

RULEBOOK



KR/NOGONIA

2086

KR/NOGONIA EPILOGUE
LIMITED EDITION





KOSMOGONIA 2086

The year is 2086. The evil Titan Kronos has returned to Olympus, eager to exact revenge for his imprisonment and threatening the entire planet with annihilation. Knowing he must be stopped at all costs, you decide to go against him but it won't be an easy task.

You will first need to recruit proper allies and go through various quests, defeating legendary monsters and retrieving valuable treasures. Only then will you manage to unlock the gates of Olympus, challenge Kronos himself and defeat him in an epic battle among gods and men.

Will you prevail and dethrone the usurper titan, or will you be crushed under his feet like so many before you?

Kronos Epilogue is an action-packed strategy game for 2-4 people set in the world of Kosmogonia 2086, a modern reimagining of Greek Mythology. You take the role of mortals going against the evil titan Kronos. To do that, you draft cards with famous characters, gods and men alike, and use them in battles against other players and legendary monsters, trying to obtain the most powerful treasures. At the end of the game, you get to use these treasures in a battle against Kronos himself, an ultimate showdown that determines the fate of the world.

This is a remastered version of Kronos Epilogue that includes new mechanics and various improvements. It includes 2 expansions that greatly enhance your experience with asymmetric play: The Oracle of the Dead, allowing you to take the role of Hades, lord of the Underworld, who wants to take the throne of Olympus for himself, and Ursa Major that lets you play as the deadly Kallisto who has allied herself with Kronos and comes from her astral hideout to help him exact his revenge upon the other players!

**KRONOS EPILOGUE
REMASTERED**



COMPONENTS BREAKDOWN

70 Main Character cards



14 Gods



14 Elites



14 Defenders



14 Scouts



14 Reinforcements

9 Acheron cards



5 Hades Characters (double-sided)



4 Hades Spells

12 Wooden markers (in 4 colors)



4 Player Aids



(double)

21 Treasure cards 22 Banner cards



3 Battle Aspect cards



4 Coin cards



4 Acropolis boards (5 Acropolises)



1 Battle Resolution board



1 Olympus (Kronos) board



9 Monster Quest boards



1 Acheron (Hades) board



GAME SETUP

The game is set up differently depending on the number of players. The following setup is for **3 and 4 players**. When playing with 2 players, there are some differences which are listed separately at the end of this section.

1. Separate the Quest boards according to their letters in 3 sets (A, B and C). Place sets B and C on the side for now (they will be used in later rounds) and place the 3 Quests in set A (A1 - Phaistos, A2 - Marathon and A3 - Ithaca) in the middle of the table, where all players can reach them. Search the Treasure cards for the 6 Treasures associated with the 3 starting Quests and place them face-up (landscape-orientation) on their corresponding slots.
2. Place the Olympus board above the 3 Quests, with the side showing the number 13 in all three symbols. Then, shuffle the Battle Aspect cards and place them in a face-down pile next to the Olympus board.
3. Place the Battle Resolution board beneath the other boards. Then, have each player choose a color and place their 3 wooden markers next to the Battle Resolution board.
4. Place the Acheron board beneath the Battle Resolution board. Search the Treasure cards for the 3 Acheron Treasures (*Kronos Coins*, *Kronos Scythe* and *Nestor's Ring*), shuffle them, and place them on the Acheron board, in a pile with the landscape-oriented side face up. Leave the rest of the Treasure cards on the side for now, they will be used in later rounds.
5. Separate the Main Character Cards based on their type (Scouts, Defenders, Elite, Reinforcement and Gods) into 5 different piles, shuffle them and place them face-down on the side of the playing area. Leave space next to each pile for its discard pile.
6. Have one player take the role of Hades and give them the 9 Acheron cards (5 double-sided Characters and 4 Spells) and their 2 banners. Have another player take the role of Kallisto and give them the Ursa Major Acropolis (turn any of the Acropolis boards face-down to its other side) and its 4 Banners cards. Then, give each other player one Acropolis board (either randomly or by choice) and the 4 corresponding Banner cards.
7. Shuffle the 4 Coin cards and give one face-down to each player. The player who got the Helmet card is the First Player and places the card in front of them as a reminder. Return the other 3 cards to the box.

2-player Setup

In games with 3 and 4 players, Hades (Acheron) and Kallisto (Ursa Major) are always playing. In games with 2 players, only one of them takes part, fighting against another Acropolis. Choose which of those two roles you want to include and ignore the steps in the setup regarding the other one, returning its components to the box, they won't be needed.

When playing with Hades in a 2-player game, only 2 Quest boards are used in each round. Remove 1 of them at random and return it to the box. Repeat this process at the beginning of rounds 2 and 3.



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HOW TO PLAY

The game is played over 3 rounds. In each round, you draft Characters and then use them to complete the available Quests, going to battle against each Quest's monster, while also competing against the other players.

At the end of the 3 rounds, there is a final battle against Kronos that determines the ultimate winner.

