# SANTORINI

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Santorini App Can't decide which God Powers to match up? Head over to **Google Play Store** or the **Apple App Store** and download the Santorini App absolutely free. Complete with video tutorials, match randomizer and much more!

Setup

1. Place the smaller side of the **Cliff Pedestal** Ⓐ on the **Ocean Board** Ⓑ, using the long and short tabs on the **Cliff Pedestal** to guide assembly.

2. Place the **Island Board** Ⓒ on top of the **Cliff Pedestal** Ⓐ, again using the long and short tabs to guide assembly.

3. The youngest player is the **Start Player**, who begins by placing 2 **Workers** Ⓓ of their chosen color into any **unoccupied spaces** on the board. The other player(s) then places their **Workers** Ⓔ.
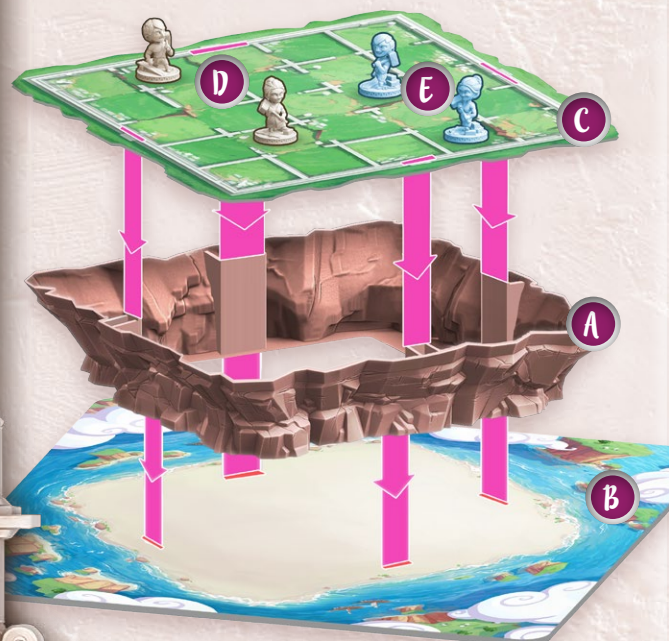
How To Play

Players take turns, starting with the **Start Player**, who first placed their **Workers**. On your turn, **select** one of your **Workers**. You must **move** and then **build** with the **selected Worker**.

Move your selected **Worker** into one of the (up to) eight **neighboring** spaces .
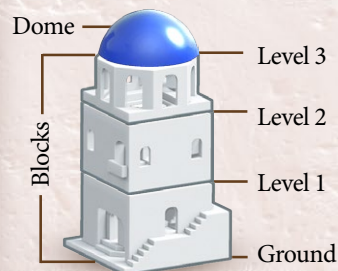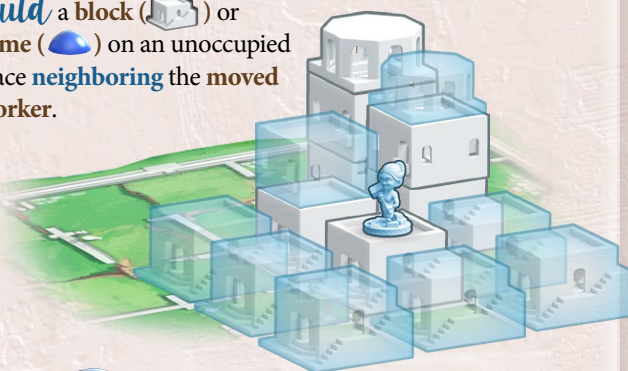
A **Worker** may **move up** a maximum of one level higher, **move down** any number of levels lower, or **move** along the same level. A **Worker** may not **move up** more than one level ✗.
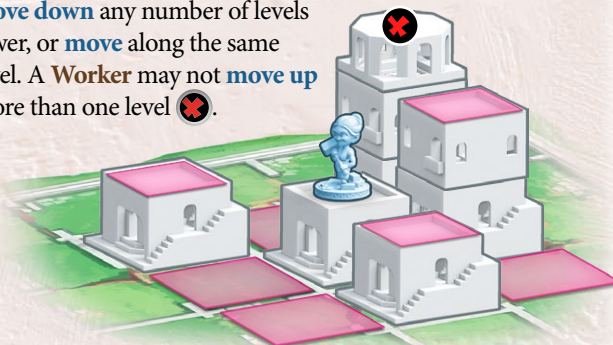
The space your **Worker moves** into must be **unoccupied** (not containing a **Worker** or **Dome**).

