THE HEAVENS OF OLYMPUS

Number of Players: 3 – 5

Age: 10+

Length: 60 – 90 min.

THEME

Zeus, the greatest of the gods, has decided that he wants to construct a universe to gaze upon from high atop Mount Olympus. He has enlisted the help of several unknown gods to do this for him – and they have 5 days to finish the job. As a reward, Zeus has decided that the god who performs the best while making this universe will take his or her place among the greater gods and be admitted into Mount Olympus. Each player takes on the role of one of these unknown gods working to help create the Heavens of Olympus.

GOAL

The goal of the game is to earn the most Prestige Points. Prestige Points can be earned at the end of each round and during each round if specific actions are completed.

COMPONENTS



THE GAME BOARD

The game board is comprised of the following:

- 1. Aether's Torches
- 2. Hephaestus' Forge
- 3. The Prestige Point Track
- 4. The Heavens of Olympus
- 5. The Power Piles
- 6. The Time Track



SET-UP

Each player will place one of their circular markers on the table next to the 1 spot on the Score Track. This marker will be the scoring marker for that player.





Each player places their other circular marker on the spot marked "3" on one of Aether's Torches: This will be the "Torch Marker" for that player.



Each player receives the "Allotment" Board of their color and a number of Power. The number of starting Power depends on the number of players. For a 3 player game, each player starts with 16 Power. For a 4 player game each player starts with 18 Power. For a 5 player game, each player starts with 20 Power. Each player also receives a complete set of "Plan" cards and three planet markers of their color - placing one planet on each of the three spaces on their Allotment Board. Each planet marker has two sides: one full color side and one side with a blackened circle. Planet markers are placed with the full color side up. The remaining planet markers should be placed in groups, by color, in the region that is Hepheastus' Forge.

The time marker should be placed on the "Morning" space of the first day:

A starting player is randomly selected and that player receives both the "Sun" token and the "Moon" token:

The Moon token is placed in the plastic foot so that it is upright.





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THE HEAVENS OF OLYMPUS

The Heavens of Olympus are divided up into 5 "regions" separated by the double lined region dividers: There are also 4 "orbits" (grey, orange, red, and purple) in the heavens:

Orbits

Over the course of the game, players will place planets in the "planet spaces" (the small white spots highlight examples of planet spaces) on the board:



Spaces

Regions

2

NUMBER OF PLAYERS

The bottom three regions numbered 1,2, and 3 previously are always used. The top two regions numbered 4 and 5 previously are used depending on the number of players. If there are at least 4 players, then the upper left region is used in the game:



If there are 5 players in the game, then all five regions are used:

Note: The players may want to place one or more of the unused plan cards on the board to help cover-up any unused regions as a reminder that those regions are not in play for the game.

THE NIGHT BEFORE THE FIRST DAY

On the night before the first day, all of the players separately and secretly (without Zeus knowing) decide to each work on getting a head start on the competition. Beginning with the player to the **right** of the starting player and proceeding **counter-clockwise** around the table, each player sneaks out into the Heavens and places one of their planets from their allotment board onto the "Heavens" section of the main game board. This will happen twice around. However, after the first time, all of the players now know that everyone else had the same idea to get a head start. So, the players all keep each other honest by not permitting any one player to place his or her second planet in the same ORBIT as their first planet. Thus, no player may place his or her own two planets in the same orbit during this night before the first day (though multiple players may have planets in the same orbit). No Power is received by the players for placing their initial two planets as this is done in secret. After each player has placed their two planets, the first day begins.

Note: The Sun token does not advance nor do the torches drop prior to the beginning of the first day (more on these later). Whoever had the Sun token to begin the 'night before the first day' still has it at the beginning of the first day.

GAME FLOW

Rounds and Phases

The game takes place over the course of 5 rounds or "Days". Each day is divided up into 3 plan phases: morning, afternoon, and evening. Each plan phase consists of the following:

- 1. Everyone secretly selects one of their "Plan" cards to play.
- 2. After everyone has selected their plan, whoever has the "Moon" will indicate that it is time for all of the players to
- reveal what they chose at which point everyone simultaneously reveals which plan they selected for the phase.
- 3. Beginning with the person who has the "Moon", and proceeding clockwise around the table, each person takes one turn by first paying any potential "competition costs" (more on this later) and then either performing the action on their plan or passing. If a player passes instead of performing the actions available through the plan they chose for the phase, either because they choose to pass or because they simply cannot perform the action of the plan they chose, then that player loses one Prestige Point on the score track. Competition Costs are still paid even if the player does not perform the action of the plan they chose for the phase.

