OLYMPOS: FAQ

Contents: there are 26 Prestige tokens in the game.

Board: all the blue spaces on the board are sea spaces. The normal rules are applied.

Expansion: the aim of the expansion is to conquer a new territory. It is not possible for a Settler token to stay in the North zone, on a sea space or on a territory already controlled by the owner of the Settler token.

Combat: the attacked player receives an Hourglass token from the general stock.

Multiple attacks: it is permitted to attack a territory where several Settler tokens are already stacked, even if the attacking player has Settler tokens inside this stack (without controlling the territory).

Discoveries: at the end of the game, all Discovery tiles earn 2 points (including Poetry, Philosophy, Absolutism, City, Engineering & Science). This rule doesn't affect Wonder tiles.

Absolutism: this tile doesn't yield any sword to its owner.

Democracy: Democracy breaks all these ties:

- For the Destiny cards which earn 3 Hourglass tokens to the player with the most territories of a kind: If the owner of Democracy is tied for the majority, he earns the 3 Hourglass tokens all the same.
- For combats, a player who owns Democracy and has an equal number of swords is considered as having more swords.
- For positive Olympos cards: if a player who owns Democracy is tied for the majority of Zeus symbols, he is the only one who earns the bonus. This rule also applies if no one has a Zeus symbol. In this case, the player who owns Democracy earns the bonus.
- For negative Olympos cards: if a player who owns Democracy has no Zeus symbol and at least one other player has no Zeus symbol too, he is immune to the corresponding negative effect.

Buying discoveries: the cost for buying a Discovery tile (7 or less if the player has already taken Money or Agriculture) is paid right away. As a consequence, all the Hourglass tokens grabbed along with the discovery (for example those on Cavalry, bonuses on the development board or those that may be earned by the destiny card acquired with Phalanx or Hellenism) may only be used from the following turn on.

Special effects of discoveries: the special effects of the discoveries you have just acquired come into effect right away. For instance, a player who buys the Oracle immediately draws 3 cards if its purchase allows him to reach a Zeus square on the time scale. *NB: if, for instance, a player buys Agriculture (a discovery which grants a reduction of 2 for discoveries based on wood), he pays 7, even if Agriculture requires wood in order to be discovered. Indeed, the player must have the required amount of wood before he buys the tile.*

Destiny cards: those cards may be played at any moment during the player's turn. For example, a player may play a Destiny card in order to earn Hourglass tokens before buying a Discovery tile. Furthermore, when a player reaches a Zeus square and has to draw an Olympos card, he draws the Destiny card first (and has the opportunity to play it before drawing the Olympos card). Each unused Destiny card earns 1 point at the end of the game. The Destiny cards are reshuffled when needed.

Resource cubes: they aren't Territory tokens. As a consequence Destiny cards granting bonuses for certain kinds of territories don't work with resource cubes.