



DILUVIUM
SOLO CAMPAIGN

Your heart sinks as you gaze upon the last remnants of your empire, barely standing on the handful of ships that survive from what was once a mighty fleet. Few of your people have been spared, and fewer still hope to see land again. You have always taken care to avoid offending Poseidon, yet you are at his mercy, expecting at any moment to be snatched up by the indomitable god's roiling grip.

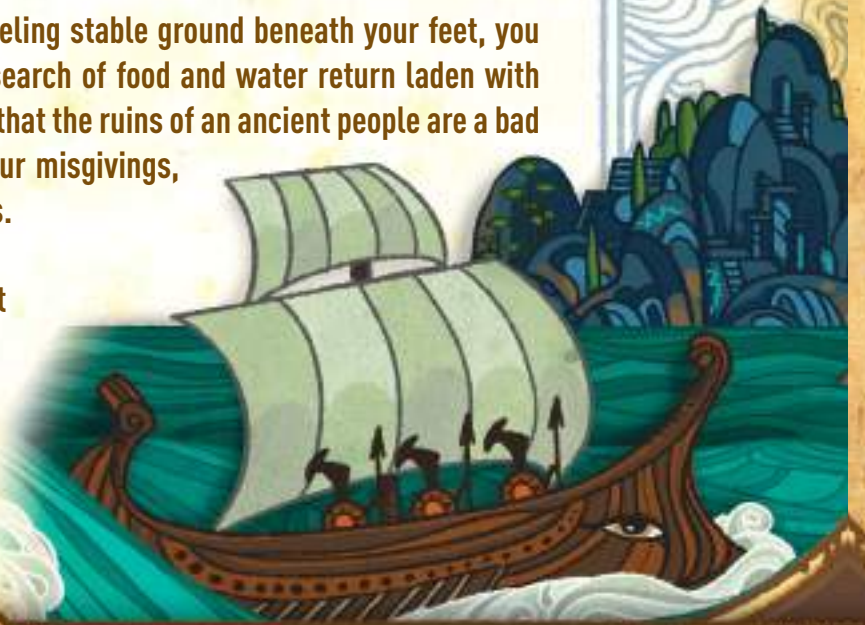
The flooding ended weeks ago, but you are struggling to maintain order. Rations have been low for too long, and it is impossible to maintain any semblance of order or morale.

It is in this moment, when all seems lost, that you hear a cry you've never appreciated more in your life: "Land-ho! Land-ho!" Your salvation may lie in those frantic, shouted words. Your people want nothing more than an empire that does not threaten to wash away with each passing wave.

You take to shore without delay, silent as you consider the fascinating spectacle of this strange, new island. All around you, your people throw themselves to the ground, eager to feel sand flowing between their fingers and sticking between their toes.

You cannot rest long. Despite the euphoria of feeling stable ground beneath your feet, you have a people to lead. The scouts you send in search of food and water return laden with relics of a lost civilization. You know all too well that the ruins of an ancient people are a bad omen, but you have no other choice. Despite your misgivings, you decide to establish your camp on these lands.

Signs of passage much more recent tell you that this land was not promised to you alone. You and your people will have to earn your place...



In the Diluvium solo campaign, you sail the uncharted waters surrounding the archipelago upon which you have just landed. To have any hope of rebuilding your empire, you must prepare to face the many terrible threats that will arise on your ambitious path.

To complete a campaign, you must win a total of four scenarios. Each scenario, which has a unique setup for tiles and resources, can lead to several others, depending on your actions. The story you write during a campaign will be different every time you play!

In each scenario, you will be opposed by an unknown civilization with no will of its own. It reacts to your choices. Your actions will have a direct influence on how the game plays out, and you are free to choose your approach to each scenario.

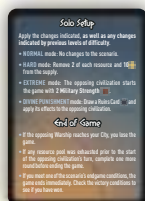
SOLO MODE COMPONENTS



1 Adversary Action Board



1 Astrolabe Token



1 Player Aide



4 Settlement Tokens



8 Combat Tokens



4 Objective Tokens (numbered 1 to 4)

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SETUP

Start by choosing the difficulty level (pg. 12). If this is your first time playing Diluvium, the lowest setting is recommended. If, on the other hand, you feel up to the challenge of facing perils that leave little room for error, you can choose a higher difficulty. After that, turn to the page that corresponds to your chosen scenario. If you are beginning a new campaign, you should choose between “A Perilous Land” (pg. 14) and “Whispers from the East” (pg. 15).

You are empress of the Greeks, shown in blue on scenario maps.

Follow the setup instructions for the scenario. Place Ocean Tiles as indicated by the scenario map, being sure to choose tiles of the correct Exploration Cost. Occasionally, a scenario will call for a specific tile, indicated by tile number (#25, for example).

Place **Enemy Ships** as indicated on the scenario map. Your ships begin on the Ocean Tile with your City.

Take the Adversary Action Board and place **6 Settlers in the appropriate color** on the indicated spaces (A). The remaining 3 Settlers are placed on the opposing civilization’s City. Place the **Exploration Markers (B)** and the

Military Strength Marker (C) on the board, then set up your own Action Board according to standard rules.

Place the indicated amount of each Resource in the appropriate Resource Tray. Note that the amount of Gold is limited, unlike in a standard game.

Place the **Settlement Tokens (D)** on the spaces to the right side of the Adversary Action Board, in the order indicated by the scenario. Settlement Tokens indicate where the opposing civilization will Settle.

Shuffle the **8 Combat Tokens (E)** and place them on the board in a facedown pile. Set the **Astrolabe Token** facedown (F). Keep the **Ruins Cards** and the **Slain Monster Tokens** nearby. Give the **First Player Token** to the opposing civilization and start the game.

If this is not the first scenario of the current campaign, don’t forget to apply any bonuses you may have received at the end of previous scenarios. All bonuses you unlock apply for the remainder of that campaign. We recommend keeping track of all bonuses in the **Campaign Log** (see pg. 12, 34).



END OF THE GAME

You immediately lose the game if the opposing civilization's Warship reaches your city.

As with multiplayer, a game ends at the conclusion of a round **if any resource pool was exhausted before that round began**. Since the opposing civilization has the First Player Token, the game will always end at the conclusion of your turn. Keep in mind that Gold is a finite resource in the solo game. Running out of Gold will cause the game to end.



When the Gold supply is exhausted, it triggers the end of the game, but you can continue to earn Gold by taking coins from the reserve.

The game also ends at the conclusion of a round **during which one of the scenario's end of game conditions is met**.

You win provided that you have fulfilled one of the victory conditions **AND** have more Gold than your opponent. If you have less Gold, or the same amount of Gold, as your opponent, you lose.

The Campaign Log includes heart-shaped Life symbols, representing your empire's resilience. If you suffer a defeat, cross off one Life and restart the scenario you just lost. If you ever need to cross off a symbol but cannot do so, your empire crumbles and you will have to start the campaign again from the beginning.



PLAYING A ROUND


A round consists of two phases: **the opposing civilization's action**, followed by **your action**. The actions available to you are identical to the multiplayer game.



Apart from the first round, the opposing civilization always performs the same action as you. During the first round of the game, only you perform an action.

HOW YOUR OPPONENT BEHAVES


The opposing civilization is exploring the archipelago, just like you. It will only act in response to your own actions. At the start of each round after the first, draw one of the opposing civilization's Combat Tokens.

If it displays this symbol , your opponent performs a randomly chosen action (see *Random Action*, pg. 6). If the token does not display that symbol, the Adversary performs the same action you did during the previous round.

Regardless of what symbol is on the Combat Token, discard it after noting the result. If three discarded tokens show the same value, shuffle all Combat Tokens together and reset the draw pile.





The opposing civilization never takes non-Gold resources from the reserve (though it can discard resources from the reserve), but it does take Gold from the reserve.

RANDOM ACTION

At the start of the opposing civilization's turn, draw a Combat Token. If the token displays this symbol , your opponent performs a random action. Discard the Combat Token. If there are now three tokens with the same number on them in the discard pile, shuffle all Combat Tokens together and reset the draw pile.

Whether you shuffled the Combat Tokens or not, shuffle the four Settlement Tokens and randomly place them on their spaces.

The token in the first position determines which random action is performed:

- Food  : the opposing civilization Explores.
- Ruins  : the opposing civilization Settles.
- Craft  : the opposing civilization Produces.
- Weapons  : the opposing civilization Engages.

