

MYTIKAS RULEBOOK

At the top of Mount Olympus, hidden above the clouds, lies Mytikas. Here the gods reign supreme, watching over and governing the lives of the mortals below. You are builders who wish to uncover the mystery of Olympus and draw nearer to the divine light. You must therefore construct prosperous cities and magnificent temples at different levels on the mountain, by skilfully moving your resources closer to the summit. Gaining the favor of the gods at just the right moment will help you complete your task. However, there is limited space on the mountain, so your opponents could throw a wrench into the works!

COMPONENTS

- 1 Mount Olympus board



- 1 Action board



- 4 player boards



- 16 Deity cards



- 4 Builder figures (1 per color)



- 12 minor cities (3 per color)



- 8 major cities (2 per color)



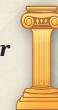
- 8 small temples (2 per color)



- 4 large temples (1 per color)



- 1 Active Player marker
(to assemble)



- 16 Favor tokens



- 17 Level tokens



- 45 Offering tokens
(30 of value 1; 15 of value 3)



- 6 Lock tokens



- 105 resource cubes and
11 resource tokens of value 3

- 45 (stone)
- 35 (marble)
- 25 (gold)



SETUP

- 1 In the center of the table, place the Action board next to the Mount Olympus board.
- 2 Set out the corresponding number of Level tokens for your player count on each of the levels of Mount Olympus, as shown in the table below:

| | 1 | 2 | 3 | 4 |
|---|------|------|------|------|
| 2 | 1 x3 | 2 x4 | 3 x2 | 4 x1 |
| 3 | 1 x4 | 2 x5 | 3 x3 | 4 x2 |
| 4 | 1 x5 | 2 x6 | 3 x4 | 4 x2 |

- 3 Make a pile of Favor tokens for each god, as per your player count below, and place those piles on the corresponding spots beneath the gods on the Action board:
 - 2-3 players: 3 tokens for each god (color). The remaining tokens are returned to the box.
 - 4 players: 4 tokens for each god (color).

- 4 Place the resource cubes, the Offering tokens and the resource tokens of value 3 in a general supply next to the central boards. The number of resources and offerings is limitless. Only use the resource tokens of value 3 if you run out of resource cubes.

- 5 Each player chooses their color and then takes 1 player board (A) and their corresponding components:

(B) 1 Builder figure

(C) The following construction pieces:

3 minor cities 2 major cities

2 small temples 1 large temple

Place one of your minor cities on Level 1 of Mount Olympus, and the rest of your construction pieces on their respective spots on your player board.

Example setup for 3 players:



VARIANT

If the players wish to have more control over the setup, deal two cards instead of one to each player. They choose one and put the other at the bottom of the deck.



Deck



6 Randomly decide who will play first and give that player the Active Player marker.


7 Shuffle the Deity cards and deal out one to each player at random. Place your Deity card face up next to your player board and place 1 Offering token (value 1) on it. (Variant: See left for this step.)







8 Place the deck next to the central boards and create a line of Deity cards to the left, as specified for your player count:


- 2 players: 3 cards face down + 1 face up;
- 3 players: 4 cards face down + 1 face up;
- 4 players: 5 cards face down + 1 face up.

9 Place a Lock token on each facedown Deity card and on top of the deck as follows, in increasing order of value (the lowest value token is placed on the facedown card nearest to the faceup card and the highest value token is placed on the deck):

- 2 players: 1 X  , 2 X  and 1 X  ;
- 3 players: 1 X  , 2 X  and 2 X  ;
- 4 players: 2 X  , 2 X  and 2 X  .

10 Following the player order, give the players the following resources, which they place in the Level 1 area  of their player board:

- 1st player: 1 stone () ;
- 2nd player: 1 marble () ;
- 3rd player: 2 stone ( ) ;
- 4th player: 1 stone and 1 marble ( and ).

11 Starting with the last player and going around anticlockwise, the players each take 1 Favor token from the 4 types available on the Action board so that each player has a different type at the start of the game. 

