



FOR THE GODS!

RULES (v2.9)

2–4 players • 25–45 minutes • age 10+

Take on the role of seafaring temple-builders in ancient Greece, raising mighty stone temples dedicated to the gods of Olympus, and vying for dominance in the Aegean archipelago.

Guide your ship, raise your temples, and lay claim to the islands' glory — for the gods!

Components

- **1 map board**
- **Player components** (blue, green, orange, purple):
 - 4 ships (1 each)
 - 4 bags (1 each)
 - 4 screens (1 each)
 - 96 player stones (24 each, 6 of each rank)
 - 40 player bases (10 each)
 - 48 temple cornices (12 each, 3 of each rank)
- **24 foundation stones** (white, unmarked)
- **48 god stones** (white, 4 of each of 12 gods)
- **12 god cards**
- **34 glory tokens:**
 - 13 gold
 - 8 silver
 - 13 bronze



Setup

Place the map board in the centre of the play area.

Give each player all player components of one colour: a bag, a screen, a ship, player stones, bases and cornices. Each player has 6 stones of each rank (1–4), indicated by the pips on top. Put all stones into your bag and mix them. Keep your bases and cornices in front of you.

Every player places their ship on the marked harbour in the middle of the board.



Islands & Glory tokens

The board has **5 islands**, each made up of 2 or 3 regions. Some regions contain **city spaces** marked for specific player counts.

- **2 players:** Play on the 3 larger islands only
- **3 players:** Play on 4 islands: the 3 larger islands **plus** the smaller island with a 3-player city space
- **4 players:** Play on all 5 islands

Gather the **gold glory tokens** required for your player count.

- **4 players:** use all gold glory tokens (13 total)
- **3 players:** remove the two tokens marked “F” from play (leaving 11 total tokens)
- **2 players:** remove the two tokens marked “F” and the two tokens marked “E” from play (leaving 9 total tokens)

Flip the gold glory tokens face down. Some gold glory tokens have a **temple icon** on their back - they represent **cities**. Shuffle these glory tokens (2, 3, or 4, depending on player count) and place them randomly on regions with a city space indicating the correct number of players.

Shuffle the **remaining gold glory tokens** and place one on each remaining region in play.

Place a **silver or bronze glory token** under each gold glory token showing a circle of the corresponding colour.

2-player game: Do not place any silver or bronze glory tokens.

Gods: Cards & Stones

Shuffle all **12 god cards** and reveal the following number of cards face up in a row:

- **2 players:** 4 cards
- **3 players:** 5 cards
- **4 players:** 6 cards

Return all other cards to the box.

First game: We recommend using the following god cards instead of a random selection:

2 players

Zeus, Poseidon, Hermes, Artemis

3 players

Zeus, Poseidon, Hermes, Artemis, Demeter

4 players

Zeus, Poseidon, Hermes, Artemis, Demeter, Athena

Find the **4 god stones** matching each god card in play. Place 2 god stones matching the first god card on each of the regions with gold glory tokens labelled 'A'. Then place 2 god stones matching the second god card on each of the regions with tokens labelled 'B', and so on.

No god stone is placed on the region with the 15-value god glory token.

2-player game: Use only **3 god stones** for each god card. Place them on the regions with gold glory tokens A, B, C, and D as described above, but **place 2** god stones on the region with the **higher-value token** of each pair, and **only 1** on the region with the **lower-value token**.

- If **Hephaestus**, **Hera**, or **Zeus** are in play, place the foundation stones in a supply beside the board.
- If **Aphrodite** is in play, place the spare silver glory tokens in a supply beside the board.
- If **Artemis** is in play, place the spare bronze glory tokens in a supply beside the board.

Screens & Starting Hand

Place your screen upright in front of you. Finally, draw 5 stones at random from your bag and place them

behind your screen, hidden from the other players. These 5 stones are your starting 'hand'.

Aim of the Game

Sail around the islands of the Aegean Sea, and build stone temples dedicated to the Olympian gods, calling on their favour to help you in your task as you raise temples in their name.

At the end of the game, glory tokens will be awarded to the players who have built the tallest temples in each region. The player with the most glory wins.

The Map Board

Each **island** is split into **regions**. Each region has its own **harbour**. Harbours are connected by **sea routes**. All players' ships begin at the same marked harbour in the middle of the board.

God Stones

A god stone on a region is claimed automatically by the first player to build a temple in that region. If a second god stone is present, it is claimed by the second player to build a temple in that same region. When you claim a god stone, **immediately put it in your bag**.

