

MYTHOLOGY™

A GAME OF ADVENTURE IN THE AGE OF HEROS.

BASIC RULES



MYTHOLOGY BASIC GAME RULES

INTRODUCTION

Mythology is a game of Ancient Greek Mythology where gods and goddesses ruled supreme; where Heroes went on great quests or slayed horrible creatures to rid the world of evil. The players assume the role of gods or goddesses; and, by using their powers, attempt to control the actions of Heroes and Monsters in an effort to obtain more glory for themselves.

GAME COMPONENTS

A complete list and description of all the game's components can be found in section 003 of the Advanced Game Rules. The only components needed to play the Basic Game are; the mapboard, the gods and goddess counters, Hero counters, Monster counters and Prize counters. (Complete descriptions of these unit counters may be found in section 005 of the Advanced Game Rules.)

PREPARATION FOR PLAY

1. Lay the map on a smooth flat surface.
2. Turn the Hero and Monster units face down and mix them up.

3. The pieces (units) are kept face down and placed on the map in hexes. They must be placed on the map in Areas that do not border on the River Ocean. (See section 004 of the Advanced Game Rules to clarify Areas.)

4. Each Area of the mapboard must have at least one unit counter in it before another unit may be placed in the same Area. (Areas that are bordering on The River Ocean may have NO Hero or Monster units placed in them at the start of the game.) Each Area must have at least two units placed in it before a third may be placed in it. This procedure is followed until all the Hero and Monster units have been placed.

5. The Prize counters are turned face down and mixed up. Keeping them face down they are placed on the mapboard in hexes that are in Areas that border on the River Ocean.

6. Once all of the units have been placed on the game board they are all turned face up.

7. The god counters are turned face down and mixed up. Each player then draws ONE counter. That is the god or goddess that will represent the player for the rest of the game.

8. Each player now takes the corresponding god point counter and places it on one of the Point Record Tracks.

9. Each player rolls the dice to determine if that player will "favor" Heroes or Monsters in the game. The players rolling the highest number favor Heroes, the players rolling the lowest numbers favor Monsters. If there are an odd number of players

in the game the odd player will always favor Heroes. Players who favor Heroes may only move Heroes. Players who favor Monsters may only move Monsters.

HOW TO PLAY

Mythology is played in Game Turns. Each Game Turn consist of one Player Turn for each player in the game. At the conclusion of the tenth Game Turn the game is over and the winner is determined. Each Player Turn is broken down into three parts:

- A. Player Movement
- B. Player Combat
- C. Player attempt to capture Prizes.

Each player completes all three of these actions before another player begins his Turn. After all players have completed all of these actions a Game Turn is completed and the Turn unit counter is adjusted on the Turn Record Track. Players then repeat the actions in order again until ten Game Turns have been completed.

2. Determine the order of the Player Turns in the following manner.

A. All of the god and goddess units are turned face down and mixed up. One player draws one of the units and announces which one it is. The player whose counter was drawn takes it and places it in any Area of the mapboard that does not already

contain a god or goddess unit. That player now takes his Player Turn.

2. This is indicated by each player placing his god/goddess point unit on the 15 box of the Point Record Track at the beginning of each Game Turn.

3. The player taking his Player Turn completes all movement, combat and attempts to capture Prizes. When he is finished another of the god/goddess units drawn and that player takes his Player Turn.

4. When all players have completed their Player Turns a Game Turn is completed.

POWER POINTS

1. Each player has fifteen (15) Power Points which he may spend in a Game Turn.

2. This is indicated by each player placing his god/goddess point unit on the 15 box of the Point Record Track at the beginning of each Game Turn.

3. As players expend Power Points the Point unit is moved down the Track to indicate the number of points they have left to spend.

4. When a player has used up all 15 of his Power Points he may take no further actions in that Game Turn.

5. Points are spent to cover the cost of taking certain actions in the game. These point cost are as follows.

A. Each hex a unit moves cost the moving player 2 Power Points.

B. Each time a unit attacks (enters a hex containing opposing units) it cost the moving player 2 Power Points.

C. Each point of aid given to a particular unit cost 1 Power Point.

6. The god point unit is moved down the Point Record Track as the Power Points are spent.

HOW TO WIN

1. The game is won by the player who has accumulated the most Victory Points by the end of the game. Victory Points are awarded as follows.

A. A player receives one Victory Point for each opposing unit counter that he has removed from play. (Players who favor Heroes receive Points for Monster counters and players who favor Monsters receive Points for Hero counters.)

B. Players who favor Heroes receive three Points for each Prize unit that they have captured.

C. Players who favor Monsters get two points divided by the number of players who favor Monsters for each Prize unit on the game board at the end of the game's play.

2. Victory Points are calculated at the end of the tenth Game Turn.

MOVEMENT

1. A player may only move units that he favors.

2. A Player may only move units when it is his Player Turn.

3. A Player may only move units that began the Player Turn in the Area occupied by his god/goddess unit.

4. Player must move units from the hex they occupy into an adjoining hex. (i.e. hexes may not be skipped over by moving Heroes or Monsters)

5. Prize counters may not be moved from the hex in which they begin the game.

6. Each hex a player moves a unit into cost that player 2 Power Points.

7. A player is never forced to move a unit. A player may move one, all, some or none of the units that began the player Turn in the Area occupied by the god/goddess unit of the player taking his Player Turn.

8. A unit that is being moved may be moved into another Area or Areas by the moving player so long as that unit began the Player Turn in the Area occupied by the moving player.

9. A player may expend all, some or none of his Power Points to move one or more units.

10. A player completes ALL movement of ALL the units he wishes to move in his player Turn before Combat or Capturing of Prizes.

11. Units may not be moved through hexes containing opposing units. They must stop when they enter such a hex.

12. Units may move through hexes that contain units they favor.

COMBAT

1. When opposing units occupy the same hex Combat occurs.

2. The player who moved the unit(s) into a hex occupied by opposing units is the attacker and must spend 2 Power Points for each unit so moved.

3. The attacking player determines which units will engage in Combat if there are more than two units in the hex.

4. Combat occurs between two units at a time. If more than two units occupy a single hex Combat between two must be resolved before Combat between others may be resolved.

5. If a unit involved in Combat in a hex survives that unit may engage in Combat with another unit in that same hex.

6. The attacking player always determines the order in which units will be involved in Combat.

7. Before each round of Combat the involved players may give aid to their unit involved in Combat. This aid only last until Combat between those TWO involved units is resolved.

8. The attacking player must announce how many Power Points are being spent to give aid to his unit. These Power Points are recorded on the Point Record Track.

9. The opposing player must announce how many Power Points are being spent to give aid to his involved unit. These Power Points are recorded on the Point Record Track.

10. When the Combat between TWO units has been resolved a round of Combat is complete and if another Round is to be fought Players must again allocate how many, if any, Power Points are being spent to give aid to a particular unit.

11. Heroes may never attack other Heroes.

12. Monsters may never attack other Monsters.

COMBAT RESOLUTION

1. Once it is determine which two units are involved in Combat and how many Power Points have been allocated (if any) each player rolls a pair of dice. The number rolled on the dice is added to the number of Power Points spent on aid for that unit. The player with the highest total is the winner of the Combat.

2. The winning player takes the unit that he has just eliminated and places it near him off of the mapboard.

3. If there is a tie the players roll the dice until one player has won.

4. Combat continues until there are no opposing units left in the hex.

CAPTURING OF PRIZES

1. When a Hero unit enters a hex containing a Prize the moving Player may attempt to have that Hero attempt to Capture the Prize.

2. If the hex contains an opposing unit(s) Combat must be resolved before an attempt to capture the Prize may be made.

3. When a player has moved a Hero that is attempting to capture a Prize the player announces how many, if any, Power Points are being spent to aid the Hero unit. These Power Points are recorded on the Point Record Track.

4. The player attempting to capture the Prize unit then rolls a pair of dice and adds the number rolled with the number of Power Points spent to aid the Hero unit.

5. If the number totals more the ten the Prize has been captured and the Prize unit is removed from the game board by the capturing player.

6. If the total obtained is ten or less the Prize has not been captured and is left in the hex it occupies.

7. Only Hero units may attempt to capture Prizes.

8. Each Hero unit may make ONLY ONE attempt to capture a Prize per Player Turn.

ALLIANCES

1. Players may create Alliances at any time during the game.

2. Alliances must be announced to all players at the time they are created.

3. When players are in an alliance at the end of the Game their Victory Points are totaled together and divided by the number of players in the Alliance to find the number of Victory Points that each player receives towards winning the game. If the Alliance is broken before the end of the game players obtain Victory Points in the normal manner.

4. Alliance may be broken at any time during the game. Broken Alliances must be announced to all players at the time they are broken.

5. Players who favor Heroes may never ally with players who favor Monsters.



MYTHOLOGY™

A GAME OF ADVENTURE IN THE AGE OF HEROS.