Let's play!



GOAL OF THE GAME

In Mytikas, you play as builders who must construct cities and temples on Mount Olympus. The higher up you construct them, the more prestige you will gain. You'll need to produce resources, and then move them up the levels of Mount Olympus, but make sure you also keep an eye on what your opponents are doing.

You'll need to gain the favor of the gods, who can help you with your task: When you make offerings to them, you'll benefit from their special abilities.

At the end of the game, you'll calculate your points based on where your buildings are constructed, as well as from any Deity cards you control. The player with the most points at the end of the game will win, and earn the title of Chief Builder for the Gods.

HOW TO PLAY

Starting with the first player, take turns clockwise until **one of the following 3 conditions are met**, which all immediately trigger the end of the game:

3 out of 4 levels are complete on Mount Olympus **OR** **One of the players takes the last Lock token** **OR** **One of the players has built all their constructions.**

YOUR PLAYER BOARD



On your player board, you will find the following information:

- The **4 different levels** 1 where you advance the resources you need for your constructions. These 4 levels correspond to the 4 levels on the Mount Olympus board.
- The **4 different types of construction** 2 you can build, which each show:
 - The resources required to build them 3;
 - Places for your corresponding pieces 4;
 - The bonus you receive when you complete that construction 5;
 - The victory points that construction gives you at the end of the game, based on the level on which it is constructed 6.

ACTION BOARD

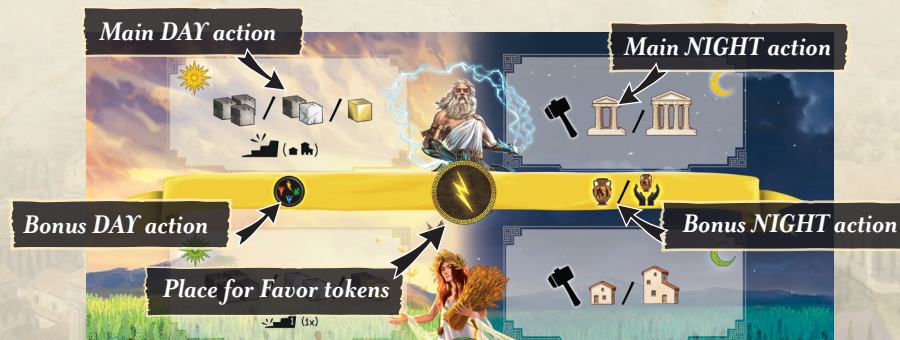
The Action board is where you place your Builder figure during the game to perform actions.

It is divided into 4 colored zones, which are each linked to a major Deity: **Zeus** (yellow), **Demeter** (green), **Poseidon** (blue), **Hades** (red).

Each zone contains two Action areas, which are either side of the god: One side is **DAY** ☀️, the other is **NIGHT** 🌙.

Each Action area features one main action and then a corresponding bonus action in the ribbon beneath it.

The Favor tokens are placed in a pile on the icon beneath the corresponding god.



The various icons on the Action boards are explained on p. 6.



PLAYING YOUR TURN




Each turn has two phases:

- When you are the **active player**, you must **move** your Builder figure to an available area on the Action board (which cannot be the same area as another player), and then you may perform the main action described. If you have a Favor token for that god, you may then perform the corresponding bonus action (shown in the ribbon beneath that main action). **You keep that Favor token in front of you, rather than spending it.**
- Once the active player has performed their main action (and their bonus action, if they so choose), the other players may spend one of that god's Favor tokens to play that same main action themselves, as a follow up to the active player's action. If they do, **they discard that Favor token**, which returns to its pile on the Action board. If more than one player wishes to follow the main action, they take turns to do so, following the normal player order.

NOTE:

- You do not have to perform the main action, if you would prefer not to do so. You can only choose to perform the bonus action if you have the corresponding Favor token. However, you cannot move to an action area without performing either the main action or the bonus action.
- **Important:** When you are following the active player's action, you **cannot** perform the bonus action, even if you hold a second Favor token for that god or a Deity card that allows you to perform the bonus action.