Once everyone has had their turn, if it is not the conclusion of the "evening" of the day, the "Moon" will advance one place to the player on the left (clockwise). At the same time, the time marker will advance on the time track:

If it is the conclusion of the "evening" action phase of the round, then the "night" phase begins wherein scoring takes place (scoring will be covered in a later section). After scoring takes place, the "Sun" token advances one place to the player sitting immediately to the left (clockwise) of the player who had the "Sun" token. The player who receives the "Sun" token also receives the "Moon"



from whoever had it. At this time, the player who received the Sun token will also make sure that each player's torch markers are dropped accordingly (more on this later). The time marker is then placed on the "morning" space for the next day on the time track and the next day begins. If it is the conclusion of the 5th day, then final scoring occurs.

Note: There are always three plan phases in a day (morning, afternoon, and evening). Thus, in games with 4 or 5 players, this means that not every player within a given day will have the chance to begin a plan phase with the Moon in front of them.

PLANS AND COMPETITION COSTS

For each plan phase, a player will select a Plan from one of their four Plan cards. A player may select any one of the plans for the phase and may choose the same plan over and over again over the course of several phases if they want to do so. However, it should be noted that, even though a player may select a specific plan, it may not be possible to perform the action of that plan due to certain circumstances in the game. If it is not possible to perform the action of the plan, then it is considered the same as passing and that player loses 1 Prestige Point on the score track.

Because each of the plans involves appealing to a God of some kind for help, if multiple players select the same plan for a given phase, the God involved in that plan will have to work harder and quicker to accommodate the demands on his time. So, for each plan, before performing the action of that plan, the player must pay 1 Power to the Power Piles for each other player (not including the player himself) who also happened to select that same plan for the phase as a "competition cost" to the God. For example, if three players selected Hephaestus' Forge for the phase, each would have to pay two Power as their individual competition costs to the Power Piles before beginning their turn due to two other players having selected the same plan for the phase.

Competition costs are paid to the Power Piles and, if there is a competition cost due, the player must pay it *before* performing an action. Also, even if a player passes, he must pay any competition costs involved and his plan selection still counts towards the competition costs of any other players who also happened to select that same plan for the phase. If the player is the only one who selected their plan for the phase, then no competition costs are paid as no other players selected the same plan for the phase.

"TYCHE'S MERCY"

A player may plead to Tyche to receive Power only when the player needs more Power then they currently have to pay an expense on their turn. However, pleading to Tyche costs the player prestige. When a player chooses to do this, they move their scoring marker backwards and then they receive the appropriate amount of Power depending on how many Prestige Points they give up. At the beginning of their turns within a phase, if a player is neither in first place nor tied for first place

on the Prestige Point Track, that player receives 2 Power for every 1 Prestige Point they give up. If, however, at the beginning of their individual turn, a player is in first place or is tied for first place



on the Prestige Point Track, then Tyche is less merciful to that player and that player receives only 1 Power for every 1 Prestige Point they give up for that turn. A player may choose to go negative in Prestige Points (below zero). If this happens, treat the

"100" space as zero and use the point track to help keep track of how negative the player has gone. Also, if the 2 Power for 1 Prestige Point ratio applies to a player when using Tyche's Mercy, it may occasionally result in that player having 1 extra Power left over after paying an expense. It should be noted that players must pay competition costs *before* being able to perform the actions on their plans. Thus, if a player has no Power and the player is about to receive Power as part of the plan they selected, they may have to appeal to Tyche's Mercy first to pay the competition costs before performing the action that would result in that player receiving Power.

PLAN: "HEPHAESTUS' FORGE"

With this plan, a player may pay Hephaestus to forge planets for him or her. The costs are indicated on the plan card:

To purchase 1 planet for the phase, the player pays 1 Power. If the player wants to purchase 2 planets for the phase, the player pays 3 Power, if the player wants to purchase 3 planets for the phase, the player pays 6 Power. Remember that any applicable competition costs must be paid before taking the action for any given plan. Once a player pays to acquire a planet or planets, that player takes the appropriate number of Planet Markers of their color from the supply of Planet Markers next to Hephaestes' Forge on the board and places those markers on their allotment board.

There are three possible empty spaces for placing a planet on a player's allotment board. Only one planet may occupy a space at any time. Each newly acquired planet must immediately be placed in an empty space on the player's allotment board. If a player does not have an available space for a planet on their allotment board, then the player may not pay for acquiring that planet as there is nowhere to place it.

If a player has all 10 of their planet markers either in spaces on their allotment board or on the game board (i.e. there are no more planets in that player's supply), then that player may not pay to acquire any more planets.