Advanced Game Rules

TABLE OF CONTENTS

000 INTRODUCTION.	Page 2
001 What is a Simulation	Page 2
002 Mythology as a Simulation.	Page 2
003 The Game Components	Page 2
004 Explanation of the Game Board.	Page 2
005 Explanation of the Unit Counters.	Page 2
006 Explanation of the Log Sheet	Page 3
007 Power Points.	Page 3
008 Glory Points.	Page 3
009 How to Use the Log Sheet.	Page 3
010 How to Use the Playing Cards.	Page 4
011 How to Use the God Cards.	Page 4
100 SET-UP AND PREPARATION FOR PLAY	Page 5
101 Determining of Gods	Page 5
102 Setting Up the Mapboard	Page 5
200 ADVANCED GAME RULES	Page 5
201 Introduction to the Advanced Game	Page 5
202 The Advanced Game Sequence of Play.	Page 5
203 God Counter Placement	Page 6
204 Movement	Page 6
205 Combat.	Page 6
206 Combat Resolution	Page 6
207 Combat Modifiers.	Page 7
208 Hero and Monster Control.	Page 7
209 Determining Control	Page 7
210 Divine Occurrences	Page 8
211 Hero Helper Counters	Page 8
212 Capturing Prizes.	Page 8
213 The Fates	Page 9
214 Hercules and the Special Bonehead Rule.	Page 9
215 Ships	Page 9
216 Victory Conditions	Page 9
300 OPTIONAL RULES	Page 10
301 Adding the Zeus Player to the Game	Page 10
302 Prayer and Sacrifice.	Page 10
303 The Lesser Evil Unit Counter	Page 11
304 The Historical Map Set-Up.	Page 11
SPECIAL VICTORY CONDITION CHART.	Page 12
GLORY POINT SUMMARY	Page 12
CREDITS	Page 12

000 INTRODUCTION TO THE GAME

001 What Is A Simulation

If you have never before participated in or studied a simulation or "wargame", a short explanation may help you to understand what games of this type are all about. Simulations are effected through many types of media. A movie or television program is a "visual and audio" simulation of some event. A scene in a book that is described in great detail may be considered a "written" simulation. Consequently, the components contained in this box fit together in the playing of the game to create a "gaming" simulation. Absolute realism in any simulation is, of course, not possible; but within the organization of the components and rules of this game, the most critical problems faced by real life characters can be duplicated. And, through the use of this game, unlike other media of simulations, where a player assumes a passive role of reading or watching, the player becomes an active participant.

002 Mythology as a Simulation

Mythology is a simulation of Ancient Greek Mythology where gods and goddesses ruled supreme. Where Heroes went on great quests or slayed horrible creatures to rid the world of evil. The players assume the role of gods and goddesses; and, by using their powers, attempt to control the actions of heroes and monsters in an effort to obtain more glory for themselves.

003 The Game Components

Included in the game are the following items: a plastic tray, a pair of dice (one red and one white), a set of die-cut counters or playing pieces, one mapboard, a set of rules for the advanced game, a sheet of rules for the basic game, a log pad and a large sheet of die-cut cards containing 54 smaller playing cards and 10 larger god cards.

A. The plastic tray is used for the separation and storage of the unit counters once they are broken from their frame. It will greatly speed up all aspects of the game if players will keep their unit counters sorted by color and type.

B. A pair of dice is included in the game to resolve certain game functions. In some cases the dice are read by totalling the number rolled on each die (i.e. a four on one die and a three on the other would give a result of seven). In other cases the resulting roll is read as a two digit number. If this type of reading is called for, always read the red die first and the white die second. (i.e. a roll of five on the red die and three on the white die would be read as fifty three—53.)

C. The set of die-cut counters or playing pieces included in the game contains ten basic types of unit counters. These should be examined as you read the section on the explanation of unit counters before they are "punched" from their frame. Once they are removed from their frame they should be separated by type and color and stored in the compartmented plastic tray.

D. A mapboard is contained in the game. The map shows the world as the ancient Greeks supposed it existed. It shows land areas in background colors of brown and green, the River Ocean, seas, lakes and rivers in blue, mountains and coast lines are in

black. The map is divided into AREAS. These areas are defined by dark brown and green lines on the land, by heavy black lines in the seas and by light black lines along the shore. Islands are NOT Areas but are situated in a sea or River Ocean area. Below are some examples to help clarify the defining of areas.

1. The Area of CYRENAICA is bordered on the north by the eastern and the western Areas of The Sea (The light black shoreline separates CYRENAICA from each of the sea Areas and the heavy black line separate the sea Areas from each other), CYRENAICA is bordered on the east by the Area of EGYPT, on the south by the Areas of NUBIA and LAKE TRITONUS and on the west by LIBYA.
2. The islands in the western Area of the sea are not Areas. Instead, they occupy a position in the western Area of the Sea.
3. The River Ocean is a circular shaped Area that surrounds the rest of the world. It is separated from the rest of the world by the light black shorelines of each adjacent area and the heavy black line between IBERIA and MAURETANIA which divides it from the western Area of The Sea. The six islands that are located in The River Ocean are NOT Areas but occupy a position in the Area of The River Ocean.
4. Each Area is named and its boundaries are determined by the border lines described above.
5. The light black shorelines represent the boundary of an Area when they are adjacent to Lakes, Seas or the River Ocean. They DO NOT represent boundaries or shorelines along the course of a river.

Around the edges of the board are some tracks. The Point Record Tracks (of which there are two) are used by the players to keep track of the number of points that they have either gained or lost on a Turn by Turn basis. These tracks are shared and are used by all of the players. The Turn Record track is used to record the number of game Turns that have been played and to determine the entering and exiting of some Hero Unit counters as the game progresses.

E. The rule booklet included in the game includes all of the information necessary to play the Advanced version of the game and the Optional Rules.

F. The rules sheet included in the game contains the information necessary to play the game in its most basic form.

G. The Log Pad is used by each player to write out orders for the various Phases of play. Each player will need one sheet from the pad per game and this sheet should be kept in such a manner so as not to allow other players to see it.

H. A sheet of die-cut cards is included in the box. These should be broken apart and separated into two types. The fifty four (54) smaller cards are the Playing Cards, they should be stacked together and shuffled. The ten (10) larger cards are the God Cards.

004 Explanation of the Game Board

The map represents two major types of features; land and water. Water Areas are in various shades of blue. The particular shade of blue has no bearing on the game's play. The land areas have a background color of either light brown, medium brown or green. These background colors have no bearing on the play of the game. Land Areas often contain Forest (dark green), Mountains (represented by black drawings) and rivers (blue

bordered by thin black lines) which will sometimes affect the play of the game. A hexagonal grid has been superimposed over the playing area of the map which is used to determine the exact location of a particular unit counter and to determine the movement of unit counters. Each individual hexagon is called a Hex. The map is divided into Areas as described in detail in section 003, D. These Areas are used to determine the placement and to somewhat restrict the powers of gods and goddesses.

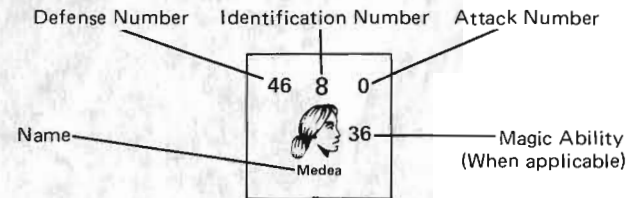
005 Explanation of the Unit Counters

There are ten basic types of unit counters. They include gods and goddesses, Heroes, Monsters, The Fates, Ships, Prizes, God Point Counters, Hero Helper Counters, Divine Occurrence and Lesser Evil Counters.

A. God and goddess counters represent the various Greek deities that are represented by the players. They are printed in full color and are the largest units in the game. The picture on the counter corresponds to a picture on one of the god cards.

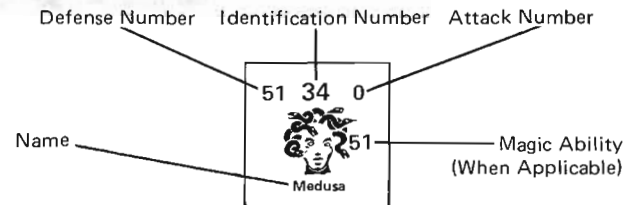


B. Hero counters represent various people who participated in events found in Mythology. They are printed in black on a blue background and contain information peculiar to each one.

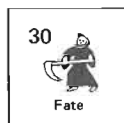


Female Hero, or Heroine, counters are exactly the same as male counters except that the image on the counter is of a woman and not a man.

C. Monster counters represent various creatures and animals that participated in events found in mythology. They are printed in black on a red background and contain information peculiar to each one.



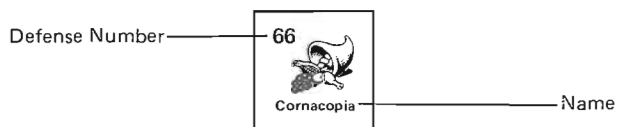
D. The Fates Counters represent The Fates of Greek Mythology. No god or goddess could control them and they often created random events that upset the plans of both god and man alike. They are printed in black on a grey background and have a number printed on them that corresponds to the identification number of a Hero Counter.



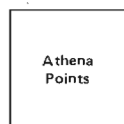
E. Ship counters represent a ship and a crew. They are used for moving into lakes, The Sea and the River Ocean.



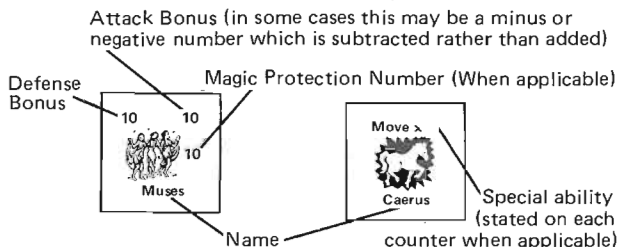
F. Prize Counters represent various items or people of value that were sought after by Heroes from Greek mythology. Each counter contains information peculiar to itself.



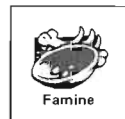
G. God Point counters are used by the individual players to keep a record of the number of points that they have gained or lost on a Turn by Turn basis. They are printed in black on a white background that is bordered along the top and bottom by a color.



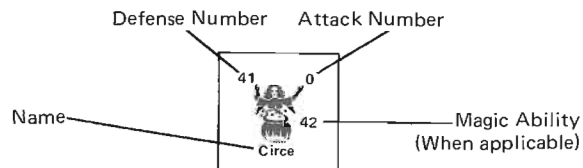
H. Hero Helper counters represent various items and devices that may aid a Hero or Heroine in Combat, capturing a prize or avoiding Magic Ability. They are printed in black on a green background and contain information peculiar to themselves.