Don't worry, the random action replaces the normal action. The opposing civilization never performs more than one action per turn!

It is possible for the opposing civilization to perform the same action multiple turns in a row.

EXPLORE



If you Explore during your turn, the opposing civilization will Explore on its next turn.


The opposing Exploration Ship always moves towards the nearest unexplored Ocean Tile, whether the tile can be reached on this turn or not. If multiple unexplored tiles are equally far, hold the Astrolabe Token facedown above the tile where the Ship is located, taking care to line the token's edges up with the edges of the tile. Flip the token over. The Ship heads towards the closest unexplored tile indicated by the lowest digit on the Astrolabe.

! The Astrolabe Token is intended to create random directions. Spin it around once or twice before revealing it...

In this example, the Adversary is Exploring. You must move the red Exploration Ship. Since three unexplored tiles (A) are equidistant from the Ship, you need to use the Astrolabe Token. Consulting the numbers around the edge, we can see that 1 indicates an empty space, so we move on to 2, which points to one of the three tiles the Adversary hasn't explored. The Exploration Ship moves in that direction.




The opposing civilization's Exploration Ship moves a maximum of one Ocean Tile per opposing Settler on a Food  Space. The minimum range is one (1), since the Adversary will always have one Settler on the Food  Space of its City.

If the opposing Exploration Ship reaches an **unexplored Ocean Tile**, reveal it regardless of the Food  Cost. The Exploration Ship stops moving, regardless of its maximum range. The opposing civilization places an Exploration Marker on the tile in question.


If the opposing Exploration Ship reaches a revealed tile that does not yet have an Exploration Marker in its color, the Exploration Ship stops movement, and the opposing civilization places an Exploration Marker on the Ocean Tile.



The opposing civilization's Exploration Ship can move three tiles, since it has three Settlers on Food  Spaces. Because the nearest unexplored tiles are only two tiles away, the Exploration Ship only moves two tiles. Since the two possible destinations are equidistant, the Astrolabe Token is used to decide where the ship will go. 3 is the smallest number that indicates one of the shortest paths, so the Exploration Ship moves in that direction.

PLACING THE EXPLORATION MARKER

The opposing civilization always places its Exploration Marker **on the space that grants 2  (or more)**. It never places its Exploration Marker on a 1  space unless that is the only option.

If no spaces offering 2  or more are available, the opposing civilization places its marker **on a Settle space**. Take one Settler from the opposing civilization's supply and place it on the available space corresponding to the highest possible Settlement Token on the Adversary Action Board. If the opposing civilization is Exploring a newly-revealed tile, and there are any free island spaces on that tile, the Settler must be placed on one of those. Otherwise, the Settler is placed on any tile the opposing civilization has previously explored.

Be careful! If the opposing civilization must place an Exploration Marker but has none left, **it gains 10  !**

! If there is only one shortest path, and your Warship is on the tile where the Exploration Ship should stop, the Exploration Ship moves in that direction, but stops before moving onto the tile where your Warship is present.

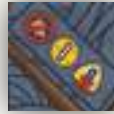
If there are multiple shortest paths of the same length, the Exploration Ship chooses a path that is not blocked by your Warship.

SETTLE

If you Settle during your turn, the opposing civilization will Settle on its next turn. **Move two Settlers from the opposing civilization's reserve to Ocean Tiles it has already explored.**

The opposing civilization Settles following the process described in "Placing the Exploration Marker" (pg. 7). This is also true when the opposing civilization draws a Ruins Card that allows it to Settle.

Whenever the opposing civilization cannot move one of its Settlers, either because there are no free slots on previously-explored tiles or because the free slots are blocked by your Warship, the Adversary gains 1 and discards 1 resource from the reserve, corresponding to the highest Settlement Token on the Adversary Action Board. **Do not rearrange the Settlement Tokens afterwards.**




PLACING A SETTLER


When the opposing civilization **moves a Settler**, refer to the **Settlement Tokens**. If an island corresponding to the highest Settlement Token has a free space, and is located on an Ocean Tile that the opposing civilization has explored, then place a Settler there. If there is no such free slot, repeat the process with the token in the second position, and so on. Each time a Settler is placed, **move the Settlement Token** you used to place the Settler to the bottom of the column.

When choosing between multiple Ocean Tiles, choose the one with the fewest of the opposing civilization's Settlers. If there are still multiple options, you may choose freely among them.

While Settling, the opposing civilization places a Settler on a Weapons (A) Space, since that is the highest Settlement Token. The Settler is placed on the Ocean Tile on which the Adversary has the fewest Settlers. The same goes for their second Settler, who cannot be placed on a Food Space, as the only one available is blocked by your Warship (B). The Settler is therefore placed on a Craft (C) Space on the island with the fewest Settlers. The corresponding Settlement Tokens are shifted down.



When a Settler from the opposing civilization is placed on an island that contains resources, the opposing civilization **does not collect resources**. When a Settler is placed on a Ruins  Space, the opponent **immediately draws a Ruins Card** and applies it as follows:

- If the card provides resources, discard them from the supply.
- If the card allows a Settler to be placed, the civilization performs the Settle action using a single Settler.
- If the card increases **Military Strength** , the civilization increases its Military Strength by 1 if possible.

- If the card provides Gold, the opponent collects Gold from the supply.
- If the card allows placement of an Exploration Marker and the opponent has any left, it discards the leftmost Exploration Marker and gains the amount of Gold indicated on the board underneath.
- If the card allows Ship movement, the opposing civilization Engages by moving its Warship one or two tiles, whichever is sufficient to achieve its objective.


Be careful! If the opposing civilization has to move a Settler from its reserve but has none left, **it gains 10** .









PRODUCE

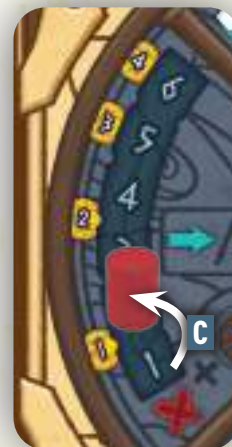
If you **Produce** during your turn, the opposing civilization will Produce on its next turn.

When the opposing civilization Produces, count the number of opposing Settlers on **Craft**  and **Weapons**  Spaces.

For each **pair of Settlers** (rounded down) on **Craft**  Spaces, it gains 3 .

For each **pair of Settlers** (rounded down) on **Weapons**  Spaces, it increases its **Military Strength**  by 1 if possible.

*Since the opposing civilization has three Settlers on **Craft**  Spaces (A), it gains 3 . If there were one more Settler on a **Craft**  Space, it would gain 3  more. Since the opposing civilization also has 3 Settlers on **Weapons**  Spaces (B), its **Military Strength** increases by 1 (C). If there were one more Settler on a **Weapons**  Space, it would raise its **Military Strength** by a total of 2. The other Settlers on the board are neither on **Weapons**  nor **Craft**  Spaces, and therefore do not have an effect during the Produce action.*



ENGAGE

If you **Engage** during your turn, the opposing civilization will Engage on its next turn. **If you Engage the opposing civilization's Warship and you emerge victorious, the opposing civilization will not Engage on its turn.** In this situation, you draw a Combat Token at the start of the opposing civilization's turn as normal. If the Combat Token does not indicate a random action, then the opposing civilization does nothing. If the Combat Token indicates a random action, the opposing civilization can perform that action, provided it is not Engage.



When Engaging, the opposing civilization moves its Warship, then performs, in order, the following actions on the Warship's current Ocean Tile::


- ➔ battles your Warship,
- ➔ scares away your Exploration Ship and Settlers, and
- ➔ battles a Monster.

As in the multiplayer game, the opposing civilization skips any of these steps if they are not possible. If the opposing civilization's Warship loses a battle against your Warship, then skip the second and third steps.

WARSHIP MOVEMENT








The enemy Warship always moves in the direction of your City, taking the shortest path. If multiple paths can be taken, **hold the Astrolabe Token facedown** above the tile where the Warship is located, taking care to line the token's edges up with the edges of the tile. Flip the token over. The Warship takes the path indicated by **the lowest digit on the Astrolabe.**

The opposing civilization's Warship moves a maximum of one Ocean Tile per opposing Settler on a Food  Space. The minimum range is one (1), since the opposing civilization will always have one Settler on the **Food  Space** of its City.

