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SANTORINI

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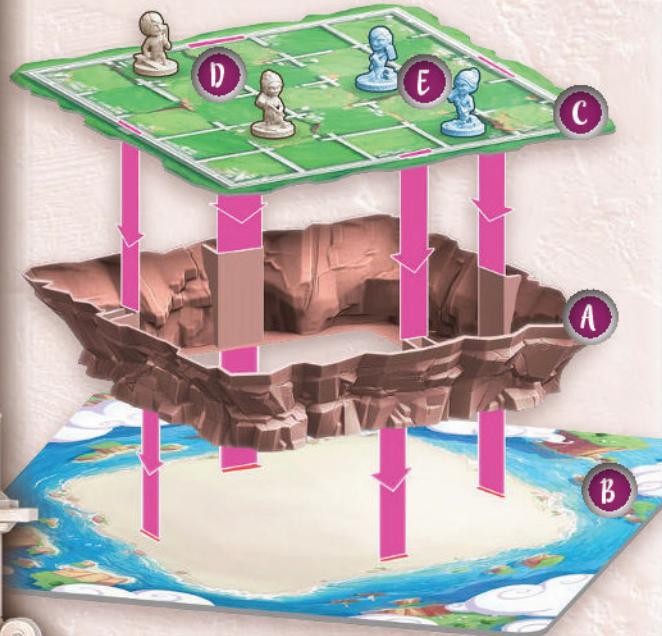
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Setup

- 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.
- Place the **Island Board** **C** on top of the **Cliff Pedestal** **A**, again using the long and short tabs to guide assembly.
- 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**.

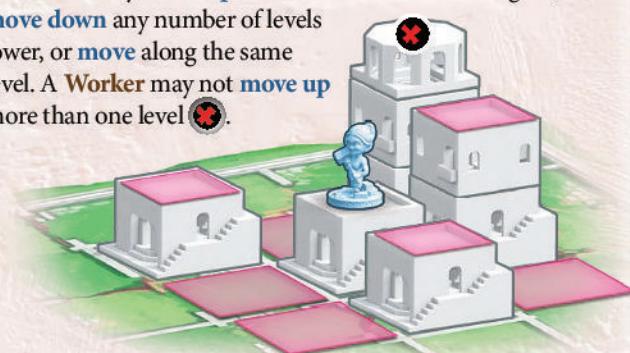


How To Play

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**.

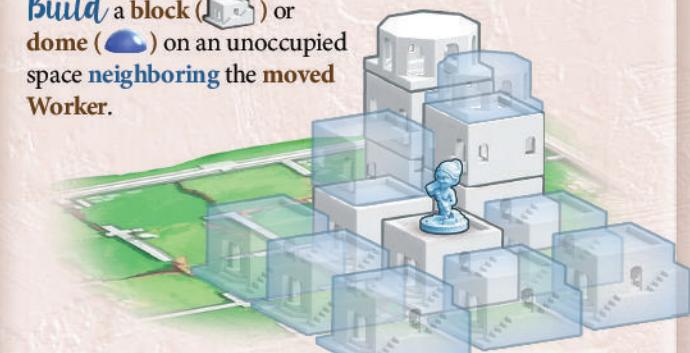
Move your selected Worker into one of the (up to) eight **neighboring** spaces

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**).

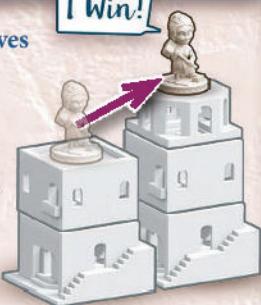
Build a **block** or **dome** on an unoccupied space **neighboring** the **moved Worker**.



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

- If one of your **Workers moves up** on top of **level 3** during your turn, you instantly win!
- 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 (**▲▲▲**) or 4-player (**▲▲▲▲**) 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 **.**



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.



ADVANCED GODS

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⑩ 11. Aphrodite

Goddess of Love

Any Move: If an opponent Worker starts its turn neighboring one of your Workers, its last move must be to a space neighboring one of your Workers.



⑪ 12. Ares

God of War

End of Your Turn: You may remove an unoccupied block (not dome) neighboring your unmoved Worker. You also remove any Tokens on the block.



⑫ 13. Bia

Goddess of Violence

Setup: Place your Workers first. **Your Move:** If your Worker moves into a space and the next space in the same direction is occupied by an opponent Worker, the opponent's Worker is removed from the game.



⑬ 14. Chaos

Primordial Nothingness

Setup: Shuffle all unused Simple God Powers (featuring a ⚡ symbol) into a face-down deck in your play area. Draw the top God Power, and place it face-up beside the deck.

Any Time: You have the Power of the face-up God Power. You must discard your current God Power and draw a new one after any turn in which at least one dome is built. If you run out of God Powers, shuffle them to create a new deck and draw the top one.



⑭ 15. Charon

Ferryman to the Underworld

Your Move: Before your Worker moves, you may force a neighboring opponent Worker to the space directly on the other side of your Worker, if that space is unoccupied.



