

SIEGE · OF · OLYMPUS

RULEBOOK

The Basics

Siege of Olympus is a strategic card game, where both players build their own army in order to win their opponent either by defeating their Commander, or by collecting a number of precious artifacts, which will enable them to conquer Olympus. The game consists of 86 cards: 45 Minions, 21 Spells, 15 Artifacts, 4 Commanders and Olympus.

Additionally, in Siege Of Olympus, players share the same Deck, which unfolds lots of unique strategic options!

Minions

Each Minion in Siege of Olympus has a Class, a Race, an Artifact piece and its cost.

Class

This indicates the fighting style of each minion. Raiders, Spellcasters, Rangers, Tricksters and Neutrals. There are some Synergies between classes that are going to be covered later.

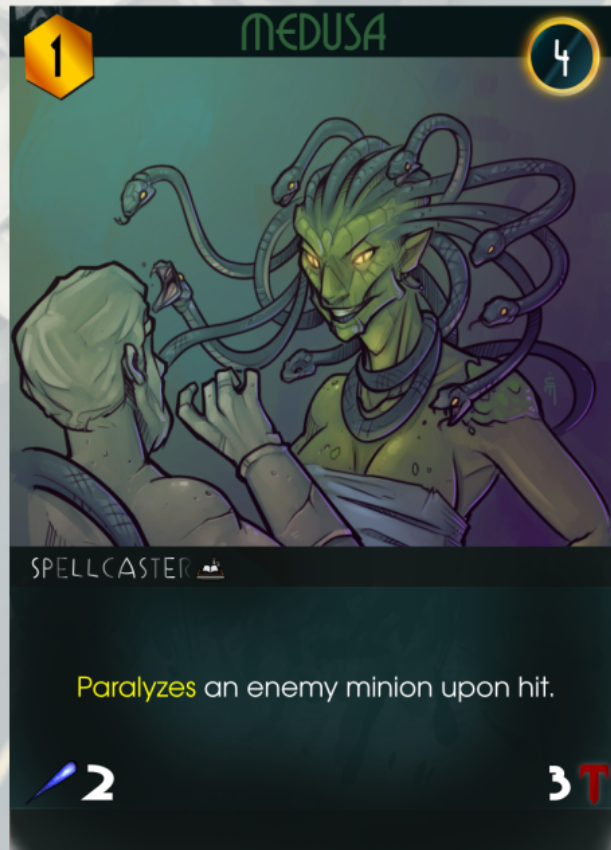
Races

Accordingly to their color, minions also have different Races. In Siege of Olympus, Olympians, Titans, Half-gods, Giants and Creatures, class with each other. Blue is for Olympians, Red for Titans, Purple for Half-gods, Orange for Giants and Green for Creatures. Races also have Synergies which are going to be explained below.

Artifact Piece

Artifacts are separated into pieces. In order to draw a full artifact card, you need to control 3 pieces of it.

For example, if a player controls 3 minions with number “5” at their artifact indicator, they draw the card from the pile. Having a certain number of artifacts is the second way to win a game of Siege of Olympus. Every time a player completes an Artifact piece, they draw a card from the Deck.



Cost

This number indicates the number of minions that must be on your side of the board in order to summon a minion from your hand. For example, a minion in your hand with the number “1” inside its cost symbol means that you must control at least 1 minion to be able to summon it.

Minions also have their **Attack** (left) and **Health** (right) values which determine the result of your attacks. The image next to their attack values, indicates their style of attack. Bow or Spell means that the minion has Ranged attack. All the others refer to melee attacks.

Lastly, some minions have a "Primordial Attack" indicator which means they can attack either minions (or prisoners), or the enemy Commander (Minions without Direct Attack can only target enemy minions and prisoners for their attacks.) At the end of each players turn, minions across the board return to their full original Health. An example of an attack is shown below.

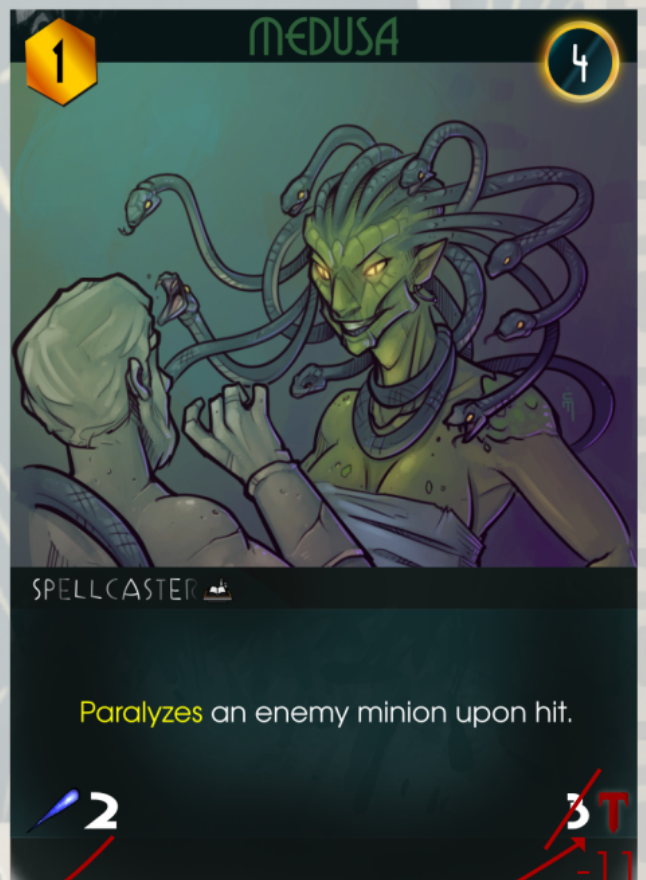


5 PROMETHEUS **13**

TRICKSTER

Search for a '0' cost minion from the deck or Underworld. Deal its attack damage to the enemy Commander.

