



2-4 20 6+

SANTORINI

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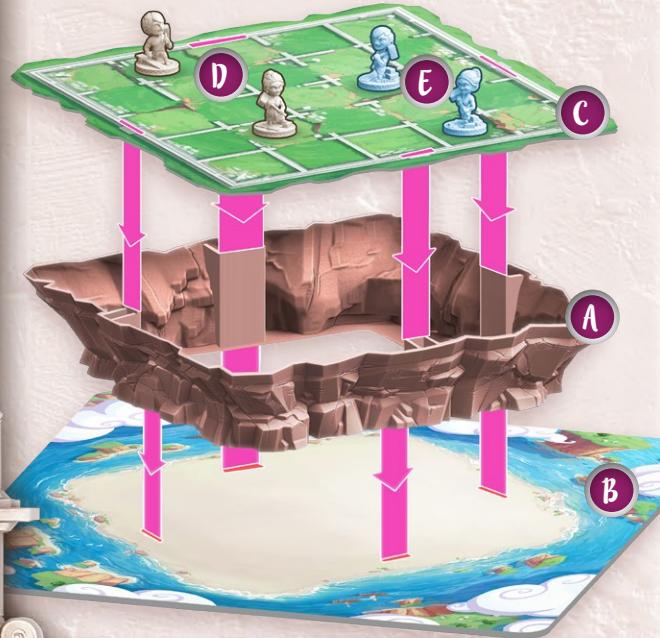
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Setup

- 1 Place the smaller side of the **Cliff Pedestal** **A** on the **Ocean Board** **B**, using the long and short tabs on the **Cliff Pedestal** to guide assembly.
- 2 Place the **Island Board** **C** on top of the **Cliff Pedestal** **A**, again using the long and short tabs to guide assembly.
- 3 The youngest player is the **Start Player**, who begins by placing 2 **Workers** **D** of their chosen color into any **unoccupied spaces** on the board. The other player(s) then places their **Workers** **E**.

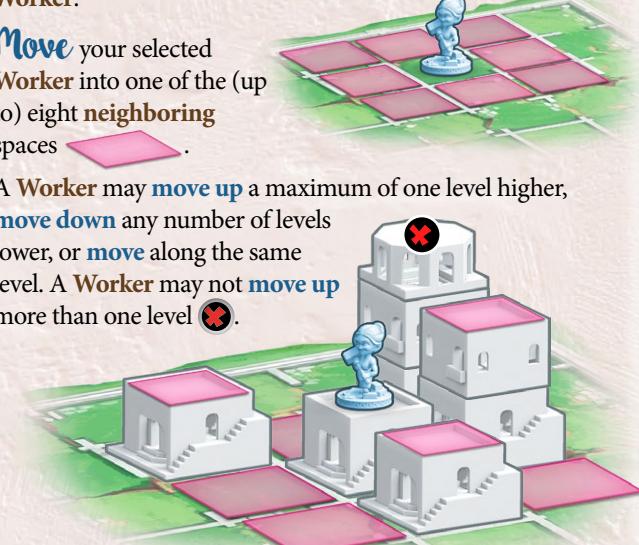


How To Play

Players take turns, starting with the **Start Player**, who first placed their **Workers**. On your turn, select one of your **Workers**. You must **move** and then **build** with the **selected Worker**.

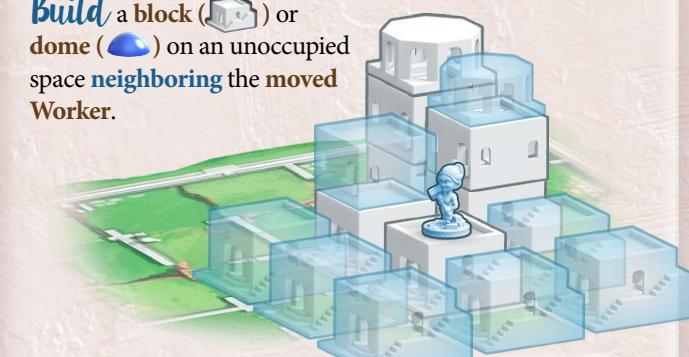
Move your selected **Worker** into one of the (up to) eight **neighboring** spaces

A **Worker** may **move up** a maximum of one level higher, **move down** any number of levels lower, or **move** along the same level. A **Worker** may not **move up** more than one level



The space your **Worker** **moves** into must be **unoccupied** (not containing a **Worker** or **Dome**).

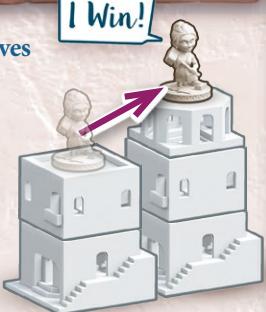
Build a **block** or **dome** on an unoccupied space **neighboring** the **moved** **Worker**.



You can **build** onto a **level** of any height, but you **must** choose the correct shape of **block** or **dome** for the **level** being built (See diagram to the left). A tower with 3 **blocks** and a **dome** is considered a "Complete Tower".

Winning the Game

- 1 If one of your **Workers** **moves up** on top of **level 3** during your turn, you instantly win!
- 2 You **must** always perform a **move** then **build** on your turn. If you are unable to, you lose.