Each round consists of 3 phases:

1. Gathering
2. Assignment
3. Resolution

In the Gathering phase, you assemble a team of Characters that you will use in the upcoming battles. In the Assignment phase you send those Characters to fight based on their strengths and weaknesses and in the Resolution phase you determine the winner of each battle and the rewards they receive.

All the battles have their winners determined by 3 Battle Aspects: Fist (🟡), Awe (🔴) and Cunning (🟢). In most of the battles, what is checked is the Characters' strength in 2 of these Aspects while in the Final Battle, all 3 are used. You should choose your Characters and where to send them to fight based on those Aspects and each battle's reward.



Character card aspects



The Battle Aspects on a Monster's Quest Board over which the players will fight.

1. Gathering

In this phase, you bring Characters to your side and prepare for the battles to come.

Draw cards from the Scouts pile (♣) equal to twice the number of players (4 in a 2-player game, 6 in a 3-player game or 8 in a 4-player game) and place them face-up on the table so that everyone can see them. If there are ever not enough cards in a pile, shuffle the corresponding discard pile and form a new pile to draw cards from.

Each player then, in clockwise order and starting with the First Player, takes one of the revealed Scouts in front of them. After everyone has taken one card, repeat the process in reverse order, with the last player choosing first and the First Player taking the last remaining card. Then, the First Player gives the First Player card to the next player on their left.



Example

John, Vicky and Tim play a 3-player game. They start the Gathering phase by drawing 6 Scouts. John is the First Player so he gets Minoas in front of him. Vicky then takes Daedalus and Tim gets Electra. Tim now gets to pick again so he takes Iolaus. Vicky takes Andromeda and John gets the last card, Telesilla.

Repeat this process with the other 4 types of Characters (Defenders, Elites, Reinforcements and Gods). At the end, everyone should have 10 cards in front of them, 2 of each type.

The Hades player discards the 2 Gods they drafted and keeps the remaining 8 cards in front of them so that every player can see them. The other players take all 10 cards they drafted in their hand.

You then move to the next phase.



2. Assignment

In this phase, you send your Characters to fight in battles and collect precious treasures.

This phase consists of 2 steps:

- **Olympus**
- **Monsters**

Olympus

Each player, except from Hades, chooses a non-Reinforcement card from their hand and assigns it to the Olympus board. In the first round, each player places their card face-down next to the Olympus board, and puts one of their banners on top of it as a reminder. In rounds 2 and 3, each player places their card face-down beneath their banner and the existing card(s).

It is strongly suggested that you assign at least 1 God there during the whole game (possibly even more), otherwise it will be extremely difficult to win in the Final Battle.



Example

It is the Olympus step of the first round's Assignment phase and Tim is the First Player. He decides to assign one of his Elite Characters in Olympus. He places his Knossos banner next to the Olympus board and puts his Character face-down beneath it. John is next but he is playing Hades so he doesn't assign any Character to Olympus. This leaves only Vicky who plays Kallisto. She places her Ursa Major banner next to Olympus and puts one of her Gods beneath it.

Monsters

Starting with the First Player, take turns assigning Characters one by one to the battles in front of you. The First Player assigns their first Character, then the player on their left assigns one of their Characters and this continues clockwise until you have assigned all the Characters you wish.

Note you may choose any Character from your hand to assign except from Reinforcements (☞). These are used in the next phase. Keep in mind the Battle Aspects that will be used in each battle, before assigning a Character there. They are shown on the left side of each Quest board along with the Monster's strength in these aspects, that you are trying to beat.

The following rules apply when assigning a Character:

- You may choose any of the available Quest boards or Hades's Acheron board.
- In every Quest board, there are 2 sides, each one corresponding to one of the Treasures available there. When assigning a Character to one of those boards, place it on the side of the Treasure you wish to fight for.
- Only one player may assign Characters to each side of a board. If another player has chosen a side in one of the Quest boards, you may only assign your Characters to the other side. If both sides already have Characters assigned to them by other players, you may not choose that board at all. You are also not allowed to choose both sides of the same board yourself.
- The first player to assign a Character to a board, places their banner next to the card, with the blue side face-up indicating they were the first. If another player assigns Characters to the other side, they place their banner next to their cards with the red side face-up, indicating they were second.
- The first Character assigned on each side of a battle needs to be placed face-up. Subsequent Characters are placed face-down.
- There may be up to 3 Characters on each side of a battle. If you have already placed 3 Characters on a board, you may not place any additional ones there.

If a player's turn comes up and they do not wish to assign any more Characters, they can choose to pass. A player who has passed may no longer add any Characters.

When all the players have passed, move to the next phase.