Build a **block** ( ) or **dome** ( ) on an unoccupied space **neighboring** the **moved Worker**.

You can **build** onto a **level** of any height, but you **must** choose the correct shape of **block** or **dome** for the **level** being built (See diagram to the left). A tower with 3 **blocks** and a **dome** is considered a "**Complete Tower**".

Dome — Level 3 — Level 2 — Level 1 — Ground

Blocks

A Complete Tower

Winning the Game

1. If one of your **Workers moves up** on top of **level 3** during your turn, you instantly win!

I Win!

2. You **must** always perform a **move** then **build** on your turn. If you are unable to, you lose.

You are now ready to play the base 2-player game! We strongly suggest you play several games using only these rules. Read on when you are ready for more!

Components

18 X Dome   22 X Level 1   18 X Level 2   14 X Level 3
Blocks

1 X Cliff Pedestal

30 X God Powers

1 X Ocean Board

1 X Island Board
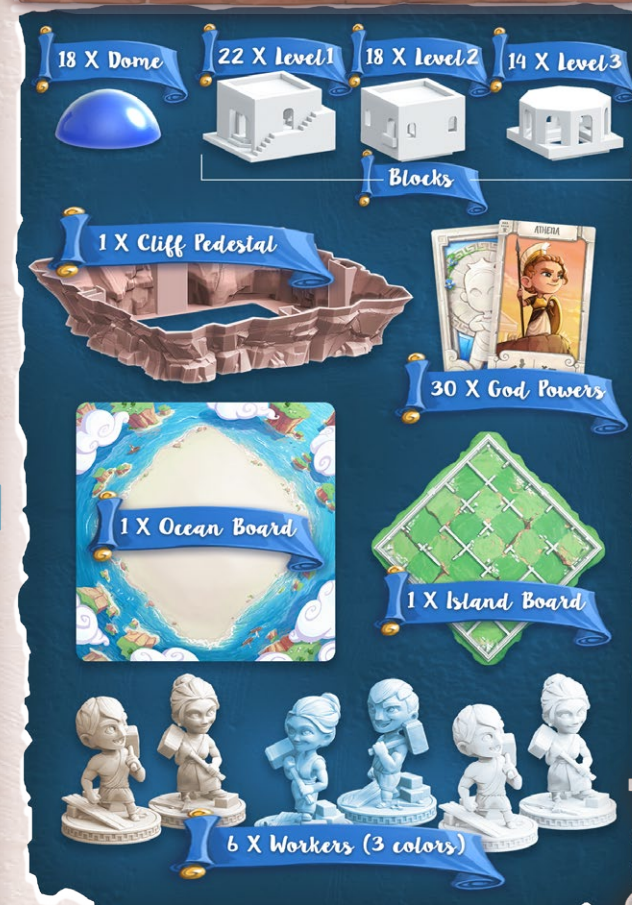
6 X Workers (3 colors)

Setup God Powers

Once you've played a few 2-player games using only the rules on the front page of the rule book, we suggest you try **God Powers**.

God Powers are cards that provide you with a powerful ability (A) that can be used throughout the game. Many **God Powers** change the way **Workers move** and **build**.

God Power Setup

After setting up the Island using only step 1 and 2 from "**Setup**" section on page 1, perform the following steps:

3 The **Challenger** (determined by who is the most "god-like") chooses **God Powers** equal to the number of players.

4 If playing a 3-player (👥👥👥) or 4-player (👥👥👥👥) game, ensure all chosen **God Powers** are compatible with the number of players (B). All **God Powers** are playable in 2-Player games.