You are now ready to play the base 2-player game! We strongly suggest you play several games using only these rules. Read on when you are ready for more!

Components



SIMPLY GODS

Setup God Powers

Once you've played a few 2-player games using only the rules on the front page of the rule book, we suggest you try **God Powers**.

God Powers are cards that provide you with a powerful ability **A** that can be used throughout the game. Many **God Powers** change the way **Workers** move and build.

God Power Setup

After setting up the Island using only step 1 and 2 from "Setup" section on page 1, perform the following steps:

3 The **Challenger** (determined by who is the most "god-like") chooses **God Powers** equal to the number of players.

4 If playing a 3-player (**2+2**) or 4-player (**2+2+2**) game, ensure all chosen **God Powers** are compatible with the number of players **B**. All **God Powers** are playable in 2-Player games.

5 The **Challenger** reads each selected **God Power** aloud from the rule book. Refer to the set icon and index number **C** to find each **God Power** description.

6 In clockwise order, everyone chooses a **God Power** and places it in their area. The **Challenger** receives the last **God Power**.

7 The **Challenger** chooses a **Start Player**, who places 2 **Workers** of their chosen color on any **unoccupied spaces** on the board. In clockwise order, the other players each place all their **Workers**.



Using God Powers

Normal Rules and conditions still apply to you when using a **God Power**, with the exception of the specific changes described by the **God Power**.

You must obey all **God Power** text that says you "cannot" or "must", otherwise you lose the game.

Domes are not blocks. If the **God Power** description states it affects **blocks**, it does not affect **domes**.

"Forced" is not "moved". Some **God Powers** may cause **Workers** to be "**forced**" into another space. A **Worker** that is **forced**, is not considered to have **moved**.

Remember: to win the game by **moving** onto the third level, your **Worker** must **move up** during **your turn**. Therefore, if your **Worker** is **Forced** onto the third level, you do not win the game. **Moving** from one third level space to another also does not trigger a win.

God Powers apply or are triggered at a specific time, according to what is stated at the start in the **God Power's** description.

For example, Apollo's **God Power** description starts with "**Your Move**". This means if you possess Apollo's **God Power**, it can only be used by you during the "**move**" phase of **your turn**.

When using a **God Power**, all text in its description is written from the perspective of the player possessing the **God Power**. Any time an "**opponent**" is mentioned in a **God Power** description, it is referring an opponent of the player possessing the **God Power**.

Additional Setup must be performed when using some **God Powers**. If your selected **God Power** features "**Setup**" text in the description, execute these special instructions during the game Setup. If the order players perform additional setup gives either player an advantage, execute them in turn order.

Additional Win Conditions are specified by some **God Powers**. In **addition to** being able to win by **moving up** onto the third level during your turn, you can also win by fulfilling the "**Win Condition**" described.

Many **God Powers** feature a **+** icon **D** to indicate it can be used in **Golden Fleece** variant (Golden Fleece Expansion sold separately). For more information, see the **Golden Fleece** section of the rule book.

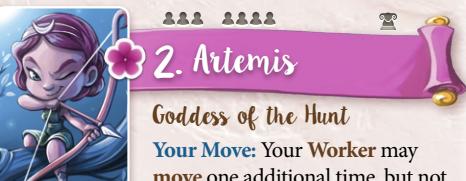
For the first few games you use **God Powers**, we strongly suggest using the **Simple God Powers** below, indicated by the hibiscus flower **E**.



1. Apollo

God Of Music

Your Move: Your **Worker** may **move** into an opponent **Worker's** space by forcing their **Worker** to the space yours just vacated.



2. Artemis

Goddess of the Hunt

Your Move: Your **Worker** may **move** one additional time, but not back to its initial space.



3. Athena

Goddess of Wisdom

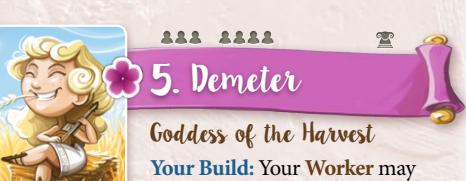
Opponent's Turn: If one of your **Workers** moved up on your last turn, opponent **Workers** cannot **move up** this turn.



4. Atlas

Titan Shouldering the Heavens

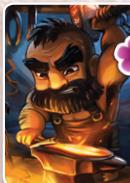
Your Build: Your **Worker** may **build** a dome at any level.



5. Demeter

Goddess of the Harvest

Your Build: Your **Worker** may **build** one additional time, but not on the same space.



6. Hephaestus

God of Blacksmiths

Your Build: Your **Worker** may **build** one additional block (not dome) on top of your first block.



7. Hermes

God of Travel

Your Turn: If your **Workers** do not **move up** or **down**, they may each **move** any number of times (even zero), and then either **builds**.



8. Minotaur

Bull-headed Monster

Your Move: Your **Worker** may **move** into an opponent **Worker's** space, if their **Worker** can be forced one space straight backwards to an **unoccupied space** at any level.



9. Pan

God of the Wild

Win Condition: You also win if your **Worker** moves down two or more levels.



10. Prometheus

Titan Benefactor of Mankind

Your Turn: If your **Worker** does not **move up**, it may **build** both before and after **moving**.