If the opposing Warship reaches an **unexplored Ocean Tile, reveal it** regardless of the **Food  cost.** The Warship stops moving, regardless of its maximum range.

BATTLING A WARSHIP


When your Warship and that of the opposing civilization are on the same tile at the end of a movement, you must battle.

- ➔ Choose the number of **Weapons  Resources** you wish to add to your **Military Strength ** and discard them. Your **Military Strength ** is increased, for this battle only, by the number of **Weapons  Resources** thus discarded.
- ➔ Reveal the top Combat Token. It will have a value of 0, 1 or 2. The opposing civilization's **Military Strength ** is increased, for this battle only, by the value of the Combat Token.
- ➔ Resolve the battle as in the multiplayer game. The attacker wins in the event of a tie, and the winner gains Gold according to their opponent's **Military Strength **.
- ➔ If the Combat Token that was revealed has a value of 0, increase the opposing civilization's **Military Strength ** by 1 (if possible).
- ➔ **If the revealed Combat Token is of the same value as any two previously revealed tokens** (i.e. if it is the third token of value 1 or 2), shuffle all 8 Combat Tokens together and form a new draw pile at the end of the battle.

SCARING AWAY EXPLORATION SHIPS AND SETTLERS

Scaring away Exploration Ships and Settlers after an engagement works the same way as in the multiplayer game.

! If you initiate and win a battle against the opposing Warship, it does not move on its turn. It remains in the opposing civilization's City.

! If you draw a token with the  symbol during an engagement, ignore the symbol. Pay attention only to the value of the token.

BATTLING A MONSTER

When the opposing civilization ends its movement on a tile with a Monster, they must battle.

- Reveal the top Combat Token. The opposing civilization's **Military Strength** \times is increased, for this battle only, by the value of the Combat Token. Leave this token faceup.
- If the opposing civilization's **Military Strength** \times is greater than or equal to the strength of the Monster (\times), the opposing civilization wins the battle.
- If the opposing civilization wins, it gains the amount of Gold indicated next to the Monster. Place a Slain Monster Token on the tile to indicate that the Monster can no longer battle.
- If the Combat Token that was revealed has a value of 0, increase the opposing civilization's **Military Strength** \times by 1 (if possible).
- **If the revealed Combat Token is of the same value as two other previously revealed tokens** (i.e. if it is the third token of value 1 or 2), shuffle all 8 Combat Tokens together and form a new draw pile at the end of the battle.

If the opposing civilization's Ship loses the battle against the Monster, that Ship remains in place, as though the two had never fought.

Be careful! If the opposing civilization's Warship reaches your City, you lose the game!



You decide not to spend any Weapons ⚔ Resources during this fight, and your **Military Strength** \times is 3. The opposing civilization draws a value 0 Combat Token (A), leaving its **Military Strength** \times at 2 (B). The opposing Warship returns to its City and you gain 1 👑 . Because of the 0 token, the opposing civilization's **Military Strength** \times is now increased by 1 (C). The Combat Tokens are not yet reshuffled, since there are not three with identical values (D).

CAMPAIGN LOG

On page 34 of this rulebook, you will find the **Campaign Log**, where you can keep track of all the information that will be useful over the course of your campaign. You can track the difficulty level, the names of the scenarios played, how much **Life** ❤️ you have left, the bonuses and modifications you might have acquired, and the amount of **Gold** 🟡 earned at the end of each scenario.

To begin a new campaign, choose between the scenarios “**A Perilous Land**” (pg. 14) and “**Whispers from the East**” (pg. 15). At the end of each scenario, your civilization will gain bonuses, and you will be told which scenario to play next, depending on the outcome of the game.

At the end of a successful campaign, after four wins across four scenarios, you will add up all of the **Gold** 🟡 that you have won. The total determines the success level for your campaign, evidence of whether you were an exceptional leader, or constantly flirting with disaster.

DIFFICULTY LEVEL

When starting a campaign or a standalone scenario, choose a difficulty level and apply the changes indicated, as well as any changes indicated by previous levels of difficulty.

Normal Mode

Play the scenarios as described, without making any changes.

Hard Mode

Remove 2 of each resource and 10 🟡 from the supply during setup.

Extreme Mode

The opposing civilization starts the game with 2 **Military Strength** ✖️.

Divine Punishment Mode

At the start of the game, draw a **Ruins** 🗑️ Card and apply its effects to the opposing civilization.

CAMPAIGN SUCCESS LEVEL

20 – 70 **Lucky**

You have narrowly escaped the catastrophes that follow you. Pray to the gods that these disasters finally leave you in peace, but do not grow complacent; each new trial threatens the precarious foundations of your empire.

71 – 150 **Brash Leader**

The seas have never known such an ambitious conqueror. You are on the verge of restoring your former glory, and the desire to do so will not leave you in peace. You faced every challenge that stood in your way. Your people are reborn and expanding. Your goals are within reach.

151 – 209 **Prodigious Sovereign**

Athena smiles upon you. Each and every violent wave has broken against the prow of your army. You have brought glory to the Pantheon, and proven the might of the Greek people. Thanks to you, the future of your civilization is assured.

210+ **Radiant God-Queen**

You declare yourself the equal of your gods. Did they lead your people to victory? Did they save your people from the numerous perils that have visited your doorstep? No! You have accomplished these feats! You took on and defeated the deities who supported your opponents. Not only do you owe the gods nothing, they should welcome you into their ranks! This is how you present yourself to your people, who are devoted to you. As for what the rest of the Pantheon will think of such hubris? You will surely find out soon enough.



DILUVIUM
SCENARIOS

A PERILOUS LAND

We may have established camp too hastily. Those long months spent adrift, running out of everything as we wandered across those merciless waves, made us forget that we could run out of food on dry land too. Luckily, our scouts believe they have discovered some fertile and teeming islands not far from here. If we can gain a foothold there, scarcity will at last become a distant memory.

Cause for celebration though that may be, I find myself preoccupied with the unknown ships that have been seen roaming these waters. Are they friend, or foe? If they have made landfall here, they may be under the false impression that these islands belong to them. In that, we will prove them wrong! If they do not leave us and these lands, we will force them away. We cannot wait any longer.

SETUP



END OF GAME

- A Resource Tray is empty.
- You have **won 4 battles** against the opposing Warship.
- **All of your Settlers** are placed on Ocean Tiles outlined in green on the map.
- The opposing Warship reaches your City.

VICTORY

You have won 4 battles against the opposing Warship and you have more Gold than your opponent. You are **the Bellicose**.

OR

All your Settlers are on Ocean Tiles circled in green on the map to the left, and you have more Gold than your opponent. You are **the Conqueror**.

THE BELLICOSE

The Egyptians tried to stand in our way, but nothing can make us go back. We have lost a kingdom by the will of the gods. We will not lose a second to mere humans. There will be nothing left of those who try to oppose us. Take the Warmonger Action Board. Play each of your subsequent games with this board.

Go to scenario **An Answer Too Late** (pg. 18).



THE CONQUEROR

We will not lack for food now, but the presence of Egyptians in this strange land intrigues me. They seem as lost as we are. What are the gods playing at? What else awaits us? Begin each future scenario with a Food Token taken from the supply.

Go to scenario **A Friend in Need** (pg. 17).

WHISPERS FROM THE EAST

Poseidon has put us to the test. For months we have wandered on these merciless waves, battling starvation, dehydration, and disease. Have we overcome Poseidon's perils, or has he decided that we are no longer of interest? Impossible to say, but the coastline we've recently seen over the horizon was real, and it seems we will be able to land there soon. Our ordeal is coming to an end.



My concerns now shift to the sails we have spotted in the distance. Their flag is unknown to me, but they may well be under the false impression that these islands belong to them. In that, we will prove them wrong! Zeus be my witness, nothing and no one will stand in our way! We will take what the gods intended for us!

SETUP


Shuffle tiles 19 and 20 together with three other level 2 Ocean Tiles. Randomly distribute those tiles to form the area outlined in green on the map.




END OF GAME

- A Resource Tray is empty.
- You have placed a Settler on a Craft  Space on Tile 19.
- You have placed a Settler on a Ruins  Space on Tile 20.
- The opposing Warship reaches your City.

VICTORY

You have placed one of your Settlers on a Craft  Space on tile 19, and you have more Gold than your opponent. You are **the Prospector**.