5 The **Challenger** reads each selected **God Power** aloud from the rule book. Refer to the set icon and index number (C) to find each **God Power** description.

6 In clockwise order, everyone chooses a **God Power** and places it in their area. The **Challenger** receives the last **God Power**.

7 The **Challenger** chooses a **Start Player**, who places 2 **Workers** of their chosen color on any **unoccupied spaces** on the board. In clockwise order, the other players each place **all** their **Workers**.

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Using God Powers

Normal Rules and conditions still apply to you when using a **God Power**, with the exception of the specific changes described by the **God Power**.

You must obey all **God Power** text that says you "cannot" or "must", otherwise you lose the game.

Domes are not blocks. If the **God Power** description states it affects **blocks**, it does not affect **domes**.

"Forced" is not "moved". Some **God Powers** may cause Workers to be "**forced**" into another space. A **Worker** that is **forced**, is not considered to have **moved**.

Remember: to win the game by **moving** onto the third level, your **Worker** must **move up** during **your** turn. Therefore, if your **Worker** is **Forced** onto the third level, you do not win the game. **Moving** from one third level space to another also does not trigger a win.

God Powers apply or are triggered at a specific time, according to what is stated at the start in the **God Power**'s description.

For example, Apollo's **God Power** description starts with "**Your Move**". This means if you possess Apollo's **God Power**, it can only be used by you during the "**move**" phase of **your** turn.

When using a **God Power**, all text in its description is written from the perspective of the player possessing the **God Power**. Any time an "opponent" is mentioned in a **God Power** description, it is referring an opponent of the player possessing the **God Power**.

Additional Setup must be performed when using some **God Powers**. If your selected **God Power** features "**Setup**" text in the description, execute these special instructions during the game Setup. If the order players perform additional setup gives either player an advantage, execute them in turn order.

Additional Win Conditions are specified by some **God Powers**. In **addition to** being able to win by **moving up** onto the third level during your turn, you can also win by fulfilling the "**Win Condition**" described.

🏛 Many **God Powers** feature a 🏛 icon (D) to indicate it can be used in **Golden Fleece variant** (Golden Fleece Expansion sold separately). For more information, see the Golden Fleece section of the rule book.
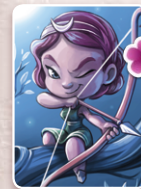
For the first few games you use **God Powers**, we strongly suggest using the Simple **God Powers** below, indicated by the hibiscus flower 🌺.

🌺 1. Apollo
God Of Music

Your Move: Your **Worker** may **move** into an opponent **Worker's** space by forcing their **Worker** to the space yours just vacated.

🌺 2. Artemis
Goddess of the Hunt

Your Move: Your **Worker** may **move** one additional time, but not back to its initial space.

🌺 3. Athena
Goddess of Wisdom

Opponent's Turn: If one of your **Workers moved up** on your last turn, opponent **Workers** cannot **move up** this turn.

🌺 4. Atlas
Titan Shouldering the Heavens

Your Build: Your **Worker** may **build** a dome at any **level**.

🌺 5. Demeter
Goddess of the Harvest

Your Build: Your **Worker** may **build** one additional time, but not on the same space.

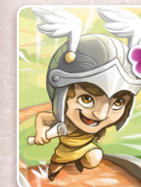### 🌺 6. Hephaestus
God of Blacksmiths

Your Build: Your **Worker** may **build** one additional block (not dome) on top of your first block.

🌺 7. Hermes
God of Travel

Your Turn: If your **Workers** do not **move up** or **down**, they may each **move** any number of times (even zero), and then either **builds**.
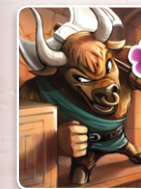
🌺 8. Minotaur
Bull-headed Monster

Your Move: Your **Worker** may move into an opponent **Worker's** space, if their **Worker** can be forced one space straight backwards to an **unoccupied space** at any level.

