TRIAL
OF THE
GODS

RULEBOOK

TRIAL
OF THE
GODS

After a long journey, the Argonauts, led by the brave Jason, have finally arrived in the Aegean Sea. Following the oracles of the mysterious sorceress Medea, the mighty crew of heroes set out to find the pieces of the Golden Fleece, armor with divine powers that can heal any wound and make them immortal. Once guarded by a fearsome dragon, the Fleece is now divided into well-hidden four parts throughout the islands of the archipelago, defended by terrifying monsters.

The gods of Olympus watch with interest as these champions embark on this perilous quest and compete in the Olympic Games to prove their worth. From the heights of Olympus, each god selects and bets on the champions, promising them a place in the Houses of Olympus whether they prove to be the best of the Argonauts.

Thus was born the great challenge of the Argonauts — companions, friends and siblings, ready to challenge each other with Olympic sportsmanship and risk their lives to please the gods of Olympus, find the Golden Fleece and earn a place in the divine ranks.

Sailing across perilous seas, we travel among mysterious islands. The gods guide and watch over us, searching for those among us who are worthy of their favor.
The Golden Fleece has always been waiting for a worthy hero to find it and present it to the gods as proof of their worth.
Only one of us can succeed in this endeavor; this is the challenge that has been issued, and none of us will escape their fate!
Those who succeed will be remembered forever. Those who fail will be forgotten and disgraced.
We are the ones chosen by the gods! We are the Argonauts!

JASON, king of Iolcos

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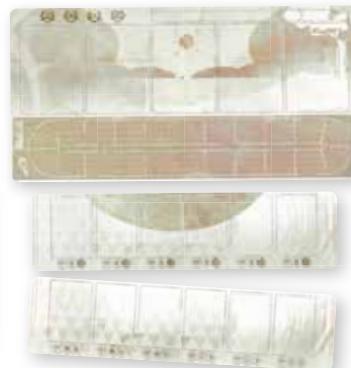
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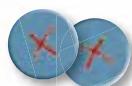
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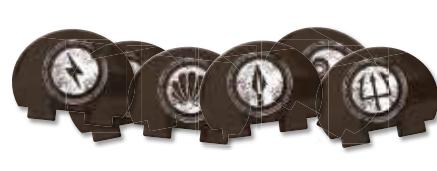
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EXPERT

2◆   U

(⊗): Remove 1▥ from your discard pile.

Sunset Phase: Perform 2◇.

24 Travel Cards

FORBIDDEN PRAYER

Perform 1◆.
You may gain 1♡. If you do, remove up to 2▥ from your hand and/or from your discard pile.

12 Hero Cards

THESEUS

Dawn Phase: Perform

(⊗, 2◆): Draw 1▥.

THESEUS

+: the Opponent discards
with a value of at least
they can't, Theseus in

24 Enemy Argonaut Cards

19 Sea Enemy Cards

SIREN

+: the Opponent
in their disc

24 Land Enemy Cards

GORGON

+: the Opponent pe
1◆, if they can't, G
gains 1↓+1.

24 Starting Action Cards

ANCIENT FAITH
STARTING

↓+0
♦+2
0🏺
2◇
1🌊
1♡
0♡

PRAYER 2
Place 1🎴 in your discard
pile. Choose one of your ▥
and add the first ▥ of the
corresponding deck to your
hand.

24 Personal Action Cards

SENSES OF HARUSPEX
BUTES

↓+0
♦+2
1🏺
1◇
2🌊
2♡
0♡

PRAYER 1
Place 1🎴 in your discard
pile.
Perform up to 2 different
Actions of this ▥; they don't
count towards your limit of
Actions per Turn.

84 Gods Action Cards (14 per god)

SPRING OF WATER
POSEIDON   2◆

↓+2
♦+2
2🏺
1◇
0🌊
1♡
1♡

PRAYER 1
Another player placed 1◉ on
an Island.
That player takes 1▥ played
in this Turn back into their
hand. Place 1◉ on that
Island.

16 Animae Action Cards

ANIMAE

↓+0
♦+0
0🏺
0◇
0🌊
0♡
-1♡

PRAYER 3
Remove this ▥.
Draw 1▥.

6 Olympics Cards

STADION

↓ ↓   ♡≫♦≫◇≫🌊

1°   Gain 2🏆, place 1◉ on an
Island where there is a 🚩 or
a 🔱.

2°   Gain 1🏆, place 1◉ on an
Island where there is a 🚩 or
a 🔱.

3°   Place 1◉ on an Island where
there is a 🚩 or a 🔱.

8 Reference Cards

ROUND

Dawn Phase
• Draw ▥ up to your ✋.
• The last player chooses an Olympics
  Card.
• Buy ▥, Feats and Train 🔱.

Adventure Phase
Perform 1 or 2 Actions or Pass.

Enemy Phase
Suffer 1♡ for each 👹 that is in the same
Zone as your 🚩 or one of your 🔱.

Olympics Phase
• Draw ▥ up to your ✋.
• Play 3 Competitions to get the best
  ranking in the Olympics.

Sunset Phase
• Remove the ⊗ from the Game Board
  and and place the new 🏆.
• Remove the ⊗ from the Feats.
• Perform N◇ according to your Feats.

EFFECT TYPES   ACTIONS

Action (◆): Y

• Captain
• Companion

⊗ Dishonor Token
◉ Exploration Token

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TABLE SETUP

To set up the game, perform the following steps in order:

1. Place the **Game Board** (A) in the center of the table. Shuffle the **Treasure Tokens** (B) face down and place a covered one on each Island. Assemble the roofs of the Temples so that they don't show any symbols and place a **Temple** (C) randomly on each Island covering the Treasure Token on it.

   ### ADVANCED GAME
   Assemble Temples so that their roofs show their Modifier symbol.

2. Place the **Olympics Board** (D) and the **Enemy Boards** (E) on the table. Shuffle the **Olympics Card deck** (F) and place it next to the Olympics Board. Take an Olympics Card without revealing it and place it on the rightmost space of the Olympics Board.

   ### ADVANCED GAME
   Do not place any Olympics Card on the leftmost space of the Olympics Board.

3. Shuffle the **Sea Enemies Deck** (G) and reveal one card for each **Dangerous Sea Zone** (H) on the Game Board. Place the Meeple of the Monster represented on the revealed card in the Dangerous Sea Zone, then place the card in the space of the **Monster Enemy Board** (E) indicated by the 🏊 symbol and with the same Level (Ⅰ Ⅱ Ⅲ) indicated on the card. Multiple copies of the same Monster must be stacked in the same space. If a **Calm Sea card** is drawn, don't place any Monsters in that Dangerous Sea Zone. Once this process is complete, shuffle any Calm Sea cards drawn with the rest of the Sea Enemies Deck. Place the Sea Enemies Deck on the table next to the Game Board.

   CALM SEA
   No 🏊 is placed. Shuffle this card back into the deck.

4. Divide the **Land Enemies Deck** (I) by separating the cards representing the 🛡 **Argonauts** from those representing the 👹 **Land Monster**. Shuffle the Argonaut cards and give each player one of them without revealing it; keep these cards covered until instructed to reveal them.

   ### ADVANCED GAME
   Do not give any Enemy Argonaut Cards to players at this point of the setup; instead, use the rules given in *Advanced Game: Choosing a Captain* in the *Player Setup section* (page 8).

5. Shuffle the two decks of 👹 **Land Monster Enemy Cards** and 🛡 **Argonaut Enemy Cards** separately, forming two decks. Draw 6 cards from each of the two decks (6 Argonauts and 6 Monsters). Combine the drawn cards to form one deck and place all the remaining Land Enemy Cards in the game box.

6. Shuffle the deck and reveal one card from each **Island** (J) one at a time. If a 👹 **Monster Enemy Card** is revealed, place the card on the corresponding space of the **Monster Enemy Board** (E1), in accordance with their Level (Ⅰ Ⅱ Ⅲ). Next place the Meeple of the Monster represented on the card on that Island. If an 🛡 **Argonaut Enemy Card** is revealed, place the card on the first free space of the **Argonaut Enemy Board** (E2). Next, place on that Island the Meeple of the Argonaut with the number associated with the space on the Enemy Argonaut Board on which the card was placed.

7. Place the **6 God Houses** (K) on one side of the table and randomly assign a **God Token** (O) to each of them, then place the token in the corresponding House space. Divide the **Gods Action Cards** (L) according to the Gods represented on them, creating 6 decks. Shuffle the decks individually and place each one in the House where the corresponding God's God Token was placed.


8. Place the **Animae Action Cards deck** (M) face up next to the Houses.

9. Shuffle the **Travel Cards deck** (N) and place it on the table, next to the Game Board.

We have come to these islands aboard the ship named Argo, but only one of us can win the favor of the gods.
By their will, we are now divided. They will test us with countless challenges.
Each island may hide our end, and each wave of the sea may bring us death.
But nothing can stop us from finding the Fleece and gaining its powers!