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1 MEDUSA **4**

SPELLCASTER

Paralyzes an enemy minion upon hit.

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DEFENSE

ATTACK

Spells

Spell cards, are just extra effects that you can activate during your turn, before you begin the attacking phase (there are some exceptions but they are explained in each card's effect).

Phases of a turn

Deploy: During this phase you can do everything except attacking. Draw cards, summon minions, activate effects, etc. It must be noted that each minion must activate its effect when summoned, except the card's effect ignores this condition.

Recruit: In recruit phase you declare attacks to recruits in order to enrich your hand.

Attack

Before the end of your turn, minions that did not attack in the Recruit Phase, can declare attacks to enemy Commander, if they have the "Primordial Attack" ability, and/or choose an enemy minions as an attack target (You can target only 1 enemy minion each turn for an attack)

Ranged Attack

Some minions in Siege of Olympus have "Ranged Attack". This means that they do not take damage while attacking. For example if a Ranger attacks a Raider, only the Raider takes damage from the attack. This rule does not apply in a situation where a Ranger/Spellcaster attacks a Ranger/Spellcaster. In this Scenario, both minions take damage normally.

Synergies

Classes (These effects apply if you control 3 or minions of the same class and only to those minions)

Brawler +1 Health to your minions.

Trickster Dodge one attack during your opponent's next turn.

Spellcaster 1 damage to all minions on the field.

Ranger +1 Attack to your minions.

Neutral -

Races (These effects apply if you control 3 or minions of the same class and only to those minions):

Giant Destroy a Olympian that costs 3 or less.

Half-god Destroy a Creature that costs 3 or less.

Olympian Destroy a Titan that costs 3 or less.

Creature Destroy a Giant that costs 3 or less.

Titan Destroy a Half-god that costs 3 or less.

Search

Each time an effect of a card enables a player to search the Deck, it has to be shuffled then.

Destroy

When a minion drops to 0 health, or an effect says so.

Limitations

Each player cannot control more than 8 monsters at the same time. Also, if a player has more than 8 cards in their hand at the end of their turn, they must discard the excess number of cards

Keywords

Reborn Take a Minion from the Underworld to your Hand (You cannot summon it this turn).

Ambush Select an enemy minion for an attack target (You can select only 1 each turn).

Disrupt Negate an enemy minion's Attack or a card's Effect.

Free Take a minion from Tartarus to your Hand.

Primordial Attack Direct attack to the enemy Commander)

Underworld Discard pile/graveyard.

Lethal When damages a minion, destroys it immediately.

Copy and Replace Copy something on the field and replace it with this card's corresponding one.

Add Stick another artifact to this card's artifact.

Resistant Immune

Search Take from the Deck.

Pick Choose one.

Joker Copy an artifact on the field.

Cripple Cannot Attack and disable its Effect.

Explore If 3 pieces of an artifact are on the field, take the artifact.

Combine Combine 2 or more effects.

Paralyze This minion cannot make an attack next turn.

Prisoners Minions in Tartarus.

Exchange Leave a card to the Agora zone and add one from there to your hand.

Game Setup



1) Each player chooses one of the four available Commanders (Each Commander has a unique ability that can be activated once per game). They will be the leaders of your army and also your source of life. If their Health Points drop to "0", your opponent wins the Game.

2) Both players draw 6 cards in any order. (If your starting hand does not suit you, you can return up to 3 cards in the deck and draw three more. Both players can only do this once at the start of the game.)

3) Then, you need to fill both the Tartarus zone and Agora with cards from the top of the Deck. If a Spell card is drawn when filling the Tartarus zone, send it to the Agora instead. (If the Agora has less than 4 cards when you finish filling up the Tartarus zone, put more cards until it reaches 4.)

Tartarus Zone

Your main source of minions. By destroying a prisoner in the Tartarus zone, you add it to your hand, but you cannot summon it the same turn. There is no limit in how many minions you can add from the Tartarus zone in the same turn. It is up to you, but be careful, you need to keep some attacks in order to harass your opponent's minions and Commander. The Tartarus zone must contain 6 minions and it has to be refilled at the end of each player's turn. Spells that would go in the Tartarus zone, are put to the Agora instead. Minions' effects within the Tartarus zone apply normally.

Agora

At the start of the game, there will be at least 4 cards in the market place (Both Minions and Spells). You can exchange 1 card from your Hand with another in the Agora each turn (you cannot take back the one you left there the same turn, so think wisely). You can only exchange once in Agora each turn. There can be no more than 6 cards in this zone. If a card cannot be sent neither in the Tartarus zone, nor the Agora, it is returned to the bottom of the deck instead. Exchanged cards can be played the same turn.

4) Now that all cards are in place, the battle for the mountain is ready to begin.

5) Whenever a player starts their turn, they draw a card from the Deck. (The player who starts the game does not draw from the Deck.)



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