I. Divine Occurrence counters are used to mark specific hexes or areas to indicate what type of activity is taking place. They are printed in white on a black background and are of six types: Volcano, Earthquake, Tempest, Pestilence, Famine, and Plague.



J. Lesser Evil counters represent various creatures and people who often stood in the way of a Hero on a quest or mission. They are printed in red on a black background and are only used when using the Optional Rule that applies to them. Each counter has information on it that pertains to that counter.



006 Explanation of the Log Sheet

A. A pad of Log Sheets has been provided in the game. Each player will need one Log Sheet per game. The Log Sheet is used by each player to secretly write instructions concerning the play of the game. Prior to reading this section of the rules players should have a Log Sheet in front of them so that they may follow each segment of this section of the rules.

B. The Log Sheet is divided into three major sections across the top of the page. From left to right they are: the Hero Control section; the Monsters, Divine Occurrences, Aid/Ailment and "To the Glory of Zeus" section; and the Glory Point section.

C. The Game Turn number is listed (numbers one through fifteen) from top to bottom along the left hand edge of the sheet. Each Game Turn number is further divided by a "C" and a "T" line that runs across the sheet. The "C" line is used to denote the number of points expended for that game Turn and the "T" line is used to keep a running total of the accumulated number of points spent on a Hero for the entire game up to that Turn.

D. Across the bottom of the Log Sheet is an area designated as "NOTES". It is used to help players in remembering actions that are frequently used.

007 Power Points

A. Each player expends power points in an effort to accomplish goals.

B. Each player may spend up to but not more than 10 (Ten) Power Points per game Turn.

C. Power Points are NOT cumulative and may not be saved from one Turn to the next.

D. Power Points are not to be confused with Glory Points.

E. Power Points may be expended on the following items.

1. To attempt to Control a Hero.
2. To attempt to Control a Monster.
3. To cause Divine Occurrences.
4. To give Aid or Ailment to a Hero.
5. To give "To the Glory of Zeus".

F. The amount of Power Points a player may spend in any given game Turn is Ten (10), never more and never less. It has nothing to do with the number of Glory Points that a player has accumulated through the play of the game.

G. Power Points that are not spent in a game Turn are lost.

H. Power Points are expended and recorded on the Log Sheet.

008 Glory Points

A. Glory points are used to determine the winner of the game. They are gained and lost through actions occurring during the play of the game.

B. They have nothing to do with Power Points and should not be confused with them. Glory points may not be used to perform activities requiring Power Points.

C. Each player begins the game with ten (10) Glory Points.

D. Players will, hopefully, accumulate Glory Points from game Turn to game Turn.

1. The God Point counters are used by each god or goddess to keep track of their Glory Points for the current game Turn on the Point Record Track. By adjusting their God Point counter each god or goddess may keep track of their Glory Points for the current game Turn.

2. At the end of a game Turn each god or goddess will record the number of Glory Points that they have gained or lost in the Glory Point section of the Log Sheet.

E. Glory Points are cumulative and are carried from one game Turn to another.

009 How to Use the Log Sheet

A. Each player will need to fill out sections of the Log Sheet prior to the beginning of play for each game Turn. At the end of each game Turn players will note additional information on their Log Sheet.

B. While it is important that the information recorded on the Log Sheet be kept confidential it is imperative that players be honest with one another in the play of the game. If a player claims that he has expended more points to perform a particular function than he actually has and at the end of the game another player discovers it, the player in error is penalized fifty (50) Glory Points.

C. Players will pass their Log Sheet among other players at the conclusion of each Game. (Not at the conclusion of each game Turn.)

D. Hero Control — The Hero Control section of the Log Sheet list the 32 Heroes and Heroines used in the game along with their identification numbers. This section is used to determine which god, if any, has control of a specific Hero counter on a given game Turn. It is filled out in the following manner.

1. When a god decides to attempt to control a particular Hero, that player records the number of power points that are being allocated to that attempted control in the "C" (Control) line under the appropriate Hero's column. If that player had previously allocated power points to that same Hero counter the Total number of Power Points allocated to that Hero would be recorded in the "T" (Total) line in that Hero's column.

For Example: If, on game Turn 1, a player allocated 3 points to control Hero counter number 12 (Hector) that player would write the number 3 (three) on the "C" line for Turn 1 under Hero number 12's (Hector) column. Since it is Turn one and impossible for previous allocation to have been made, the number 3 is also recorded in the "T" line of Hector's column. On game Turn two the player elects to spend five (5) Power Points to attempt to control Hector. That player would then enter the number 5 on the "C" line of Hector's column for game Turn two and the number 8 on the "T" line. (5 for game Turn two and 3 brought down from game turn one.)

2. Power Points spent to attempt to Control Hero counters are cumulative for the control of that Hero from one game Turn to the next.

E. The Monsters, Divine Occurrences, Aid/Ailment and "To the Glory of Zeus" section of the Log Sheet is used to note the following actions.

1. **Monster Control** — When a player attempts to control a particular Monster that player records the Monster's identification number on the "C" line of the current game Turn number and the number of Power Points that player is expending in that attempt on the "T" line. Monster Control, unlike Hero Control, is not cumulative from one game Turn to the next.

2. **Divine Occurrences** — When a player wishes to cause a Divine Occurrence that player writes in the appropriate code for the type of occurrence that is being caused on the "C" line of the current game Turn and the number of Power Points that are being expended on that Divine Occurrence on the "T" line for the current game Turn. The codes are listed below and at the bottom of the Log Sheet.

- a. Earthquake — E
- b. Tempest — T
- c. Volcano — V
- d. Plague — P
- e. Pestilence — Pe
- f. Famine — F

3. **Aid/Ailment** — When a player wishes to give Aid or Ailment to a particular Hero that player notes the Hero counter's identification number on the "C" line for the game Turn in which the Aid or Ailment is being given. The Hero counter's identification number should be preceded by a plus sign (+) when Aid is being given and a minus sign (-) when Ailment is being given. The number of Power Points being expended on the Aid or Ailment is recorded on the "T" line of the game Turn in which the action occurs.

4. **"To the Glory of Zeus"** — Players may wish to contribute to the Glory of Zeus. This may be done in the following manner. A player may expend Power Points directly to the Glory of Zeus. This is accomplished by writing the correct code on the "C" line for the current game Turn and the amount of Power Points being spent on the "T" line.

F. Glory Points — Players use this section to keep a running record of the total number of Glory Points that they have accumulated. At the end of each game Turn players determine the number of Glory Points that they have gained or lost and log the figure into the appropriate column of the Glory Point section of the Log Sheet. That figure is then either added or subtracted from the Balance column of the Glory Point section of the Log Sheet.

G. Spending Power Points — Each player has ten (10) Power Points available to spend each game Turn. They may all be spent in the Hero Control section or they may all be spent in the Monsters, Divine Occurrences, etc. section or in any combination of the two. A player may allocate all ten Power Points to the Control of one Hero counter, one Monster counter, or One Divine Occurrence; or that player may allocate as few as one (1) Power Point to ten different actions. There are no restrictions as to how a player spends the ten Power Points per game Turn so long as not more than ten are spent per Turn.

010 How to Use the Playing Cards

A. There are 54 playing cards included in the game. They are the smaller cards. Once they are broken apart and shuffled into a "deck" each player is dealt a number of cards. The number of cards which each player receives is determined by the number of players in the game.

1. If there are six or less players in the game each player receives six cards.
2. If there are seven or more players in the game each player receives five cards.

B. Each card contains three sections. They are; a god section, an event section and the Oracle section.

1. The god section represents actions taken by the lesser gods of ancient Greece. If a card is used to play this section it may be used to play no other section of that card. All other sections are ignored and have no effect on play.

2. The event section represents activities that occurred which usually drew the attendance of the major gods and goddesses. If a player plays this section of a card, then the player using the card must spend one Glory Point per god sent to the event. When this section of the card is played no other section may be used.

a. If the Event section calls for gods to go to a particular Area of the map the effected god (goddess) counters are moved immediately to that Area.

b. If the Event section calls for gods to go to Olympus or to a place which it not an Area on the map the god counters are immediately removed from the map for the game Turn.

3. The Oracle section of the card represents what your oracle has told you that will bring you more glory and honor in the eyes of Zeus. This section of the card is played when a Hero counter under your control has captured a prize or killed a Monster that is stated on the playing card. If this section of the card is used no other section of the card may be used.

C. Only one section of a playing card may be played. Once one section of a card is played, it is placed in the discard pile at the end of the game Turn in which it was played.

D. Each player has a specified number of cards in his hand. This number may not be exceeded. If a player plays a card and it is placed in the discard pile then that player draws another

card from the deck at the end of the game Turn in which the card was played or discarded.

E. Cards may be played in the following manner:

1. In order to use the god or event section of a card, the card must have been placed face down in front of the player during the correct Phase of the Sequence of Play. A player may not play a card from the "hand" and use it to play either of these two sections in a later phase of the game Turn.

2. Once a card is placed face down in front of a player any of the three sections of the card may be played at ANYTIME during the current game Turn.

3. If the card is played it is placed in the discard pile at the end of that game Turn.

4. If the card is not played it is placed in the discard pile at the end of that game Turn.

5. Players need never play a card. The playing of cards is entirely voluntary and never required.

6. If a player wishes to use the Oracle section of a card the card may be played from the "hand". The card may be played at ANYTIME during the course of a game Turn and need not have been placed face down in front of the player prior to any portion of the game Turn.

F. Each player may play one, and only one playing card in a game Turn. If a card is placed face down in front of a player he must either play or discard that card. The player may not play a card from his "hand" if he has played a card or has a card which is face down in front of him.