🌺 9. Pan
God of the Wild

Win Condition: You also win if your **Worker** moves **down** two or more **levels**.

🌺 10. Prometheus
Titan Benefactor of Mankind

Your Turn: If your **Worker** does not **move up**, it may **build** both before and after **moving**.

11. Aphrodite
Goddess of Love

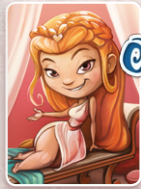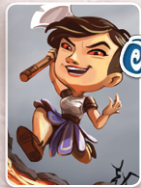**Any Move:** If an opponent **Worker** starts its turn **neighboring** one of your **Workers**, its last **move** must be to a space **neighboring** one of your **Workers**.

12. Ares
God of War

End of Your Turn: You may remove an **unoccupied block** (not **dome**) **neighboring** your unmoved **Worker**. You also remove any **Tokens** on the **block**.

13. Bia
Goddess of Violence

Setup: Place your **Workers** first.

Your Move: If your **Worker moves** into a space and the next space in the same direction is occupied by an opponent **Worker**, the opponent's **Worker** is removed from the game.
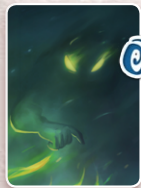
14. Chaos
Primordial Nothingness

Setup: Shuffle all unused **Simple God Powers** (featuring a 🌸 symbol) into a face-down deck in your play area. Draw the top **God Power**, and place it face-up beside the deck.

Any Time: You have the **Power** of the face-up **God Power**. You must discard your current **God Power** and draw a new one after any turn in which at least one **dome** is **built**. If you run out of **God Powers**, shuffle them to create a new deck and draw the top one.

15. Charon
Ferryman to the Underworld

Your Move: Before your **Worker moves**, you may force a neighboring opponent **Worker** to the space directly on the other side of your **Worker**, if that space is **unoccupied**.
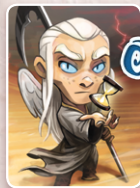
16. Chronus
God of Time

Win Condition: You also win when there are at least five **Complete Towers** on the board.

17. Circe
Divine Enchantress

Start of Your Turn: If an opponent's **Workers** do not **neighbor** each other, you alone have use of their **power** until your next turn.

18. Dionysus
God of Wine

Your Build: Each time a **Worker** you control creates a **Complete Tower**, you may take an additional turn using an opponent **Worker** instead of your own. No player can win during these additional turns.
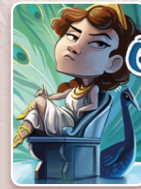
19. Eros
God of Desire

Setup: Place your **Workers** anywhere along opposite edges of the board.

Win Condition: You also win if one of your **Workers** moves to a space **neighboring** your other **Worker and** both are on the first level (or the same level in a 3-player game).

20. Hera
Goddess of Marriage

Opponent's Turn: An opponent cannot win by **moving** into a perimeter space.

21. Hestia
Goddess of Hearth and Home

Your Build: Your **Worker** may **build** one additional time, but this **cannot** be on a perimeter space.

22. Hypnus
God of Sleep

Start of Opponent's Turn: If one of your opponent's **Workers** is higher than all of their others, it cannot **move**.

23. Limus
Goddess of Famine

Opponent's Turn: Opponent **Workers** cannot **build** on spaces **neighboring** your **Workers**, unless **building** a **dome** to create a **Complete Tower**.

24. Medusa
Petrifying Gorgon

End of Your Turn: If possible, your **Workers build** in lower neighboring spaces that are occupied by opponent **Workers**, removing the opponent **Workers** from the game.
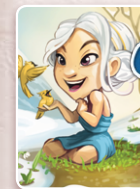
25. Morpheus
God of Dreams

Start of Your Turn: Place a **block** or **dome** on your **God Power** card.