OR

You have placed one of your Settlers on a Ruins  Space on tile 20, and you have more Gold than your opponent. You are **the Explorer**.

THE PROSPECTOR

The Aztecs are fierce and dangerous, but we encountered Egyptian craftsmen who make their home here. They are much more accommodating and friendly. There is still hope of building a better world...with Athena's blessing, of course.

Remove a value 0 Combat Token for the remainder of the campaign.

Go to scenario **A Friend in Need** (pg. 17).

THE EXPLORER

The ruins of an ancient civilization... Promising, and worrying... We have to learn more if we don't want to end up like them. Scrolls, trinkets, dust, that's what remains of an entire people. We will leave more than footprints! The flame of our civilization will never be doused! With the Aztecs on our doorstep, however, exploration will be the key to our future.

Go to scenario **What Killed Them Will Make Us Stronger** (pg. 16).

WHAT KILLED THEM WILL MAKE US STRONGER

The light of Helios points us towards new lands waiting to receive us. Beautiful as they are, we risk mistaking the open maw of an enemy for a welcoming den. I find myself wondering what the ruins we discovered could teach us about our predecessors, the civilization of Mu... These abandoned remains could well contain invaluable knowledge, but could it be that we stir to waking that which destroyed their civilization...

SETUP

Shuffle tiles 11, 12, and 13 together. Place them facedown on the spaces outlined in green on the map. Place a Ruins Card facedown as shown.



END OF GAME

- A Resource Tray is empty.
- You have a Settler on each Ruins Island on the Ocean Tiles outlined in green on the map.
- You have placed 4 Objective Tokens.
- The opposing Warship reaches your City.

VICTORY

You have a Settler on each Ruins Island on the Ocean Tiles outlined in green on the map, and you have more Gold than your opponent. You are **the Archeologist**.

OR

You have placed 4 Objective Tokens and you have more Gold than your opponent. You are **the Navigator**.

Each time you reveal a tile and explore it as part of the same Explore Action, place an Objective Token on it.

THE ARCHEOLOGIST

The veil of terror that descended upon me has failed. My bravery has prevailed. We are now masters of disavowed knowledge, hidden in the ruins. Our rivals will have to submit to and worship us, if they want to obtain my favor and be spared my fury.

Take the Ruins Card placed on the board. You will begin each of your subsequent games with this card in hand.

Go to scenario **The Remains of Unrest** (pg. 21).

THE NAVIGATOR

All this land just for us. We will not share it, certainly not with the very rivals who dream of seeing us brought to ruin. These new territories will serve as the seat of our homeland! Radiant there will be the rays of Helios, who will protect us with his aura.

Choose one of the tiles on which you placed an Objective Token. This tile will replace your City for the remainder of the campaign. You will not need to Explore it to Settle it, and your Ships return to it when they are sent away by an opposing Ship. Your Settlers, on the other hand, cannot be returned there.

Go to scenario **On the Path of the Lost** (pg. 20).

A FRIEND IN NEED

The craftsmen we met are nowhere near the success they believe themselves out to be. Their meager harvest will not allow them to survive the off-season. We have shared from our dwindling provisions, and now my own people are in peril. We cannot continue to provide for them, though we can guide them to other lands, and encourage them to put down roots. If fear holds them back, we cannot bear the blame. We will leave them with some grain and some materials, just enough to spare them a disastrous fate.

SETUP

Shuffle tiles 5, 6, and 7 together with a random level 1 Ocean Tile. Place them facedown on the spaces outlined in green on the map. Take the 9 Egyptian Settlers and place them near your board.



END OF GAME

- A Resource Tray is empty.
- You have placed all Egyptian Settlers on the large islands (3 spaces) of tiles 5, 6, and 7.
- You have obtained 4 Objective Tokens.
- The opposing Warship reaches your City.

VICTORY

You have placed the 9 Egyptian Settlers on the large islands of tiles 5, 6, and 7, and you have more Gold than your opponent. You are **the Shepherdess**.

OR

You have obtained 4 Objective Tokens and you have more Gold than your opponent. You are **the Merchant**.

When placing one or more Settlers, you may choose to place your own Settlers, Egyptian Settlers, or a mix of both. **Egyptian Settlers do not bring you any resources when you place them or when you Produce.** When the opposing civilization's Warship moves, it moves towards your City or towards a tile containing Egyptian Settlers, whichever is closer.

When performing the Produce action, you may discard one resource of each type to obtain an Objective Token. When you discard them in this way, the discarded resources do not earn you anything else. You can only get one Objective Token for each Produce action.

THE SHEPHERDESS

At last, the Egyptians are well-established. Once defeated, our adversaries will become disillusioned by returning to a fragmented fleet.

Take the Settler Action Board. Play each of your subsequent games with this board. The Egyptians are now your allies.

Go to scenario **Facing Destiny** (pg. 22).



THE MERCHANT

Resisting the relentless Aztec assault has taken everything we have. We held on, though, a weary beacon whose glow still pierces the dark night.

Take the Artisan Action Board. Play each of your subsequent games with this board.

Go to scenario **The Remains of Unrest** (pg. 21).



AN ANSWER TOO LATE

Despite our best efforts, it would seem we were unable to intercept every Egyptian messenger. The armada they summoned darkens the horizon... But such an armada is slow, and will quickly realize that all they came to aide has been reduced to smoking rubble. With the Egyptians routed, these strangers no longer have reason to be here. It is up to us to persuade them that they have better things to do than declare war on us. Perhaps they will be able to see that the Egyptians already bit off more than they could chew.

On the other hand, after braving such tumultuous waters, will they really turn back so easily? I fear this will be a struggle. The outposts they've established are well guarded... We must not allow ourselves to be surrounded! We must take the initiative!

SETUP

Shuffle the 4 Objective Tokens and place 3 facedown on the tiles outlined in green on the map. These are now Outpost Tokens.

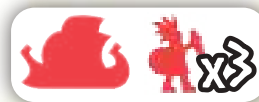
SETTLEMENT










RESOURCES



14
18
14
64



- When you reveal an Ocean Tile that contains an Outpost, or when one of your Ships enters an Ocean Tile with a facedown Outpost Token on it, reveal that Outpost Token. If the Ocean Tile is revealed by an opposing Ship, the Outpost remains facedown.
- Your Exploration Ship can be on an Ocean Tile with an Outpost, but you cannot place an Exploration Marker on such a tile.
- If your Warship ends its movement on an Ocean Tile with an Outpost, you battle. The **Military Strength**  of the Outpost is equal to the number shown on the Outpost Token. Flip a Combat Token to see how much the **Military Strength**  of the Outpost is increased. If you reveal the 0 Combat Token, increase **Military Strength**  on the opposing civilization's Action Board by 1 (if possible).
- When you win a fight against an Outpost, gain **Gold**  as though the value of the Outpost Token were the position of the **Military Strength**  marker. If you were to win against Outpost 4, for example, you would collect 2 .
- If you lose a battle with an Outpost, your Warship returns to your City.
- When you perform the Produce action, if at least one of your Settlers is on the same island as an opposing Settler, you can give **Craft**  **Resources** to the opposing civilization, which keeps these resources next to the Adversary Action Board. The resource does not earn the opposing civilization any Gold.


THE WARMONGER

They wanted a reason to seek revenge? Let them mourn their own destruction. There is nothing left to avenge.

Go to scenario **An Assault at the Very Heart** (pg. 24).



END OF GAME

- A Resource Tray is empty.
- You have **destroyed the 3 Outposts**.
- The opposing civilization possesses **10 Craft**  **Resources**.
- The opposing Warship reaches your City.

VICTORY

You have **destroyed the 3 Outposts** and you have more Gold than your opponent. You are **the Warmonger**.

OR

The opposing civilization has **10 Craft**  **Resources** and you have more Gold than your opponent. You are **the Corruptor**.

THE CORRUPTOR

They came to spill our blood, and now they share our table. It's good to crush an enemy, but it's better to make them an ally. They even left one of their own on board, as a sign of good faith.

Replace one of your Settlers with an Aztec Settler. This Settler provides 2 resources when placed. The Aztec are now your allies.

Go to scenario **Facing Destiny** (pg. 22).