011 How to Use the God Cards

A. There are ten (10) God cards included in the game. These are the larger cards. These cards list powers that pertain only to that god or goddess. It also contains the Prayer, Sacrifice and Hero Control — Zeus Arbitration table for each god or goddess.

B. Once a player has determined which god or goddess he is to be that player should keep the corresponding God Card for the remainder of the game.

C. When the card states that a god or goddess has special powers that effect a Hero counter, a monster counter or, another god; then it is understood that those powers will so effect only one counter in a game Turn unless otherwise stated on the card.

D. Each player should become familiar with his or her special powers before the start of the game. Some of these abilities may seem insignificant at first glance but will prove useful during the course of play.

E. The special powers stated on a God Card may be used at any-time during the course of a game Turn. If the special powers have to do with Divine Occurrence then that activity must have been plotted into the appropriate area of the Log Sheet prior to the beginning of the game Turn's play.

100 SET-UP AND PREPARATION FOR PLAY

101 Determining of Gods

A. Place all of the God Point counters face down and mix them up. Each player draws one of the counters to determine which god or goddess that player will be during the play of the game.

B. Once each player has determined which god or goddess the player will be then each player receives the correct god or goddess unit counter and the corresponding God Card.

C. Each player will be one god or goddess. The unused unit counters and God Cards are kept in the box and not used in the game.

102 Setting Up the Mapboard

A. The mapboard should be unfolded and laid face up on a smooth, flat surface. Make sure the playing surface is large enough to accommodate the mapboard as well as the unit counters and a Log Sheet for each player.

B. Players should turn the Prize counters face down and mix them up. Then, still keeping the counters face down they should be placed in the following manner:

1. Each counter must be placed in a single hex.
2. The hex in which a prize counter is placed must be no further than two hexes away from a shoreline adjacent to the River Ocean.
3. The hex in which a prize is placed must be no closer than five hexes to any other hex containing a prize.
4. Once all of the prize counters have been placed in individual hexes they are turned face up.
5. No prizes may occupy the same hex or be placed in any location other than as described above.
6. All prizes must be placed in a hex containing land.

C. Players should turn the Hero Helper counters face down and mix them up. Then keeping the counters face down, place them in the following manner:

1. Each counter must be placed in a single hex.
2. No two counters may occupy the same hex.
3. No counter may be placed in a hex containing a prize.
4. All counters must be placed in a hex containing land.
5. No counter may be placed within six hexes of any part of the Area of Greece.
6. No counter may be placed within three hexes of a hex containing a Prize counter.
7. Once all of the counters have been placed they are turned face up.

D. The Monster unit counters are turned face down and mixed up. Keeping the counters face down, the Monster counters are placed in the following manner:

1. Each counter must be placed in a single hex.
2. No counter may be placed in the same hex with any other counter that has already been placed on the board.
3. No Monster counter may be placed in or within two hexes of the Area of Greece.
4. Monster counters may be placed on land and water hexes.
5. Once all of the Monster counters have been placed they are turned face up.

E. The Hero unit counters are turned face down and mixed up. Keeping the unit counters face down, players will place a specified number of Hero counters in the following manner.

1. No more than one unit counter may occupy a single hex.
2. Each unit counter will be placed in a single hex which contains land.
3. All Hero counters must be placed in a single hex that is in or within two hexes of the area that is Greece. (Start by placing the unit counters in the hexes that are in the Area of Greece. When these are filled place counters in the hexes directly adjacent to Greece and work out until all of the unit counters called for have been placed in a hex.
4. Once all of the specified number of Hero counters have been placed, they are turned face up.
5. The number of Hero unit counters placed on the board at the start of a game will vary depending on the number of players involved in the game. The number to be used for initial placement is determined as follows.
 - a. If there are two to four players, place 18 Hero counters on the board to start the game.
 - b. If there are five or six players, place 22 Hero counters on the board to start the game.
 - c. If there are seven or more players, place 28 Hero counters on the board to start the game.

6. Hero counters that are not initially placed on the board should be placed in numerical sequence, using the identification number so that they can be easily located later in the game.

F. Each player is dealt a prescribed number of playing cards as outlined in the section on "How to Use the Playing Cards".

G. The Fate counters are turned face down and mixed up. Each player draws one Fate counter and compares it to the Special Victory Condition Chart. If the chart says "return this counter and draw again", then the player must comply. After each player has drawn a counter that does not have to be returned to the pile, the remaining Fate counters are mixed up again and then two Fate counters are placed face down on each box of the Turn Record Track beginning with game Turn number fourteen and moving forward to game Turn one. This occurs until all of the remaining Fate counters have been placed on the track or until each box of the track has two Fate counters occupying it. If there are more counters than there are boxes, the remaining Fate counters are returned to the plastic tray and kept face down throughout the game. If there are not enough Fate counters to place two in each box of the Turn Record track leave those boxes empty. If there is an odd (single) Fate counter remaining, either place it in the next box (if one is available) or return it to the plastic tray (if a box is unavailable).

1. There are never to be more than two (2) Fate counters in a single box on the Turn Record Track.
2. The Fate Counter that each player drew from the pile is to be kept by that player and other players should not be allowed to see which counter a player holds until the end of the game.

H. The Game Turn unit counter is now placed near the Turn Record Track.

200 THE ADVANCED GAME RULES

201 Introduction to the Advanced Game

A. Very little of what you have learned for the basic game rules apply to the play of the Advanced Game. It is not necessary for you to have learned the basic game to read and understand the rules to the Advanced Game. All of these rules should be read carefully as many of the concepts have never been used in other games before and will be new to even the most veteran game player. It is not necessary to memorize the rules, only to carefully read them and gain an understanding of the game. Once you begin to play you will often refer back to the rules for clarifications.

B. The Advanced Game rules provide a much more complex and challenging game than do the Basic Game rules. Do not be alarmed by the length of these rules. Remember it is neither desirable nor necessary to memorize or learn them completely after only one reading. They are organized in such a manner as to make it as easy as possible for you to refer back to specific sections without having to read long paragraphs or whole pages to find the answer to your question.

202 The Advanced Game Sequence of Play

A. Mythology is played in game Turns. Portions of a game Turn are simultaneous in that all players perform certain functions at the same time. Other portions of a game Turn are chronological in that certain things are performed in a predetermined order. Each portion of a game Turn is called a Phase. When all of the Phases of a game Turn have been completed the Turn is over and players proceed to the next game Turn.

B. The Phases of a game Turn as follows:

1. **Log Sheet notation Phase** — All players simultaneously fill in their Log Sheet for the current game Turn. All Power Point allocations must be made during this Phase. After the conclusion of this Phase players are not allowed to make further notations on their Log Sheet until the next game Turn.
2. **Playing Card determination Phase** — Any player wishing to play either the "god" or "event" section of a playing card must take the desired card and place it face down on the playing surface where other players can see that it is being played.
3. **God Placement determination Phase** — Each player will roll the red and the white die. The results are read as a two digit number as described earlier in the rules. The player rolling the highest number places his or her god unit counter in any AREA on the board. (Note: it does not have to occupy a particular hex but it must be placed in a specific Area). Once the player rolling the highest number has placed his god counter, the other players (going from left to right in a clockwise direction) place their god counters in an Area.
4. **Hero Movement determination Phase** — Each player will roll the red and the white die. The results are read as a two digit number as explained earlier in the rules. The player rolling the highest number becomes the "Moving" Player. After the player who rolled the highest number has completed all game actions (i.e. movement, combat, capturing prizes, etc.) the next player to his left becomes the Moving player and completes his game Move. This continues in a clockwise rotation until each player has been the Moving Player and completed a game Move.
5. **The Fate Phase** — After all players have finished the Hero Movement Phase the Fate counters occupying the box on the

current game Turn number (if any) are turned face up and Hero counters are effected as indicated.

6. **The Turn Record Phase** – The Game Turn marker is now moved up the Turn Record Track to the next box designating the end of a game Turn.

C. After the conclusion of a game Turn, play reverts back to Phase 1 and another Turn begins.

203 God Counter Placement

A. The order in which god counters are placed (moved) is determined as described in the sequence of play.

B. A God may be placed in ANY area of the game board. It does not matter that another god counter may already be occupying the same Area.

C. Any number of god counters may occupy a single Area at the end of the god counter placement phase.

D. God counters may be moved from any Area to ANY other Area. Or it may remain in the Area it previously occupied.

E. If a god counter was removed from the board in the last game Turn it may be placed in any Area on the board in the next game Turn.

F. Once a god counter has been placed it may not be moved without the play of a card for the remainder of the game Turn.

204 Movement

A. During a player's "Moving Player" portion of the game Turn that player may attempt to move five (5) counters. These counters must be either Hero counters or Monster counters.

B. Only Hero or Monster counters may be moved.

C. Hero Counters can only move on land unless they have obtained a ship counter. (For purposes of this rule any hex that contains any portion of land may be moved into or through by the Hero counter.)

D. Monster counters may move into or through any hex on the board.

E. All movement is from a hex occupied by a Monster or a Hero into one of the six adjacent hexes.

F. Unit counters that are being moved may not skip over hexes. They must move from one hex directly to another adjoining hex.

G. All Heroes and Monsters normally move two hexes per Movement Phase. This number may only be altered by Hero Helper counters or by special god powers.

H. Counters may move into or through hexes already occupied by one or more other unit counters. One unit counter will never restrict another's movement ability.

I. It is possible that one player will move a particular unit counter in his Movement Phase and another player will move

the same unit counter in a later Movement Phase of the same game Turn.

J. Hero counters are not allowed to be moved from one hex that contains a shoreline to a hex which is across from the shoreline. (i.e. a Hero counter in hex number 3111 could not move to either hex numbers 3112 or 3212 unless that counter had a ship counter with it.)

