

BATTLE for OLYMPUS

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A strategy board game for 2 players by REINER KNIZIA.

INTRODUCTION

Battle for Olympus is a two-player game where the heroes and creatures from Greek mythology battle for control of the gameboard.

As a piece moves, it can both claim board spaces for its side and capture opposing pieces. Each piece on the tabletop also has a unique ability that they can use on their turn, in place of their normal movement, to affect the game in a variety of ways.

Capturing a predetermined number of spaces is the goal of the game, and the winner is the player to reach this goal first.

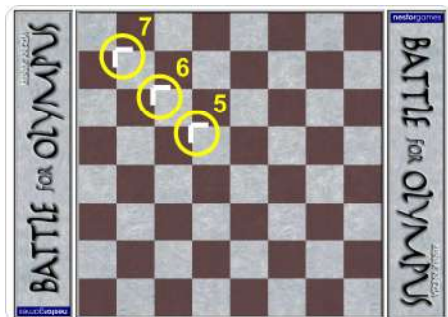
MATERIAL

Battle for Olympus includes:

- an 8x8 **Battle for Olympus** board
- 10 heroes
- 10 creatures
- 27 white counters and 27 black counters
- 1 red counter (for the frozen hero)
- 2 small white rods

PREPARATION

Agree the size of the battle (5x5, 6x6, 7x7 or 8x8). Lay out the board between the two players and place the two white rods on the corresponding intersection if needed to indicate the size.



Both players then choose one of the sides, either the **heroes** (white) or the **creatures** (black), and take their figures and tokens as shown in the following chart.

Board Size	Figures	Tokens
5x5	5	9
6x6 (standard small)	6	14
7x7	7	20
8x8 (standard large)	8	27

The **heroes** player uses the **white** pieces and the **creatures** player uses the **black** pieces.

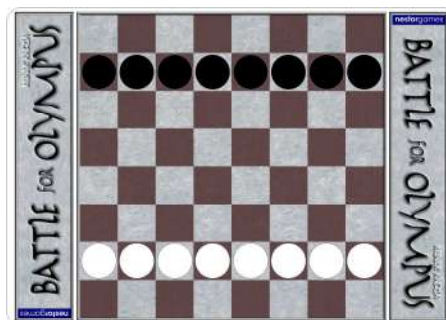


Creature
(black back and border)



Hero
(white back and border)

Each player is given a random set of figures and these figures are randomly placed on the second row of the board (where their pawns would be placed if this were a chess board). All figures start with their picture side up. (The positioning of the individual figures is only relevant for the extended game play. In the basic game play, all figures are equal.) The tokens are placed to the side of the board.



Starting positions for an 8x8 game (heroes and creatures are not shown in the picture, but must be placed facing up)

PLAY

The hero player makes the first move. Play alternates between the players.

On your turn, move one of your figures horizontally or vertically over any number of spaces without moving onto or over a space with another figure. You must move at least one space.

After moving your figure, place one of your tokens onto the initial space of your figure and any space moved over. The final space of your figure remains without a token.

Any opponent tokens that may already be on these spaces are removed and returned to the side of the board. Tokens on the spaces do not restrict the movement of your figure. There may never be more than one token on a space. Spaces with a figure never contain tokens.

VICTORY

If a player succeeds in placing his or her last token on the board, the game ends and this player wins. If playing in a tournament, the victor scores as many points as the opponent has tokens left off the board.

EXTENDED GAME PLAY: SPECIAL ABILITIES

In the extended game play, each figure has a special ability which can be used once during the game. When you move one of your figures, you may use its special ability. If you use a special ability, that figure must be the one which is moved.

Each figure can only use its special ability one time during a game. Flip over the figure counter to indicate that the ability has been used.