ON THE PATH OF THE LOST

Helios's light has dissipated. Our guide has left us to fumble in the dark, the Aztecs always on our heels. We need no seer to know what our fate will be if we do not find a strong ally. The natives we encounter all say they are from the same city... We must find it and convince the inhabitants to join their banner with ours. They are our best chance of establishing an alliance capable of defeating our pursuers.

SETUP

Set the **Chinese City Tile** aside. Take four **Chinese Settlers**; they are **Exiles**. Keep three within reach and place one on either of the two **Ocean Tiles** adjacent to your **City**. The tile is chosen using the **Astrolabe Token**.



- When you encounter an Exile, they will tell you where the next Exile is located. To find out, take the **Astrolabe Token** and place an **Exile** on whichever tile **below the current Ocean Tile** (see the illustration in this box) is indicated by the lowest number. Remove the Exile you just encountered from play.



- To **encounter an Exile**, you must stop on their **Ocean Tile** with your **Exploration Ship** and discard 2 **Gold**. If you do not discard the **Gold**, you can still stop on the tile and **Explore**, but you don't encounter the Exile.
- The fourth Exile will tell you the location of the **Chinese City**. Using the **Astrolabe**, place the **Chinese City Tile** on whichever empty space below the current **Ocean Tile** is indicated by the lowest number.
- Exiles are not **Settlers**. They do not occupy spaces on islands, and they are not affected by **Warships**.

END OF GAME

- A **Resource Tray** is empty.
- You have found the **Chinese City** and your **Exploration Ship** is on that **Ocean Tile**.
- The opposing **Warship** reaches your **City**.

VICTORY

- You have found the **Chinese City**, your **Exploration Ship** is on that **Ocean Tile**, and you have more **Gold** than your opponent. You are **the Traveler**.

THE TRAVELER

The city walls are majestic. How long have these people been here? Much longer than us, that's obvious. But they also left... Arid fields and hastily abandoned residences do not bode well. Let's see where their trail leads...

Take the **Explorer Action Board**. Play each of your subsequent games with this board.

Go to scenario **The Condemned Lands** (pg. 26).



THE REMAINS OF UNREST

I feared misfortune would visit me in these lightless ruins, but Hades seems to have far more devious tricks up his sleeve. Don't forget that while it's true the gods love to play, it is man who remains ruthless. If we don't want to be overrun by our neighbors, we're going to have to buy them off. Wealth seems to be all that motivates them. Alternatively, we could claim all the artifacts for ourselves... That would leave them with nothing besides their voices, imploring us to show clemency. Which, of course, we would not.

SETUP

Shuffle tiles 11, 12, and 13 together with two random level 1 Ocean Tiles. Place them facedown on the level 1 Ocean Tile spaces shown on the map. Do the same with tiles 17, 18, and 19, and two level 2 Ocean Tiles. Take the 4 Objective Tokens and place them aside. These are now Pillage Tokens.



END OF GAME

- A Resource Tray is empty.
- You have 5 Ruins Cards in hand.
- You have given the opposing civilization 12 .
- The opposing Warship reaches your City.

VICTORY

You have 5 Ruins Cards in your hand and you have more Gold than your opponent. You are **the Grave Robber**.

OR

You have given the opposing civilization 12 and you have more Gold than your opponent. You are **the Patron**.

The Settlement Token for Ruins remains in first place for the duration of the scenario, even when your opponent settles a Ruins Space. The other Settlement Tokens behave normally. Each time you place a Settler on a Ruins Island without a Pillage Token, draw a Ruins Card and place a Pillage Token on the island. You cannot draw a Ruins Card if the settled island has a Pillage Token on it.

When your Exploration Ship ends its movement on a tile containing opposing Settlers, before Exploring, you may give 2 to each opposing Settler on the tile. Store this Gold on the opposing City and return the Settlers to the Adversary Action Board. This Gold counts towards the opposing civilization's Gold total during end-game scoring.

THE GRAVE ROBBER

How could such an ancient civilization vanish like this, possessing the only land still above water, and knowledge infinitely superior to our own...

Gain one life, notated in your campaign log.

Go to scenario **The Curse of Mu** (pg. 28).

THE PATRON

The common ground on which we have found ourselves is fertile soil for sewing the seeds of unparalleled power. Assuming we've encountered everyone...

Take an additional Resource Holder. You may now have up to twelve Resource Tokens at the end of your turn.

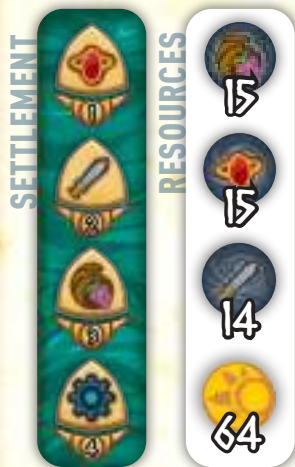
Go to scenario **A Flash of Steel** (pg. 29).

FACING DESTINY

Blind to the signs and warnings, our allies charted a course that led them far from safety. Too far from their home islands, and too close to lands already occupied, they find themselves about to be swallowed up by a tidal wave they couldn't anticipate. As Charon prepares his ferry to the Underworld, we must try to prevent the disastrous fate that would descend upon our allies. It will take a great deal of effort, as their power is still only a pale mirage, while the power of our enemies is all too real.

SETUP

Place the 8 allied Settlers ★ on the map as indicated.



END OF GAME

- A Resource Tray is empty.
- You have placed all Settlers of your color on tiles outlined in green on the map.
- There are no more allied Settlers in play.
- The opposing Warship reaches your City.

VICTORY

You have placed all Settlers of your color on tiles outlined in green on the map. You are **the Leader**.

OR

There are no more allied Settlers in play. You are **the Loner**.

- Your allies are determined by the previous scenario.
- Any time the opponent must place a Settler but is unable to, **replace an allied Settler with an opposing Settler**. The allied Settler is removed from the game. The Settler to be replaced is chosen based on its location, following the priorities of the Settlement Tokens. If no allied Settlers can be replaced (because there are no allied Settlers on a tile explored by the

opponent), the opposing civilization gains 1 🍀 and discards 1 resource corresponding to the Settlement Token in first position.

- The opposing Warship moves to the nearest tile with allied Settlers. When allied Settlers are dismissed by the opposing Warship, they are removed from the game.
- You do not need to have more Gold than the opponent to win the game.

THE LEADER

We held together as if a single piece of solid stone! Let's hope the rumble I hear in the distance is just a figment of my imagination, and not the seeds of ruin...
Go to scenario **The Hydra's Ire** (pg. 31).

THE LONER

Reclusive. Ruined. Our allies gone. Will we ever live down this disgrace...
Lose 1 Life.
Go to scenario **The Last Bastion** (pg. 30).

A NOOSE IN TROUBLED WATERS

Ares gives us no respite. The scouts have just informed us of the arrival of two fleets: one flying the Egyptian flag, which we had thought pacified, and the other flying the Chinese flag. Our actions define us, and it would seem we are perceived of as a threat. So much the better! We will live up to our reputation until the mere mention of our name makes even the bravest shudder. Athena will once again be able to serve justice. What remains of the world will finally know peace. Our peace.

SETUP

Shuffle the 4 Objective Tokens and place one facedown on each opposing City.



END OF GAME

- A Resource Tray is empty.
- You have reached and conquered the two opposing Cities.
- An opposing Warship reaches your City.

VICTORY

You have reached and conquered the two opposing Cities and you have more Gold than your opponent. You are **the Peacemaker**.

- The Aztec Warship obeys the rules given in the previous scenario, **An Assault at the Very Heart** (pg. 24).
- When your Warship reaches an opposing City, you battle as against a Warship, but the opponent's **Military Strength** \times is equal to the value of the Objective Token on that City plus the value of the Combat Token. You lose ties. If you win, you have **conquered the City**. Remove the Warship corresponding to that City from the game.
- The two Cities are considered the same adversary. Use only the Egyptian Settlers and Exploration Ship. During an Engage action, both opposing Warships move. When opposing Settlers are returned, they are returned first to free spaces on the Chinese City. The Chinese City can be Settled by the opposing civilization.
- Both opposing Warships use the same **Military Strength** \times .
- Opposing Warships return to their respective Cities when defeated.

THE PEACEMAKER

The wrecks stretch out as far as the eye can see. Never before has such a vast and unquestionable catastrophe been so satisfying. Their sacrifice will not have been in vain. Our authority now is unquestionable. Everyone has seen what happens to those who would challenge us. We will spread peace. The fear will spread itself. A few embers of resentment remain to be smothered, but in a few years our dear citizens will sing of Athena's wisdom, of the merits of our Pantheon. Of their Pantheon.