Hades

When playing with Hades, one of the boards the players can assign Characters to, is also Acheron. However, there are some additional rules concerning Hades and the Acheron board:


- The Acheron board has only one Treasure for the players to fight for, the top one, and only one side to assign Characters to. The other side is assumed to be taken by Hades by default.
- The Battle Aspects that are used when doing a battle in Acheron, are the ones featured in the top Treasure on Acheron's board. This means they will differ from round to round.
- The Acheron board already features a blue banner on it, indicating that Hades counts as the "first" player there. Any other player assigning their Character there, will place their banner with the red side face-up.
- Hades can only assign his own double-sided Characters (Persephone, Cerberus, the 3 Empusas) and his 4 Spells. The non-Reinforcement Characters he got during the Gathering phase can only join the battles through those Spells (Reinforcement Characters, however, can be played as normal in the next phase - see *Resolution*).
- Hades's Spells are assigned as normal, as if they were Characters (either face-up or face-down). However, their effect will take place during the Resolution phase, at the beginning of the battle in which they are assigned.
- If Hades's Characters are assigned to Acheron, place them using their Acheron side face-up. If they are assigned to one of the Quest boards, use their back side.
- All of Hades's cards will return to the player's hand at the end of the round. However, there is one exception: If Persephone is ever assigned with her back side (in a battle outside of Acheron), she does not return to Hades and is removed from the game instead.

Hades Spell Cards


Call of Cerberus

Play this card face-down in a battle during Assignment. When resolving that battle, reveal this card and replace it with Cerberus.
OR Play this card as a Reinforcement. Give +2 to Cerberus.


Enslaved Soul

Play this card face-down in a battle during Assignment. When resolving that battle, reveal this card and replace it with a Defender  card in front of you.

Enslaved Soul

Play this card face-down in a battle during Assignment. When resolving that battle, reveal this card and replace it with an Elite  card in front of you.

Enslaved Soul

Play this card face-down in a battle during Assignment. When resolving that battle, reveal this card and replace it with a Scout  card in front of you.



Example

It's the Monster step and Tim is still the First Player. He starts by assigning Iolaus to the right side of Ithaca face-up. He also takes one of his Knossos banners and places it next to his card, with the blue side face-up. John then assigns one of Hades's Characters, Defender Empusas, to the right side of Marathon. He places the card with the back side (non-Acheron) since it is outside of Acheron, and also places his Acheron banner with the blue side face-up next to it. Vicky decides to join in on the Action in Ithaca so she assigns Leonidas on the left side of the board. She places the card face-up and puts her Ursa Major banner next to it with the red side face-up since she is the second player there.

Tim wants to defend his side on Ithaca so he decides to assign the god Hermes there as well. Since this is his second Character in that battle, he assigns it face-down next to Iolaus. John also wants to boost his side on Marathon so he decides to play one of his Spells, Enslaved Soul (♣), there. Since it's the second card on that side, he places it face-down. Vicky then assigns Andromeda to Acheron. She places the card face-up on the right side of the board and places one of her Ursa Major banners next to it with the red side face-up since Hades is considered to already have a blue banner there.

Players continue assigning Characters until all of them pass.

3. Resolution

In this phase you resolve the battles, with the winners getting valuable treasures as rewards. You first battle against other players and then against the Monster guarding each treasure.

Battles are resolved one by one, starting with the one directly beneath Olympus and moving downwards (meaning that Acheron, when included, will be the last battle to be resolved in each round). If only one player has assigned Characters in a Quest Board, that player immediately gains the Treasure card on their side (see *Winning a Treasure* below) and proceeds to face the Monster there. Otherwise, if there are Characters from 2 players assigned to the same board, the players will first battle each other and only the winner will get to challenge the Monster.


Battle between players

To resolve a battle between 2 players, perform the following steps:

- Turn all the face-down cards on both sides face-up.
- Apply any effects that trigger at the beginning of a battle. If there are more than one, the player with the blue banner determines the order in which they are applied.
- Add the strength of each player's Characters in the Battle Aspects used for this battle and move their markers on the Battle Resolution board to the corresponding values. If they have any ongoing Bonuses from previous Treasures (see *Winning a Treasure* below), add those as well.
- Players may then play Reinforcements to affect the outcome of the battle. The player with the blue banner goes first, with the 2 players alternating playing Reinforcements until either both of them have passed or they have played 3 Reinforcements each. Note that the presence of Scouts (♣) in a battle, reduces the number of Reinforcements their opponent may play.

Usually, Reinforcements will be Character cards with the Reinforcement symbol (♣) played from the players' hands. However, some cards may have effects that are also played as Reinforcements, like the Elite (♣) Characters' ability that allows them to get Treasures from the player's Armory or using an unlocked ability in a player's Acropolis. These count as normal towards the players' limit of 3 Reinforcements per battle.


Many Reinforcements give bonuses to the Characters' strengths in the 3 Battle Aspects. If a specific Aspect is indicated, the bonus applies only to that number. Otherwise, the bonus applies to any single Aspect of the player's choice. If two or more bonuses are mentioned, each is applied to a different Aspect of the player's choice. If a Reinforcement multiplies a Character's strength in one of the aspects, it multiplies only the value written on the Character's card - it doesn't take into consideration any other bonuses given to it before. In all cases, whenever a Character's strength in an Aspect is changed, adjust the player's marker in the Battle Resolution board accordingly.



Note also that, if a player passes and chooses not to play a Reinforcement, they may not play any more Reinforcements in this battle (for example as a reaction to a Reinforcement their opponent plays next), even if they had played less than their limit allowed.