Note: Each player's Allotment Board, including how many planets they have acquired, is public information and may not be concealed. However, a player may conceal how much Power they have unless they need to appeal to Tyche's Mercy. If this is the case, then the player must show that appealing to Tyche's Mercy is necessary to receive the Power they need.

PLAN: "HERMES' ERRAND"

With this plan, a player will have Hermes (Zeus's messenger as well as the god of commerce) take one (and only one on any given turn) of the planets from their allotment board out to the Heavens and place it in the Heavens. As part of doing this, Hermes also reports to Zeus on what just took place and, depending on where the planet is placed, Zeus may bestow Power upon the player. In bestowing Power upon a player, Zeus makes the decision to do so based on how much the planet placed contributes to the variety and spread of planets in the heavens. This variety is determined within the regions of the heavens. When a player places a planet in a region, the player counts the number of spaces in that region not occupied by his planets (after he places his planet), and divides this sum by two, rounding up. Zeus rewards the player with this many Power for placing the planet (if the Power Piles run out, keep track of extra Power earned in some other way). The number of

spaces considered not occupied by one of his planets is a combination of any empty spaces and spaces occupied other players' planets in that region. Thus, if the only other planets in that region all belong to the placing player, then the empty spaces in the region are the only spaces that are considered when calculating how much Power the placing player receives for placing a planet in that region. Planets and spaces in other regions are not considered.

For example, in this scenario, yellow places his planet in this region. There are 6 planets from other players and 3 empty spaces for a total of 9 spaces not occupied by the placing player's planets. Thus, Zeus rewards the yellow player with 9/2 = 5 Power:

In this example, red places the planet indicated by the arrow. He counts 3 planets from other players and 2 empty spaces for a total of 5 spaces not occupied by his planets. Thus Zeus rewards the red player with 5/2 = 3 Power:









PLAN: "AETHER'S TORCH"

With this plan, a player may pay Aether - the Greek god of Light - to keep his or her planets "lit". During the day, the planets have enough light to be seen. However, during the "night" portions of the game, without the benefit of Aether's torch, a player's planets will not shine and, thus, will not score points for that player. Each player has a torch indicated by that player's marker on the torch. Wherever a player's marker is on that player's torch, the number showing below (not beneath) it indicates the maximum number of planets that will be able to "shine" for that player during the night and, thus, will be eligible for scoring points for that player.

In this example, the red player may have up to 6 planets shining for him during the night:

The number indicated below the torch marker is the maximum number of planets that may shine during the night for that player. If the player has a number of planets on the board equal to or less than the number indicated on their torch when scoring occurs, then all of the planets for that player will shine during the night.

When selecting this plan, a player may pay Aether to "brighten" the torch for that player. When doing so, the player will move his or her marker directly upwards a number of spaces on their torch depending on what they pay according to these prices:

The numbers above are the number of spaces the player may move their marker upwards on the torch for that turn. The numbers below are the prices in Power that a player has to pay if he wishes to move the torch up that many spaces for that turn. For example, on their turn, if a player wants to move their marker upwards on the torch 4 spaces, the player must pay 6 Power to do so (this is in addition to any competition costs the player may have had to paid at the beginning of his turn). The maximum number of spaces a player may move his torch marker up on any given turn is 5 spaces.

PLAN: "ZEPHYRUS' BREATH"

With this plan, a player may pay Zephyrus – the god of the west wind – to use his breath and swap the places of two planets – one belonging to the plaver and one belonging to another player. To do this, the player pays 1 Power (in addition to any applicable competition cost) to the Power Piles. For this plan, a player may not swap his planet to an empty spot, may not swap two of his own planets, and may not swap two planets both belonging to other players for the turn. Also, after a player has swapped the places of two planets using Zephyrus' Breath, Zephyrus won't move those planets again during that phase (if needed, the player switching the two planets may turn them over to their "darkened" sides (the sides with the black circles) simply as a reminder to any other players who also selected Zephyrus' Breath for that phase that those two planets may not be switched again during that phase). Once the phase (be it morning, afternoon, or evening) is over, then any planets that were flipped to their "darkened" sides as a reminder that they couldn't be switched again for that phase are flipped back over to their "shining" sides.

Because swapping the planets around creates variety, Zeus rewards the player doing the swapping with 1 Prestige Point if the player selects this plan and swaps the places of two planets. A Prestige Point is not awarded however to the other player whose planet was swapped by the player using Zephyrus' Breath.

Planets may be swapped across regions and across orbits but may not be swapped into one of the regions that is not being used for the game.