AN ASSAULT AT THE VERY HEART

We tracked the remaining fugitives. After their crushing defeat, fear lowered their guard and they led us straight to their mother city. If we turn our backs on them now, they will remember only the bitterness we inspire in them. On the other hand, if we bring them to ruin on their own soil, our mark will be forever etched in their minds. They will know whom they should respect and fear. This is the surest way to tranquility, for us at least... As for their allies—federated archipelagos according to our information—allegiances toss and turn. Let us send our Armada to their front door, they will quickly know which way the balance of their loyalty tilts. Let the fury of Tartarus heat our swords. Our men are ready to fight and I do not sense the same in our enemies. It is time to end this. Our fury can only cease amongst the ruins of an adversary brought low.

SETUP

Shuffle the 4 Objective Tokens and place them facedown on the tiles outlined in green on the map. These tiles are Federated Archipelagos.



- When the opposing Warship ends its movement on a tile with your Settlers and scares them away, these Settlers must be returned to your Action Board. They cannot be returned to your City. In addition, these Settlers return to your board **lying down**.
- When moving a Settler from your action board, if that Settler is lying down, stand it up but do not move it.
- When your Warship reaches an opposing City, you Engage as against a Warship. **You lose ties**. If you win, you have **conquered the opposing City**.
- When you win a battle against the opposing Warship, move the Warship to the Federated Archipelago closest to your City. If your Warship is on this tile, move the opposing Warship to the second Federated Archipelago closest to your City. If your Exploration Ship or Settlers are on this tile, the opposing Warship scares them away.
- When one of your Ships ends its movement on the an Ocean Tile with a face down Federated Archipelago Token, reveal this token.
- When your Exploration Ship ends its movement on a Federated Archipelago, you can **corrupt it**. Discard an amount of Gold equal to the value of the token on the tile, then remove that token from the game. The opposing Warship will no longer be able to move to this tile.
- You may place an Exploration Marker on a Federated Archipelago.

END OF GAME


- A Resource Tray is empty.
- You have **reached and conquered the opposing City**.
- The opposing Warship reaches your City.

VICTORY

You have **reached and conquered the opposing city**, and you have more Gold than your opponent. You are **the Pitiless**.

THE PITILESS

Heat washes over me as I tread the cobblestones, which shimmer with reflections of the flames that devour the city of my enemies. They sought revenge, and look what has come of it. Their flagship is the most beautiful vessel I have ever seen. It seems to have been made by the gods themselves. I thrill at the thought of the terror she will inspire in those who stand in our way.

Take the Aztec Warship. It begins the next game in your City. When you move your Warship, if it is on the same tile as the Aztec Warship, you can move both. The Aztec Warship adds +1 to your **Military Strength**  if it is on the same tile as your Warship. If an opposing Warship ends its movement on a tile where the Aztec Warship is alone, battle as if the Aztec Warship were your Warship.

Go to scenario **A Noose in Troubled Waters** (pg. 23).

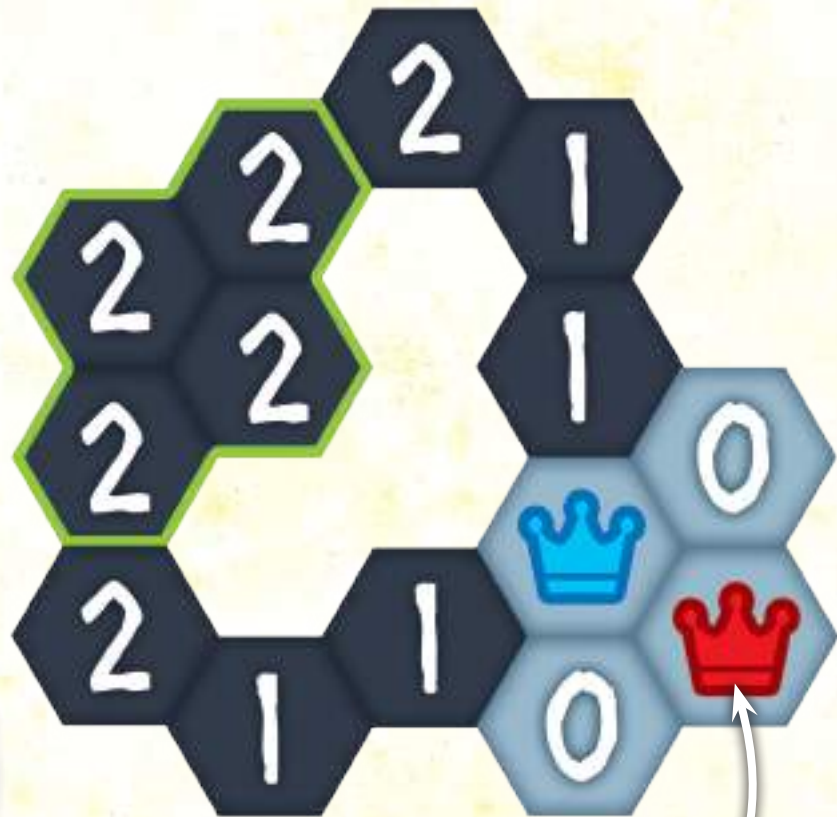
THE CONDEMNED LANDS

Has nature retreated from these lands, or have our contemporaries rendered them infertile? The answer matters little, as we won't be staying. We cannot take root here any better than wheat, given how little these lands have to offer. We must continue to search for an archipelago rich enough to be transformed into the cradle of our empire.

There's no time to lose. Our enemies, lying in wait, strike fast as lightning at our ships, giving us little respite and even less of a chance to respond. Let us find the promised land, this place so many of us long to find, and pray to Athena that we will be welcomed. Wherever that place may be, the last hopes of my people wait there. We have no more food, and no means of escape. My own aspirations must be set aside for the good of my people.

SETUP

Shuffle the 4 Objective Tokens and place one facedown on each of the tiles outlined in green on the map. Count out the resources as listed below, then place resources on the two level 0 Ocean Tiles corresponding to the Islands on those tiles, one per space.





- When you reveal a tile with an Objective Token on it, reveal the token as well.
- If your Exploration Ship is on the Ocean Tile with the **level 1 Objective Token** on it, you have found the promised land.
- The game **does not end** if the **Weapons** **Resource** tray is empty.
- When you would place one or more **Weapons** **Resources** on a tile, but cannot, move the opposing Warship as if it were performing an Engage action.
- You **do not lose** the game if the opposing Warship reaches your starting tile.
- The opposing Warship always moves in the direction of your Exploration Ship.
- Opposing Ships can move to your starting tile.
- When one of your Ships is returned, place it on your starting tile. If your starting tile is occupied by the opposing Warship, place your Ship on the tile you have explored which is closest to your starting tile. If there are multiple options, you choose.
- When one of your Settlers is scared away by the opposing Warship, it must return to your action board.
- When an Ocean Tile is revealed, place resources on the tile corresponding to the Islands, one per space. (e.g. if there is a **two-space Weapons** **Island** and a **one-space Craft** **Island**, place 2 and 1 on the tile).
- When you place a Settler on an Ocean Tile, take a resource from the tile corresponding to the space where you placed the Settler, if any remain. If there are no matching resources left on the tile, **do not collect resources**.
- When your opponent places a Settler, discard a corresponding resource on that tile, if any remain.
- When you Produce on any tile other than your starting tile, take the resources on that tile if possible. **You never collect resources from the Resource Trays** for producing on islands outside of your starting tile.
- Never place resources on your starting tile. They are taken from the Resource Trays when you place a Settler there or when you Produce with the starting tile.
- At the end of the game, if you do not have more Gold than your opponent, that Gold does not count towards your total for the campaign.

END OF GAME

- A Resource Tray is empty (except **Weapons**).
- You have **found the Promised Land** and your Exploration Ship is on that Ocean Tile.

VICTORY

You have **found the Promised Land** and your Exploration Ship is on that Ocean Tile. You are **the Discoverer**.

THE DISCOVERER

We leave the barren expanse and hostile ships behind us. We discover an island of abundant wonders and gently lapping waves. Its occupants, those we sought, greeted us with suspicion, but they quickly realized that our pursuers pose a much greater threat. Forces joined, our unstoppable coalition bends the massive oak that was our enemy. With the threat dispatched, their ships cracking and sinking at our blows, I see a vision: Our peoples, sowing the hope of growing again what was lost, united this time in harmony.