TIP: Use the Active Player marker  to help you remember whose turn it is.

Example

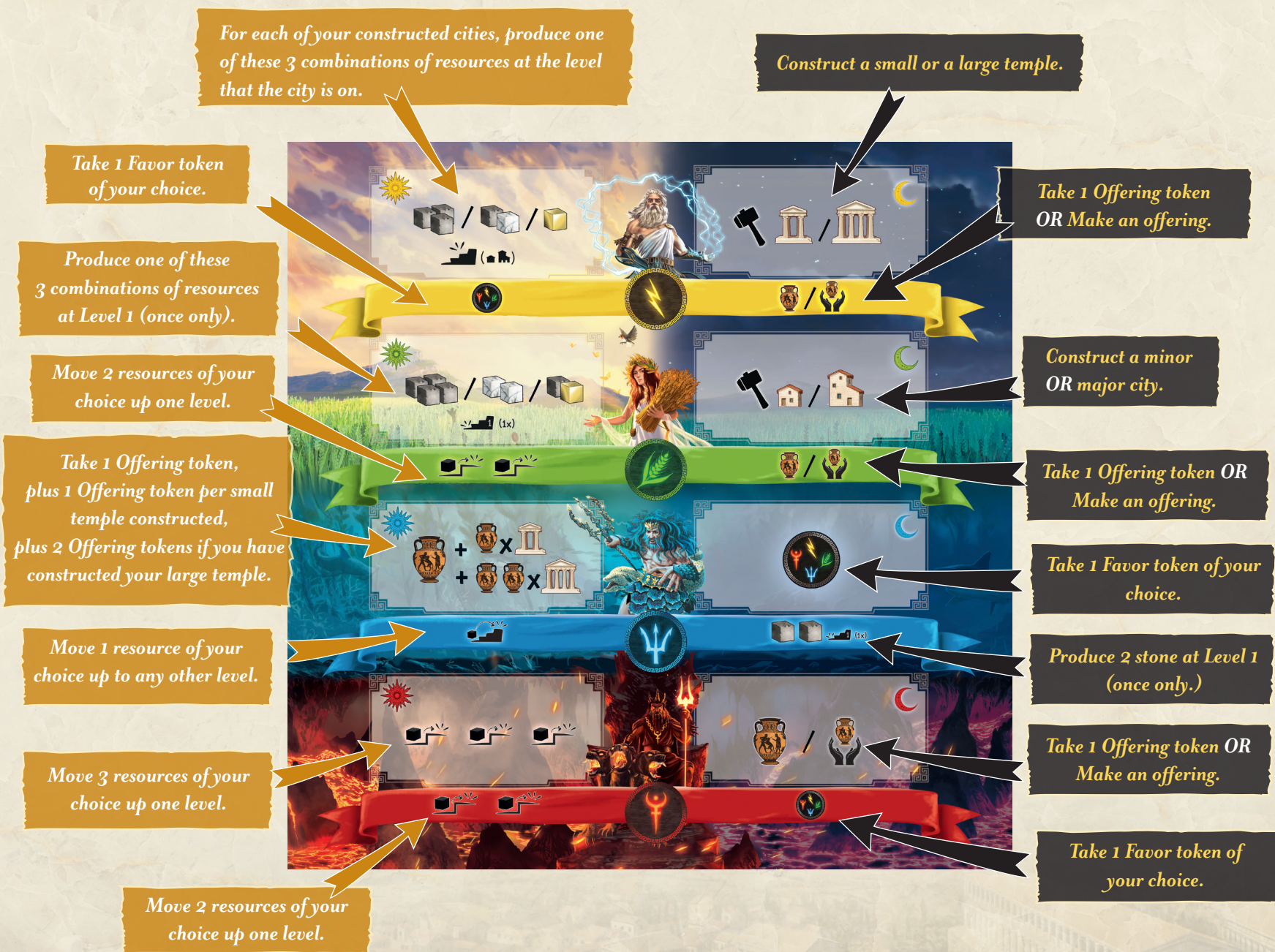
1) It's the blue player's turn. They place their Builder figure on the Zeus Day action area and perform the main action indicated. As they have a Zeus Favor token, they also perform the bonus action in the ribbon beneath that main action, without spending that Favor token.



