OLYMPOS

2-player variant

When playing with 2 players, the following changes are applied:

- The ***fifth column*** of the development board is not used.

- Only ***one tile of each type*** is used for the development board:

  The 5 red-backed Discovery tiles are shuffled and 4 Discovery tiles are installed along the first row of the board. The remaining tile is discarded.

  Repeat this process with the yellow-backed, green-backed, blue-backed, purple-backed and wonder tiles.

  Exception: if Agriculture is installed on the board, both Agriculture tiles are stacked. As soon as a player buy this discovery, he may choose which of the two tiles to take. The remaining tile is then discarded. Proceed in the same way with Money.

- The player whose token is at the bottom of the starting pile eliminates ***12 territories instead of 8***, using 3 Territory tokens of each type to do this as in the 4-player game. As in the 4-player game, at least one territory of each type marked with a star must be left available.

- The player whose token is at the bottom of the starting pile then takes ***4 settlers*** in an unused color. He puts those discs on ***4 empty territories***, each producing a different ressource. These discs will mark the presence of barbarian tribes and they have got a combat strength equal to ***1 Sword***. In order to conquer those territories, the players will need to fight the barbarians. Even when they are defeated, the barbarians ***stay on the territory*** and they will take it back if the player leaves.

- At the beginning of the game, each player receives a different resource cube, drawn randomly.