Not all of us are fit for command, and not all of us are ready for glory! The most capable among us have been given their own ship and have become captains. The others will follow, but only if they think they are worthy captains! This is why the Argonauts' battles are so frequent! The help of a loyal companion will make all the difference when the challenges get tougher!
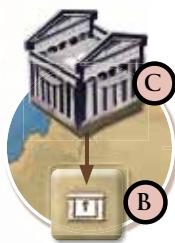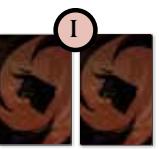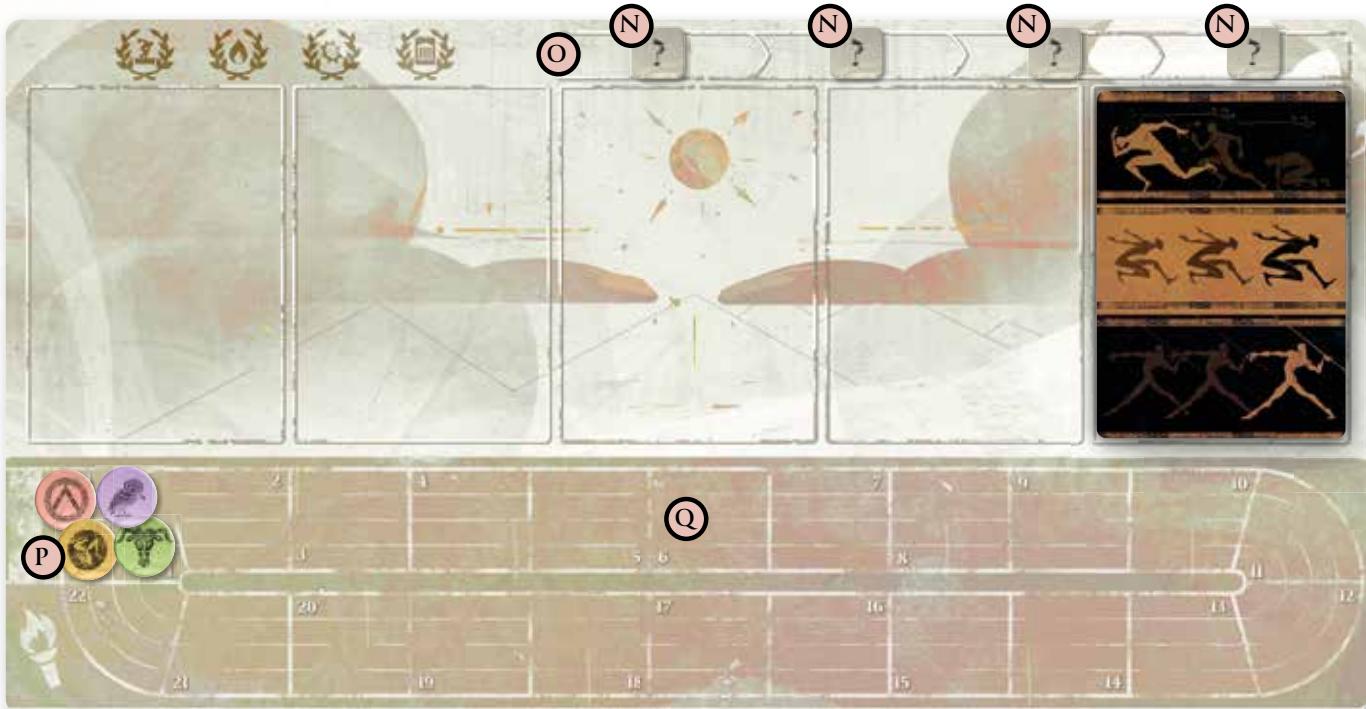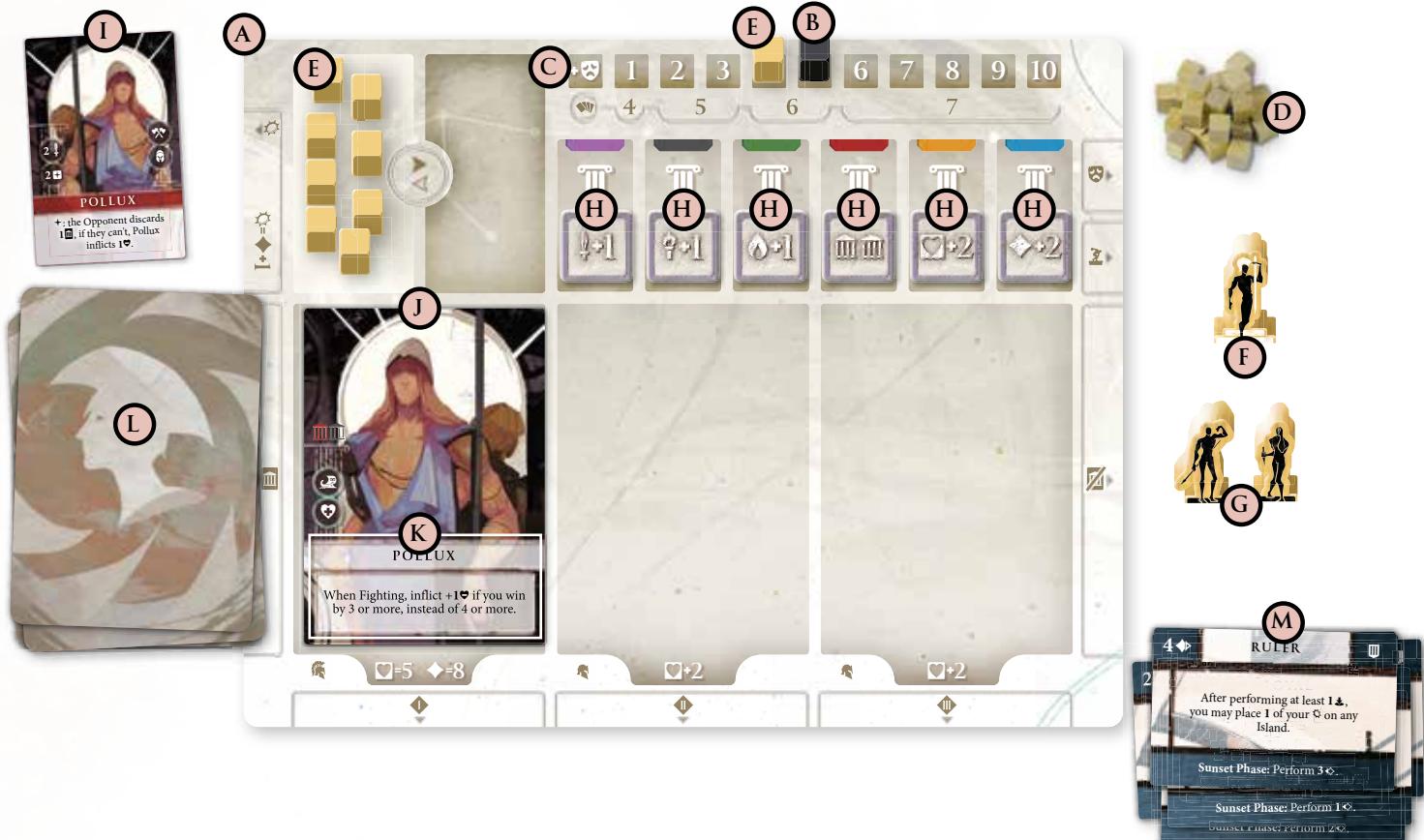
ASCALAPHUS, son of Ares
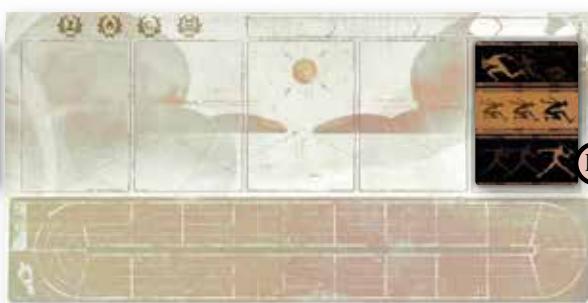
Player Setup

1. Each player chooses a color from those available and takes the corresponding items as follows:
   - 1 **Player Board** (A). Place it in front of you.
   - 1 **Limit Cube** (black) (B). Place it on square 5 of the **Vigor Track** (C) on your Player Board.
   - 19 **Cubes of the chosen color** (D). Place 8 of them in the **Available Energy slot** (E) and place 1 of them on slot 4 of the Vigor Track on your Player Board. Keep the other Cubes next to it creating a pool.
   - 1 **Captain Meeple** (F) of the chosen color.
   - 2 **Companion Meeple** (G) of the chosen color.
   - 6 **Upgrade Tokens** (H) of the chosen color. Shuffle them face down and place one in each Upgrade Space on your Player Board so that each token occupies the bottom of the space (covering the 🏛 🏛). Then reveal the Upgrade tokens.

2. Randomly distribute two Level I **Feat Cards** (M), two Level II Feat Cards and two Level III Feat Cards to each player; players may consult the cards they have received and must keep them on hand near their Player Board.

> ### Advanced Game: Choosing a Captain
>
> The player who last sailed the seas takes the deck of remaining Enemy Argonauts and chooses one of them for themselves, then passes the deck to the player to their right who does the same. Repeat this step until each player has chosen a card.
>
> The choice of your Captain allows your to have a tactical advantage if done keeping in mind Feat Cards you were assigned.