2) Once the blue player has played, the red player chooses to follow that same action, by spending their Zeus Favor token, which is returned to its pile on the Action board. They perform the same main action as the blue player, and never the bonus action.



GAME ACTIONS



NOTE:

The / indicates OR: The active player must choose one of the options. If an opponent decides to follow that main action, they can choose a different option if they wish.

PRODUCING RESOURCES



Resources are produced on your player board, at a level specified by the action you have chosen. Two of the main actions produce resources:



ZEUS DAY ACTION:

Each minor city and major city produces one of the 3 combinations of resources shown, at the level on which that city is constructed.

The players all start the game with one minor city on Level 1.

If you have more than one city, you may choose to produce a different combination of resources for each city.

NB: When you construct cities, you place the Level tokens on your player board as a reminder of how many cities you have constructed and on which levels.

Example

The blue player has two minor cities on Level 1 and a major city on Level 2. They moved their figure to the Zeus Day action area, and so for each of their constructed cities, they produce one of the 3 combinations of resources at the corresponding level for that city, on their player board.



For example: They could produce 3 stone at Level 1; an additional 1 stone and 1 marble at Level 1; and 1 gold at Level 2. They take these resources from the general supply.



DEMETER DAY ACTION:

You can produce one of the 3 indicated combinations of resources at Level 1 on your player board, **once only**.

Example

On their turn, the red player decides to produce resources and so moves to the Demeter Day action area.

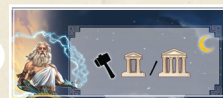


They can therefore produce one of the 3 indicated combinations of resources at Level 1 on their player board, once only. For example: They could take 1 stone and 1 gold from the general supply.

CONSTRUCTING BUILDINGS



There are two construction actions, which both work in the same way.



ZEUS NIGHT ACTION:

You can construct a small or a large temple.




DEMETER NIGHT ACTION:

You can construct a minor or a major city.

You can only build on a level of Mount Olympus that has an available Level token.

The construction actions have a few stages:

- When you construct a city or temple, you must spend the required resources from the level on your player board that corresponds to where you wish to build on Mount Olympus. Return those resources to the general supply.
- Then place the construction piece you wish to build onto your chosen level on Mount Olympus. (You may play your pieces in any order: You do not need to start with the furthest left.) Take the Level token from that level and place it on the empty icon on your player board. These tokens will be used to calculate your victory points for each of your constructions during scoring.
- You immediately activate the bonus effect shown directly beneath the space where your building was on your player board  (see below).

BONUS EFFECTS



Move 2 resources of your choice to any other level.



Take 1 Favor token of your choice.



Take 2 Offering tokens.



Take 1 Offering token and move 1 resource of your choice to any other level.



Produce 1 gold at the level that you have just constructed your major city on.



Take 2 Favor tokens of your choice.

- If you have a Favor token for that god, you may now perform the corresponding bonus action. You can do this even if you have only just received the Favor token by activating the construction bonus effect.

Example



The blue player moves to the Zeus Night action area and decides to construct a small temple on Level 3. They spend the required Level 3 resources from their player board, which are returned to the general supply. Then they choose one of the small temple pieces on their player board and place it on the Mount Olympus board at Level 3, taking an available Level 3 token.



They place that Level token on their player board on the icon where the small temple used to be. Then they can immediately activate the bonus effect directly beneath it on their player board. In this case, that means they take 2 Offering tokens.

MOVING RESOURCES

There are two actions that move resources:

 You may move a resource of your choice to a higher level as many times as this symbol  is shown. You can choose to move the same resource, or different resources.