If a Character is stunned as part of a Reinforcement, turn their card face down. They no longer participate in the battle and they do not contribute any strength (any bonuses they had got are also lost). If a player with a stunned Character proceeds to do battle against a Monster (see below) turn the Character back face-up. They are no longer stunned and they regain any bonuses that had been applied to them before.

Attaching a Treasure to an Elite Character

As a Reinforcement, you can take a Treasure from your Armory (one that you have won in a previous battle - see *Winning a Treasure* below) and attach it to an Elite () Character. Then, increase that player's strength in the Battle Aspects shown, by the listed numbers. At the end of the battle, return the Treasure back to the Armory. It cannot be used again during the same round.

Using an Acropolis Ability

If you have unlocked any of your Acropolis's abilities (see *Winning a Treasure* below), you may use it as a Reinforcement. These abilities can only be used once per game so when you use one, move the Treasure card that had unlocked it above the player's board, covering the ability's symbol.

Note that the 3 abilities on the Acheron board count as Acropolis abilities for this purpose and can be used by Hades in the same way as Reinforcements, if they have been previously unlocked.

After everyone has finished playing Reinforcements, check the players' strength in the 2 Aspects used in this battle. There are 2 possible outcomes:

- If a player wins in both Aspects (has higher strength than their opponent), or wins in one and is tied in the other, they win the battle against the other player and immediately gain the Treasure on their side, placing it on their Acropolis. Then, they proceed to face the Monster, challenging it for its other Treasure. The losing player doesn't get anything.
- If each player wins in one of the Aspects, or both players are tied in both Aspects, the battle between them ends in a Tie. In this case, both players get to face the Monster, and each one challenges it solely for the Treasure on their side.

Winning a Treasure

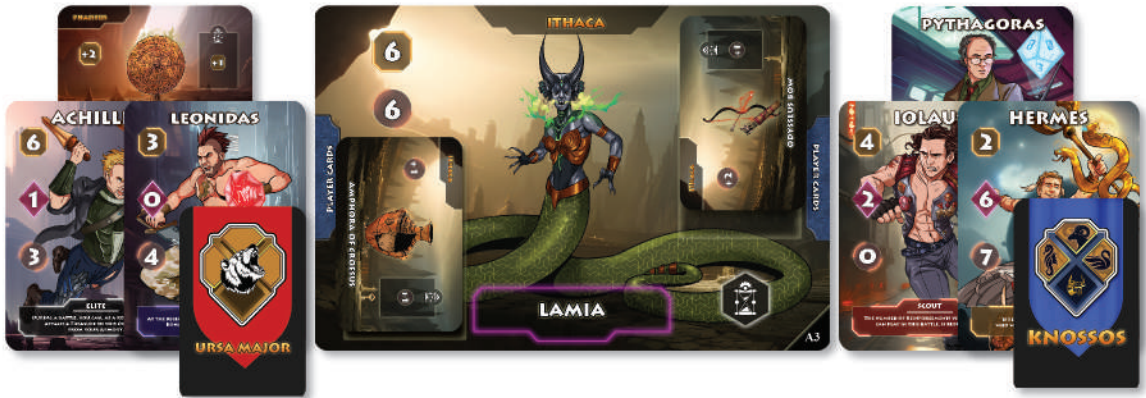
When you win a Treasure, you place it on your Acropolis board and you have 2 options: You can either place it in your Armory (and have it available in future battles, to attach it to Elite Characters as a Reinforcement) or you may use it to unlock an ability in your Acropolis.

If you decide to keep the treasure in your Armory, place the card face-up (landscape orientation) on top of your board, in the designated space. It may now be used in any upcoming battle (see *Attaching a Treasure to an Elite Character* above).



If you decide to unlock an Acropolis Ability, turn the Treasure card face down (portrait orientation) and place it beneath your board, right where the ability you wish to unlock is. This provides you with 2 benefits: a) Once per game, you will be able to use that ability (see above, *Using an Acropolis Ability*), and b) you now have a **permanent Bonus** in all future battles, in one of the Battle Aspects. Note that this Bonus will remain even after you've used the corresponding ability.





Example

It's the Resolution phase, players have already resolved the first 2 battles and now Vicky and Tim are resolving the battle in Ithaca. They start by turning all of their Characters face-up. Vicky has Leonidas on her side who is a Defender. His ability is triggered at the beginning of the battle and he cancels the Olive Branch's bonus in Tim's board. Players then count their strength in each Battle Aspect.

Vicky has Achilles and Leonidas. Adding their strengths she has **9** and **7**. Tim has Iolaus and Hermes. Adding their strengths he has **6** and **7**. They may now play Reinforcements. Tim has the blue banner so he goes first and plays Pythagoras from his hand. This allows him to give to a non-God Character +3 to one aspect and +2 to another. He gives Iolaus **+3** and **+2**, making his total **9** and **9**. Vicky plays next and uses Achilles's ability: she attaches Phaistos Disk from her Armory to him, giving him **+2** for a total of **11**.