⑮ 16. Chronus

God of Time

Win Condition: You also win when there are at least five Complete Towers on the board.



⑯ 17. Circe

Divine Enchantress

Start of Your Turn: If an opponent's Workers do not neighbor each other, you alone have use of their power until your next turn.



⑰ 18. Dionysus

God of Wine

Your Build: Each time a Worker you control creates a Complete Tower, you may take an additional turn using an opponent Worker instead of your own. No player can win during these additional turns.



⑱ 19. Eros

God of Desire

Setup: Place your Workers anywhere along opposite edges of the board.

Win Condition: You also win if one of your Workers moves to a space neighboring your other Worker and both are on the first level (or the same level in a 3-player game).



⑲ 20. Hera

Goddess of Marriage

Opponent's Turn: An opponent cannot win by moving into a perimeter space.



⑳ 21. Hestia

Goddess of Hearth and Home

Your Build: Your Worker may build one additional time, but this cannot be on a perimeter space.



㉑ 22. Hypnos

God of Sleep

Start of Opponent's Turn: If one of your opponent's Workers is higher than all of their others, it cannot move.



㉒ 23. Limus

Goddess of Famine

Opponent's Turn: Opponent Workers cannot build on spaces neighboring your Workers, unless building a dome to create a Complete Tower.



㉓ 24. Medusa

Petrifying Gorgon

End of Your Turn: If possible, your Workers build in lower neighboring spaces that are occupied by opponent Workers, removing the opponent Workers from the game.



㉔ 25. Morpheus

God of Dreams

Start of Your Turn: Place a block or dome on your God Power card.



㉕ 26. Persephone

Goddess of Spring Growth

Opponent's Turn: If possible, at least one Worker must move up this turn.



㉖ 27. Poseidon

God of the Sea

End of Your Turn: If your unmoved Worker is on the ground level, it may build up to three times.



㉗ 28. Selene

Goddess of the Moon

Setup: Place a male and a female Worker of your color.



㉘ 29. Triton

God of the Waves

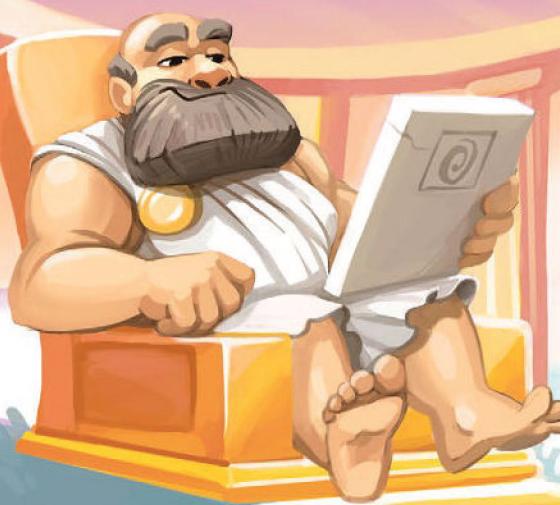
Your Move: Each time your Worker moves into a perimeter space, it may immediately move again.



㉙ 30. Zeus

God of the Sky

Your Build: Your Worker may build a block under itself.



3 & 4 Players

Santorini is best as a 2-player game. However, we have included rules for 3 and 4-players for those times when you really want to play with more people.

When playing with 3 or 4 players, all of the 2-player rules apply, with the following adjustments:

Setup

For 3 and 4-player games, you must play with **God Powers**. When selecting which **God Powers** to play with, they must all feature a icon when playing a 3-player game, or a icon in a 4-player game.

3 Players

If you lose in a 3-player game, immediately remove your **Workers**, **Tokens**, and **God Power** from the game. If only one player remains, they are the winner.

4 Players (Team Game)

You play in teams of 2 players, who share control of 2 **Workers**. Teammates must sit across from each other (teams alternate turns). Each player has their own **God Power**. You **cannot** use your teammate's power.

During setup, your team's first player places the **Workers**. Your team's second player takes the first turn.

If any player wins, their team wins. If any player loses, their team loses.

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Glossary

Block: A part of a **tower** and forms a space on the board. When you **build**, place **blocks** from largest to smallest so that they stack. For reference, see the "Complete Tower" diagram on the front page.

Complete Tower: Consists of exactly three **blocks** and a **dome**.

Dome: The top level on a **Tower**. **Domes** cannot have anything placed upon them. A **dome** may only be **built** on top of the third level, unless otherwise specified by a **God** or **Hero Power**.

Neighboring: Each space has up to eight spaces surrounding it. These are called its **neighboring** spaces.

Occupied Space: A space containing a **Worker** or **dome**.

Perimeter Space: One of the 16 spaces along the edge of the board.

Token: A marker specific to a **God** or **Hero Power**. You cannot place a **Token** onto a space that is occupied or contains another **Token**. Remove **Tokens** from the board when **blocks** are placed upon them.

Unmoved Worker: A **Worker** that did not move on your turn.

Unoccupied Space: A space not containing a **Worker** or **dome**.

Credits

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For more puzzles, games and unsolved problems, visit mathpickle.com

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