You may move a resource of your choice to any other level.

IMPORTANT


At any point **during your turn**, you may move as many resources as you wish down to a level of your choice, as often as you wish, without it costing an action.

TAKING A FAVOR TOKEN


You may choose to take any one of the 4 Favor tokens for the gods from the Action board. If the Favor token you would like is not available, you may take it from an opponent of your choice. You may have more than one Favor token for each god.

If a player performs the Poseidon Night main action and takes a Poseidon Favor token, they can immediately use it to play that corresponding bonus action.

TAKING AN OFFERING TOKEN

Take an Offering token of value 1 from the general supply for each  symbol shown, and place them next to your player board.

The Offering tokens worth 3 are simply for ease of counting.

For the POSEIDON DAY action: 



Take 1 Offering token and then an additional token for each small temple you have constructed, plus 2 more tokens if you have constructed the large temple.

MAKING AN OFFERING

To make an offering, you place your Offering tokens onto a Deity card. You have 3 options:

- **Protect a Deity card that you already control** by adding Offering tokens to it;

or

- **Take a faceup Deity card from the line** and place it in front of you. When you take the card, place as many Offering tokens as you wish onto that card;

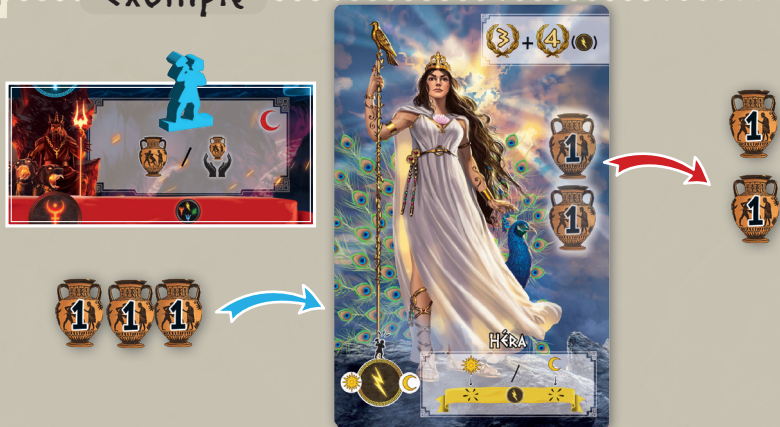
or

- **Steal a Deity card from one of your opponents.** When you steal the card, you must place **at least one more token** onto it than your opponent had on it. Take the card and put your Offering tokens onto it. Your opponent takes back their own Offering tokens, placing those tokens in front of themselves.

NOTE:

- Once your Offering tokens have been assigned to a Deity card, you can no longer move them.
- You can only make an offering on one Deity card at a time.

Example



The blue player places their figure on the Hades Night action and decides to make an offering to Hera, which the red player controls. The blue player then needs to put at least 1 more token on it than the red player, meaning at least 3 Offering tokens. They take the card and place their Offering tokens on it. The red player takes back their Offering tokens, placing them in front of themselves.

LOCK TOKENS

The number of Lock tokens is determined by the player count, with the values being placed in ascending order.

When you have the same number of Offering tokens on one of your Deity cards as the number shown on the first available Lock token in ascending order, you immediately take that Lock token. Place it on your card and discard those Offering tokens. You have now secured that Deity card until the end of the game: The other players can no longer steal it. This also unlocks the Deity card you took the Lock token from.

Once the active player has finished their turn and the other players have completed any follow-up actions, turn any unlocked Deity cards in the line face up (i.e. any cards that no longer have a Lock token on them).

DEITY CARDS



When you control a Deity card because you have Offering tokens on it, you can benefit from its effects during the game, and at the end of the game, you will get its victory points (whether or not you have secured it with a Lock token).

Card effects can be used from the turn after you receive that card.

There are 16 Deity cards, which are used at different points in the game (as explained in the Appendix on p. 11).

