Original game design by Bruno Cathala and Ludovic Maublanc

Overview:

Players attempt to acquire 2 Metropolises either through building or conquering them. Each turn they bid to gain favor of one of the gods and then they perform actions provided by that god.

Each turn consists of three parts:

-Earnings:

For each owned island and water tile a player earns that tile's value as coins.

-Bidding:

In play order players chose one god out of the available 5: Zeus, Athena, Poseidon, Ares and Apollo and bid a chosen amount of currency for them. The amount must be strictly larger than the current highest bid for that god. If another player is outbid, that player then gains the initiative and must bid for another god before normal order is resumed. Bidding must be legal in the sense that each player must be able to afford to pay their bid (this includes discounts). Bidding for Apollo has special rules – it is always free and there is no limit to how many players can bid for him.

-Play:

After everyone made their bids, sufficient funds are retracted from their supply (amount bid decreased by discounts maxed with 1). The gods have a set order: Zeus, Athena, Poseidon, Ares and finally Apollo. In this order players who won the bid for that god may take their turns playing as many actions granted by their god as they wish before ending their turn.
Actions provided by gods.

Zeus

Recruitment – the player may recruit a priest. This has a limit of 2 a turn: the first one free, the second one costing 4 coins. Each priest provides a discount of 1 for all bids (but may not reduce the bidding cost below 1)
Building – the player may pay 2 coins to build a temple in one of the building slots on one of their owned tiles, possibly replacing another building. Temples provide a discount for special actions in the following turns (each temple is worth 1 coin each turn)

Special – smite. The player may once a turn pay 3 coins to smite an enemy tile reducing the number of soldiers or fleets there by 1 (islands left with no solider still belong to their previous owner)

Athena

Recruitment – the player may recruit a philosopher. This has a limit of 2 a turn: the first one free, the second one costing 4 coins. After 4 priests are acquired, a player must immediately discount them to build a Metropolis on one of their isles (can replace old ones if necessary)

Building – the player may pay 2 coins to build a university in one of the building slots on one of their owned tiles, possibly replacing another building. Universities do nothing by themselves

Poseidon

Recruitment – the player may recruit a fleet. This has a limit of 4 a turn: with the costs being 0, 1, 2 and 3 respectively. The recruitment must be done on a water tile adjacent to an owned island that is either empty or friendly. There exists a cap of 8 fleets per player.

Building – the player may pay 2 coins to build a port in one of the building slots on one of their owned tiles, possibly replacing another building. Ports provide +1 to strength during defensive combat on adjacent water tiles.

Special – move. The player may pay a coin to move a group of fleets up to three tiles picking up or dropping of fleets along the way. This may result in water combat if the fleets stumble upon an enemy fleet (ending the movement immediately). (The way this is implemented is as follows – the movement is broken down into single tile moves with ones that can be a part of a correct 3 tile sequence costing no additional coins)

Ares

Recruitment – the player may recruit a soldier. This has a limit of 4 a turn: with the costs being 0, 2, 3 and 4 respectively. The recruitment must be an owned island tile. There exists a cap of 8 soldiers per player.

Building – the player may pay 2 coins to build a fortress in one of the building slots on one of their owned tiles, possibly replacing another building. Fortresses provide +1 to strength during defensive combat on the island they stand.

Special – move. The player may pay a coin to move a group of soldiers from one island onto another provided there is a bridge consisting of that player's fleets connecting the two. This may result in land combat. Unlike with water tiles, leaving an island with no solider does not surrender control over it. However, an attack against an undefended island is always successful thus leaving an island without soldiers is risky. Attacking a player's last island is prohibited unless you already own a Metropolis.

Apollo

Praise – once a turn the player may praise Apollo receiving 1 coin or 4 if they only own one island. The first player to praise in a turn must also select one of their islands to increase its value (revenue gain per turn) by 1.

After each player has taken their actions and passed a new play order is established by reversing the order in which they had performed said actions.

Combat

Here is the combat algorithm for both water and land combat:

Each player fighting adds up their fighting pieces and possible combat bonuses. Then they each roll a 6-sided dice with sides: (0, 1, 1, 2, 2, 3) and add that to their combat strength. The player with the lower total strength loses one of their pieces (both in case of draw). If one side is left with no pieces the combat ends. Otherwise, the players are given a choice to retreat in order: first defender then attacker. Should a player choose to retreat they must move their tiles to an adjacent friendly or unowned tile (land tiles are adjacent by brides of fleets). If a player retreats the combat also ends.

Islands

While each island consists of many tiles, those are for gameplay purposes considered a singular big tile. Each island has limited building slots equal to its size in tiles. Islands have a capital – a special tile which serves as a representative for the whole island. All actions regarding an island must be called to its capital.

Metropolis

When a player acquires a building of every type on islands they own, they must immediately discard one building of each type to build Metropolis. Metropolises have the combined effect of every other building. Only one Metropolis can be present on each island. Metropolises take up two building slots, specifically the last 2. Should there be buildings occupying those slots when Metropolis is being built, they are discarded. Metropolises can alternatively be rewarded for collecting 4 philosophers or conquered through combat.

Victory

At the end of the turn if any player has at least 2 Metropolises they win the game. Should there be a tie in Metropolises between multiple players coins are the deciding factor.