

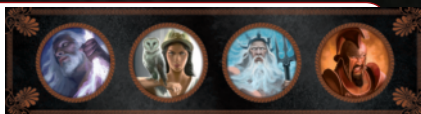
CYCLADES

SUMMARY OF A GAME CYCLE

1 - UPDATE THE MYTHOLOGICAL CREATURES TRACK

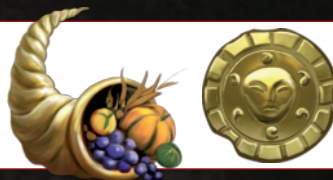


2 - UPDATE THE GODS TRACK



3 - REVENUE

Each player gets 1 GP for each prosperity marker controlled



4 - OFFERINGS

In the order indicated by the offering markers on the turn track:

- Bid on the various Gods.
- Once every player has successfully bid, pay your offering.



5 - ACTIONS

Perform, in the order of your choice by paying the indicated cost:

- The actions specific to your God
- Actions tied to any Mythological Creature recruited this turn

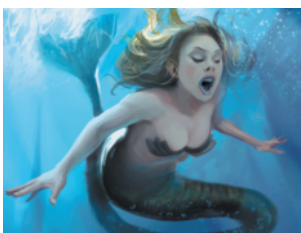
Then move your offering marker to the turn track.

This marker must be placed on the space with the highest number still free.



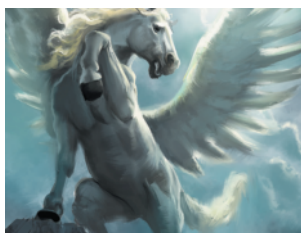
If, at the end of a cycle, a single player owns two Metropolises, he is the winner. If more than one player owns two Metropolises, the tie-breaker is the amount of GP each has.

MYTHOLOGICAL CREATURES



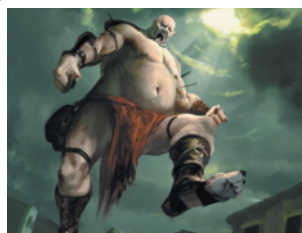
SIREN

Remove an opponent's fleet from the board and replace it with one of yours. If you no longer have any fleets in reserve, you can take one from somewhere else on the board. This action only works on isolated fleets.



PEGASUS

Designate one of your isles and move some or all of the troops on it to another isle without having to have a chain of fleets. This creature is the only way to invade an opponent's isle without using Ares.



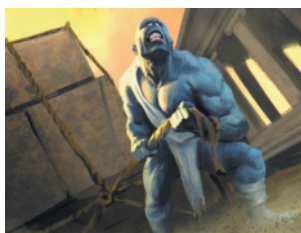
GIANT

Destroy a building. This action can be used to slow down an opponent or remove a troublesome Fortress. *The Giant cannot destroy a Metropolis.*



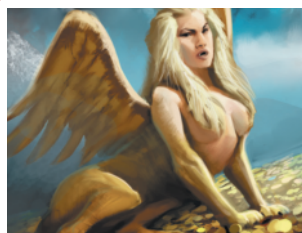
CHIMERA

Take the Creature card of your choice from the discard pile and use it. Then immediately shuffle the discard pile together with the draw pile to make a new draw pile.



CYCLOPS

Remove one of your buildings and replace it with a building of another type. If you have 4 different buildings after having played the Cyclops, discard them and build a Metropolis.



SPHINX

You can "re-sell" your Fleets, Troops, Priest cards and Philosopher cards for 2 GP each. Tokens return to your reserve and cards are returned to the draw pile.



SYLPH

You can move your fleets a total of 10 spaces. This creature is the only way to move your fleet without using Poseidon.



HARPY

Remove a troop from the board. Its owner places it in front of his shield. The Harpy is perfect for weakening an enemy isle before an invasion.



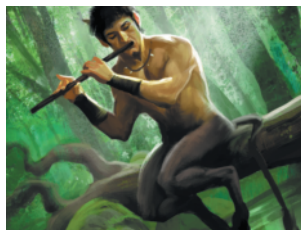
GRIFFON

Steal half the GP (rounded down) of another player of your choice. The chosen player must show his fortune to all the other players.