3. Each player reveals the **Enemy Argonaut Card** (I) they received earlier, which indicates the Argonaut they will use as 🛡 **Captain** during the game. They take the **Hero Card** of the indicated Argonaut and place it in the **Captain Space** (J) of their Player Board so that it shows the **Trained** side (K). Then they place the Enemy Argonaut Card back in the box.

4. Each player takes the deck of **Starting Action Cards** of their color and the two **Personal Action Cards** of their Captain. They shuffle them and place the resulting deck in the space provided on their Player Board (L).

5. Take the **Initiative Tokens** (N) of the colors matching the players participating in the game, shuffle them face down and place them covered on the slots of the Olympics Board's **Initiative Track** (O), one per slot starting with the leftmost. Reveal the tokens so that they show the player color. The order of these tokens on the track indicates the order of play starting from the left and proceeding to the right.

6. Place the **Ranking Tokens** (P) of the colors matching the players participating in the game in slot 0 of the **Olympics Board**'s **Fervor Track** (Q).

7. The player who will play last places their Captain's Meeple in a **Sea Zone** that is on the outer edge of the Game Board. Proceeding in reverse game order, the other players do the same, but they may not place their Captain's Meeple in a Sea Zone that contains another player Captain's Meeple or in a Sea Zone adjacent to it.

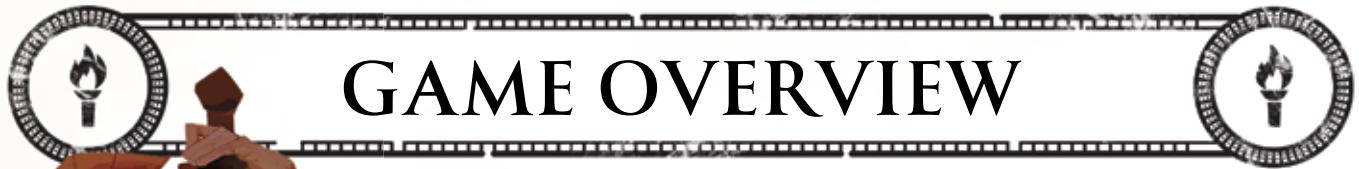8. Each player receives two **Reference Cards**.

POLLUX

+ : the Opponent discards
1 ♦, if they can't, Pollux
inflicts 1♥.

POLLUX

When Fighting, inflict +1♥ if you win
by 3 or more, instead of 4 or more.

RULER

After performing at least 1♣,
you may place 1 of your ☼ on any
Island.

Sunset Phase: Perform 3◇.

Sunset Phase: Perform 1◇.

Sunset Phase: Perform 2◇.

GAME OVERVIEW

In *Trial of the Gods*, each player controls an **Argonaut** who becomes their **Captain**. They will guide the Captain through the islands of the Aegean Sea, facing dangerous seas, monsters and other Argonauts in search of the **Golden Fleece**. The goal of each Captain is to prove they are the bravest of heroes in all the challenges that come their way during the five days (**rounds**) in which the game takes place:

* *Exploration:* explore as much of the archipelago and find as many parts of the Golden Fleece as possible.
* *Domination:* defeat the ♥ **Monsters** that infest the archipelago.
* *Devotion:* build the most valuable deck of cards.
* *Olympics:* obtain the most ⚱ **Champion Tokens** during the Olympics.

Each of these challenges will generate a ranking at the end of the game, through which players will earn **Victory Points**. The player with the most Victory Points wins the game.

GAME FLOW

The game is played in **Rounds** representing the days when the Captains venture into an Aegean Sea archipelago: 4 Rounds when playing in basic mode, 5 Rounds when playing in advanced mode. Each Round of play takes place in five **Phases**:

* **Dawn Phase:** players train Companions and acquire new Feats and Gods Action Cards from the Gods by whom they are blessed or for whom they have claimed Temples in the previous days.
* **Adventure Phase:** Captains travel around the archipelago moving around the Game Board and challenge Enemies who, once defeated, become subordinates willing to help them; all the while, they claim Temples in the name of the Olympian Gods and explore the Islands in search of Golden Fleece parts.
* **Enemy Phase:** Enemy Monsters and Enemy Argonauts damage Captains and Temples under the players' control.
* **Olympics Phase:** After a day of adventures, the Argonauts compete in the Olympic Games to demonstrate their athletic fervor. Each Olympics is used to determine the Initiative order of the next Round and to obtain Champion Tokens.
* **Sunset Phase:** the Argonauts rest to Restore Energy, while new menacing creatures rise in the sea, ready to hinder them.

At the end of the game, **four Rankings** will be drawn up, which will earn the players **Victory Points**: **Exploration**, **Domination**, **Devotion** and **Olympics**. The player with the most Victory Points wins the game, and their Captain becomes a new *Olympian God...*

BASICS

This chapter presents the materials and the basics of the game.

ENERGY

Energy (◆) is the main currency of the game and represents the divine favor accumulated by the player. During the game, Energy can be spent to use particularly powerful effects and to buy new cards.

3 ◆   LOYAL   Ⅲ

✊ (⊗): Perform **1**✧ for each of your ♜.

Sunset Phase: Perform **1**✧.

Energy is represented by **Cubes** of the player's color, and each Cube is worth 1 Energy.

Each time a player **Spends Energy** (◆) they move an equal number of cubes from the **Available Energy slot** (A) to the **Exhausted Energy slot** (B). Each time a player **Restores Energy** (✧), they move an equal number of cubes from the **Exhausted Energy slot** to the **Available Energy slot**. When a player obtains **Energy** (◆ +1), they take 1 Cube of their color from the pool and place it in the Available Energy slot.
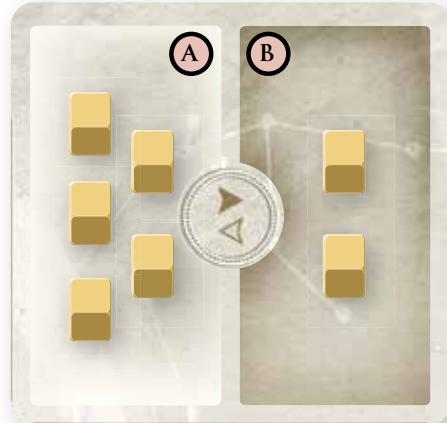
CUBES LIMIT

The number of colored Cubes available to each player is limited (19 per player). Cubes are used in various ways in the game. In the rare case where the player has to place 1 colored Cube due to an **Effect**, but has none in their pool, they can't perform that Effect.

> **UNLIMITED COMPONENTS**
>
> Most components are limited to the number in the box. Only the following components are considered to be unlimited: Dishonor Tokens, Champion Tokens, Block Tokens.

The gods are our patrons. However, they are capricious. Some hate us, others love us. Knowing who we must pray to for help is the key to winning this contest!
Whether it is an Olympic challenge, or a battle against one of the monsters that haunt these islands, we will need their favor to come out on top!
To sail safely and quickly we will turn to the mighty Poseidon, who reigns over the sea and its creatures. To gain wisdom and cunning, to Athena we shall have to raise our songs. To be valiant and mighty in battle, we shall sacrifice a hundred bulls to Ares.
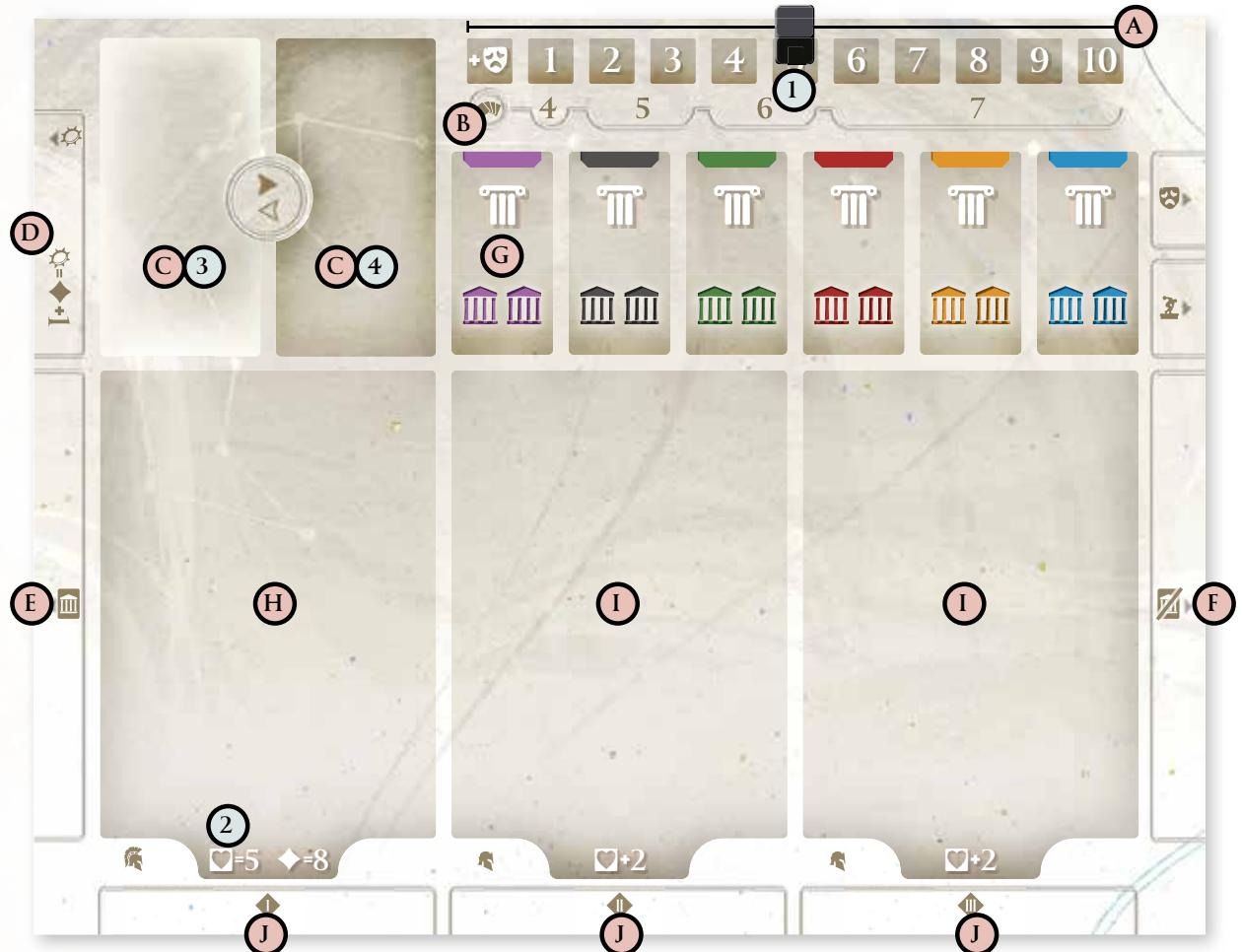*To the dark Hades, lord of the Underworld, we shall address our prayers to thwart our opponents. To the gentle Aphrodite we will ask for comfort in the darkest moments, for her light heals the soul and body.*
Finally to Zeus, the father of the gods, we shall ask to bestow his strength upon us — and to hurl thunderbolts upon our enemies!