THE CURSE OF MU


How did we not understand it earlier? The disappearance of this civilization was the doing of the gods. They have no intention of sharing Olympus, and they placed this curse on these people, eradicating them. Will we meet a similar fate? Out of the question! We'll return these cursed artifacts before they are swallowed up by the waves, and pray that returning them to the gods will be enough to end the wrath that descends upon us. If Hades does not interfere, I'm hopeful we will survive.

SETUP

The tile outlined in green on the map is the **Sanctuary**. Place an Objective Token facedown on the tile in the bottom right corner.

RESOURCES



- There is no opponent in this scenario. You do not need any of the components associated with the opposing civilizations.
- When one of your Ships ends its Exploration on the Sanctuary, provided you have two Ruins  Cards, you may discard them. If you do so, you have **lifted the curse**.
- The curse that has befallen you engulfs the land. At the end of each turn, look at the Objective Token. If it is facedown, turn it face-up. If it is face-up, remove the Ocean Tile where the Objective Token is currently located from the game. If Settlers are on a removed tile, they are **swallowed up** and cannot come back into play. If one of your Ships is on a removed tile, it is swallowed up and you immediately lose the game.
- Tiles 16, 17, and 28 contain monsters. These are Guardians. You cannot move past each of these tiles until you have defeated the Guardian. You can, however, explore Ocean Tiles with Guardians as normal.

END OF GAME

- A Resource Tray is empty.
- One of your Ships is swallowed up.
- All of your Settlers have been swallowed up.
- You have **lifted the curse**.

VICTORY

You have **lifted the curse**.
You are **the Saved**.

THE SAVED

We have returned the relics to their creators, quelling the fury of the heavens and the ocean. We thought the islets were safe, but many have been returned to the depths today. The wrath of the gods is unpredictable, and we must always be on guard if we do not wish for ourselves to be swept beneath the waves.

The arrows of light splitting that sinister vault on the horizon are a message from Athena. She congratulates us for having overcome these hardships, and points us in the right direction. I believe that much better days are ahead of us now.

A FLASH OF STEEL

Our empire stretches beyond the edge of the horizon. The ease with which we have accomplished this has drawn much attention, aroused unparalleled envy. With our armadas scattered across the realm, an enemy comes to quarrel. We have not concerned ourselves with his pillaging of other countries, it is no business of ours, but he has taken that to mean that he is welcome to come for our riches. He is mistaken. We won't be able to defeat him with the small number of ships we have in the vicinity. It is time that our allies prove their allegiance.

SETUP

Place the Egyptian City as shown on the map. Take 6 Gold to form the reserve. The remaining Gold (62 pieces) is set aside.



- When you earn Gold, you can either take it from the supply as normal, or you can instead add that much Gold to the supply from the Gold originally set aside.
- When the opposing civilization earns Gold, they take as much as possible from the supply. If there is not enough Gold in the supply, the opposing civilization takes the balance from Gold you have earned.
- The game ends if there is no more Gold set aside, and no more Gold in the supply.
- If one of your Ships reaches the Egyptian City, you may discard 6 Weapons to arm your ally.

END OF GAME

- A Resource Tray is empty.
- You have armed your ally.
- The opposing Warship reaches your City.

VICTORY

You have armed your ally and have more Gold than your opponent. You are **the Condottière**.

THE CONDOTTIÈRE

The iron of our armada, scattered to the four waves, could never have returned in time. Our allies have proven more valuable than I expected. Though forged in panic, this coalition could not have been more beneficial and fruitful. With Athena as witness, we seal this pact of future mutual aide. May it never be sullied by war. Our combined powers should be enough to repel all brave enough, or foolish enough, to challenge us. Our peoples should finally live in peace, if the gods let us.

THE LAST BASTION

The armada with purple sails continues its inexorable progress. Our allies have succumbed. Only we remain, and already the tentacles of our adversaries are extending, threatening to pull everything into the depths. With their relentless march, they trample all that we have managed to build. We will establish ourselves on their doorstep and directly threaten their power. We can't defeat the entire fleet, but we should be able to chop off the head. To succeed, we will need to be ready.

SETUP

Shuffle tiles 17-24 and place five of them on the locations outlined in green on the map.



- Whenever the opposing civilization must place a Settler but cannot, replace one of your Settlers with an opposing Settler. Your Settler is returned to your Action Board. The Settler to be replaced is chosen based on the Settlement Tokens. You choose between any of your Settlers on islands matching the highest possible Token.
- Whenever an opposing Ship stops on an Ocean Tile that contains one or more of your Settlers, one of your Settlers on that tile is replaced by an opposing Settler. If the opposing Ship was the Warship, resolve scaring away the remainder of your Settlers as normal, after replacing one.

END OF GAME

- A Resource Tray is empty.
- Your Settlers occupy all of the spaces on one of the two Ocean Tiles adjacent to the opposing civilization's City.
- The opposing Warship reaches your City.

VICTORY

Your Settlers occupy all of the spaces on one of the two Ocean Tiles adjacent to the opposing civilization's City, and you have more Gold than your opponent. You are **the Unstoppable**.

THE UNSTOPPABLE

It feels as though we have drowned an ocean! The audacity of our bravado pleased the gods, who welcome impudence when it is not directed at them. The last of our forces, unleashed in a destructive torrent of pure rage, were able to storm the very lair of our outsized foe, defeating him. We will embrace those who wish to join us, and destroy those who wish to keep their independence. Let them hope to overthrow us in their turn. No one will ever harbor this fantasy again. I will see to it personally.

THE HYDRA'S IRE

That terrible noise, a mighty tumult, did not signal the collapse of our enemies. We abused them plenty, but they are far from defeat. I do not know by what magic they have enslaved such a beast, but here they are, cleaving the horizon accompanied by a hydra. Wasn't the flood enough? It seems not. We will not be discouraged! We have faced each and every trial without fail, and we will face this one. Our allies are being fed to the titanic creature, and we cannot abandon them.

SETUP



- Allied Settlers are decimated by the Hydra. Each time the opposing civilization Engages, the Hydra eliminates an allied Settler from the closest Settled tile. If two or more Ocean Tiles with Settlers on them are equidistant, the Hydra favors the tile with the most Settlers. If there is a tie, you choose.
- When Settling, if you have explored Ocean Tile 5 or 6, you can choose to place friendly Colonists eliminated by the Hydra on those tiles. These Settlers are placed instead of your own Settlers. They do not provide you with any resources.
- The first two times you confront and defeat the Hydra, you only cut off one of its heads. Place a Vanquished Monster Token on the tile, but do not gain the listed amount of Gold, as the Hydra is not yet defeated. Your Warship is moved back to your City. The third time you defeat the Hydra, you cut off its head and gain the Gold indicated.

END OF GAME

- A Resource Tray is empty.
- You have cut off the three heads of the Hydra.
- There are no more allied Settlers in play.
- The opposing Warship reaches your City.

VICTORY

You have cut off the three heads of the hydra, and you have more Gold than your opponent. You are **the Slayer**.

THE SLAYER

The beast's heads lie alongside its still-smoking body. Its acrid blood, toxic and burning, wiped out parts of our armies and rendered this land uninhabitable forever, but our victory gives hope to an entire people who stayed behind us, ready to deal the deathblow to our enemies. We must scatter the ashes before they come together again. If violence is the only way out that my eyes perceive, I pray to Athena that I have not offended my subjects. I am the leader of the most powerful civilization in history. My reign will be exemplary.

STANDALONE SCENARIO BETWEEN FORGE AND IRON

Thirsty. HOLLOWED OUT BY HUNGER AND THE BLAZING SUN. All strength has left our bodies. We endure thanks only to a vague will to live which has yet to be extracted. None of the islands where we have yet landed could accommodate us. We are forever arriving on the heels of others who have settled and plundered before us. In such a state as we are, we cannot even spare the energy to harvest such leftovers. I no longer see any gleam in the eyes of my men. The strong and proud people we are need a land to defend, a land from which to endlessly grow. By settling on a few islands, we will be able to rekindle the ardor in our hearts enough to awaken the volcano that lies beneath!