K. Movement across rivers, mountains or forest is not restricted unless special god powers or playing cards declare that it is.

L. Any items that have been captured or otherwise acquired by a Hero counter may be moved along with the Hero counter.

M. In some cases Hero Helper counters and special god powers state that a Hero's movement may be doubled. In no case may any Hero counter ever move more than four (4) hexes in any single player's "Moving Player" Phase. (Of course if more than one player moves the same Hero counter in a game Turn then the Hero could have moved more than four hexes in the game Turn.)

N. A player may only move unit counters when that player is the "Moving Player". No player may move unit counters during another player's "moving Player" Phase.

O. Unit counters are moved one at a time. Players are not allowed to move more than one unit counter at a time. (i.e. If three Hero counters occupied the same hex a player could not pick up the "stack" and move them all at once. The player would have to move each unit counter from the hex separately.)

P. A player must completely finish moving one unit counter before another may be moved. Once a player releases a unit counter, its movement may not be altered or called back.

Q. Prior to moving each unit counter, the player attempting to move the counter must announce that he is attempting to move the unit and state the intended unit counter's identification number and name. If there are no challenges the announcing player may then move the unit counter in question. (See Hero/Monster Control)

R. During a "Moving Player's" Phase, that player will conduct all of his movement, Combat, attempts to get ships, picking up of Hero Helper counters and the attempted capture of prizes.

S. A "Moving Player" may attempt to move unit counters that are NOT in the same area occupied by his god counter; or the unit counters attempted may be in the same area, it makes no difference. In other words a "Moving Player's" god counter does not have to be in an area for that player to attempt to move a Hero.

205 Combat

A. Combat occurs when two units occupy the same hex and the "Moving Player" or the "Controlling Player" declares that Combat will take place.

B. Combat is always voluntary on at least one player's part. It is never required simply because two units occupy the same hex. (i.e. If two units occupy the same hex and either the

"Moving Player" or the "Controlling Player" announce that one of the counters in the hex is attacking the other, then Combat will occur. The other counter has no choice in the matter.)

C. Combat may only take place between one Hero and another Hero counter or between a Hero and a Monster counter. (Monsters may not attack or have Combat with other Monster counters.)

D. When a player announces that a counter that he is moving or Controlling is going to have Combat then that unit becomes the "Attacking Unit" for the current "Moving Player's" Phase and the other unit being engaged in Combat becomes the Defending unit.

E. When one Hero counter is attacking another Hero counter, both counters have a pair of dice rolled to determine the outcome of the Combat. Players involved in the Combat continue rolling dice until one Hero counter or the other is killed.

F. When a Monster counter is attacking a Hero Counter, both counters have a pair of dice rolled to determine the outcome of the Combat. Players involved in the Combat continue rolling dice until either the Hero or the Monster is killed.

G. When a Hero attacks Monster, only the attacking player rolls the dice. If the number rolled is great enough to kill the Monster, the Monster is eliminated and its counter is removed from play. If the number rolled on the dice is not great enough to kill the Monster, the Hero counter is killed and removed from play. In this case the dice are only rolled once by the attacking player. No dice are rolled for the Monster counter.

H. A "Moving Player" may only announce Combat after all his movement has been completed.

I. A Controlling Player (who is NOT the "Moving Player" may announce Combat the instant a unit counter is moved into or through the hex of the Controlled unit counter.

J. If an attacking unit is in a hex with more than one other unit counter the attacking player may select which unit it will attack in Combat.

K. No unit may attack or be attacked in Combat more than once per "Moving Player" Phase.

206 Combat Resolution

A. There are two types of Combat; Normal and Magical.

B. Normal Combat may be engaged in by any Hero or Monster counter in the game.

C. Magical Combat may be engaged in ONLY by units that have a Magical Ability Number.

D. Normal Combat is resolved in the following manner:

1. Each player rolls a pair of dice. One red die and one white die. The resulting roll is read as a two digit number. (i.e. a five on the red die and a six on the white die would be read as "56".) Always read the red die first.

2. Each player then adds the attack number for the unit involved in the Combat to the results obtained from the dice roll.

(i.e. if a player had rolled "56" for a particular unit counter and that unit counter's Attack Number were "30", then 30 would be added to 56 giving a final Combat results of "86").

3. Each player then compares the final Combat results number to the Defense Number of the unit they are engaging in Combat. If the Combat results number is equal to or greater than the other unit's Defense number the other unit is killed and removed from the game.

4. It is entirely possible that both units engaged in Combat will kill each other in the same round of dice rolling. If this occurs then both unit counters are removed from the game.

5. If, after a round of rolling dice, neither unit has been killed then both players will continue the process until one or both of the unit counters engaged in the Combat is eliminated. (This does not apply if a Hero counter is attacking a Monster Counter.)

6. In some cases it will be possible for one unit to kill the opposing unit; but impossible for the opposing unit to kill the first unit. In such a case the unit which is capable of being eliminated is removed from play without rolling dice.

7. If two units are engaged in Combat and it becomes apparent that neither unit can eliminate the other then Combat is stopped immediately and the attacking player loses one (1) Glory Point.

E. Magical Combat is resolved in the following manner:

1. When a unit counter with Magical Ability is engaging a counter without Magical Ability, the unit counter with Magical Ability may elect to have Magical Combat.

2. When a unit counter with Magical Ability is engaging a counter which also has Magical Ability, Magical Combat is always used.

3. When a unit with Magical Ability chooses Magical Combat the Combat is resolved in the following manner.

a. The player controlling the unit with Magical Ability (whether the unit is the attacker OR the defender) rolls two dice. (A red die and a white die.) The resulting roll is read as a two digit number reading the red die first.

b. If the number resulting from the dice roll is equal to or LESS than the Magical Ability Number of the involved unit the opposing unit is killed and eliminated from the play of the game.

c. If the number resulting from the dice roll is GREATER than the Magical Ability number of the involved unit, then the unit using the Magical Ability is eliminated and removed from the game.

4. When a unit with Magical Ability is involved in Combat with a non-Magical Ability unit the player controlling the unit with Magical Ability is the only player to roll the dice.

5. If both units involved in Combat have Magical Ability, then both involved players roll the dice.

6. When Combat occurs between units that involve a unit with Magical Ability there is only one dice roll. The results of that roll will eliminate the opposing unit or the Magical Ability unit.

207 Combat Modifiers

A. There are many things that can modify Combat in the play of the game. They are listed below with a description of how they modify Combat.

1. **Hero Aid/Ailment** — When a player has assigned Aid to a particular Hero counter, that counter has its Attack Number increased by 10 (ten) for each point of Aid given. When a player has assigned Ailment to a particular Hero counter, that counter

has its Attack Number reduced by 10 (ten) for each point of Ailment given.

2. **God section of a Playing Card** — Some god sections of playing cards may modify Combat or the results of Combat. The effects of these modifications are stated on the playing card in the appropriate section.

3. **Special Powers on the god cards** — Some gods (players) may have special powers that may modify Combat or the results of Combat. The effects of these modifications are stated on the god card.

4. **Hero Helper counters** may modify Combat. These may modify a unit counter's Defense Number, Attack Number, Magical Ability Number, or any combination of any of the three.

5. **Divine Occurrences** — Certain Divine Occurrences may modify Combat. These modifications are explained in the rules governing Divine Occurrences.

208 Hero and Monster Control

A. Only Hero unit counters and Monster unit counters are subject to Control.

B. Each player attempts to Control certain Hero counters and/or Monster counters in order to gain Victory Points.

C. A player does NOT have to have Control over any unit counter to ATTEMPT to move that unit.

D. A player does NOT have to have control over a Monster unit counter to Attempt to have Combat.

E. A player MUST have Control over a Hero Counter to cause that Hero counter to attack in Combat.

F. A Hero or Monster unit counter MUST be under a player's Control in order for that player to receive Glory Points for activities other than Movement conducted by the unit counter.

G. Control of a particular unit counter may shift or move from one player to another from game Turn to game Turn.

H. The player who has spent the most Power Points up to the current game Turn is the player who Controls a particular unit counter. (In some cases, however, the controlling player may allow other players to move the units).

I. Hero unit counter Control is cumulative and the number of Power Points available to determine the control of the unit counter is the Total of all the Power Points spent on that counter thus far in the game. The only stipulation to this is that a player attempting to Control a Hero **must spend at least one (1) Power Point on that Hero each game Turn**. If a game Turn passes in which the player does NOT spend at least one Power Point on the Hero counter all of the Points spent up to that point in the game are lost and do NOT apply to determining Hero Control on future game Turns.

J. Monster unit counter Control is NOT cumulative and the number of Power Points available to determine Control of the unit counter is the number of Power Points spent THAT GAME TURN on the unit counter. In other words, Power Points spent to Control a Monster counter on game Turn one would NOT APPLY to determining the Control of that counter in future

game Turns. It would only apply on the Turn in which it was spent; in this example, Game Turn One.

209 Determining Control

A. Each player may attempt to move five (5) unit counters during his "Moving Player" Phase.

B. The "Moving Player" selects a unit counter that he will attempt to move and announces that unit counters name and Identification Number. If no other player Challenges his attempt, then the "Moving Player" may move that unit counter in that Phase.

C. If after a "Moving Player" has announced a unit's name and Identification Number and another player Challenges the attempted move, the players must determine which player actually controls the unit counter in question.

D. Determining the Control of a unit counter is accomplished in the following manner:

1. The "Moving Player" announces a number of Power Points that he has expended to Control the counter. This number may be as low as zero (0) or as high as the number of Power Points that the player has available to Control that particular unit counter. The number of Power Points announced may NEVER exceed the number of Power Points actually allotted and available.