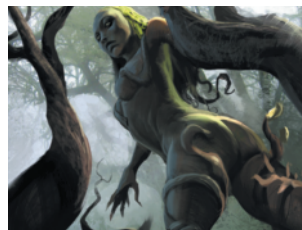
THE FATES

Reieve your revenue again, just like at the beginning of the Cycle.



SATYR

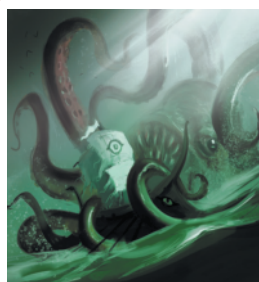
Steal a Philosopher from the player of your choice.



DRYAD

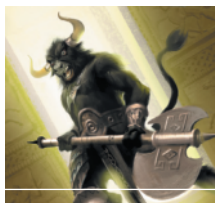
Steal a Priest from the player of your choice.

The Kraken, the Minotaur, Chiron, Medusa and Polyphemus have a figurine representing them as they have a lasting effect on the board.



KRAKEN

Place the Kraken figurine on the sea space of your choice. If fleets are there, they are destroyed (the tokens are returned to their owner). For each extra GP spent to purchase the Kraken, the player can move the Kraken one space. Every Fleet encountered is destroyed. At the end of its movement, the Kraken remains in place and the sea space thus occupied is forbidden to all Fleets until the Kraken moves again. The next player to use the Kraken can make it dive and reappear on any sea space.



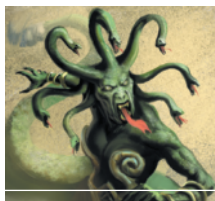
MINOTAUR

The Minotaur counts as 2 Troops to protect the isle where he is present. The Minotaur does not retreat. During a battle, a player's Troops must be eliminated before the Minotaur. When the Minotaur is the only one left, it is discarded if the defender loses another battle.



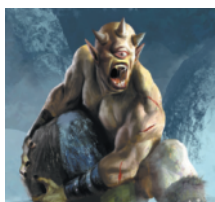
CHIRON

Chiron the Centaur protects the isle from Pegasus, Giants and Harpies. None of these three creatures can be used against troops or buildings on this isle.



MEDUSA

Troops on the same isle as Medusa cannot be moved. It is however still possible to move Troops onto that isle.



POLYPHEMUS

All fleets adjacent to Polyphemus' isle are pushed away one space and no fleet can land on the isle as long as he's there. The player who plays Polyphemus moves the fleets in the order and direction of his choice. Two fleets of different colors cannot be on the same space. If a movement is impossible, the fleet is destroyed.

POWER OF THE GODS



POSEIDON

- **Recruit:**
1 to 4 fleets
- **Build:** Port
- Move a Fleet up to 3 spaces



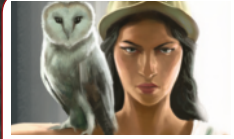
ARES

- **Recruit:**
1 to 4 troops
- **Build:** Fortress
- Move troops from one island to another



ZEUS

- **Recruit:**
1 or 2 Priests
- **Build:** Temple
- Replace one Mythological Creature from the draw pile



ATHENA

- **Recruit:**
1 or 2 Philosophers
- **Build:** University

PRIESTS



Each priest reduces the offering to be paid at the beginning of each Cycle by 1 GP (offerings can't go below 1 GP).

PHILOSOPHERS



As soon as a player gains a 4th Philosopher, he must immediately discard them to build a Metropolis.

EFFECTS OF BUILDINGS



PORT

Defensive bonus of +1 during sea battles taking place on spaces adjacent to the isle where the Port is.



FORTRESS

Defensive bonus of +1 during battles taking place on the isle where the Fortress is.



TEMPLE

Each Temple reduces the price to purchase a Mythological Creature by 1 GP*.

As soon as a player owns all 4 types of buildings (Port, Fortress, Temple and University), on one or more isles, he must immediately discard them and replace them with a Metropolis.

UNIVERSITY



No special power, other than being required to build a Metropolis.



METROPOLIS

The Metropolis has the effect of all buildings. If, at the end of a cycle, only one player owns two Metropolises, he is the winner. If he is not the only one, whoever has the most GP among players with 2 Metropolises wins.

* No matter how many temples owned, a player must always spend at least 1 GP to gain a creature.