

BATTLEFIELDS OF OLYMPUS™

In **Battlefields of Olympus™**, players use armies to fight for control of valuable land. The one who collects the best lands wins favor from the gods. **Battlefields of Olympus™** is a light-strategy card game for 2 players, ages 10 and up. Play time is approximately 30 minutes.

COMPONENTS

• One deck of 50 **Warrior** cards • One deck of 50 **Fate** cards • These instructions and a quick reference guide.

The following cards are found in the **Warrior** deck:

50 Warrior Cards



The following cards are found in the **Fate** deck:

30 Action Cards



14 Land Trophy Cards



Each of the duplicate Land Trophy cards has one of three color symbols (red, yellow, or blue) at the top left.

6 Ares (God of War) Cards



GOAL AND GAME OVERVIEW

- Players fight each other by means of Warrior and Action cards in an effort to acquire Land Trophy cards. The player with the most Land Trophy points at the end of the game wins.
- A player **may** choose to start a battle when a Land Trophy card is in play.
- When Ares **and** Land Trophy cards are in play, players **must** battle. The game ends when **6** Ares card have been discarded.

GAME SETUP

Shuffle the Fate deck and the Warrior deck separately. Place the two decks face down between the players. Each player draws **4** face down Warrior cards and puts them into their hand. Players agree on who goes first.

TURN ORDER

During your turn, you may perform **one** of the following actions:

- a. Draw a Fate card face down (See *Drawing a Fate Card*); OR
- b. Discard a number of face-up Warrior cards from hand and draw the same number of face down Warrior cards from the Warrior deck; OR
- c. Discard a number of face-up Action cards from hand and draw the same number of face down Warrior cards from the Warrior deck; OR
- d. Choose to **BATTLE** for the top most Land Trophy card on the Land pile when there is one. (See *BATTLE*).

After you perform an action, you may also play the following Action cards if you have one: **Ambush**, **Raid**, **Rally** or **Scout**.

If no **BATTLE** has occurred on your turn, it is now your opponent's turn.

Drawing a Fate Card

If you draw a Fate card during your turn, one of three things will happen:

- a. If you draw an Action card, add it to your hand.
 - If you have more than **4** Action cards in hand, you must discard or play an Action card face up.
- b. If you draw a Land Trophy card, place it face up on a Land pile.
 - Draw a face-down Warrior card and put it into your hand. (See Warrior Card Reserve Pile)
- c. If you draw an Ares card, place it face up on an Ares Pile.

- Draw a face-down Warrior card and put it into your hand. (See Warrior Card Reserve Pile).

If an Ares card is drawn when there is a Land pile, or a Land Trophy card is drawn when there is an Ares pile, you must declare **BATTLE** for the topmost Land Trophy card on your turn.

Warrior Card Reserve Pile

The Warrior card hand limit is **4**. Whenever you draw a Warrior card when you already have **4** in hand, the newly drawn card goes on top of your reserve pile face down. You may look at it first.

BATTLE

A battle is triggered when a player initiates a battle as his turn action, or when Land Trophy and Ares cards are in play. The purpose of a battle is to fight your opponent for a Land Trophy card. Battles are resolved using Warrior cards and Action cards.

Battle Order:

1. **Beginning with the attacker (whoever initiates the battle), players alternately play one face-up Warrior card at a time.**
 - Warrior cards are placed top edge to top edge. (See *WARRIOR CARDS*).
 - If either player passes on his first turn before playing a Warrior card, his opponent automatically wins the battle.
2. **Each successive Warrior card must beat or tie the opponent's current Warrior card.**
 - Each newly played Warrior card should go on top of any previously played Warrior card.
3. **A player may play face-up Action cards instead of or in addition to playing a Warrior card.**
 - A valid Action can be played to change the win condition of the last played Warrior card, or played in conjunction with a Warrior card from hand. (See *ACTION CARDS*).
4. **At any time, a player may choose to pass because no valid play is possible or simply because the player does not wish to play further.**
 - If a player passes, his opponent has one free chance to play another Warrior card. After this, the battle is over.
5. **The victor is the player of the last winning card. The victor receives the topmost Land Trophy card and places it face up in front of him.**
 - If the Warrior cards tie, then the battle is a draw and no land is awarded. **Exception:** A second played tying card in a row by the same player is considered a winning card. (See *Battle Example 1*)
6. **Move all used cards to their respective face-up discard piles.**
 - Place the topmost Ares in a separate face-up discard pile for easy reference. The game is over after the **6th** Ares card is discarded.
7. **Any Warrior cards revealed on the table but not played (due to Scout) return to hand.**
8. **Each player draws a single Warrior card and places it face down on his Warrior Card Reserve Pile.**
 - Losing player draws a second Warrior card and puts it on his reserve pile face down.