2. The Challenging player must now announce a number of Power Points equal to or greater than the number of points stated by the "Moving Player". If the challenging player can not equal or exceed the stated number of points, then the "Moving Player" has obtained Control of the unit counter. If the Challenging player can equal or exceed the number of points stated by the "Moving Player", the "Moving Player" must announce another number higher than the number stated by the Challenging Player. If the "Moving Player" can not equal or exceed the number stated by the Challenging Player, then the Challenging Player has obtained Control of the unit counter.

3. This auctioning-type procedure continues until one player has obtained Control of the unit counter.

4. If the "bidding" procedure ends in a draw (a tie) the tie is broken by both players going to their Zeus Arbitration Tables located on the god Cards.

5. Zeus Arbitration only applies to Hero unit counters. If two or more players are attempting to obtain control of a Monster counter and they have both spent the same number of Power Points, another procedure is used to determine who actually has Control of the Monster unit.

6. Zeus Arbitration is resolved in the following manner:

a. Each player obtains his dice roll modifier from the Zeus Arbitration Table on his god Card by looking under the name of the Hero unit who's Control is in question.

b. Each player then rolls the dice (one red and one white) and reads the result as a two digit number.

c. Each player then adds his dice roll modifier to the number he has rolled on the dice.

d. The player with the highest modified total has Control of that Hero counter for the current "Moving Player" Phase.

7. The procedure for determining who has control of a Monster counter in the event of a draw (see 5 above) is the same as for a Hero counter except that no dice roll modifiers are used.

E. If the player who originally attempted to move the counter is determined to be the controlling player then he may move that unit counter. If the player who issued the challenge is determined to be the controlling player then the "Moving Player" may not move that unit counter in this Phase.

F. Challenges are always optional. A player may know that he has Control over a unit that another player is attempting to move, but for his OWN reasons, may not Challenge the move.

G. If a player moves a counter then that player has control over that counter for his "Moving Player" Phase.

H. If a player attempting to move a unit counter loses a challenge then that attempt counts as one of the five allowed that game Turn.

210 Divine Occurrences

A. From time to time players may wish to cause a Divine Occurrence. A Divine Occurrence represents the gods taking an active interest in immediate events that are taking place on the mapboard.

B. There are six types of Divine Occurrences that may be used in the game.

C. Any player may use any or all of the Divine Occurrences. Or a player may use one Divine Occurrence more than once in the same game Turn.

D. Divine Occurrences cost Power Points and must be recorded on a player's Log Sheet before they can be used. Once plotted on the Log Sheet, the player causing the Divine Occurrence may activate it at ANYTIME during the course of the game Turn for which the Divine Occurrence was scheduled.

E. Power Points allocated to Divine Occurrences are not cumulative. They only apply to the game Turn in which they are recorded.

F. When a player activates a Divine Occurrence, the activating player selects a Divine Occurrence unit counter that matches the occurrence he is causing and places the unit counter in the effected Area on the mapboard.

G. The six types and the effects of each Divine Occurrence are as follows:

1. **Earthquake:** Log Sheet notation code "E". The causing player rolls the dice (reading the red die first to obtain a two digit result) and compares the modified dice roll to the Defense Number of EACH Hero counter in the effected Area. All Hero counters with a Defense Number Less than the modified Earthquake dice roll are killed and removed from the game. Dice roll modification for an Earthquake is accomplished by adding 10 (ten) to the dice roll for each power point spent to cause the Earthquake. (i.e. An earthquake which had four Power Points spent to cause it would add +40 to the dice roll). Earthquakes only effect Hero unit counters that are in a land hex in the area where the Earthquake is occurring.

2. **Tempest:** Log Sheet Notation code "T". A tempest is exactly the same as an Earthquake except that the only Hero counters that are effected are those that are aboard ships in the effected area.

3. **Volcanos:** Log Sheet notation code "V". A Volcano is exactly like an Earthquake except that a Volcano effects only a SINGLE hex; not an Area, and the dice roll modification is +20 per Power Point spent to cause the Volcano.

4. **Plague:** Log Sheet notation code "P". A Plague effects the Area in which it is placed. At the conclusion of all "Moving Player" Phases the player causing the Plague rolls two dice (reading the red die first) and obtains a two digit number. The resulting number is modified by adding 20 (twenty) for each point that was spent to cause the plague. The modified total of the dice roll is then compared to the Defense Number of each Hero occupying a hex in the Area in which the Plague is occurring. If the modified Dice roll is higher than the Defense number of a Hero counter then that Hero is eliminated and removed from play.

5. **Pestilence:** Log Sheet notation code "Pe". Pestilence effects the Area in which it is caused. The causing player rolls the dice and obtains a two digit number. The number obtained is modified by adding +20 (twenty) for each Power Point spent to cause the Pestilence. The modified dice total is compared to the Defense Number of each Hero counter in the effected Area. If the modified dice total is equal to or greater than a Hero's Defense Number then that Hero counter may not be moved by any player during the course of the entire game Turn.

6. **Famine:** Log Sheet notation code "F". Famine effects the Area in which it is caused. The causing player rolls the dice and obtains a two digit number. The number obtained is modified by +10 (ten) for each Power Point allocated to the Famine. The modified dice roll is then compared to the Defense Number of each Hero counter occupying a hex in the effected Area. If the modified dice roll is equal to or greater than the Defense Number of a Hero then that Hero has his Defense Number AND his Attack Number reduced by half ($\frac{1}{2}$) (rounded down to the nearest ten) for the remainder of the game Turn.

H. Divine Occurrence never effects any unit counters other than Hero unit counters.

I. Divine Occurrences may only take place in the Area occupied by the god counter causing the occurrence unless otherwise stated on the god card.

J. Divine Occurrences may only take place, even though they were plotted; if the god counter is in an Area and they may only occur in that Area.

211 Hero Helper Counters

A. Hero Helper counters are used to aid Heroes in their Defense Number, Attack Number, and to protect them from counters that have a Magical Ability.

B. When a Hero counter enters a hex that contains a Hero Helper counter and no other Hero or Monster counter the Hero counter automatically acquires the Hero Helper counter. The counter is simply placed on top of the Hero counter to indicate that the particular Hero now has the Hero Helper and may use it in Combat or to help in capturing a Prize counter.

C. A Hero Helper counter may be used when the Hero is in Combat or attempting to capture a Prize. It has no effect when the Hero is the victim of a Divine Occurrence.

D. Hero Helper counters have numbers printed in positions that correspond to the numbers printed on the Hero counters. These numbers are generally bonuses to the Defense Number, the Attack Number and an impediment against unit counters that would use Magical Ability against the Hero who has the Helper.

E. The bonuses for Attack and Defense numbers simply are added to the numbers printed in the corresponding locations on the Hero counter that has the Hero Helper counter. (In some cases it may subtract from a number.) For example: If Hero counter number 15, Zestes, had the Hero Helper counter the "Helmet of Invisibility", his Defense number would become 73, his Attack Number would become 30; and, if a unit counter attempted to use Magical Ability against him, the player using Magical Ability would add +20 to their dice roll.

F. There is no limit to the number of Hero Helper counters that a single Hero may have with him and use. (Remember, Hero movement may never be more than four hexes.)

G. Hero Helper counters that are acquired by a Hero may be moved with the Hero; or they may be "dropped off", left in a hex by the Hero's Controlling player at any time.

H. If a Hero which has one or more Hero Helper counters is killed and removed from the game, the Helper counters remain in the last hex the Hero occupied until picked up by another Hero unit counter.

I. ONLY Hero unit counters may pick up and/or use Hero Helper counters.

J. If a Monster occupies the hex containing the Hero Helper the Monster must either move or be killed before a Hero can pick up the counter.

212 Capturing Prizes

A. Prizes are always worth Glory Points to the player who captures them.

B. Prizes may only be captured by a Hero counter.

C. Prizes may not be moved until they have been captured; and then they can only be moved along with the Hero counter that captured them.

D. The procedure for capturing a Prize counter is as follows:

1. The Hero counter must end its move in the hex occupied by the Prize counter.

2. After all Combat for the "Moving Player's" Phase has been resolved the Hero in the hex with the Prize counter may attempt to capture it.

3. The Controlling player rolls two dice (reading the red die first) and obtains a two digit number. The number may then be modified by any Hero Helper Counter that is with the Hero and by the Hero's Attack Number. (It is not modified by anything else). The final modified result is compared to the Defense number of the Prize. If the modified dice roll is equal to or greater than the Defense Number, the Prize is captured. If it is less the Prize is not captured and no Glory Points are scored, and the Prize counter may not be moved.

4. Each Hero counter may make one attempt per "Moving Player" phase to capture a Prize. If the attempt fails the player who was the current "Moving Player" may not make another attempt until he again becomes the "Moving Player" in the next game Turn.

E. If a Hero counter which has a Prize counter with it is killed and removed from play the Prize counter is left in the hex last occupied by the Hero.

F. If a Prize is captured by a Hero and that Hero is killed any other Hero wishing to take the Prize must attempt to capture it.

G. Prizes can not be taken away from one Hero by another. The Hero who captured the prize must either be killed or leave the Prize before another Hero may attempt to capture it.

213 The Fates

A. After each player has drawn a Fate counter from the pile of face down counters, the remainder of the Fate counters are kept face down and placed on the Turn Record Track as described in the section of rules on Set-Up and Preparation for Play.

B. As the Turn Record (Game Turn) marker is moved along the Turn Record Track, it advances from a lower numbered box to the next higher numbered box.

C. When the Game Turn Marker is moved into a box on the Turn Record Track that contains Fate counters, the Fate counters are removed from the Turn Record Track and the numbers printed on them are read aloud.

D. The numbers printed on the Fate counters directly correspond to the Identification number printed on the Hero unit counters.

E. After determining the number on the Fate counters, locate the corresponding Hero counters.

1. If the Hero counter is on the game board, then the Fates have decreed that his time has come and the unit in question is removed from the game.