Each god has a **unique power** you may use when you dedicate one of your temples to that god on a later turn. To dedicate a temple, place that god's stone on top of the temple. The god powers are summarised on the god cards and explained in detail in the **Lexikon** at the end of this rulebook.

Temples

Each temple is made up of a **player base** and one or more **player stones** belonging to one player, all of which **must be of the same rank**, indicated by the number of pips on the stone - 1, 2, 3, or 4.

A temple may contain at most **one god stone** on top.

If **Hephaestus**, **Hera**, or **Zeus** are in play, their powers use **foundation stones** - the white, unmarked stones. These can only be placed beneath the first player stone of a temple, becoming the bottommost stone above the player's base piece. A temple may have multiple foundation stones.

How to Play

The player who most recently visited Greece becomes the starting player. Players then take turns

in clockwise order. On your turn, complete the following phases **in this order**:

Move ► Build ► Draw

Move

You may move your ship along **1 or more sea routes** from one harbour to another. Any number of ships can be at the same harbour. **You may also choose not to move.**

For each sea route you wish to move along, you must choose any one stone in your hand (player, god, or foundation stone) and **return it to your bag**.

Build

In the region of your ship's current harbour, you may use the stones in your hand to **establish** a new temple or **elevate** an existing one. Each player may have only **one temple per region**. You may also **dedicate** a temple to a god as part of the Build phase.

Establish

If you do not have a temple in the region, you may establish one by placing one or more stones of the same rank from your hand. First place a **temple base** from your supply, then stack the stones on it. If you have no bases left, you cannot build additional temples.

If the region contains one or more **god stones**, you immediately gain one when you establish your temple. **Immediately put it in your bag.**

Your temple must include at least one player stone; you cannot establish a temple with only a base. If you have a god stone in your hand at this moment, you may choose to dedicate the temple (see **Dedicate**).

Elevate

If the region of your ship's current harbour already contains one of your temples, you may elevate it by adding player stones from your hand, provided they **all have the same rank** as the stones already in the temple. If the temple is already dedicated to a god, place the new player stones **underneath** the god stone, keeping the god stone on top.

If you have a god stone in your hand at this moment, and the temple is not yet dedicated to a god, you can choose to dedicate the temple (see **Dedicate**). You may do this in addition to, or instead of, adding player stones.

Dedicate

You may dedicate a temple during your Build phase but remember that a temple must contain at least one player stone before it can be dedicated.

Place the **god stone on top** of the temple, then add a **temple cornice** from your supply that matches the rank of the temple's player stones.

Temple cornices: Placing a temple cornice on top is purely for clarity – it shows the rank of the player stones which are covered by a god stone. **A cornice does not indicate that a temple is complete.** The temple may still be elevated on later turns, as normal.

When you dedicate a temple, immediately activate that god's power, as described on the corresponding god card and in the **Lexikon**.

When you dedicate a temple, you may choose not to use the god power, but **you cannot use it on a later turn**.

Some powers might have no effect when activated. You may still dedicate the temple in these cases.

Poseidon: When you intend to dedicate a temple to Poseidon, activate his power first, then complete your Build phase.

Draw

Put any stones left in your hand **back in your bag** and mix the stones in your bag. Then draw **5 stones** at random and place them behind your screen, hidden from the other players. These stones are your hand for your next turn. We suggest that you plan your next turn and assemble the intended stack, including cornices and foundation stones, behind your screen to keep the pace of play fluid.

Game End

The game end is triggered when, for the first time, a player **cannot draw the full number of stones required** from their bag.

This could mean 5 stones during a standard Draw phase, 7 stones if they activated Apollo's power, or 2 stones if they activated Hermes' power.

If this happens, the player must immediately announce it. Then, all **other players** take one final turn in clockwise order. The player who triggered the game end does not take another turn.

Scoring

After the game end is triggered, and all other players have taken their final turn, evaluate each region in turn:

- The player with the **tallest temple** wins the gold glory token.
- The player with the **second-tallest temple** receives the silver or bronze glory token, if present.
- If only one player built a temple in the region, that player receives **all glory tokens in the region**.

2-player game: There are no silver or bronze glory tokens. The player with the second-tallest temple receives nothing.

Ties

If temples contain the same number of stones, the tie is broken in favour of the temple that uses player stones of a higher rank.