Tim doesn't have any other Reinforcements to play so he passes. Vicky passes as well. The final result is that Vicky wins in Fists **7** while Tim wins in Cunning **9**. The result is a tie between the players, meaning they don't get any Treasures yet. Instead, they will both fight the Monster there, Lamia, each of them for the Treasure on their side.

Battle against a Monster

A battle against a Monster is resolved in the same way as a battle against a player. The only differences are that there are no Reinforcements played against you (you may still play up to 3 Reinforcements as normal) and that the Monster's strength in each Battle Aspect is fixed and equal to the corresponding number on the board. Note that, if you battled against another player first, on the same board, any effects from Reinforcements played before, remain. In other words, your markers on the Battle Resolution board stay where they are between the 2 battles.

Once again, there are 2 possible outcomes for the battle:

- If you win in both Aspects, or win in one and are tied in the other, you win the battle against the Monster and gain the Treasure.
- If you are tied with the Monster in both Aspects or have less strength in any of them, you lose the battle. Not only do you not gain anything, the Treasure is then placed on the Olympus board and will aid Kronos during the Final Battle (see *Final Battle* below).

Example

Continuing on the battle of Ithaca from before, both players have to fight Lamia for the Treasure on their side of the board. Lamia's strength is 6 in each Battle Aspect. Vicky has **11** and **7** while Tim has **9** and **9**. Both players have more than enough strength to beat Lamia so they don't play any additional Reinforcements. Vicky gains the Amphora of Croesus which she uses to unlock one of the abilities on her board while Tim gains Odysseus Bow and places it in his Armory.

Battle in Acheron




A battle in Acheron occurs only if one of the other players (other than Hades) has assigned any Characters there. If not, Hades immediately gains the top Treasure in the Acheron board. Otherwise, a battle between the players occurs as normal, for the top Acheron Treasure:

- If a player wins in both Aspects, or wins in one and is tied in the other, they win the battle and gain the Treasure. Treat it as any other Treasure.
- If there is a Tie (each player wins in one of the Aspects, or both players are tied in both Aspects), the Treasure is discarded and neither player wins it.

Note that whenever Hades gains a Treasure (either from his Acheron board or one of the Quest boards), he uses it in the same way as every other player: He can either save it in his Armory to attach it to Elite Characters in future battles, or he may use it to unlock one of the 3 abilities on his board, placing the card beneath it.

Note, Hades's Armory is not kept on top of his board (as is with the other players' boards). Instead, keep these Treasures somewhere next to his board, making sure not to have them confused with the Acheron Treasures on top of his board.

Note, the 3 Treasure of Acheron cards unlock some extra abilities for their owners as shown on the table below. This applies regardless of it being written on the back of the card or not.

KRONOS SCYTHE	KRONOS COINS	NESTORS RING
+2 Fist 	+2 Awe 	+2 Cunning 
+2 Keys 	+2 Keys 	+2 Keys 

END OF ROUND

After all the battles have been resolved, the round is over. Remove the 3 Quests from the board and place the ones corresponding to the next round in their place (set B for round 2, and set C for round 3).

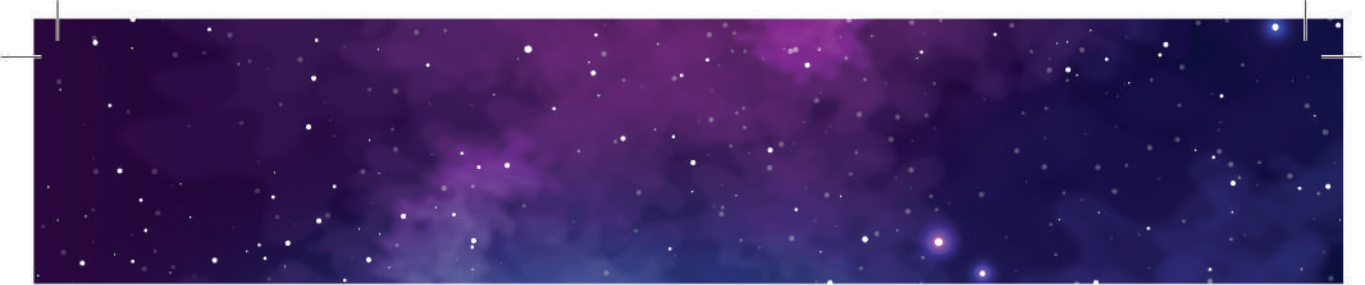
Search the Treasure cards for the 6 Treasures associated with those Quests and place them on their corresponding slots, face-up (landscape orientation). Players then discard any cards left in their hand and move to the next round.

Final Battle & Game End

In the Final Battle, players use the Treasures they collected in a final showdown that will determine the future of the world! Kallisto, who is on the side of the mighty titan, will fight the humans in an effort to prevent them from reaching Kronos. At the same time, Hades is ready to challenge Kronos, to claim the throne of Olympus for himself.