2. If the Hero counter is not on the game board, then the Fates have decreed that he is to be born; or, in some cases, brought back from the dead. Take the correct Hero counter and place it in any single Hex in the Area of Greece. (If it is possible, the Heroes entering the game may not be stacked in a hex with any other unit counter.)

214 Hercules and the Special Bonehead Rule

A. Hercules, the most famous Hero of Greek Mythology, was not known for his intelligence. He was known for his strength, his constant "flying off the handle" at seemingly insignificant things and the fact that (being the son of Zeus) he could not be killed in Combat. Often, after he had flown into a rage and did something vicious, he would find himself filled with remorse and go to an Oracle or a King who would tell him what to do to purge his soul. The following rules are incorporated in the game to account for Hercules. These rules apply only to the Hercules Hero counter.

1. Hercules may not be killed in normal Combat with another Hero or a Monster. If he is involved in Normal Combat with

one of these, he automatically wins and the other counter is removed from the game. No dice roll is necessary.

2. Hercules may be killed if involved with a unit counter that has Magical Ability. The Magical Combat is fought in the normal manner. If Hercules is slain he is removed from the board like any other counter.

3. When Hercules is involved in Combat a check must be made to determine if he becomes filled with remorse and runs off to purge himself.

a. After the Combat has taken place (it makes no difference if Hercules was the attacker or the defender), the player who last moved Hercules rolls two dice and obtains a two digit number (reading the red die first). The number is compared to Hercules' Attack Number. If the number rolled is less than Hercules Attack Number, Hercules becomes filled with Remorse.

b. If Hercules becomes filled with remorse, turn the counter face down immediately.

c. In the next "Moving Player" Phases any and all "Moving Players" may move the Hercules counter two hexes. This movement is free and does not count against the five units they are allowed to each attempt to move, nor may this movement be Challenged. Beginning in the next game Turn, the Hercules counter is left face down and each "Moving Player" during his Phase may move the Hercules counter two hexes under the same conditions as just stated.

d. At the end of the complete game Turn, the Hercules counter has purged his soul and is turned face up and returns to normal game play.

e. While the Hercules counter is face down (filled with remorse) it may not attack any other unit nor may it be attacked by any other unit. It may not pick up helpers, capture prizes or obtain a ship. All it may do is be moved. If Hercules had Helper or Prize counters with him they must be left behind in the hex in which he became filled with remorse.

B. Hercules may be killed by Divine Occurrences. For purposes of determining if Hercules is effected by a Divine Occurrence, Hercules has a Defense Number of 120 (One Hundred and Twenty). The god responsible for killing Hercules with a Divine Occurrence loses ten (10) Glory Points immediately.

215 Ships

A. Hero unit counters may not move into or through hexes that are completely water unless they have obtained a ship counter.

B. Hero unit counters may not move from a hex containing a shoreline and over a body of water to another hex containing the same or a different shoreline unless they have obtained a ship.

C. Hero counters which have obtained a ship may perform no function other than movement and other than to defend themselves if they are attacked, while they are on the ship.

D. Hero counters which have obtained a ship may move into hexes which are completely or partially water.

E. Hero counters may move along river hexes if they have a ship.

F. A ship is obtained in the following manner:

1. The Hero counter must begin or end its movement along a shoreline, NOT a river hex.

2. The "Moving Player" rolls two dice for the Hero and reading the red die first obtains a two digit number. If the number is equal to or LESS than the Hero counter's Defense number the Hero has obtained a ship and a ship counter is immediately placed on top of the Hero counter. If the dice roll fails to obtain a ship, all activities are over for that particular Hero counter for that "Moving Player" Phase.

3. A "Moving Player" may attempt to get a ship once for each Hero counter he attempts to move in his "Moving Player" Phase that is on a shoreline.

4. Attempting to obtain a ship is the same as attempting to move a unit and counts against the five units that each player is allowed to attempt to move.

G. For a Hero to attack in Combat, move inland, attempt to capture a Prize, or pick up a Hero Helper counter the Hero counter must leave the ship.

H. When a Hero leaves a ship the Ship counter is returned to the plastic tray.

I. When a Hero has a ship that counter is subject to all aspects of the game that deal with Heroes at Sea or on board a ship.

J. When a Hero has a ship counter the Hero may still move only two hexes per "Moving Player" Phase.

216 Victory Conditions

A. The game is won by the player who has accumulated the most Glory Points at the end of the game.

B. The game is over when fifteen game Turns have been played; or, when all of the Prize counters have been removed from the board, whichever occurs first.

C. Players keep a record of their Glory Points for the CURRENT game Turn on the Point Record Track on the mapboard. This is accomplished by adjusting the God Point Counter as Glory Points are gained or lost.

D. There are two Point Record Tracks printed on the mapboard. All players share these two tracks.

E. At the end of the current game Turn, each player will total all of the Glory Points that have been gained or lost and adjust the Glory Point columns of the Log Sheet accordingly.

F. When a player plays a card that causes him to receive Glory Points in a game Turn, lay the card face up and DO NOT record those points on the track. At the end of that game Turn, add the points from the track to the points from the card and adjust the Log Sheet accordingly.

G. Glory Points are obtained for various activities that take place in a game Turn. Some Points are received during or at the end of a "Moving Player" Phase and others are received at the end of the game Turn. The following is a description of and the method of receiving Glory Points.

1. **To the Glory of Zeus** — These points are received by any player who allocates Power Points on the Log Sheet to this

activity. 1 (one) Glory Point (GP) is gained for each 4 (four) Power Points allocated per Turn. These Points are recorded on the Log Sheet at the end of the game Turn.

2. **Capturing Prize counters** — When a Hero counter which is Controlled by a player captures a Prize counter, the Controlling player receives Glory Points.

a. If the player whose Hero has captured a Prize counter does not have or can not play a card that gives special Points for that Particular prize then the capturing player receives five (5) Glory Points for each prize captured. These points are immediately recorded on the Point Record Track.

b. If a player whose Controlled Hero captures a Prize counter and that player also plays a card which gives special Points for that particular Prize, then the capturing player receives the Glory Points as stated on the card. The card should be placed face up in front of the player and the points for it are recorded in the Log Sheet at the end of the game Turn.

c. If a player who has had a Hero capture a Prize and has already been awarded the Glory Points as stated above, and is in some later game Turn able to move the capturing Hero with the Prize into the Area of Greece while the Hero is Controlled then that player receives a Glory Point Bonus of 50 (fifty).

d. No God (Player) may ever receive points for capturing the same Prize two or more times in a game. Even if different Heroes capture the same Prize, once a Player has received points for that Prize then that player may NEVER receive points for capturing that same prize again.

e. Players may, if they elect, remove a Prize counter from the board at the time of its capture. While this would prevent them from ever getting it back to Greece for the Bonus Points, it will also prevent other players from having the opportunity of capturing it. If a player wishes to do this he just simply picks up the captured Prize and places it off of the board in front of him.

3. **Killing Monsters** — When a Hero counter that is Controlled kills a Monster counter, the Controlling player will always receive Glory Points.

a. If the Controlling player whose Hero has killed a Monster and does not have or can not play a card that gives special points for that particular Monster, then the player receives three (3) Glory Points for each Monster killed.

b. If the controlling player has a Hero who has killed a Monster counter and also plays a card that gives special points for killing that particular Monster, then that player receives the Glory Points as stated on the card.

c. These Glory Points are recorded in the same manner as Capturing Prizes.

4. **Killing Heroes** — When a Hero counter is killed, the player responsible for the death may either gain or lose Glory Points.

a. When a Hero counter is killed all players must announce the total amount of Power Points that they had available for Control of that Hero. The Player who declares the highest total is deemed the Controlling Player, and the Hero was controlled. The player responsible for killing the Hero takes the total number of Power Points available to the Controlling player and divides it by five (5), always rounding up to the next whole number. The resulting number is the number of Glory Points that the player responsible for killing the Hero receives. These points are recorded immediately. (i.e. If the controlling player had 14 Power Points currently allocated to the Control of the dead Hero, the Killing player would receive 3 Glory Points.) If the Controlling player had

less than five (but at least one Power Point) allocated to the Hero, the killing player would receive one (1) Glory Point. In order for the killing player to receive ANY Glory Points for killing a Hero through the use of Combat by another Hero or a Monster counter, then the involved Hero or Monster must have been Controlled at the time of Combat by the killing player.

b. If after a Hero counter is killed, it is determined that NO players had any Power Points currently allocated to his Control then the killing player loses five (5) Glory Points. This loss is recorded on the Point Record Track immediately. (Remember, even though a player may have a great number of Power Points built up to Control a particular Hero counter, if that player does not allocate at least one point in the current game Turn to control that Hero then that player has zero "0" Power Points for Control of that Hero beginning in the Turn in which no allocation was made.)

c. If a Hero is Controlled by and killed by the same player then that player loses five (5) Glory Points.

d. If a Hero is Controlled by a player and another player kills that Hero through the use of a Divine Occurrence, then the killing Player receives Glory Points in the same manner as described in the loss of a Hero through Combat with the exception that the killing player may never receive more than two (2) Glory Points.

5. **Moving Heroes** — Each time a "Moving Player" successfully moves a Hero counter in his Phase of the game Turn the player receives 1 (one) Glory Point.

6. **Challenging Hero Movement** — Each time a player Challenges the Hero Counter movement of another player, one of those players will receive Glory Points. If the Challenging player obtains Control of the Hero, the Challenging Player receives one (1) Glory Point and it is immediately recorded on the track. If the "Moving Player" who is challenged is determined to be the Controlling player, then the "Moving Player" receives one (1) Glory Point for winning the Challenge and another for meeting the requirements of rule 216 G., 5 (Moving Heroes). In cases where one player challenges the Control of a Hero, the player who loses the Challenge always LOSES one (1) Glory Point.