If two or more players are **perfectly tied** - meaning their temples have the same number of stones and the same highest-ranked player stones - **discard all glory tokens** from that region. No player receives them.

If a single player has the tallest temple, and two or more players are perfectly tied for second-tallest temple, award the gold glory token as normal, but do not award the silver or bronze glory token.

*Only the **total number of stones** and the **rank of the player stones** in the temple are considered.*

Winning the game

Add up the glory from all the glory tokens you gained. Each **gold glory token** is worth the glory value shown on it. Each **silver glory token** is worth 6 glory, and each **bronze glory token** is worth 3 glory.

The player with the most glory wins. If there is a tie, the tied player who took their final turn earlier is the winner.

Lexikon



Aphrodite

After you dedicate a temple to Aphrodite, gain a silver glory token at the **end of the game** if your Aphrodite temple is the tallest temple in the region.

If your Aphrodite temple is not the single tallest temple in the region at the end of the game, you gain nothing more. That silver glory token is not awarded to another player.

Glory tokens on the region still follow normal scoring rules at the end of the game.

If the Aphrodite stone is taken by the power of Ares, the temple is no longer dedicated to Aphrodite, and it cannot earn that silver glory token, even if it remains the tallest.



Apollo

When you dedicate a temple to Apollo, at the end of your turn draw 7 stones instead of 5.

If you cannot draw the full 7 stones, you trigger the game end.



Ares

When you dedicate a temple to Ares, remove the god stone from the top of another player's temple in the same region and immediately place it in your bag.

The owner of that temple may re-dedicate it on a later turn.

Removing a god stone from another player's temple never means that the player removes or loses their player stones, foundations stones or glory tokens that they played or gained on the turn in which they built the god stone.



Artemis

When you dedicate a temple to Artemis, gain a bronze glory token if at least one other ship is in the same harbour.

If there is more than one other ship in the harbour, you still gain one bronze glory token.



Athena

When you dedicate a temple to Athena, you may swap the location of the Athena temple with one of your other temples on the same island.

You must exchange the entire temple stack containing the Athena god stone with another complete temple stack on that island.

You cannot swap the Athena temple into a region in which you do not already have a temple.



Demeter

When you dedicate a temple to Demeter, you may use player stones or foundation stones (not god stones) in your hand to elevate one of your other temples anywhere on the board.

You may only elevate the other temple using player stones remaining in your hand, following all the usual *Elevate* rules. You cannot establish a temple, and you cannot dedicate a temple.



Hephaestus

When you dedicate a temple to Hephaestus, add a foundation stone to that temple.

Take a foundation stone from the supply and add it to the base of the Hephaestus temple.



Hera

When you dedicate a temple to Hera, take a foundation stone from the supply and put it in your bag. If you draw this foundation stone on a later turn, you may add it to the base of any temple you establish or elevate that turn.



Hermes

When you dedicate a temple to Hermes, immediately draw 2 additional stones from your bag, and then complete another Move and Build phase. Then proceed to the Draw phase as normal.

Do not return any leftover stones to the bag after the first Build phase. Any additional move actions require you to return stones to your bag as normal. You may also choose not to move. If you cannot fully draw 2 additional stones, you trigger the game end.



Hestia

When you dedicate a temple to Hestia, you may build the temple using player stones of 2 different ranks.

If you dedicate a temple to Hestia when establishing a new temple, you may combine player stones of 2

different ranks. You may place player stones in any order.

If you dedicate a temple to Hestia when elevating an existing temple, you may use player stones of the rank already in the temple, or of one other rank. You must place the new stones on top of the existing stones (but under the god stone). If you elevate the temple again on a later turn, you may use player stones of either rank already in the temple, but not add stones of a third, different rank. The entire temple becomes the rank of the top-most player stone. Replace the cornice accordingly.



Poseidon

Before you dedicate a temple to Poseidon, you may move your ship to any harbour for free, then dedicate your temple in that region to Poseidon.

If you have the Poseidon stone in your hand, you may choose to use the power of Poseidon this turn, move to **any harbour for free** (instead of your Move action), and then perform your Build action. You must dedicate that temple to Poseidon **this turn**. If you do not, or cannot dedicate your temple to Poseidon, you cannot use the power.



Zeus

When you dedicate a temple to Zeus, add a foundation stone to each of your **other** temples on the same island.

Take Zeus foundation stones from the supply and add one to the base of each of your **other** already established temples on the same island as the Zeus temple (but not the Zeus temple itself).