POLYPHEMUS, son of Elatus

Player Board

This board keeps track of the status and resources of the player and features the following elements:

(A) Vigor Track: This track represents the vitality of the player's 🛡 **Captain** and 🗡 **Companions**. The **Limit Cube** (black) ① is placed in the slot on square 5 of the Vigor Track, as indicated by the Captain Space on the board ②. The Cube of the player's color placed on the track is called the **Vigor Indicator** and indicates the player's current Vigor.

(B) Hand Limit: The value below the Vigor Indicator indicates the player's Hand Limit.

(C) Energy slots: Available Energy slot ③ and **Exhausted** Energy slot ④.

(D) Tamed Monsters: the Enemy Cards of the Enemy Monsters defeated by the player are placed here.

(E) Deck: The player's Action Cards deck is placed in this space. If the player has to draw cards from the deck when no cards are present, the player shuffles the Action Cards in their Discard pile, forming a new deck and placing it in this space.

(F) Discard: when the player must discard an Action Card

after playing it or for an Effect that requires them to discard Action Cards, they place them in this space face up. Please note, removed cards are not placed in this space (see page 15, Houses point D).

(G) Upgrade Spaces: Upgrade Tokens are kept in these spaces. At the beginning of the game they are all placed at the bottom of their space and are not considered active.

(H) Captain Space: the Captain's Hero Card is placed here at the beginning of the game.

(I) Companion Spaces: the Hero Cards of the Enemy Argonaut defeated by the player are placed here.

(J) Feat Spaces: the Feat Cards bought during the Dawn Phase are placed in these spaces.

Olympics Board
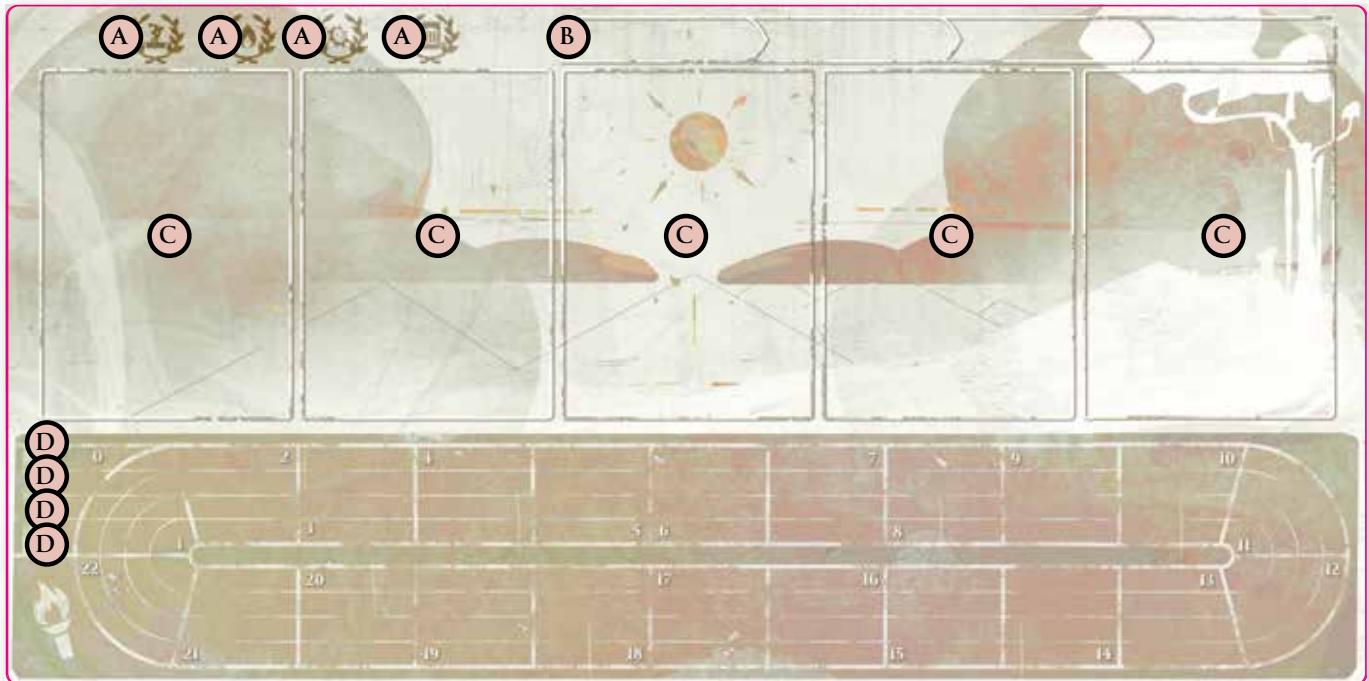
The Olympics Board features the following elements:

(A) Ranking Symbols: these symbols are simply a reminder for players of which rankings they will participate in for Victory Points at the end of the game.

(B) Initiative Track: the Initiative Tokens are placed in this track to indicate the order of play; their position can change after each Olympics Phase.

(C) Olympics Card Spaces: the Olympics Card is placed in these spaces to represent the Competition in which the players are to compete during the Olympics Phase.

(D) Fervor Tracks: these tracks are used to indicate the ♀ **Fervor** Value achieved by each player during the Olympics Phase.

Enemy Boards
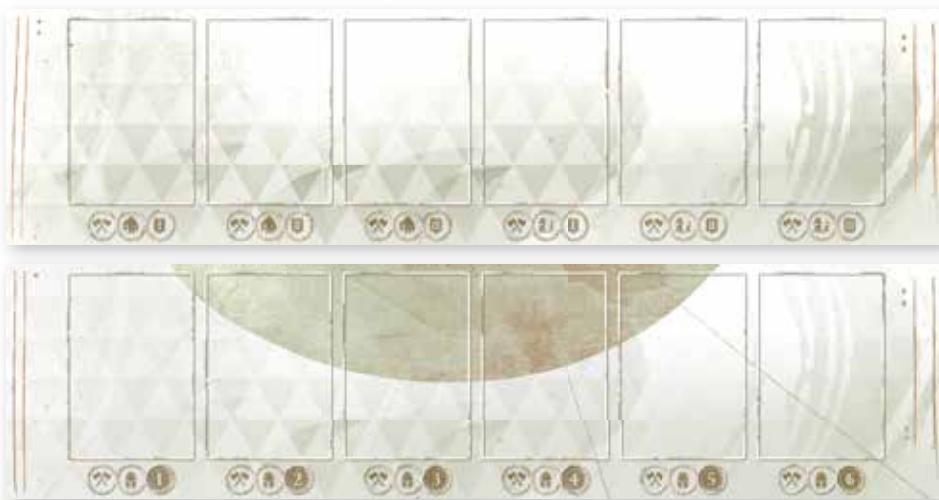
These two Enemy Boards are used to hold the **Enemy Cards** corresponding to the ⚔ **Enemies** in play. Each space shows the level (U, U, U) and type (🐍 **Argonaut**, 🌲 **Land Monster**, 🌊 **Sea Monster**) of card to be placed there.