7. **Special Victory Condition Chart** — At the end of the game players reveal the Fate unit that they drew at the beginning of the game. The number is located on the Special Victory Condition Chart and the player receive Glory Points as determined by the chart.

300 OPTIONAL RULES

A. The following rules need never be used in the play of the game. They are included for those players who wish to add more complexity and challenge to the game then provided for in the Advanced Game.

B. Players who do elect to use some or all of the Optional Rules will see that they are modularized so that players may pick and choose as to which rule or rules they will use.

301 Adding a ZEUS Player to the Game

A. This rule allows for a single player to represent Zeus in the play of the game. Zeus, or the player representing him, does not behave like a normal player in the game.

B. This Option should not be used if there are less than five players available to play the game.

C. The following Rules apply to Zeus when using this rule.

1. The Zeus Arbitration Table is not used to Determine which player controls a Hero. The Zeus player decides based on his whims or who has bribed the most.

2. The Prayer and Sacrifice Tables (if using that Option) are not used. Zeus may award the protection available from those charts in any amounts based on his whims or bribery.

3. Zeus may elect to bring a Hero or Monster counter "back from the dead". In this case the unit counter must have been killed in Combat or a Divine Occurrence; but not by the Fates.

4. The Zeus player may "throw" (place) one "Lightning Bolt" per game Move.

- a. The Lightning Bolt must be placed in a single hex. Any Hero(es) in that hex are killed and removed from play.

- b. The Lightning Bolt may be placed on a God counter. If this occurs the effected God counter is incapacitated and may NOT take his "Moving Player" Phase or otherwise participate in the play of the game for that game Turn. Zeus may never strike the same God counter with his Lightning Bolt two game Turns in a row. Use one of the blank counters in the game to represent Zeus's Lightning Bolt.

- c. All of Zeus's Glory Points must come from other players. The Zeus player NEVER Controls or moves any of the game pieces. In other words, the Zeus player must use his powers to force the other players to give him Glory Points through Prayer, Sacrifice and Bribery or from the Glory of Zeus activity of the Log Sheet. (When players give to the Glory of Zeus, the Zeus player receives an amount of Glory Points equal to the player giving to the Glory of Zeus.) A blank counter is used to record the Zeus player's Glory Point accumulation on the Point Record Track for the current game Turn.

- d. The Zeus player has NO Power Points to allocate to anything.

302 Prayer and Sacrifice

A. Players may wish to use this rule to afford more protection to their favored Heroes.

B. Players electing to use this rule will be required to use the Prayer and/or Sacrifice Tables located on the backs of the God cards and to make additional entries in the Divine Occurrences section of the Log Sheet.

C. A player wishing to make a Prayer or Sacrifice makes a notation in the current game Turn line of the Log Sheet. The code for a prayer is "Pr" and the code for a Sacrifice is "S". Below the code the player will write in the number of Glory Points he is spending on the Prayer or Sacrifice. Once written these points are lost to the spending player whether they are used or not.

D. The player then determines the correct column to use on the Prayer or Sacrifice Table (If a prayer is being offered add +10 for each Point spent and if a Sacrifice is being offered add +20 for each Point over three; Sacrifices of three or less are NOT acceptable.) and rolls two dice. He then ADDS the total of the dice and cross grids that number with the appropriate column of the chart to obtain the results.

E. The results obtained from the Prayer or Sacrifice Tables only apply to one Hero unit counter. The involved player may select which unit counter receives the protection.

F. The results obtained from the Prayer or Sacrifice Tables apply to a particular Hero Counter for an entire game Turn.

G. While a Hero counter is protected by the results of Prayer or Sacrifice that counter may NOT attack any other counter in the Turn in which it is protected.

H. All Prayer and Sacrifice is checked prior to any player taking a "Moving Player" Phase.

I. Hero Helper counters and Prize counters may be used as a Sacrifice or as part of a Sacrifice. Helper counters count as five (5) Glory Points spent on a Sacrifice and Prize counters count as ten (10) Glory Points spent on a Sacrifice.

a. In order to Sacrifice a Prize it must have been previously captured and removed from the play of the game by the Sacrificing player or be in the Hex with a Hero that player controls and who has previously captured the Prize.

b. In order to Sacrifice a Hero Helper counter, that counter must be the property of one of the Sacrificing player's Controlled Heroes or it must have been removed from the game by that player and in his possession.

303 The Lesser Evil Unit Counters

A. These counters are placed face down on the game board at the same time that Monster counters are placed on the game board.

B. After they are turned face up, all of the Pirate counters are moved to the Sea Areas (One in each Area of The Sea).

C. During the initial placement of these counters, they must all be placed on land hexes.

D. A Lesser Evil unit counter may be moved two hexes in any one "Moving Player" Phase.

E. Any God counter occupying an Area with one or more Lesser Evil counters may move none, one or any number of Lesser Evil counters that occupy the SAME Area at the beginning of that god's "Moving Player" Phase. The movement of these counters DO NOT count against the five (5) Hero or Monster units the player may normally attempt to move.

F. If more than one God Counter occupies the same Area, then both players may move the Lesser Evil counters in their respective "Moving Player" Phases.

G. Lesser Evil counters are not effected by Divine Occurrences.

H. Lesser Evil counters Move and have Combat like Monster counters.

I. Lesser Evil counters are not subject to being Controlled.

J. If a Lesser Evil counter kills a Hero the Moving player gets or loses the Glory Points (This applies if the Lesser Evil counter is Attacking).

K. If a Hero kills a Lesser Evil counter the Controlling player receives one (1) Glory Point.

L. Lesser Evil counters and Monster counters may never attack each other.

M. Only Pirate Lesser Evil counters may move on to hexes that are all water; all others must move in hexes that are all or partially land. Pirates must always remain in hexes that are all or partially The Sea or River Ocean hexes.

304 The Historical Map Set Up

A. This rule is for players who don't mind going to the additional trouble and time of setting up the map historically.

B. The following Prize units should be placed as described:

Prize Unit	Hex Number
Pegasus	3506
Cornucopia	2407
Cerynites	4010
Helen	3413
Andromeda	2416
Marathon Bull	3014
Golden Bough	3416
Cerymean Stag	4112
Golden Apples	2516
Golden Fleece	3611

C. The Following Monster Units should be placed as described:

Monster Counter	I.D.	Hex Number
	33	3014
	34	1614
	35	2913
	36	3613
	37	3217
	38	2914
	39	1911
	40	2713
	41	2913
	42	3012
	43	3213
	44	2813
	45	2912
	46	2912
	47	3513
	48	2917
	49	2212
	50	3511
	51	1912
	52	3205
	53	2715
	54	3708
	55	2908
	56	3415
	57	2214
	58	2515
	59	2811
	60	2311
	61	2211
	62	2113
	63	3209
	64	3214

SPECIAL VICTORY CONDITION CHART

Fate Unit Counter Number	Special Glory Points at End of Game
1	2 points for each Hero on the game board at end of game.
2	Return and draw another Fate counter.
3	Return and draw another Fate counter.
4	2 Points for each Hero killed in Combat.
5	1 Point for each Monster on board at end of the game.
6	1 Point for each Monster killed in game.
7	1 Point for each Hero killed by a Divine Occurrence by a player other than yourself.
8	½ Point for each Divine Occurrence used in game.
9	Return and draw another Fate counter.
10	Return and draw another Fate counter.
11	Return and draw another Fate counter.
12	Return and draw another Fate counter.
13	3 Points for each prize still on the game board at the end of game.
14	2 Points for each Prize off of the game board at game's end.
15	1 Point for each Hero Helper on the game board at game's end.
16	1 Point for each Hero Helper off the game board at game's end.
17	3 Points for each Volcano used by a player other than yourself.
18	5 Points for each Prize you possess.
19	3 Points for each Helper you possess.
20	2 Points for each Earthquake caused by another player.
21	1 Point for each Turn in which no Divine Occurrence takes place.
22	2 Points for each Tempest caused by another player.
23	1 Point for each Prayer offered to Zeus by other players.
24	2 Points for each Sacrifice offered to Zeus by other players.
25	2 Points for each Hero on board at end of Game.
26	2 Points for each Hero killed in Combat.
27	1 Point for each Monster on the game board at game's end.
28	1 Point for each Monster killed.
29	1 Point for each Hero killed by a Divine Occurrence by a player other than yourself.
30	3 Points for each Prize on the Game Board.
31	1 Point for each Helper on the Game Board.
32	1 Point for each Divine Occurrence caused by another player.

All of the above conditions apply and are calculated at the end of the game.

GLORY POINT SUMMARY

To the Glory of Zeus	1 G.P. for every 4 P.P.
Prize captured without card	5 G.P.
Prize captured with card	as stated on card
Monster killed without card	3 G.P.
Monster killed with card	as stated on card
Controlled Hero killed	1 G.P. for every 5 P.P. Controlling Player had
Un-Controlled Hero killed	-5 G.P. (minus 5)
Each Hero successfully moved	1 G.P.
Each Challenge won	1 G.P.
Each Challenge lost	-1 G.P. (minus 1)
Captured Prize that is returned to the Area of Greece	50 G.P.
Each God counter removed from the board due to the "Event" section of a playing card being played	-1 G.P. (minus 1)

CREDITS:

Design & Development: J. Stephen Peek

Production: J. Stephen Peek

Graphics & Printing: Yaquinto Printing Co.

Cover Art: Roger MacGowan

Playtesters: Nolan Bond, Joel Breger, Oscar Kirzner, David Hearst, Frank Hernandez, Wayne Lanham, Scott Majeske, Bob Marrinon, Mike Matheny, John Paul Snellen, Tim Tittsworth, John White and Stanley Williams.