The Final Battle takes place in steps. The following rules describe those steps in a game with 3 or 4 players. For a 2-player game, see the clarifications below.

Before starting, have each player count the total number of keys they have in their



Treasures, counting both the ones in their Armory as well as the ones they have used to unlock abilities on their board. This number will be used to determine various things during the Final Battle.

Kallisto vs Acropolises

In this first step, Kallisto, working for Kronos, will try to stop the Acropolis players.

Hades does not participate in this step.

Take the 3 Battle Aspect cards, and reveal them face-up on the table, one next to the other. Left to right, these determine the order in which the players will check their Battle Aspects.

Each player takes the 3 Character cards they had assigned to the Final Battle during the previous rounds and looks at them. They then assign each one face-down beneath one of the Battle Aspect cards. Players may also assign to each Character one of the Treasures in their Armory, placing it beneath the Character card so that it is not visible to the other players.

After all players have done so, the battles begin! All players reveal their Character beneath the first Battle Aspect card and its Treasure. Each player then adds their Character's strength in the Battle Aspect shown, the bonus from the assigned Treasure and any permanent Bonus they may have from their Acropolis (through Treasures used to unlock its abilities). They mark the result in the Battle Resolution board and the player with the highest result is the winner of the first battle. In case of a tie between 2 or more players, the winner is the player with the most keys. If there is still a tie, the winner between them is the player furthest from the First Player in the final round's Assignment phase.




Players then reveal their Characters beneath the second Battle Aspect card. Repeat the process used above for each player but counting both of their revealed Characters' strength in the second aspect, along with the corresponding bonuses from Treasures. Once again, the player with the highest result is the winner of the battle, with ties resolved in the same way as before. If the same player won both battles, skip the third one. That player is the winner of this step. Otherwise, proceed to the final Battle Aspect card.


Players reveal their Characters beneath the third Battle Aspect card and repeat the same process adding this time the strength of all three of their Characters in the third aspect, along with the corresponding bonuses from Treasures. The player with the highest result is the winner of the third battle, with ties resolved in the same way as before.









The player who won 2 of the 3 battles is the winner of this step. In case of a tie between 3 players (i a 4-player game only), it is resolved in the same way as in each individual battle: the player with the most keys wins and if still tied, the player between them who was the furthest from the First Player in the final round's Assignment phase.




If the winner is one of the Acropolis players, they proceed to face the leader of Olympus. Leave the player's markers on the Battle Resolution board as they will be used in a later step. If Kallisto wins, she gives all of her Treasures to Kronos, placing them on the Olympus board along with the rest of the Treasures he has amassed during the game, making him even more powerful. In that case, remove all markers from the board.



Final Battle - Example 1

It's the Final Battle and Vicky, playing Kallisto, is about to face Tim whose Acropolis is Knossos. They start by revealing the 3 Battle Aspects. The order is Awe , Cunning  and Fist .

Each of them looks at the 3 Characters they had assigned to Olympus during the game and considers where to place them. They also look at the Treasures in their Armories and match one to each of the 3 Characters. They then place the Character cards with the Treasures hidden beneath them, next to the corresponding Battle Aspect cards. When both of them have done so, they reveal the cards beneath the  card.

Vicky has placed Aphrodite with the Antikythera Mechanism. This gives her  + . Combined with a permanent bonus of  from the Visceral Stone in her Acropolis, she gets a total of . Tim on the other hand has placed Demeter with Archimedes Clock. That's  and . He adds another  from the Turtle Shell Shield in his Acropolis for a total of . Vicky is the clear winner in this battle.

They go on to the next Battle Aspect card which is . Vicky reveals Clotho with Dionysus Mask while Tim reveals Hera with Nestor's Ring. Now, however, they also add the strength of the first Characters they played. Including bonuses from other items in their Acropolises the total they reach is  for Vicky and  for Tim. This is a win for Tim so they will need to fight for the third aspect to determine the winner of this battle.

For the final Battle Aspect Vicky reveals Athena with Leonidas Sword and Tim reveals Nemesis with Golden Fleece. Taking into account all their Characters' strength in  as well as their Treasures on their boards, they both get a total of . Since they are tied the winner is determined by the total number of keys they have. Vicky has a total of 8 keys while Tim has 12. This means he wins in the battle for the third aspect and having 2 wins in total he is victorious against Kallisto!

Hades vs Kronos

In this step, Hades challenges Kronos for the throne of Olympus.

Determine the strength of each side in each aspect, indicating it on the Battle Resolution board (use a non-participating player's markers for Kronos).

Kronos's strength in the 3 aspects starts at the values shown on his board. To determine by how much these values change, take all the Treasures on the Olympus board and turn them face-down (portrait-orientation). Apply the bonus listed on the bottom of each card to the corresponding aspect. Then, count the total number of keys on those Treasures. If Kronos has 6 or more keys, he gets an additional bonus on each aspect, equal to the total number of players.