Game Board

The Game Board represents the archipelago in which the game takes place. The Game Board features the following elements:

Zone: all areas of the Game Board, whether Sea or Islands, are indicated as Zones.

(A) **Sea Zone:** delimited by dotted white lines.

(B) **Dangerous Sea Zone:** the 𝕦 symbol indicates that an Enemy could be placed in this Zone during game setup.

(C) **Island**

(D) **Temple:** Temples are placed in these spaces during game setup.

(E) **Exploration Space:** players' Exploration Tokens are to be placed in these spaces.

Travel Cards

These cards represent events that Captains face while traveling in the Aegean Sea. A Travel Card features the following elements:

(A) **Name**

(B) **Effect**

Enemy Cards

These cards show the characteristics and skills of Enemies, whether they are Enemy Argonauts, Land Monsters or Sea Monsters. These cards feature the following elements:

(A) **Name:** indicates the name of the Enemy.

(B) **Skill:** describes an effect the Enemy might apply during a Fight.

(C) **Illustration:** distinguishes the Enemy.

(D) ⚔ **Attack Value.**

(E) **Dice:** the number of Dice the Enemy rolls when Fighting.

(F) **Laurel:** Laurels gained for the Domination ranking.

(G) **Enemy:** generally indicates an Enemy.

(H) **Type:** indicates whether the Enemy is an 🝢 Argonaut or a Monster 🝢.

(I) **Subtype:** 🌿 Land Monster or 𝕦 Sea Monster.

(J) **Level:** Ⅰ, Ⅱ, Ⅲ.

Hero Cards

These cards summarize the characteristics and Feats of player-controlled Argonauts and feature the following:

(A) **Untrained Side:** this side of the card shows the Hero's Feat in gray on a dark background, as it is unavailable.

(B) **Cost:** directions to Train the Companion.

(C) **Trained Side:** this side of the card shows the Hero's Feat on a white background and available for use.

(D) **Name**: Indicates the Argonaut's name.

(E) **Blessings:** these symbols indicate the Houses from which the player who owns this card can buy new Gods Action Cards during the Dawn Phase (see page 18).

(F) **Feat:** a Hero's skill that is made available to the controlling player when the card shows the Trained Side.

(G) **Olympics Skill:** these symbols indicate whether the Hero will confer advantages to the player controlling them during the Olympics Phase (see page 24).

Feat Cards

These cards indicate the Feat Effects that a player can buy during the game and feature the following elements:

(A) **Name**.

(B) **Level:** these cards are divided into three groups called levels based on their power and indicated by the 𝐈, 𝐈𝐈, 𝐈𝐈𝐈 Level symbols.

(C) **Cost:** the amount of Energy that must be spent to buy the Feat in the Dawn Phase.

(D) **Restore Value:** each Talent Card bought allows the player to Restore a certain value of Energy during the **Sunset Phase** (see page 25).

Houses
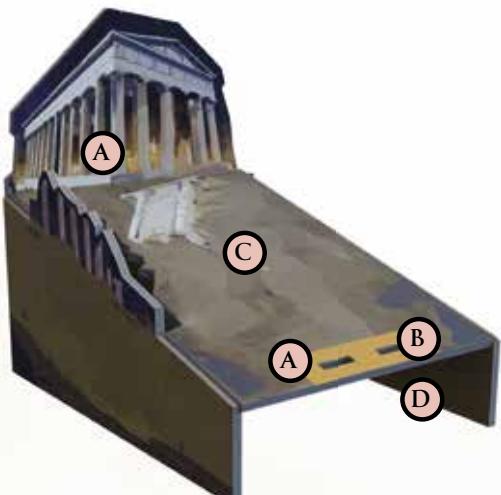
These cardstock elements represent the Houses of Olympus, and feature the following elements:

(A) **Color:** The color associated with this House; it matches the **Blessings** available to the Argonauts or unlocked by players by activating an **Upgrade Token**.

(B) **God Token Space:** the God Token is placed on this space, indicating which God of Olympus occupies the House for the current game.

(C) **God Deck Space:** in this space, the deck of the God occupying the House is placed.

(D) **Discard Space:** removed or unpurchased Gods Action Cards corresponding to this House are placed in this space.

Action Cards

Action Cards allow players to perform Actions or apply powerful effects to achieve victory. Each card can be used in multiple ways as described in the following sections. Players will need to plan how to play the cards available to them.

Ⓐ **Name**.

Ⓑ **Name and Gods symbol:** the deck of which the Action Card is a part.

Ⓒ **Attack Bonus.**

Ⓓ **Discovery Bonus.**

Ⓔ **Effect:** Each Action Card shows one of the following Effects, identified by a symbol placed in the upper left corner so that it is always recognizable when the cards are in hand.

  ① **Action Effect:** indicated by a white frame and the 👊 **Action** symbol.

  ② **Reaction Effect:** indicated by a yellow frame and the 🔁 **Reaction** symbol.

  ③ **Fight Effect:** indicated by a red frame and the ⚔ **Attack** symbol.

  ④ **Olympics Effect:** indicated by an indigo frame and the 🔥 **Fervor** symbol.

Ⓕ **Cost:** the amount of Energy to spend to buy the Action Card in the Dawn Phase.

Ⓖ **Laurels:** the number of Laurels provided for the Devotion Ranking during the end of game count.

Note: Some Effects use **Keywords** to describe specific rules to be used when applied (see *Action Card Effects Keywords* on page 22).

Types of Action Cards

There are four types of Action Cards:

① **Gods Action Cards:** these are part of the decks related to the Olympian Gods; each God follows their own strategy.

② **Starting Action Cards:** are the cards each player has at the beginning of the game.

③ **Personal Action Cards:** these are the cards associated with the Captain controlled by the player.

④ **Animae Action Cards:** these cards represent the damned souls of the underworld. Some game Effects force players to take these cards, which carry penalties in the Devotion ranking count (see page 27).

Olympics Cards

STADION

Olympics Cards determine the discipline in which the Argonauts will compete during the Olympics Phase of the current Round. Each of these cards features the following elements:

A **Name:** the name of the Olympics discipline.

B **Discipline Symbols:** indicate the symbols required to excel during this Olympics.

C **Tiebreaker Symbols:** these symbols are used exclusively in situations where there is a tie between two or more players.

D **Prizes:** the prizes awarded to the top three finishers in the Olympics Phase of the Round in which the card is used are indicated here.

No one remembers how the Olympics were born, but all of us Argonauts know that there is no higher form of competition! There is nothing like testing yourself in challenges of skill and physical prowess. Beating your peers in the diaulos, where only the fastest win, is priceless!

But there are many disciplines, and each Argonaut must excel in all of them if they are to achieve eternal glory! The gods love to celebrate the winner of a contest, and bestow their favors most readily upon those who excel in these competitions!

Of course, beating the mighty Heracles at boxing can be a daunting task, but where muscles fail, cunning can do the trick! The Olympic Games are not just about physical strength; it takes concentration, training and technique!

Throwing the discus farther than anyone else requires style in execution, and the mind must be free of doubt or hesitation.

The Dolichos is the most challenging race, you don't need to be fast, but you need to have the determination and stamina not to be knocked down by the long run to the finish line.

You can never call yourself a true warrior until you compete in the Hoplitodromos! Running for miles with weapons and armor will push your skills to the limit, but Ares will surely take a liking to you if you finish first!

Now that the gods are watching us as we travel from one island to another, only the Olympics will allow us to stand out in their eyes and settle our disputes.

Only the most skilled, strong, and determined Argonaut will be able to stand on the highest podium and declare themselves the winner in the eyes of mortals and gods alike!

PHALERUS, son of Alcon

ROUND

A game of *Trial of the Gods* takes place in 4 Rounds if playing in basic mode or 5 Rounds in advanced mode. Each Round consists of the following phases that must be played in order:

* **Dawn Phase.**
* **Adventure Phase.**
* **Enemy Phase.**
* **Olympics Phase.**
* **Sunset Phase.**

When the last Round is over, you will go to the **End of Game Rankings** (see page 28) and determine the winner.

DAWN PHASE

In this phase, players buy Feats and Action Cards and Train their Companions in order to increase their potential.
Perform the following steps in order:

1. Each player draws ▥ **Action Cards** from their deck up to their ❧ **Hand Limit**, (A) indicated by the number below the Vigor indicator.

2. The player whose **Initiative Token** occupies the last position in the Initiative Track draws 2 Olympics Cards, chooses one, places it revealed on the leftmost free space on the Olympics Board and then shuffles the other one with the deck.

3. Each player, in Initiative order, reveals 🏛 **Gods Action Cards** from the Houses occupied by Gods whose **Blessings** they have and places them on the table in front of them. You can reveal one 🏛 **Gods Action Card** for each individual 🏛 **Blessing** of the corresponding House with a maximum limit of 4 🏛 **Gods Action Cards**.

4. Each player can buy newly revealed 🏛 **Gods Action Cards** and/or **Feats** and/or **Train Companions**. To do so, the player must spend the indicated amount of Energy.

Houses without Gods Action Cards

At any time during the game when a player must draw from a House in which there are no Gods Action Cards, shuffle the discard pile from that House to form a new deck so that the player can draw. If the House has no discard pile, no player may draw cards from that House.

