





































Simple Gods Powers Reference












Index	Name	Compatibilities		Timing	Power
		Golden Fleece	Player Count		
1	Apollo		■■■■ ■■■■	Your Move	 Your Worker may move into an opponent Worker's space by forcing their Worker to the space yours just vacated.
2	Artemis		■■■■ ■■■■	Your Move	 Your Worker may move one additional time, but not back to its initial space.
3	Athena		■■■■ ■■■■	Opponent's Turn	 If one of your Workers moved up on your last turn, opponent Workers cannot move up this turn.
4	Atlas		■■■■ ■■■■	Your Build	 Your Worker may build a dome at any level.
5	Demeter		■■■■ ■■■■	Your Build	 Your Worker may build one additional time, but not on the same space.
6	Hephaestus		■■■■ ■■■■	Your Build	 Your Worker may build one additional block (not dome) on top of your first block.
7	Hermes		■■■■ ■■■■	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		■■■■ ■■■■	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		■■■■ ■■■■	Win Condition	 You also win if your Worker moves down two or more levels.
10	Prometheus		■■■■ ■■■■	Your Turn	 If your Worker does not move up , it may build both before and after moving .

Advanced Gods Power Reference




















Index	Name	Compatibilities		Timing	Power
		Golden Fleece	Player Count		
11	Aphrodite		★★★★	Opponent's Turn	 <p>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.</p>
12	Ares		★★★ ★★★★★	End Of Your Turn	 <p>You may remove an unoccupied block (not dome) neighboring your unmoved Worker. You also remove any Tokens on the block.</p>
13	Bia		★★★ ★★★★★	Setup / Your Move	 <p>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.</p>
14	Chaos		★★★ ★★★★★	Setup / Any Time	 <p>Setup: Shuffle all unused Simple God Powers (featuring a ) 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.</p>
15	Charon		★★★ ★★★★★	Your Move	 <p>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.</p>
16	Chronos			Win Condition	 <p>You also win when there are at least five Complete Towers on the board.</p>
17	Circe			Start Of Your Turn	 <p>If an opponent's Workers do not neighbor each other, you alone have use of their power until your next turn.</p>
18	Dionysus		★★★ ★★★★★	Your Build	 <p>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.</p>
19	Eros		★★★ ★★★★★	Setup / Win Condition	 <p>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).</p>
20	Hera		★★★ ★★★★★	Opponent's Turn	 <p>An opponent cannot win by moving into a perimeter space.</p>

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21	Hestia		■■■■ ■■■■	Your Build	Your Worker may build one additional time, but this cannot be on a perimeter space.
22	Hypnos		■■■■ ■■■■	Start Of Opponent's Turn	If one of your opponent's Workers is higher than all of their others, it cannot move .
23	Limus		■■■■ ■■■■	Opponent's Turn	Opponent Workers cannot build on spaces neighboring your Workers , unless building a dome to create a Complete Tower .
24	Medusa		■■■■ ■■■■	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.
25	Morpheus		■■■■ ■■■■	Start Of Your Turn / Your Build	Start of Your Turn: Place a block or dome on your God Power card. Your Build: Your Worker cannot build as normal. Instead, your Worker may build any number of times (even zero) using blocks / domes collected on your God Power card. At any time, any player may exchange a block / dome on the God Power card for dome or a block of a different shape.
26	Persephone		■■■■ ■■■■	Opponent's Turn	Opponent's Turn: If possible, at least one Worker must move up this turn.
27	Poseidon		■■■■ ■■■■	End Of Your Turn	End of Your Turn: If your unmoved Worker is on the ground level, it may build up to three times.
28	Selene		■■■■ ■■■■	Setup / Your Build	Setup: Place a male and a female Worker of your color. Your Build: Instead of your normal build , your female Worker may build a dome at any level regardless of which Worker moved.
29	Triton		■■■■ ■■■■	Your Move	Your Move: Each time your Worker moves into a perimeter space , it may immediately move again.
30	Zeus		■■■■ ■■■■	Your Build	Your Build: Your Worker may build a block under itself.

Index	Name	Compatibilities		Timing	Power
		Golden Fleece	Player Count		
31	Aeolus		■■■ ■■■■	Setup / End Of Your Turn / Any Move	 <p>Setup: Place the Wind Token beside the board and orient it in any of the 8 directions to indicate which direction the Wind is blowing. End of Your Turn: Orient the Wind Token to any of the eight directions. Any Move: Workers cannot move directly into the Wind.</p>
32	Charybdis		■■■ ■■■■	Setup / End Of Your Turn / Any Time	 <p>Setup: Place 2 Whirlpool Tokens on your God Power card. End of Your Turn: You may place a Whirlpool Token from your God Power card on any unoccupied space on the board. Any Time: When both Whirlpool Tokens are in unoccupied spaces, a Worker that moves onto a space containing a Whirlpool Token must immediately move to the other Whirlpool Token's space. his move is considered to be in the same direction as the previous move. When a Whirlpool Token is built on or removed from the board, it is returned to your God Power card.</p>
33	Clio		■■■	Circe, Nemesis	Your Build / Opponent's Turn  <p>Your Build: Place a Coin Token on each of the first 3 blocks your Workers build. Opponent's Turn: Opponents treat spaces containing your Coin Tokens as if they contain only a dome.</p>
34	Europa & Talus		■■■ ■■■■	Setup / End Of Your Turn / Any Time	 <p>Setup: Place the Talus Token on your God Power card. End of Your Turn: You may relocate your Talus Token to an unoccupied space neighboring the Worker that Any Time: All players treat the space containing the Talus Token as if it contains only a dome.</p>
35	Gaea		■■■	Atlas, Nemesis, Selene	Setup / Any Build  <p>Setup: Take 2 extra Workers of your color these are kept on your God Power card until needed. Any Build: When a Worker builds a dome, Gaea may immediately place a Worker from her God Power card onto a ground-level space neighboring the dome.</p>
36	Graee		■■■	Nemesis	Setup / Your Build  <p>Setup: When placing your Workers, place 3 your color. Your Build: You choose which Worker of yours builds.</p>
37	Hades		■■■ ■■■■	Pan	Opponent's Turn  <p>Opponent's Turn: Opponent Workers cannot move down.</p>
38	Harpies		■■■ ■■■■	Hermes, Triton	Opponent's Turn  <p>Opponent's Turn: Each time an opponent's Worker moves, it is forced space by space in the same direction until the next space is at a higher level or it is obstructed.</p>