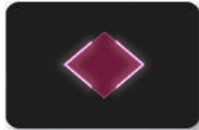
Hades's strength is also determined by his keys. Start by setting the player's markers in the Battle Resolution board to the values indicated on the Acheron board, according to the total number of keys in his Treasures. Then turn the Treasures in his Armory face-down and add the bonuses listed on all of his Treasures (both the ones in his Armory and the ones on his board).



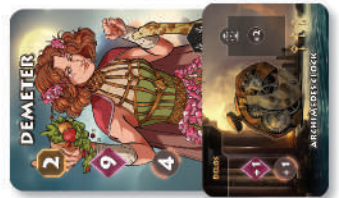
VS



13



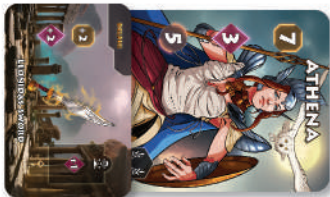
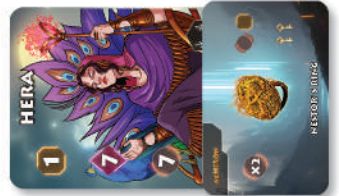
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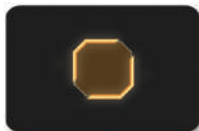
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13



13



(Final Battle - Example 1)

When you are done, compare each side's strength in the 3 Battle Aspects. Whoever has the highest value in each aspect wins. In case of a tie, the win in that aspect goes to the player with the most keys. If there is still a tie, Kronos wins in that aspect.

Whoever wins in 2 of the 3 aspects, is the winner of this battle and gets to sit at the throne of Olympus. If Kallisto won in the previous step and Hades won here, he wins the game. If Kallisto won before and Kronos was victorious in this battle, she is the winner of the game.

Otherwise, if Kallisto lost in the previous step, the winner will be determined in the final step. Leave the winning side's markers on the Battle Resolution board and remove those of the losing side.

Final Battle - Example 2

It's the second step of the Final Battle and John, playing Hades, wants to see if he'll manage to beat Kronos.

They start by counting their keys to determine their total strength. Kronos has a total of 6 keys which are enough to give him a bonus of +3 on all of his Battle Aspects for a total strength of 16 in each. Adding the

*bonuses from the Treasures, Kronos ends up with **18**, **18**, **18***

Hades on the other hand has 6 keys from his Treasures. This means his strength starts at 14 in all Battle

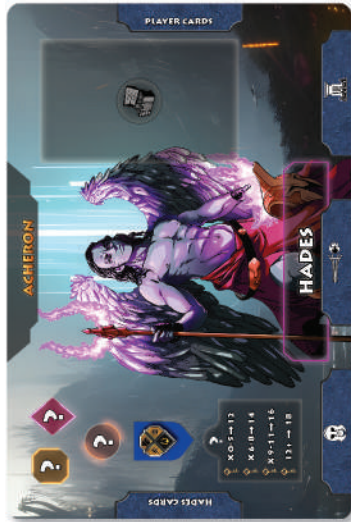
*Aspects. Adding the bonuses from his Treasures, he ends up with **16**, **17**, **15**. Unfortunately for him, Kronos beats him in all 3 aspects, so he is out of the game.*

Acropolis vs Olympus

This final step takes place only if an Acropolis player won during the first step against Kallisto. In that case, that player now has to face the one sitting at the throne of Olympus, either Hades or Kronos.

There should be 2 sets of markers on the board. One belonging to the Acropolis player and one belonging to either Hades or Kronos. Adjust the Acropolis player's markers so that they correspond to the total strength in each aspect (including the strength of all 3 Characters in each aspect as well as the bonuses from their Treasures). Compare then each side's strength in the 3 Battle Aspects. Whoever has the highest value in each aspect wins. In case of a tie, the win in that aspect goes to the side with the most keys. If there is still a tie and Kronos is at Olympus, Kronos wins. If Hades is at Olympus, the winner between them is whoever was furthest from the First Player in the final round's Assignment phase.

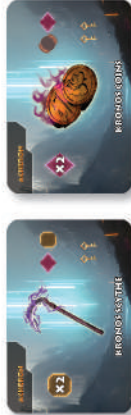
Whoever wins in 2 of the 3 aspects, is the winner of the Final Battle. If it's the Acropolis player or Hades, that player wins the game! If it's Kronos, all players lose and there is no winner.



VS



18
18
18



16
17
15

(Final Battle - Example 2)

Final Battle - Example 3

In this final step Tim has to face Kronos himself! He looks at the 3 Characters he played in the first step and adds their strength in all the Battle Aspects, including the bonuses from the 3 Treasures assigned to them, as well as the ongoing bonuses from the Treasures on his board. The result is a strength of **13**, **19**, **25**. That is enough to beat Kronos in 2 of the 3 Battle Aspects making Tim the winner of the game and the savior of humanity!

Final Battle in a 2-player game

The Final Battle with 2 players depends on who is participating. If it's Kallisto vs an Acropolis they fight following the rules of the first step (see *Kallisto vs Acropolises*). If Kallisto wins, she is the winner of the game. If the Acropolis player wins, they get to challenge Kronos (see *Acropolis vs Olympus*) and if they beat him, they win the game. If Kronos wins, both players lose and there is no winner.