◇ **Buying Feats:** The player may buy one or more Feats. Once a Feat is bought it must be placed on the space showing the same Level (Ⅰ, Ⅱ, Ⅲ) indicated on the card Ⓐ. A player may buy only one Feat Card of each Level during the game. A purchased Feat allows the player to benefit from its Effect for the rest of the game.
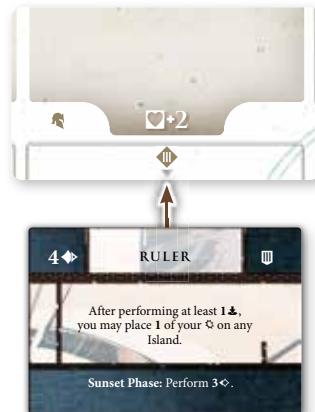
◇ **Buying Action Cards:** the player may buy one or more Gods Action Cards by choosing from those they revealed. They place the Gods Action Cards bought in their discard pile, so as to use them later. Gods Action Cards revealed but not bought must be placed in the discard pile of the corresponding House.

◇ **Train a Companion:** the player may Train one or more Companions. When they Train a Companion, they turn their Hero Card over to the Trained side. From that moment on, the Feat indicated on the Hero Card will be available for the rest of the game.

Adventure Phase

In this phase, each player plays one or more Turns. The Turns are taken by the players in the order shown by the **Initiative Track**, starting from the left and proceeding to the right.

Player's Turn

During their Turn, a player can perform the Pass Direct Action (see page 21) or they can perform up to a maximum of 2 Actions. Then the Turn ends and the next player plays their Turn.

At the end of their Turn, the player moves any Action Cards they have played to the discard pile.

The different types of Actions are described below.

Action Card Actions

The player plays 1 Action Card from their hand and chooses 1 Action to perform through the card played. The Actions available on each Action Card are formed by a number with the symbol representing the chosen Action next to it, both of which are white in color (A). The number (N) before the symbol indicates how many times the player can apply the Effect of the chosen Action. Some Action Cards show an Effect, indicated by the 👊 symbol, which can be resolved as an Action, instead of those with a numerical value (B).

The Actions represented on an Action Card are:

* **N 🚢 Sail**: The player moves their Captain into a Zone adjacent to the one they are in currently. The player performs this Effect up to a maximum number of times equal to N. Whenever a Captain enters a Sea Zone in which there is not a ⊗ **Block Token** (A), the controlling player must draw and resolve the Effect of a 🗝 **Travel Card** (B). After resolving it, they discard it into the discard pile for Travel Cards and place a Block Token on the Sea Zone where their Captain is. If, after resolving the Effect of a Travel Card, the player has any remaining movement, they may continue to move their Captain. The player must not reveal a Travel Card when moving their Captain into a Sea Zone where a Block Token is already present. If all Travel Cards are in the discard pile, they must be shuffled to form a new deck. If a Captain moves out of a Zone where an 🗡 **Enemy** is present (who is not one of their Tamed Monsters), the controlling player gains a 👹 **Dishonor Token**.

  ◇ **Note:** a Captain CANNOT enter an Island where another Captain is present.

* **N ◇ Restore**: The player moves 1 Energy from the Exhausted Energy slot to the Available Energy slot. The player performs this Effect up to a maximum number of times equal to N.

* **N ⚓ Order**: The player places 1 Meeple chosen from among their Tamed Monsters or Companions in any Game Board Zone. The player performs this effect up to a maximum number of times equal to N. You may not place Monsters in a Zone where a Monster is already present. When a player places a Monster, they must place one of their Cubes on the Monster's Meeple to indicate that the Monster is their own **Tamed Monster**. This action allows you to place again on the Game Board one of your Tamed Monsters or Companions that is already located on the Game Board.

* **N 💙 Heal**: The player moves their Vigor Indicator on their Vigor Track by 1 square to the right. The player can perform this effect a maximum number of times equal to N. The Vigor Indicator cannot exceed the Limit Cube.

Modifier (Advanced Mode only)

When the player performs an Action through an Action Card, if the chosen Action is the same as the one indicated by the Modifier shown above the Temple present on the Island where their Captain is located, the value of that Action is increased by 1. This bonus applies even if the value of the Action printed on the card is 0.

The Modifier does not apply to Actions that aren't performed through those indicated on an Action Card, such as Actions obtained through Feats.

Feat/Hero Card Actions

Some **Feat Cards** or **Hero Cards** (if they are on the Trained side) allow you to use Actions listed on them. These Effects are indicated by the ✊ symbol. When one of these Actions is used, if it says in the text that it can be used once per Round (via the ⊗ symbol), the player must place a ⊗ **Block Token** on it, to indicate that this Action can't be used again in the same Round.

Direct Actions

A **Direct Action** doesn't require any specific component to be performed. The player declares the Action and performs it according to the description below:

∗ **Fight:** The player chooses a Zone in which their Captain is located or a Zone in which their Companion **and** Temple are located. If an Enemy is present in the same Zone, they resolve a **Fight** against them (see *the Fighting, Damage and Temples* chapter on page 22).

∗ **Explore:** The player chooses an Island where their ◉ Exploration Token is not present and where their Captain or Companion is present and resolves an Exploration on that Island. When a player resolves an Exploration, they may play up to 3 Action Cards adding up their Discovery value. If this value is equal to or greater than the value of the first empty space to the left of the chosen Island, they place one of their ◉ Exploration Tokens on that space. If, by playing the cards, the player cannot obtain a Discovery value equal to the number indicated on the Island, **they cannot perform this Action**. A player with one of their ◉ **Exploration Tokens** on an Island can always look at the hidden side of the **Treasure Token** located under that Island's Temple, making sure not to reveal it to other players; having seen Treasure Tokens featuring a part of the Golden Fleece allows players to gain additional Victory Points at the end of the game (see page 26).

∗ **Pass:** The player ends their Turn and can't play any more Turns for the rest of the Adventure Phase. However, they can continue to play Effects with the **Reaction** keyword (see page 22).

When all players have performed the Pass Direct Action, the Adventure Phase ends.

The Purple player declares the Explore Direct Action and chooses an Island where their Companion and 1 Cube of the Green player are located.

They play 2 Action Cards with ◊+2 and ◊+1 values and place 1 Cube of their own color in the leftmost empty Exploration Space on the chosen Island.

ACTIONS WITH A 0 VALUE

Actions can have a value of 0. A player can freely choose to perform an Action with a value of 0; normally such an Action would have no effect in play, but its value could be higher based on different factors. For example, the player's **Captain** might be on an **Island** that shows a Modifier to the chosen Action, which would make it an Action with value 1 (see page 21).

Reaction

Some Action Cards include a **Reaction Effect**, indicated by a yellow frame and the ↻ symbol. These Effects can be played by a player exclusively when the condition indicated by italicized text in the Effect occurs. Also, during the Adventure Phase, a player may play a Reaction Effect exclusively **if it's not their Turn**. A player may play a Reaction Effect even if they have already used the **Pass** Direct Action during the current Round.

When several players declare that they want to play a Reaction Effect, they proceed in **Initiative** order. Each player may play as many Reaction Effects as they wish, one after the other, as long as the indicated condition is met.

REACTION EXAMPLE

The Purple player is taking their Turn. Both the Red player and the Green player declare that they want to play Action Cards with a Reaction effect.
The Initiative Track shows the order Red-Green-Purple.
So the Red player plays 1 Action Card with a Reaction effect.

The Green player has 2 Action Cards with Reaction effects that meet the same condition, but must play one card at a time. The player plays the first card, but can't play the second, since the indicated condition is no longer met as a result of the effects played.

ACTION CARD EFFECTS KEYWORDS

Action Card Effects may contain Keywords that indicate specific rules to be applied when the Effect is resolved. These are:

* **Prayer N:** To use this Effect, the player must first spend N Energy.
* **Devour N:** To use this Effect, the player must first discard N Action Cards from their hand.
* **Removal:** After this Effect is resolved, this Action Card is removed and placed in the discard pile of the corresponding House.
* **Devotion:** This Effect is performed only if the player has played another Action Card of the same god during the current Turn.

FIGHTING, DAMAGE AND TEMPLES

When resolving a Fight, the player and the Enemy involved are considered each other's opponents. To resolve a Fight, the player involved must perform the following steps in order:

1. **Player's Attack:** The player plays up to 3 Action Cards (or may play 0). For each card played, they must indicate whether to use the Attack Bonus (A) or the Fight type Effect (B) (if present on the card).
2. **Enemy's Attack:** A player not participating in the Fight rolls the number of Dice indicated on the **Enemy Card** (C). Each numerical result of the Dice adds up to the Enemy's Attack Value; for each ✦ result of the Dice, the effect of the Enemy's Skill (D) is applied.
3. **Comparison:** The opponent with the higher Attack Value wins the Fight. In case of a tie, there are no winners and the Fight ends immediately (skip step 4).
4. **Damage:** The winner inflicts **1♥ Damage** to the Opponent. If the winner has an Attack Value at least 4 higher than that of the Opponent, they inflict **1♥ Bonus Damage** in addition to the regular Damage.