- Once, at the beginning of your turn.
- When following the active player's action.
- When the player performs a specific action on the Action board:
 - Only on your turn.
 - On your turn or when following the active player's action.

Example

You can use the Ares card effect when you perform the Poseidon Day action on your turn or when you are following another player's Poseidon Day action.

Victory points

Poseidon Day action

Card effect



END OF GAME AND SCORING

The end of the game is immediately triggered when one of the following three conditions is met:

3 out of 4 levels are complete on Mount Olympus;
(There are no available Level tokens on 3 levels)

OR

One of the players takes the last Lock token;

OR


One of the players completes their final construction.


The player who triggers the end of the game finishes their turn and then their opponents have a chance to perform a follow-up action one final time.


Then proceed immediately to scoring, as follows:

- **Points for constructions:** These points take into account the level on which the building is constructed:

 **Minor cities: LEVEL x 1**

 **Major cities: LEVEL x 3**

 **Small temples: LEVEL x 2**

 **Large temples: LEVEL x 4**

For each construction, add together the values of your Level tokens and multiply the result by the multiplier for that type of construction.

- **Points from the Deity cards:** Each player counts up the points from the cards they control (whether or not they have been secured with a Lock token).

Add up all your points. The player with the most points wins the game. If there is a tie, the player who constructed their large temple on the highest level wins. If there is still a tie, the player with the most resources wins.

Scoring example for one player:

The blue player has a minor city on Level 1 and another on Level 2, which gives them 3 points: $(1+2) \times 1$. They have a major city on Level 2, which gives them 6 points: 2×3 .

Their small temple on Level 3 also gives them 6 points: 3×2 . Their large temple on Level 3 gives them 12 points: 3×4 .

So the blue player earns a total of 27 points from their constructions.



They gain 5 points for Apollo because they have 1 gold left on their player board. They gain 7 points for Persephone because they hold a Hades Favor token.

The blue player therefore earns a total of 12 points from their Deity cards.

| | | | | |
|---|-------------|---|---|---|
|  | Blue player | | | |
|  | 3 | | | |
|  | 6 | | | |
|  | 6 | | | |
|  | 12 | | | |
|  | 12 | | | |
| = | 39 |  |  |  |

The blue player has a grand total of 39 points.

TWO-PLAYER RULES

The two-player game follows the same rules as above, but with the following adjustments:

Rather than placing your Builder figure on a single action area for one of the gods when it is your turn, you instead place it on top of the image of the god itself and then choose one of the two actions to perform. Your figure is therefore blocking both actions, which prevents your opponent from placing their figure there on their turn. However, your opponent can still follow and perform either the same main action as you or the other main action for that god.

You must change god each turn.

Example



The blue player places their Builder figure on Zeus and chooses which action they wish to perform (Day or Night). If they have a Zeus Favor token, they can then perform the corresponding bonus action.

If the red player wants to spend a Zeus Favor token to perform a follow-up action, they can perform either the same main action or the other main action for that god. On their own turn, they will not be able to choose Zeus because the blue player's Builder figure is still placed there. On their next turn, the blue player must choose a different god.



APPENDIX: DEITY CARDS

ZEUS



Condition of use: Following the active player's action.

Effect: You may spend an Offering token to follow the active player's action.

Victory points at the end of the game: 3 victory points + 4 points if you have 2 identical Favor tokens.

POSEIDON



Condition of use: Following the active player's action.

Effect: You may spend any Favor token to follow the active player's action.

Victory points at the end of the game:

3 victory points + 4 points if you have 2 different Favor tokens.

DEMETER



Condition of use: Once at the beginning of your turn.

Effect: You may choose to change 2 stone into 1 marble OR 3 stone into 1 gold. Those resources must be at the same level.

Victory points at the end of the game: Depends on the number of stone cubes left on your player board.

| 0-5 | 6-11 | 12+ |
|-----|------|-----|
| | | |

HADES



Condition of use: Once at the beginning of your turn.

