



EPHYRAN



PLAYING RULES



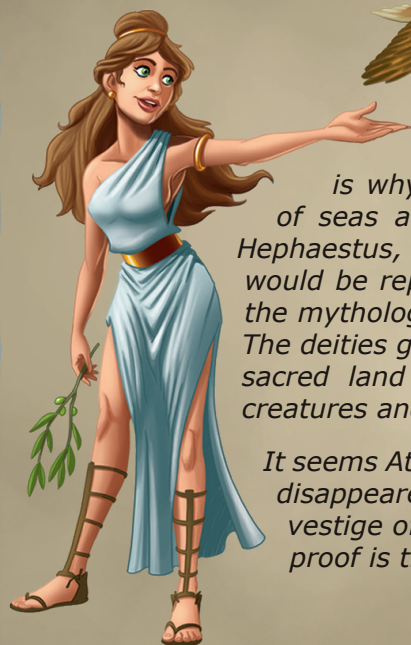
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ELEMENTS EDITIONS



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: Poseidon, god of seas and waters; Gaia, goddess of earth; Aeolus, god of air and Hephaestus, god of fire, to build a prestigious city: EPHYRAN! Every deity would be represented by their 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 sacred land for the earth creatures, a forbidden forest for the flying creatures and a fire mountain for the fire creatures...

It seems Athena couldn't meet the challenge and today, the city has totally disappeared. Totally? It is heard that the present-day town of Corinth is a vestige of the city and that it 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 of Ephyran as prestigious as possible.

The city must be composed of the **4 gods' Territories** (each Territory being divided into 4 areas) and displayed as follows: **Poseidon's lagoon** (blue), **Gaia's lands** (brown), **Aeolus's forest** (green) and **Hephaestus's mountain** (red). 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...

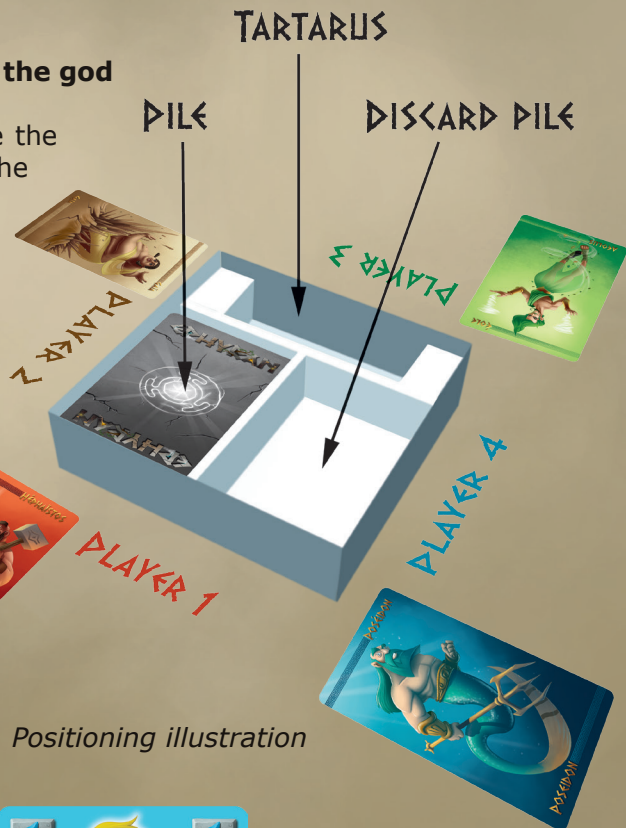
PREPARATION

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.



Positioning illustration

CARDS DESCRIPTION

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!



THE HALF CARD TERRITORY

Area number: on each half card, the Territories areas are numbered from 1 to 4.

You need to have the first area of the Territory to build the second one, then the third and finally the fourth!

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 magical: Zeus's thunderbolt, Poseidon's trident or Athena's owl add prestige points to your city.
(cf. page 08: **The magical tokens**)



GAME TURN

On their turn, the players can choose between one of the following actions:

- **Add a Territory to their city** (when possible) in the correct order, displaying them according to the Territory type next to its god.
There is a reminder in the pile compartment of the order in which the players must place the cards.



Caution: only one copy of each Territory is allowed in a city!

- **Play a Support card** and use its power (cf. pages 06-07: **The Supports**).
- **Change an uncovered Territory** of their city by discarding it and replacing it immediately by another one from their hand.
- **Discard a card:** if they can't or don't want to play a card in their city with one of the 3 other actions, the players have to discard a card from their hand.