Inflicting Damage on Players

When a player suffers ♥ Damage, their Vigor Indicator is moved one space to the left on the Vigor Track. When the Vigor Indicator is on 1 and the player would have to suffer 1 or more Damage, they instead gain a 😠 **Dishonor Token**. When a player suffers Damage it may happen that their Hand Limit decreases. When this happens, the player must check the number of cards in their hand and discard the excess cards.

Inflicting Damage on Enemies

Enemies can have different states that are affected by the **Damage** suffered. An Enemy can be:

* **Uninjured:** This Enemy has not suffered any Damage.
* **Injured:** When this Enemy suffers Damage, the player that inflicted that Damage places a black cube in the Meeple's slot to indicate their state.
* **Defeated:** When this Enemy suffers two or more Damage they are removed from the Game Board, see *Defeated Enemies* below.
* **Tamed:** An Enemy with a player's Cube in their Meeple's slot is Tamed (see *Order Action*, page 20). When this Enemy suffers Damage, they become Defeated.

Claiming a Temple

When the player defeats an Enemy that is on an Island, if the Temple on it doesn't belong to any player, that player performs the following steps in order:

1. The player places one of their **Flags** on the Temple. From that moment, the Temple is **Claimed** by the player and is considered their property.
2. The player must choose an **Upgrade** to activate on their Player Board and move it upward on the 𐤊 symbol. From that moment, the Upgrade is active and gives the bonus indicated on its token to the player. In addition, moving the token in this way reveals two 🏛 **Blessings** that the player gains for the rest of the game.
* **Upgrade Effects:**
  ◇ ⚔+1: When performing the **Fight** Direct Action, the player has +1 to their ⚔ **Attack** value.
  ◇ 🔥+1: When performing the **Explore** Direct Action, the player has +1 to their 🔥 **Discovery** value.
  ◇ 🔥+1: In the **Olympics Phase**, the player has +1 to their 🔥 **Fervor** value.
  ◇ ◆+2: The player places two of their **Cubes** from their **Pool** in the **Available Energy slot** of their Player Board.
  ◇ ♡+2: the player moves the **Limit Cube** two spaces to the right on the **Vigor Track**.
  ◇ 🏛🏛: In the **Dawn Phase**, the player reveals up to 2 additional Gods Action Cards (even beyond the limit of 4) of a single **House** of their choice.

Defeated Enemies

When an Enemy is defeated, one of the following rules is applied according to the type of Enemy:

* **Argonaut:** When a player defeats an Enemy Argonaut, they become a Companion of that player, who performs the following steps in order:
  1. They flip that Enemy Argonaut's **Hero Card** face down on the Enemy Board.
  2. They take that Argonaut's **Hero Card** and place it in an empty Companion Space of their Player Board. It must be placed so that it shows the Untrained side.
  3. They move the **Limit Cube** to the right by 2 squares (this will increase the player's maximum Vigor). If it would be moved beyond square 10, remove the Limit cube.
  4. They take a **Companion Meeple** of their own and place it on the newly obtained Hero Card. From now on, that Companion may be placed on the Game Board with an **Order** Action (see page 20).
  5. If a player defeats an Argonaut when they have no more free Companion Spaces, they perform the above but don't take the Argonaut's Hero Card; instead, they gain a 🏆 **Champion Token**.
* **Neutral Monster:** When a player defeats an Enemy Monster that doesn't belong to any player, it becomes a Tamed Monster of that player and owned by that player. The player performs the following steps in order:
  1. They take the defeated Monster's **Meeple** from the Game Board and place it next to their Player Board. From now on, they can place that Monster on the Game Board with the **Order** Action (see page 20). A Tamed Monster is still considered an ⚔ Enemy.
  2. They place the **Enemy Card** of the defeated Monster in the Tamed Monster Space of their Player Board. This card's 🌀 **Laurels** will be counted in the **Domination Ranking** at the end of the game (see page 26).
  3. They take 1 **Cube** from their pool and place it in the Available Energy slot of their Player Board.
* **Another player's monster:** When a Monster belonging to another player is defeated, their Meeple is removed from the Game Board. The owner of that Monster can no longer use it for the rest of the game. However, their Enemy Card remains valid to participate in the Domination Ranking at the end of the game.

ENEMY PHASE

In this phase, the Enemies attack the players. In Initiative order, each player suffers **1♥ Damage** for each Enemy that is in the same Zone as their 🛡 **Captain** or one of their ⛪ **Temples.** If an Enemy is in a Zone where both a Captain and a player's Temple are present, that player still suffers just **1♥ Damage**. A player's ⚙ **Tamed Monsters** don't inflict Damage on their owner.

OLYMPICS PHASE

In this phase, the Argonauts compete in Olympic challenges called **Competitions** to show their skills in front of the other Argonauts and the Gods. On the Olympics Board, the rightmost revealed Olympics Card indicates the discipline in which the Argonauts will compete in the current Round.

During this phase, 3 Competitions are held in the indicated discipline. In each Competition, each player participates by playing an Action Card. Action Cards allow you to increase your 🔥 **Fervor** value by using the numerical values of the Action symbols or the Olympics Effect, if available:

⁎ **Action Symbols:** The player consults the Discipline Symbols on the current Olympics Card Ⓐ. They add up the numerical values of the same symbols on the Action Card played Ⓑ. They add that sum to their own 🔥 Fervor Ⓑ.

⁎ **Olympics Effect:** the player applies the Effect indicated on the Action Card played Ⓒ.

⁎ When increasing their 🔥 Fervor value, the player advances their Ranking Token by an equal number of slots Ⓓ.

To complete the Olympics Phase, perform the following steps in order:

1. **Fervor Bonus:** each player adds up any Fervor bonuses obtained from Feats, Upgrades or other Effects and advances their Ranking Tokens by a number of squares equal to that value.

2. **Draw Cards:** each player draws ⛪ **Action Cards** from their deck up to their 🖐 **Hand Limit**.

+🛡	1	2	3	4	5	6	7	8	9	10
🖐	4		5		6			7		

3. **Playing Competitions:** Each player chooses an Action Card from their hand and places it face down in front of them. When all players have done so, each player reveals the chosen card and, in Initiative order, each chooses whether to use its numerical values or the Olympics Effect, if any. When a Competition is over, leave the played Action Cards face up on the table; then play a new Competition, repeating this point until three Competitions have been played; then go on to the next point.

4. **Argonauts' Olympics Skills:** in order of Initiative, each player checks the Olympics Skills indicated on the Hero Cards they own (of both Captain and Companions, trained or untrained). The player rolls a Die for each of their Argonauts who has at least one symbol corresponding to the **Discipline Symbols** on the current Olympics Card Ⓐ. The player increases their 🔥 Fervor value by 1 for each 1 result and for each ✦ **Activation** symbol obtained.

5. **Awards:** At this point, the Ranking Tokens show the ranking of the players for the Olympics just played. Starting in first place and proceeding in ranking order, players gain **Champion Tokens** and resolve the effect corresponding to their placement, shown on the Olympics Card. In case of a tie for a position between two or more players, look at the **Tiebreaker Symbols** shown by the current Olympics Card. Each player in a tie adds up the values on their Action Cards played corresponding to the first tiebreaker symbol starting from the left. The player with the higher value wins the tiebreaker. In case of further ties, repeat the process with the next symbol and so on. In case of a tie on all symbols, the player with the better Initiative (leftmost on the Initiative Track) wins.

6. **Discarding Cards:** Discard all Action Cards played during this Phase.

7. **Initiative Order:** Establish the new Initiative Order based on the ranking of the Olympics just played. Rearrange the **Initiative Tokens** on the Initiative Track so that the first ranked player becomes the first to play, the second ranked player the second to play and so on. At this point, move all Ranking Tokens to slot 0 of the Fervor Track.
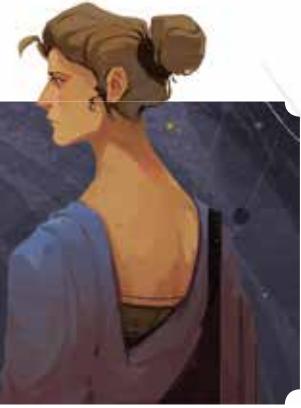
Sunset Phase

In this phase, players will Restore Energy and new Monsters will be deployed in the sea.

Perform the following steps in order:

1. Remove all the ⊗ **Block Tokens** one at a time from the Sea Zones. For each token removed, draw a card from the Sea Enemy Deck. If a Calm Sea card is drawn, apply the effect described, but if an Enemy Card representing a Monster is drawn, place the Meeple of that Monster in the Sea Zone from which the Block Token was removed and place the Enemy Card in the corresponding space of the Enemy Board.

2. Each player removes the ⊗ **Block Tokens** present on their Feat Cards and Hero Cards so that the Effects described are available again in the next Round.

3. Each player Restores Energy as indicated by their Feat Cards.

4. If the last Round of the game (the 4th in basic mode or the 5th in advanced mode) has not been played, a new Round begins; otherwise, move on to the End of Game Rankings.

At the end of the last Round, the players' positions in the various **Rankings** are determined to decide the winner. The Rankings are counted one at a time in the order below, with each position corresponding to **Victory Points**.