SETUP

Place an **Objective Token** on each of the tiles outlined in green on the map.
You must Explore these four tiles.



END OF GAME

- A Resource Tray is empty.
- You have Explored the 4 Ocean Tiles outlined in green on the map.
- The opposing Warship reaches your City.

VICTORY

You have Explored the 4 Ocean Tiles outlined in green on the map and you have more Gold than your opponent.

Not without difficulty, we were able to establish ourselves on these atolls. Faced with our seething fury, no one dares to approach us. It is time to flood across these lands like the tumultuous torrent. The fearful will leave, terrified, unable to comprehend that all the light touches will soon be ours.

STANDALONE SCENARIO

A SEETHING HEART

We thought we would find suitable land for our settlement. Instead, we find ourselves facing an unending series of terrible adversaries. They are united and strike us as one. If they corner us, one fell swing will condemn us to the depths, but the Greek people will never surrender without a fight. It turns out that our enemies are not so united. Within their ranks, there are rumbles of revolt. Dissonant voices loudly call for the end of unity and their tyrannical regime. If we can supply these rebels with tactical gear, the ensuing struggle within could leave room for opportunities without. We must stay on guard, for we will have to navigate the rushing waves while we sneak through the gaps in the enemy's nets if we are to arm the insurgency and escape our own dire future.

SETUP



Your Exploration Ship may end movement on the opposing City. If you do so, and you have 6 Weapons Resources on your Resource Holder, you can discard them to deliver arms to the rebel group.

END OF GAME

- A Resource Tray is empty.
- You have delivered 6 Weapons Resources to the rebels.
- The opposing Warship reaches your City.

VICTORY

You have delivered 6 Weapons Resources to the rebels, and you have more Gold than your opponent.

Evading the surveillance of our pretentious opponents, the delivery took place. Now that the revolt has a strong fist, they will be able to swing at their oppressors. To be on the safe side, we are going to help these rebels put an end to the reign of the despots who rule them. It is up to them to then decide how much they'll need to borrow to extricate themselves from the ashes...



CAMPAIGN LOG

CAMPAIGN

I

SCENARIO 1

TITLE

BONUS

DIFFICULTY : Normal Hard Extreme Divine Punishment

SCENARIO 2

TITLE

BONUS

SCENARIO 3

TITLE

BONUS

SCENARIO 4

TITLE



CAMPAIGN

II

SCENARIO 1

TITLE

BONUS

DIFFICULTY : Normal Hard Extreme Divine Punishment

SCENARIO 2

TITLE

BONUS

SCENARIO 3

TITLE

BONUS

SCENARIO 4

TITLE



CAMPAIGN

III

SCENARIO 1

TITLE

BONUS

DIFFICULTY : Normal Hard Extreme Divine Punishment

SCENARIO 2

TITLE

BONUS

SCENARIO 3

TITLE

BONUS

SCENARIO 4

TITLE



CAMPAIGN

IV

SCENARIO 1

TITLE

BONUS

DIFFICULTY : Normal Hard Extreme Divine Punishment

SCENARIO 2

TITLE

BONUS

SCENARIO 3

TITLE

BONUS

SCENARIO 4

TITLE



ABOUT THE AUTHORS



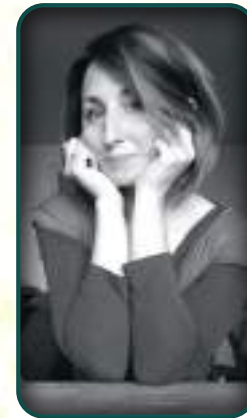
ANTONI GUILLEN

Antoni Guillen has worked with wood all his life. After many years in carpentry and cabinetmaking, this inveterate gamer took to game design like a fish to water. A curious and eclectic author, he has designed, among other things, the party game *Kiki va sortir les poubelles* (Kiki Is Going to Take Out the Trash), and co-designed the puzzle game *Monki* with his colleague Jean Pineau. *Diluvium* is his first attempt at creating a “4X Light” title. Well-informed sources tell us that he has many other projects in the pipeline, including an abstract, a family card game, and a sly puzzle game that involves blowing up your opponent’s men with cute little bombs...

MAUD CHAMEL



Maud Chamel started drawing early on, using the backs of envelopes that her grandmother set aside for her during a time when paper was a precious commodity. It seems fitting, then, that in a time of global shortages, she should illustrate a whole bunch of board games. She studied visual communication in Paris before embarking on an independent career in graphic design, which has led to illustrating a whole host of board games in the years since 2015. She also makes regular, absurd, and bawdy appearances in the pages of *Fluide Glacial* magazine.








HENRI KERMARREC

Henri Kermarrec replaced studies with the practice of role-playing games and collectible card games, which theoretically should not have gotten him very far. Indeed, he simply moved from France to Brittany. He now serves as a Swiss Army Knife of board games. Author of around twenty games, he is also a freelance graphic designer and artistic director, as well as a teacher of game design. He can be observed in the wild at the game bars in Rennes, where he drinks regularly with the Gang Rennais d’Auteurs Ludiques.







EXPLORE

If you Explore, the opposing civilization Explores on its next turn.

- The Exploration Ship moves towards the nearest Ocean Tile the opponent hasn't explored. If multiple paths are possible, use the Astrolabe Token. The Ship moves a maximum of one tile per opposing Settler on a Food  Space.
- If the Exploration Ship reaches an unrevealed tile, reveal it regardless of Food  Cost. The Ship stops moving and the opposing civilization Explores the tile.
- The opposing civilization places its Exploration Marker on the space worth 2  (or more). If it is not available, Explore a  Space and move one of the opposing civilization's Settlers.
- If the opposing civilization should place an Exploration Marker but it has none left, it gains 10 .





PRODUCE

If you Produce, the opposing civilization Produces on its next turn.

- It gains 3  for each pair of opposing Settlers on a Craft  Spaces.
- The opposing civilization increases its Military Strength  by 1 for each pair of opposing Settlers on Weapons  Spaces.







SETTLE

If you Settle, the opposing civilization Settles on its next turn.


- The opposing civilization moves two Settlers from its reserve to explored Ocean Tiles. Settlers are moved to a space corresponding to the highest possible Settlement Token. If several Ocean Tiles can be chosen, Settle the one with the fewest opposing Settlers.
- The opposing civilization does not gain Resources, but it does draw a Ruins  Card when Settling a Ruins  Space.
- If the opposing civilization has Settlers in reserve but cannot move them, for each Settler it cannot move, it gains 1  and discards 1 resource from the reserve corresponding to the highest Settlement Token (excluding Ruins).
- If the opposing civilization must place a Settler but has none left on its board, it gains 10 .

ENGAGE

If you Engage, the opposing civilization Engages on its next turn, unless you won an Engagement with its Warship on your turn.

- The opposing Warship moves towards your City, taking the shortest route. If multiple paths are possible, use the Astrolabe Token.
- The opposing Warship moves a maximum of one Ocean Tile per opposing Settler on a Food  Space.
- If the Warship reaches an unrevealed Ocean Tile, reveal it regardless of the Food  Cost. Movement stops.
- If your Warships are on the same tile after moving, battle. Choose the number of Weapons  Resources you want to add to your Military Strength , then reveal a Combat Token to add to the opponent's strength. Resolve the battle.
 - ➔ If the revealed Combat Token has a value of 0, increase the opponent's Military Strength  by 1 at the end of the Engagement.
 - ➔ If the revealed Combat Token is the third of its value in the discard pile, shuffle all Combat Tokens together and reform the draw pile.
- Whether or not a battle occurs, the opposing Warship scares away your Exploration Ship and any of your Settlers that may be on the tile.
- If the opposing Warship ends its movement on a tile with a Monster, they battle. Reveal a Combat Token to add to Military Strength . In case of a victory, the opposing civilization collects the indicated amount of Gold.

RANDOM ACTION

Draw a Combat Token at the start of every round. If you draw a token with the  symbol, the opponent instead takes a random action. Shuffle and replace the Settlement Tokens. The token in the first position indicates what action the opponent performs:

 Explore  Settle  Produce  Engage

If three used Combat Tokens are the same value, shuffle them all together.

- If the opposing Warship reaches your City, you lose the game.
- If a Resource Tray is empty at the start of the opposing civilization's turn, play one more round and end the game.
- If you fulfill an End of Game condition, the game ends immediately. Check the Victory conditions to see if you have won.