9. **Players may now restock their hands by choosing (or swapping) cards from their Warrior Card Reserve Pile** (up to the hand limit of 4).
10. **Whichever player lost the battle begins the next turn.**
 - In the case of a tie, the player of the last card begins the next turn.

WARRIOR CARDS

When placed head to head, the winning card is whichever one has a symbol on the top right that matches the opponent's symbol on the top left. Two identical Warrior cards is a tie. A tie is known as "holding the line".



All discarded Warrior cards go into a single face-up pile. When there are no more Warrior cards, reshuffle the discard pile to create a new face-down deck.

Battle Example 1

Zeus and Hera have tying Heavy Infantry cards. Hera does not have a Warrior card that beats or ties Zeus' Heavy Infantry and must pass. Zeus has one more chance to play another Warrior card. He plays another Heavy Infantry. The second tying Warrior card is a winning card. Zeus wins the battle.

Battle Example 2

Hera plays her Archers card. Zeus plays his Archers and ties Hera's Archers. Hera plays her Elite Action to turn the tie into a win for her Archers. Zeus plays his Surround Action, defeating Hera's Elite Action. It is now Hera's turn again. Hera plays her Surround Action, cancelling Zeus' Surround Action. Both Surround Actions are removed from play and discarded. Hera's Elite Action becomes active again. Hera's Archers win. It is now Zeus' turn.

Battle Example 3

Zeus plays the Ambush Action forcing Hera to play a Warrior card first. Hera plays her Swordsman card. Zeus plays his Swordsman to tie Hera's Swordsman. Hera plays her Skirmish Action and declares that she is about to withdraw her Swordsman to play another. Zeus plays his Flank Action and defeats the Skirmish. It is still Hera's turn.

Mercenary Card

- If a player collects 3 Land Trophy cards with the same color symbol on the top left of the card, he may draw a single Warrior card and place it face up in front of him. This drawn Warrior card acts as a Mercenary.
- At any point during the game, the Mercenary can be swapped for a Warrior card in the player's hand. Swapping does not count as a turn.
- A player cannot have more than one Mercenary.
- The Mercenary Card is not considered part of a player's hand.
- If a player no longer holds 3 Land Trophy cards with the same color, the Mercenary is discarded.
- The Temple and Olympus Land Trophy cards count as any color.

ACTION CARDS

A player may hold no more than 4 Action cards in hand. Discard or play the excess face up. Each Action card has a description of how to use it during the game. Any number of valid Actions can be played during a single turn. During **BATTLE**, Actions are played face up next to the Warrior cards. All discarded Actions go into a single face-up pile.

Some Actions apply to active Warrior cards and reverse the direction of play during **BATTLE**. For instance, Flank, Skirmish, and Elite Actions change the win condition between two played Warrior cards, forcing your opponent to play a second consecutive Warrior card (or a valid Action card). In addition to converting Warrior card win conditions, some Actions like Elite and Flank can also defeat other Actions (See Defeat).

Any number of valid Actions can be applied to the same Warrior card. Once an Action has been resolved, it does not affect any newly played Warrior cards.

Cancel: some Action cards cancel other Action cards. The Cancelled card is immediately removed from play, along with the card that cancelled it.

Defeat: Some Action cards can also defeat other Action cards. Defeating a card means two things. First, it voids the effect of the card it is defeating. Second, it prevents your opponent from retaliating with any other Action cards that are defeated by your active card. In the diagram below, arrows point to defeated Actions.



Note: A defeated Action can become active again if the defeating card is cancelled or defeated. (See Battle Example 2)

Ambush: If the Ambush Action initiating a **BATTLE** is cancelled, the **BATTLE** still goes on. A **BATTLE** cannot be cancelled.

Raid: You must choose your opponent's Land Trophy card before a **BATTLE** begins. The winner of **BATTLE** takes the Land Trophy card. In the case of a tie, the owner keeps his Land Trophy card.

Scout: Revealed Warrior Cards on the table as a result of a played Scout Action are still considered in a player's hand.

Skirmish: Declare that you are playing the Skirmish Action. After the declaration, if your opponent does not promptly play a defeating Action card, the swap may commence (See Battle Example 3). It is recommended that the Warrior card being swapped remain on the table until the replacement card from hand is brought into play.

SCORING

Total the value found on the right side of each Land Trophy card you have won. Add a 2 point bonus for every 3 of a kind in your possession. For example, owning 3 Woodland cards is worth 3 + 2 = 5 points.

WINNING THE GAME

The game ends when either of the following conditions is met:

- All 6 Ares cards have been discarded; **OR**
- A player has reached 16 Land Trophy points.

The player with the most points wins. In the case of a point tie, the player with the most Land Trophy cards wins.

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