If it's Hades against an Acropolis, start with Hades challenging Kronos (see *Hades vs Kronos*). Then, the Acropolis player fights the winner of that battle. If neither Hades nor the Acropolis player manage to beat Kronos, then both players lose. Otherwise, the last player standing wins the game!

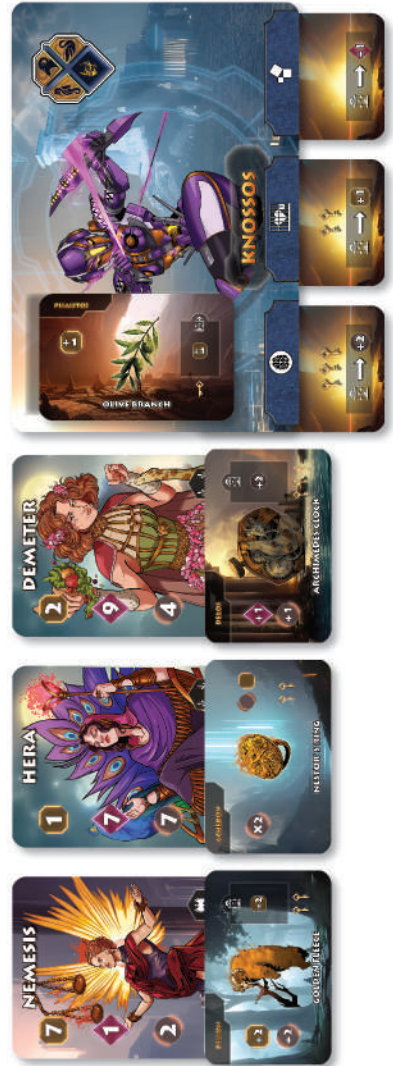




18
18
18

VS

13
19
25



(Final Battle - Example 3)

VARIANTS / ADVANCED RULES

The following variants are for players more experienced with the game that want a more challenging experience. Feel free to include any of those in your games, but make sure all the players are fully aware of which ones are included before you start.

- When setting up the game, you may choose the back side of the Olympus board. In this case, Kronos will start the Final Battle with a strength of 15 in all Battle Aspects and will get an additional bonus with only 5 keys instead of 6.
- When fighting a monster for its Treasure, ignore the effects of any Reinforcements cards player before, during the battle against another player, and count the strength in each aspect as written on the Character cards. Also, the Monster's strength in each aspect is boosted - it gets the bonus(es) listed on the face-up side of the Treasure card (landscape orientation) you are fighting for.
- Whenever a battle in Acheron ends in a tie, instead of discarding the Treasure, it is won by Hades, but he cannot use it to its full potential. Turn the card face-down (portrait orientation) and place it beneath the Acheron board but on the top side, so that only the 2 keys are visible. These keys will count towards Hades player's total in the Final Battle, but he will not get any other Bonus or use of the Treasure.
- When you assign Character cards to Olympus, the first time you assign a God, you must assign it face-up.
- After determining the First player during setup (and whenever the First Player changes during the game), have all other players also keep a Coin card in front of them. During the Resolution phase, a player may turn their Coin card face-down, instead of playing a Reinforcement. This allows them to wait or "pass" temporarily, but without losing the option to play additional Reinforcements in the same battle. This ability can be used only once in each round. At the beginning of the next round, turn all Coin cards back face-up.
- Instead of revealing the 3 Battle Aspect cards at the beginning of the Final Battle, reveal one of those cards at the beginning of each Assignment phase, and use the order they were revealed in the Final Battle.
- Instead of discarding all of your cards at the end of the Resolution phase, you may keep 1 Reinforcement card from round to round. You may also do that in the final round and keep 1 Reinforcement card to play during the first step of the Final Battle.
- Some Character cards depict the Ursa Major symbol beneath their strength in the 3 Battle Aspects - these are Kallisto's mercenaries. Instead of shuffling them in their respective decks, set them aside when setting up the game. During every Gathering phase, whenever you draw cards from each deck, draw 2 cards less and then add the 2 mercenaries of that type. These Characters may be taken by the players as normal but they cannot be sent to Olympus - they may only be assigned to battles. Also, whenever they get discarded, they are instead set aside, to be used again in the next round's Gathering phase. In the last round's Assignment phase, if Kallisto has taken any of her mercenaries, she is allowed to pick from them when choosing who to assign to Olympus.
- If you want to make the game easier or play it with younger children, you can use the back side of the Quest boards. When using that side, you only compare your Characters' strength in 1 Battle Aspect in each battle, making it simpler and easier to follow.

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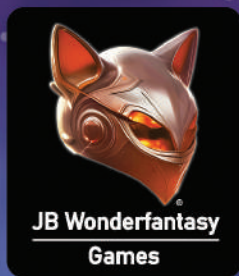
Printing & Cutting
ENTYΠO & AF GAMES

The cards are inspired from real life people, good friends and relatives.

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