

EPHYRAN

WORK IN PROGRESS



EPHYRAN



Athena is known for being the goddess of war, but she was also the goddess of peace, the protector and the guardian of the city. She didn't like battles, and on the contrary, she was delighted when she was able to stop a fight.

This is why she asked to the gods of the four elements: Hephaestus, god of fire, Poseidon, god of seas and waters, Aether, god of air, and Gaia, goddess of earth; to build a prestigious city-state: EPHYRAN!

Each deity would be represented by its element and the aim would be to bring all the mythological creatures representative of the elements to live together! The deities got quickly down to work: a Blue Lagoon for the sea creatures, a Fire Mountain for the fire creatures, a Forbidden Forest for the flying creatures and a Sacred Land for the earth creatures...

It seems Athena couldn't meet the challenge and today, the city-state has totally disappeared. Totally? It is heard that the present-day town of Corinth is a vestige of the city-state and that is was actually built on EPHYRAN ruins...

The proof is that the city symbol is nothing but a winged stallion: Pegasus!

Will you be able to build EPHYRAN, Athena's ideal city?

Game overview

Each player takes the role of one of the gods and has to build the city-state of Ephyran as prestigious as possible. The city-state must be composed of the 4 gods' territories (each territory being divided into 4 areas): Poseidon's lagoon (blue), Hephaestus's mountain (red), Aether's forest (green) and Gaia's lands (brown).

To get the highest prestige, you will have to vary the mythological creatures that will live in your city, and add magical tokens offered by the gods. You can also try to get some of the areas which already come with these tokens...

Preparation

Each player receives (or chooses) the card of the god he represents and places it in front of him. Each player receives a Dionysus card (leave the others apart) and draws four more cards in the pile. The first player puts the Athena token in front of him. Place the « **magical tokens** » face down near the playing area.



Each card is divided in two. On each part of the card there is either an area of a Territory or a Support. You will need to make the right choices to know which half-card you play and which one you sacrifice!

Half-card Territory

Area number: on each half-card the areas of territory are numbered from 1 to 4. You need to have the 1st area of the territory before you can go on to build the 2nd area, the 3rd and finally the 4th!

Creature: there is a mythological creature on each half-card. Every different creature will make you win a prestige point for your city.

The magical tokens : some territories are already contain magical tokens : Zeus's thunderbolt, Poseidon's trident or Athena's owl add prestige points to your city.
(cf **End of the game**)



A game round

On each round, the players can choose between one of the following actions:

- Add a Territory to their city (if possible) displaying them according to the territory type next to its god (only one copy of each territory is allowed in a city!).
- Play a Support card.
- Change a (non-covered) territory of their city by discarding it and replacing it immediately by another one.
- Discard a card.

To end their round, the players take a new card on the top of the pile or of the discard pile.

The Supports

There are three of them:

- **Athena's Support:** allows you to make a special action in order to help the god building his city.
- **Ares's Support:** allows you to make a special action in order to slow down or to disturb the other gods during the construction of their city.

- **The other Supports:** allows you to make your game round better by changing your way of taking cards.

(See page 7 et 8 for further details on the Support cards)

The defence cards "**Athena's shield**" and "**Hecate**" have various effects. With them, you can protect yourself or stop the effects of a special action (the red icons in the top left corner remind you which Supports can be blocked). But you can also use them to **lock** or **unlock** a Territory.

(See next paragraph)

CAUTION: Once played, the Support cards (and the cards concerned by the special action) are put onto a **second discard pile**.

You cannot take a card from this pile.

Lock/Unlock a Territory

Once he is satisfied with the composition of one of his territories, the player can decide during his game round to lock a part of his city. To do so, he puts the Support card "**Athena's shield**" after his territory areas. From then on, if not unlocked, anything nor anybody can modify this territory!

Only "**Hecate**" can unlock a Territory. During his game round, any player can decide to play this card to break the protection implemented. The "**Athena's shield**" and "**Hecate**" cards are then put in the Support cards discard pile.

The magical tokens

Some of the supports can make you win or steal an additional magical token to increase the prestige of your city.

- When you win it, you take a "magical token" face down. Once you have seen its value, you have to immediately put it (face down) on an area of the territory. Both elements are now linked until the end of the game. Thus, if a Territory is destroyed or stolen, it will be with the magical token it comes with !
- The player who steals the territory with a magical token on can look at its value before putting it (face down) back on his own city.



Zeus's thunderbolt brings 3 prestige points, Poseidon's trident 2 points and Athena's owl 1 point. Be careful, Ares's helmet makes you lose 1 prestige point to your city!



Specific case: if you exchange a Territory with one of your own, the Magic token goes to the discard pile!

Dionysus

Dionysus is the god of celebration and madness. He can look like every mythological creature and replace every area of Territory.

A player can also take a Dionysus card in the opponent's city-state if he replaces it by the missing area of Territory and only if he immediately puts the card down in his own city-state.

You can play several Dionysus cards in the same city-state.

However, Dionysus counts as a creature and thus can only get one point by city-state (even if you have many/severals). Having Dionysus on a territory does not enable you to win the **Creatures Bonus**.

End of the game

The game ends when the pile is empty (without thinking about the discard) or when a player puts the 16th card of his city-state.

Then the turn ends so that the players play the same number of cards, then it's time to count the prestige points.



Scoring

Tout d'abord, on révèle les objets magiques présents sur notre cité. Puis, on commence le décompte des points de prestige en procédant par Territoire et en commençant par le Territoire de son Dieu :

- Each different mythological creature makes 1 prestige point.
CREATURES BONUS : 4 different creatures (Dionysus excluded) bring 1 additional prestige point (that is to say 5 points for the territory).
- Prestige points are added to each magical token on or added on your Territory.
- The prestige points of my god's territory are doubled. (for example: if I have 5 points of the Poseidon lagoon and that I play Poseidon, I get 10 points)
- **BONUS CITE** : The first player to finish its city wins 3 additional prestige points. If other players also finish in the same turn, they win 1 additional prestige point.

The winner is the player who succeeds in building the most prestigious city of EPHYRAN for Athena.

The Support cards' details



Castor & Pollux

The twinship of Castor and Pollux allows you to **take 2 cards** (instead of one) and **to play again** immediately one of the cards you have in your hands. However, you cannot play again with a support card.



The graeae

The graeae allows you to **take 3 cards** (one for each graeae). However, their only eye allows you **only keep one** of them. The others are put in the discard pile.

Athena : take a magical token



This Athena support allows you to take a magical token and to add it (face down) on one of your territories.

Ares : theft of a magical token



This Ares support allows you to **steal a magical token** to the adversary of your choice and to add it (face down), after watching it, on one of your territories.

Athena : exchange a Territory



This Athena support allows you to:
- either to **exchange a Territory area** by another card from the ones you have in hands.
- or to **exchange a Territory area** from your city with one of an adversary's.

Ares : destruction of a Territory



This Ares support allows you to force an adversary to put the uncovered Territory area of his choice in the discard pile.

Athena's shield



This support allows you to protect your city from negative effects, **such as the exchange or the destruction of a Territory.**

It also allows you to **lock a Territory.**

Hecate



This support allows you to avoid the effects of the supports concerning the magical tokens: **taking back or stealing a magical token.**

Hecate's magic can also break the locking from **Athena's shield.**