Effect: You may exchange 3 resources of your choice for 1 Offering token OR 7 resources of your choice for 3 Offering tokens. Those resources do not need to be at the same level.

Victory points at the end of the game:

Depends on the number of Lock tokens you hold.

| 1 | 2 | 3 |
|---|---|---|
| | | |

HERA



Condition of use: When you perform the Zeus DAY or NIGHT action on your turn only.

Effect: You can perform the bonus action, even if you don't have a Zeus Favor token.

Victory points at the end of the game: 3 points + 4 points if you hold a Zeus Favor token.

APOLLO



Condition of use: When you perform the Zeus DAY action on your turn or following the active player's action.

Effect: You can move 2 resources up one level. You may move the same resource, or different resources.

Victory points at the end of the game:

Depends on the number of gold cubes left on your player board.

| 0 | 1-2 | 3+ |
|---|-----|----|
| | | |

ATHENA



Condition of use: When you perform the Zeus NIGHT action on your turn or following the active player's action.

Effect: You may construct a small or large temple for 1 fewer gold.

Victory points at the end of the game: 3 victory points for each small and each large temple constructed.

DIONYSUS



Condition of use: When you perform the Demeter DAY or NIGHT action on your turn only.

Effect: You can perform the bonus action, even if you don't have a Demeter Favor token.

Victory points at the end of the game: 3 points + 4 points if you hold a Demeter Favor token.

PAN



Condition of use: When you perform the Demeter DAY action on your turn or following the active player's action.

Effect: You can produce 1 additional Level 1 resource of the same type (stone, marble or gold) as you produced during the action.

Victory points at the end of the game:
Depends on the number of marble cubes left on your player board.

| | 0-2 | 3-6 | 7+ |
|--|-----|-----|----|
| | | | |

ARTEMIS



Condition of use: When you perform the Demeter NIGHT action on your turn or following the active player's action.

Effect: You can construct a minor or major city for 1 fewer marble.

Victory points at the end of the game:
2 victory points for each minor and each major city constructed.

APHRODITE



Condition of use: When you perform the Poseidon DAY or NIGHT action on your turn only.

Effect: You can perform the bonus action, even if you don't have a Poseidon Favor token.

Victory points at the end of the game:
3 points + 4 points if you hold a Poseidon Favor token.

ARES



Condition of use: When you perform the Poseidon DAY action on your turn or following the active player's action.

Effect: You may take 1 additional Offering token.

Victory points at the end of the game: Depends on the number of Offering tokens both in your personal reserve and on your Deity cards (do not include Lock tokens).

| | 0-2 | 3-5 | 6+ |
|--|-----|-----|----|
| | | | |

HEPHAESTUS



Condition of use: When you perform the Poseidon NIGHT action on your turn or following the active player's action.

Effect: You may spend 1 marble to gain an additional Favor token of your choice.

Victory points at the end of the game:
Depends on the number of Favor tokens you hold.

| | 0-1 | 2-3 | 4+ |
|--|-----|-----|----|
| | | | |

PERSEPHONE



Condition of use: When you perform the Hades DAY or NIGHT action on your turn only.

Effect: You can perform the bonus action, even if you don't have a Hades Favor token.

Victory points at the end of the game: 3 points + 4 points if you hold a Hades Favor token.

HESTIA



Condition of use: When you perform the Hades DAY action on your turn or following the active player's action.

Effect: When moving your resources up a level, you may transform 1 stone into 1 marble, or 1 marble into 1 gold, once only.

Victory points at the end of the game:
Depends on the number of different Level 4 resources left on your player board.

| | 0-1 | 2 | 3 |
|--|-----|---|---|
| | | | |

HERMES



Condition of use: When you perform the Hades NIGHT action on your turn or following the active player's action.

Effect: You may gain an Offering token AND make an Offering (instead of OR).

Victory points at the end of the game:
Depends on the number of Deity cards you control.

| | 1 | 2-3 | 4+ |
|--|---|-----|----|
| | | | |

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