. Separate the **God cards** by type (Ares, Poseidon and Zeus), shuffle them, and place them facedown in 3 stacks. Each player draws one card from each stack as his starting hand (keeping them secret from the other player).

Place the **dolphin map tile** faceup in the center of the playing area. Shuffle the remaining 23 **map tiles** into a facedown stack.

Initial Map Creation

The player with the light figures draws the top tile from the map tiles stack and places it next to the starting tile, then places a Greek (on the city) and a Ship (next to the city) from his supply on the tile. The players alternate turns in this fashion until each player has taken 4 turns.

Water and land segments must always match up, and a new tile must always be placed next to the dolphin tile or next to 2 previously placed tiles.

If a tile is drawn that cannot be legally placed, or a tile with a temple on it is drawn, the tile is set aside and another drawn and placed.

When the initial map creation is finished, shuffle the tiles that were set aside with the tiles remaining in the stack to make a new facedown stack.

The player with the light figures now begins the game and players alternate turns.

Playing the Game

On your turn, you must choose **one** of the following options:

1. Burst of Strength

Choose from **3 possible actions** in any order (each action once, one twice and another once, or one thrice). If you have more cities with **temples** than your opponent, you may take 4 actions.

Place a New Greek: Place one Greek from your supply and place it on one of your cities. You may not have more than 3 Greeks per city.

Place a New Ship: Place one ship from your supply and place next to one of your cities. You may not have more than 3 ships next to a city.

Take a God Card: Draw one God card from one of the stacks. You may not have more than 7 God cards and not more than 3 of any one type. Keep the drawn cards facedown; you may look at them, but only add them to your hand after the *Burst of Strength* is finished.

2. Voyage

Draw the top map tile from the stack and place it next to the tiles on the map according to the rules for initial map creation. A new water segment may not be created, and a tile may only be placed where you have more ships on the adjacent tiles than your opponent.

If the tile can be successfully placed, take one Greek from your supply and place it on the new city (if you have none in your supply you may take it from any of your cities with 2 or more Greeks). You must then return one of your ships from an adjacent tile to the supply.

If a tile cannot be placed, place it facedown under the stack.

3. Attack

Attack Over Land

Indicate the city you want to attack. You may attack from all your cities that have direct routes over adjacent connected land segments.

Move one or more Greeks (even more than 3) to the attacked city. Ships are not involved. You must leave at least one Greek in each of your cities.

The attack is successful if you have at least as many Greeks in the attacked city as the defender.

Both players may play as many God cards as they wish to change the outcome.

If the attack is successful, the defender loses all his ships and Greeks in the city to his supply. If there were ships, the attacker may place the same number of ships from his supply next to the city. If the attacker has more than 3 Greeks in the conquered city he must lose the excess to his supply.

If the attack fails, the attacker loses all his attacking Greeks to his supply.

Attack Over Water

Indicate the city you want to attack. You may attack from all your cities that have direct routes over adjacent connected water or land segments. Treat as a land attack with these changes:

All water segments adjacent to the dolphin tile count as adjacent by water to other tiles adjacent to the tile.

The attack is successful if you have at least one more than the number of defending Greeks.

Regrouping

After the *Burst of Strength*, you may move your Greeks and ships among your cities in any way.

After a successful *Voyage* or *Attack*, you may move your Greeks and ships from any of your cities to the new city *only*.

As usual, you may not have more than 3 Greeks or 3 ships per city, and at least one Greek must be left in each of your cities.

God Cards

When you want to play a God card, place it faceup on the table, read it aloud and execute the action, then discard the card faceup to the corresponding God discard stack.

You may play several cards in a turn, but you may not play a card drawn on this turn. **The starting player may not play a God card in his first turn** (after the initial map creation).

If you may place Greeks or ships on a map tile due to a God card and have none in your supply, you may move them from other map tiles.

Cards that can be played during an opponent's turn are marked with a symbol.

Winning

The game ends immediately when, at the end of a player's turn, a player has his Greeks in 10 cities. That player is the winner.