In the event of a tie for a position between two or more players, the player with the fewest **Dishonor Tokens** gets the ranking position, while the others are moved down (consequently sliding the whole ranking). In the case of a tie between players with the same number of **Dishonor Tokens**, each of the tied players gets the same ranking position, gaining the number of **Victory Points reduced by 1 for that position**.

Each Ranking provides Victory Points to the top three positions; players reaching lower positions don't get Victory Points for that Ranking. In the case of games with fewer than 3 players, no player gets Victory Points for the missing positions.

It's important to remember that to gain Victory Points, a player must have gained at least **1 Laurel** in the corresponding ranking.

Victory Points gained during this count should be reported by moving your Ranking Tokens on the Fervor Track.

DOMINATION RANKING

Each player adds up the ⚜ **Laurels** indicated on the **Enemy Cards** of their Tamed Monsters. Once the positions are determined based on the number of ⚜ **Laurels**, each player gains Victory Points for the position reached:

> #1 rank: 6 Victory Points
> #2 rank: 4 Victory Points
> #3 rank: 2 Victory Points

EXPLORATION RANKING

Move the Temples so that all ▦ **Treasure Tokens** can be revealed on the Game Board by flipping them over. Leave on the Islands only those that show a Golden Fleece part and placing all others in the game box. Each player adds **1 ⚜ Laurel** for each Island where one of their ◉ **Exploration Tokens** is present but where a ▦ **Treasure Token** is not present, and they add up **2 ⚜ Laurels** for each Island where one of their ◉ **Exploration Tokens** is present and there is a ▦ **Treasure Token** showing a part of the Golden Fleece.

Once positions are determined based on the number of ⚜ **Laurels**, each player gains Victory Points for the position reached:

> #1 rank: 6 Victory Points
> #2 rank: 4 Victory Points
> #3 rank: 2 Victory Points

Olympics Ranking

Each player adds up **1** Laurel for each **Champion Token** they own. Once the positions are determined for the number of Laurels, each player gains Victory Points for the position reached:

#1 rank: 5 Victory Points
#2 rank: 3 Victory Points
#3 rank: 1 Victory Point

Devotion Ranking

Each player combines the **Action Cards** in their discard pile and in their hand with their deck. Each player adds up the Laurels indicated on the Action Cards in their deck. Note that every **Animae Card** in the deck subtracts **1** Laurel from that player's total. Once the positions are determined for the number of Laurels, each player gains Victory Points for the position reached:

#1 rank: 5 Victory Points
#2 rank: 3 Victory Points
#3 rank: 1 Victory Point

Ties

In the case of ties, manage them by following these points:
* The player who owns the fewest **Dishonor Tokens** wins.
* The player who owns the most **Exploration Tokens** on Islands where there is a **Treasure Token** wins.
* The player who owns the most **Temples** wins.
* The player who owns the most **Companions** wins.
* The **leftmost** player on the **Initiative Track** wins.

Declaring the Winner

The player who has the most Victory Points at this time wins the game, and their Captain will become a new *Olympian Favorite!*

Icons

🪖 Captain

🛡 Companion

☣ Enemy (any)

😈 Enemy Argonaut

👹 Enemy Monster

🐗 Land (Monster)

🐟 Sea (Monster)

☼ Tamed Monster

❚ ❚❚ ❚❚❚ Enemy Level

◈ ◈ ◈ Feat Level

🏛 Action Card

🎴 Starting Action Card

🎴 Animae Action Card

🗺 Travel Card

🖐 Hand Limit

◆ Energy

◈ Spend Energy

◇ Restore Energy

🏛 Temple

🏆 Champion Token

➕ Die

😡 Dishonor Token

🅐 Exploration Token

✖ Block Token

🏺 Treasure Token

🏆 🐚 ⚔ 🦁 Golden Fleece

♥ Vigor

🂠 Vigor Limit

🏛 Blessing

🔥 Fervor Value

⚔ Attack Value

🔥 Discovery Value

⛵ Sail Action

⚓ Order Action

💗 Heal Action

💔 Damage

✛ Activation

🌀 Laurel

①...⑥ Argonaut Number

🎴 Action (Effect)

🔄 Reaction (Effect)

Effect Types

* **Action (♟):** You may perform this Effect using an Action during your Turn.
* **Reaction (🔄):** You may perform this Effect when its *Condition* (written in italics) occurs. You cannot perform this Effect during your Turn in the Adventure Phase.
* **Fight (❗):** You may perform this Effect exclusively while you are resolving a Fight.
* **Olympics (🏆):** You may perform this Effect exclusively during the Olympics Phase.

Effect Traits

* **Prayer N:** To perform this Effect you must first perform N◈.
* **Devotion:** Resolve this part of the Effect only if you have played at least one other 🏛 of the same god during this Turn.
* **Removal:** After resolving this Effect, remove this 🏛.
* **Devour N:** To play this Effect, you must first discard N🏛 from your hand.

End of Game Rankings

☼ Domination

Number of 🌀 of one's ☼.

VP: ⑥ ▸ ④ ▸ ② ▸ ⓪

♦ Exploration

+1🌀 for each 🅐 placed on an Island without 🏛.

+2🌀 for each 🅐 placed on an Island with 🏛.

VP: ⑥ ▸ ④ ▸ ② ▸ ⓪

🏆 Olympics

+1🌀 for each 🏆 owned.

VP: ⑤ ▸ ③ ▸ ① ▸ ⓪

🏛 Devotion

Number of 🌀 of one's 🏛.

VP: ⑤ ▸ ③ ▸ ① ▸ ⓪

To participate in a ranking, a player must have a total of at least 1🌀 in it.

In case of a tie on a ranking, the player with the fewest Dishonor Tokens gets the position; if the tie persists, each player receives the points of the ranking -1VP.

In the case of a VP tie the winner is, in order:

1. The player who has the most 🅐 on Islands with a 🏛.
2. The player who has the most 🏛.
3. The player who has the most 🛡.
4. The **leftmost** player on the **Initiative Track**.

Round

Dawn Phase

1. Each player draws 🏛 up to their 🖐.
2. The last player in the Initiative Track draws 2 Olympics Cards, chooses 1, places it in the leftmost free space on the Olympics Board and then shuffles the other with the deck.
3. Each player reveals up to 4🏛 from the Houses corresponding to the 🏛 they own (1🏛 for each 🏛).
4. Each player can buy revealed 🏛, buy Feats and Train 🛡 Companions.
5. Revealed 🏛 not bought must be placed in the discard pile of the corresponding House.

Adventure Phase

In Initiative order, each player plays a Turn by performing 1 or 2 Actions.

Enemy Phase

Each player suffers 1💔 for each ☣ which is located in the same Zone as their 🪖 or one of their 🏛.

Olympics Phase

1. Each player advances their Ranking Token according to any Fervor bonus they have.
2. Each player draws 🏛 up to their 🖐.
3. In Initiative order, 3 Competitions are played. In a Competition, each player plays face down 1🏛; all players reveal the 🏛 played and advance on the 🔥 track.
4. Roll the dice for the Hero Cards in each player's possession.
5. Gain Olympics awards based on rankings.
6. Discard all the Action Cards played.
7. Set the Initiative Order according to the Olympics ranking. Then, move all the Ranking Tokens on slot 0 of the Fervor Track

Sunset Phase

1. For each ✖ in a Sea Zone, reveal 1 🐟 Enemy Card, place the corresponding Meeple in that Zone, place the Enemy Card on the Enemy Board and remove the ✖.
2. Remove the ✖ From the Feats of the Player Board.
3. Perform N◇ as indicated on the Feats bought.

Actions

* **N⛵ Sail:** Move your 🪖 into a Zone adjacent to the one they are in; repeat up to N times. If you exit a Zone with a ☣, you gain a 😡.
* **N◇ Restore:** Move 1◆ from the Exhausted Energy slot to the Available Energy slot; repeat up to N times.
* **N⚓ Order:** place one of your ☼ or 🛡 in a Game Board Zone; repeat up to N times.
* **N💗 Heal:** move your ♥ indicator by one square to the right; repeat up to N times.
* **Fighting:** resolve a Fight against a ☣ located in the same Zone as your 🪖 or in a Zone containing both one of your 🛡 and one of your 🏛.
* **Explore:** resolve an Exploration in a Zone containing your 🪖 or one of your 🛡.
* **Pass:** Pass and perform no more Turns in this Round.

Fighting

Resolve the following steps in order:

1. **Player's Attack:** Play up to 3🏛, indicating for each whether you will use the ⚔ value or perform a Fight Effect.
2. **☣ Attack:** Roll the number of ➕ indicated on the enemy card and apply any Effects of their Skill.
3. **Comparison:** Whoever has the highest ⚔ value wins.
4. **Damage:** the winner inflicts 1💔 to the Opponent. Add to it all the +1💔 obtained from any Effects or Feats. If they won with an ⚔ value 4+ higher than the Opponent's, they inflict +1💔.

Exploration

Play up to 3🏛 with a sum of 🔥 values that is at least equal to the number indicated by the leftmost space not occupied by a 🅐 of the Island. If you do, place an 🅐 in that space and look at the 🏛 of the Island.