"NIGHT"

Once the night begins, if a player has more planets in the heavens than their torch will keep "lit", then that player must select which planets will not be "lit" for that night's scoring until the number of lit planets for the player is equal to the number of planets that their torch will keep "lit" for the night. In turn order, beginning with whoever had the "Moon" at the beginning of the Evening phase prior to the Night, each player will have a chance to darken planets if they must do so in order to satisfy this requirement. If a player has to darken planets, he will select any and all planets that he wishes to darken before the next player - proceeding in turn order. Planets that are not "lit" are not considered with respect to scoring.











ZEUS' FAVOR-SCORING

After any and all applicable darkening of planets has taken place, Zeus gazes upon the heavens and grants prestige depending on what he sees. Zeus awards points in four ways:

Regions

Zeus awards 1 Prestige Point per region that a player has a lit planet in.

Orbits

Next, he looks at each orbit and awards Prestige Points to whoever has the most lit planets in that orbit and whoever has the second most lit planets in that orbit (if applicable). All of the following scoring rules only take into account "lit" planets. All darkened planets are not considered.

The points for each orbit are indicated on the board in this way:

The number on the left is the potential number of prestige points that may awarded to the player who has the most lit planets in that orbit. Note: this includes the entire orbit. Regional divisions do not affect this assessment.

- To qualify for the points on the left, the player must have:
- (1) the most planets in that orbit (no ties with other players) and
- (2) at least a number of lit planets in that orbit greater than or equal to the number on the right.

So, for example, to qualify for the 8 Prestige Points on the outer purple orbit, a player must have the most planets in that orbit, must not be tied with anyone else in that orbit, and the number of planets that player has in that orbit must be, at minimum, 4 planets.

If there is someone who qualifies for the points indicated by the number on the left for the orbit, then the number on the right, in addition to indicating the minimum number of planets one must have for the points on the left, also signifies the number of points awarded to the player or players who have the second most planets in that orbit (all players tied for second most planets each receive the number of points on the right).

If the player with the most planets in the orbit, however, either

(1) doesn't have enough planets to satisfy the minimum number on the right or

(2) is tied with any other player or players for most planets,

..then the points on the left are not awarded and, instead, the number on the right is the number of Prestige Points awarded to the player with the most planets in that orbit (as well as each player also tied for the most planets in that orbit).

In this example Red would earn a total of 2 Prestige Points.

In this example Red would earn a total

of 5 Prestige Points and Yellow would

interconnected with "constellation lines".

earn a total of 2 Prestige Points.

Constellations



In this example Red would earn a total of 5 Prestige Points.







constellation lines



In this example, the red player would receive 4 Prestige Points for his constellation:



Zeus also awards Prestige Points based on "constellations" created by the player's planets. A constellation is a group of two or more lit planets that all belong to one player and are all

Note: The curved lines used to indicate the 4 orbits in the heavens are not used as constellation

lines – only the straight blue lines connecting planet spaces are constellation lines.

Zeus awards 1 Prestige Point per lit planet in a constellation.



In this example, the red player would receive no prestige points for constellations because there are no constellation lines connecting his planets:







Best Constellation

After scoring all the constellations, if there is one constellation that has more planets in it than any other individual constellation, then Zeus awards 2 **Bonus Prestige Points** to the player who owns that constellation. If, however, there is a tie among two or more constellations for the most planets (even if those constellations belong to the same player) then no single constellation strikes Zeus as the most outstanding one and, thus, no bonus Prestige Points are awarded.

ADVANCING THE "SUN" TOKEN



After Zeus has finished awarding Prestige Points, the new day comes and all players will flip any "unlit" planets back over to their full color side. The "Sun" token is then advanced one place to the person to the left of the person who just had the "Sun" token.

The person who receives the "Sun" token also receives the "Moon" token from whoever had it.

Before the next day begins, whoever received the "Sun" token will drop everyone's torch markers according to the icons on the Sun token since, during the night, the lighting of the planets caused the torches to use up their energy. If a player is in first or is tied for first place, their torch marker drops 3 spaces. If a player is not in first place or tied for first place, then their torch marker drops 2 spaces. If all of the players are equally tied, then all are tied for first place and all of their torch markers drop 3 spaces. Note: a torch marker cannot drop below the bottom space on the torch track.

If it is the end of Day 5, each player returns any remaining Power he may have to Zeus. In doing this, a player receives 1 Prestige Point for every 3 Power he returns to Zeus:



WINNING THE GAME

Whoever has the most Prestige Points at the end of Day 5's scoring phase is the winner. If there is a tie between two or more players, then the player who placed the fewest planets is the winner. If there is still a tie, whoever's torch is lit higher is the winner. If there is still a tie, then the game ends in a tie.

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