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



Building of a city illustration

DIONYSUS

Dionysus, god of fun and madness, can take the appearance of any mythological creature and replace any Territory area card.

A player can also take a Dionysus card from an adversary city and replace it by the matching Territory area. Dionysus must be immediately put in his own city (the player cannot take it in his hand).

Several Dionysus cards can be played in the same city. However, in the prestige points scoring, Dionysus counts as a creature and thus can only score one point by city (even if you have several).

Having Dionysus on a territory does not enable you to win the **CREATURES BONUS**.



THE SUPPORTS

There are four of them:

- **The pile Supports:** allow you to make your game round better by changing your way of taking cards.
- **Athena's Supports:** allow you to make a special action to help the god building his city.
- **Ares's Supports:** allow you to make a special action to slow down or to disturb the other gods during the construction of their city.



- **The defense Supports:** "Athena's shield" and "Hecate's magic" have various effects:

- You can **protect yourself or stop the effects** of another Support. These cards are played on the go during the adversary turn. Once a defense Support is used, the player completes immediately his hand, from the pile only.

The red icons (in the top left corner) remind you which effects can be blocked by the defense Supports.



Caution: Once played, all the Support cards (and the cards concerned by the special action) are put in the Tartarus (*cf. the scheme of implementation*) and not in the normal discard pile. The card affected by these Supports also go in the Tartarus. It is strictly FORBIDDEN to take a card from this pile.

- You can also use them to **lock or unlock** a Territory: once he is satisfied with the composition of one of his Territories, the player can decide during his game turn 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, nobody (even himself) can modify this Territory: he is protected against any attack (exchange or destroy a Territory, steal a magical token...) !

Only "Hecate's magic" can unlock a Territory. During his game turn, any player can decide to play this card to break the protection implemented. "Athena's shield" and "Hecate's magic" cards are then put in the Tartarus like the other Support cards.

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 have to take a magical token:** you pick a "magical token" face down. Once you have seen its value, you must immediately put it (face down) on the Territory area of your choice (covered or not). Both elements are now linked until the end of the game. You cannot move a magical token.



Specifications:

- Only one magical token is allowed by Territory.
- A magical token can be added on a Territory that is already magic.
- If a Territory is destroyed or stolen, the magical token on it will be too!
- If you exchange a Territory with one of your hand, the magical token is lost and discarded for good.

- **If a magical token is stolen:** the player who steals the magical token can look at its value before putting it back (face down) 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!



END OF THE GAME

The game ends when the pile is empty (even if there are still card in the discard) or when a player puts the 16th card of his city.

Then, the ongoing turn ends so that the players play the same number of cards, before counting the prestige points.



SCORING

First, the players reveal the magical tokens of their city. Then, they count the prestige points by Territory, starting with their god's Territory:

- Each different mythological creature makes **1 prestige point**.
CREATURES BONUS: 4 different creatures (Dionysus excluded) bring 1 additional prestige point (so 5 points for the Territory).
- They add **the prestige points** of the magical Territories and the ones with **magical tokens** on.
- The prestige points of the god's Territory are **doubled**. (for example: if I play Poseidon and I have 5 points of the Poseidon lagoon, I score 10 points).
- **CITY BONUS:** the first player to finish his 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. In case of a tie, the players share the victory!



DETAIL OF THE SUPPORTS CARDS

PILE SUPPORTS

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, it cannot be a Support card.

The graeae



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

ATHENA AND ARES SUPPORTS

Exchange a Territory



It is the only way to exchange a covered Territory!

This Support allows you to exchange a Territory area of your city with a similar one:

- either an adversary's one
- or with your hand



Take a magical token



This Support allows you to take a magical token and to add it (face down) to one of your Territories.



Destroy a Territory



This Support allows you to force an adversary to put the Territory area of his choice in the discard pile. He must choose an uncovered Territory.



Steal a magical token



This Support allows you to steal a magical token from the adversary of your choice and to add it (face down), after watching it, on one of your Territories.



DEFENSE SUPPORTS

Athena's shield



This Support protects your city from the effects of:

- the exchange of a Territory
- the destruction of a Territory

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

Hecate's magic



This Support avoids the effects of:

- the taking of a magic token
- the stealing of a magical token

It also allows you to **unlock** a Territory by destroying Athena's shield.