Golden Fleece Gods Power Reference

Index	Name	Compatibilities		Timing	Power	
		Golden Fleece	Player Count			Banned VS
39	Hecate		3	Charon, Circe	Setup / Your Turn / Any Time	 =  <p>Setup: Take the Map A, Shield B, and 2 Worker Tokens. Hide the Map behind the Shield and secretly place your Worker Tokens on the Map to represent the location of your Workers on the game board. Place your Workers last.</p> <p>Your Turn: Move a Worker Token on the Map as if it were on the game board. Build on the game board, as normal.</p> <p>Any Time: If an opponent attempts an action that would not be legal due to the presence of your secret Workers, their action is cancelled and they lose the rest of their turn. When possible, use their power on their behalf to make their turns legal without informing them.</p>
40	Moerae		3	Hecate, Nemesis	Setup / Win Condition	   <p>Setup: Take the Map A, Shield B, and Fate Token. Behind your Shield, secretly select a 2 X 2 square of Fate spaces by placing your Fate Token on the Map. When placing your Workers, place 3 of your color.</p> <p>Win Condition: If an opponent Worker attempts to win by moving into one of your Fate spaces, you win instead.</p>
41	Nemesis		3 4	Aphrodite, Bia, Medusa, Terpsichore, Theseus	End Of Your Turn	 ↔  <p>End of Your Turn: If none of an opponent's Workers neighbor yours, you may force as many of your opponent's Workers as possible to take the spaces you occupy, and vice versa.</p>
42	Siren		3 4		Setup / Your Turn	  <p>Setup: Place the Arrow Token beside the board and orient it in any of the 8 directions to indicate the direction of the Siren's Song.</p> <p>Your Turn: You may choose not to take your normal turn. Instead, force one or more opponent Workers one space in the direction of the Siren's Song to unoccupied spaces at any level.</p>
43	Tartarus			Bia, Hecate, Moerae	Setup / Loss Condition	   <p>Setup: Place the Map A, Shield B, and one Abyss Token. Place your Workers first. After all players' Workers are placed, hide the Map behind the Shield and secretly place your Abyss Token on an unoccupied space. This space is the Abyss.</p> <p>Lose Condition: If any player's Worker enters the Abyss, they immediately lose. Workers cannot win by entering the Abyss.</p>
44	Terpsichore		3 4	Hypnos, Limus, Tartarus	Your Turn	  <p>Your Turn: All of your Workers must move, and then all must build.</p>
45	Urania		3 4	Aphrodite	Your Turn	  <p>Your Turn: When your Worker moves or builds, treat opposite edges and corners as if they are adjacent so that every space has 8 neighbors.</p>

🏰 Heroes Power Reference

Index	Name	Compatibilities		Timing	Power
		Golden Fleece	Player Count		
46	Achilles			Your Turn	 Your Turn: Once, your Worker builds both before and after moving .
47	Adonis			End Of Your Turn	 End of Your Turn: Once, choose an opponent Worker . If possible, that Worker must be neighboring one of your Workers at the end of their next
48	Atalanta			Your Move	 Your Move: Once, your Worker moves any number of additional times.
49	Bellerophon			Your Move	 Your Move: Once, your Worker moves up two levels.
50	Heracles			Your Build	 End of Your Turn: Once, both your Workers build any number of domes (even zero) at any level.
51	Jason			Setup / Your Turn	 Setup: Take one extra Worker of your color. This is kept on your God Power card until needed. Your Turn: Once, instead of your normal turn, place your extra Worker on an unoccupied ground-level perimeter space. This Worker then builds .
52	Medea			End Of Your Turn	 End of Your Turn: Once, remove one block from under any number of Workers neighboring your unmoved Worker . You also remove any Tokens on the blocks .
53	Odysseus			Start Of Your Turn	 Start of Your Turn: Once, force to unoccupied corner spaces any number of opponent Workers that neighbor your Workers .
54	Polyphemus			End Of Your Turn	 End of Your Turn: Once, your Worker builds up to 2 domes at any level on any unoccupied spaces on the board.
55	Theseus			End Of Your Turn	 End of Your Turn: Once, if any of your Workers is exactly 2 levels below any neighboring opponent Workers , remove one of those opponent Workers from play.