Your Build: Your **Worker** cannot **build** as normal. Instead, your **Worker** may **build** any number of times (even zero) using **blocks** / **domes** collected on your **God Power** card. At any time, any player may exchange a **block** / **dome** on the **God Power** card for **dome** or a **block** of a different shape.

26. Persephone
Goddess of Spring Growth

Opponent's Turn: If possible, at least one **Worker** must **move up** this turn.

27. Poseidon
God of the Sea

End of Your Turn: If your **unmoved Worker** is on the ground level, it may **build** up to three times.

28. Selene
Goddess of the Moon

Setup: Place a male and a female **Worker** of your color.

Your Build: Instead of your normal **build**, your female **Worker** may **build** a **dome** at any level regardless of which **Worker moved**.

29. Triton
God of the Waves

Your Move: Each time your **Worker** moves into a **perimeter space**, it may immediately **move** again.

30. Zeus
God of the Sky

Your Build: Your **Worker** may build a block under itself.

GOLDEN FLEECE GODS

Video Tutorials Available - Learn these Gods at roxley.com/santorini-video

Banned Matchups

Banned VS. Gods featuring a ⊖ on them indicate banned matchups. We strongly suggest that you do not play a God Power against any of the banned gods listed because the matchup is either not compatible, not interesting, or highly imbalanced.

31. Aeolus
God of the Winds

Setup: Place the **Wind Token** beside the board and orient it in any of the 8 directions to indicate which direction the **Wind** is blowing.

End of Your Turn: Orient the **Wind Token** to any of the the eight directions.

Any Move: **Workers** cannot move directly into the **Wind**.

32. Charybdis
Whirlpool Monster

Setup: Place 2 **Whirlpool Tokens** on your **God Power** card.

End of Your Turn: You may place a **Whirlpool Token** from your **God Power** card on any **unoccupied space** on the board.

Any Time: When both **Whirlpool Tokens** are in **unoccupied spaces**, a **Worker** that **moves** onto a space containing a **Whirlpool Token** must immediately move to the other **Whirlpool Token's** space. This **move** is considered to be in the same direction as the previous **move**. When a **Whirlpool Token** is built on or removed from the board, it is returned to your **God Power** card.

33. Clio
Muse of History

Your Build: Place a **Coin Token** on each of the first 3 **blocks** your **Workers** build.

Opponent's Turn: Opponents treat spaces containing your **Coin Tokens** as if they contain only a **dome**.

⊖ **Banned VS:** Circe, Nemesis

34. Europa & Talus
Queen & Guardian Automaton

Setup: Place the **Talus Token** on your **God Power** card.

End of Your Turn: You may relocate your **Talus Token** to an **unoccupied space** neighboring the **Worker** that **moved**.

Any Time: All players treat the space containing the **Talus Token** as if it contains only a **dome**.

35. Gaea
Goddess of the Earth

Setup: Take 2 extra **Workers** of your color. These are kept on your **God Power** card until needed.

Any Build: When a **Worker** builds a **dome**, Gaea may immediately place a **Worker** from her **God Power** card onto a ground-level space **neighboring** the **dome**.

⊖ **Banned VS:** Atlas, Nemesis, Selene

36. Graeae
The Gray Hags

Setup: When placing your **Workers**, place 3 of your color.

Your Build: You choose which **Worker** of yours **builds**.

⊖ **Banned VS:** Nemesis

37. Hades
God of the Underworld

Opponent's Turn: Opponent **Workers** cannot **move down**.

⊖ **Banned VS:** Pan

38. Harpies
Winged Menaces

Opponent's Turn: Each time an opponent's **Worker moves**, it is forced space by space in the same direction until the next space is at a higher level or it is obstructed.

⊖ **Banned VS:** Hermes, Triton

39. Hecate
Goddess of Magic

Setup: Take the **Map** Ⓐ, **Shield** Ⓑ, and 2 **Worker Tokens**. Hide the **Map** behind the **Shield** and secretly place your **Worker Tokens** on the **Map** to represent the location of your **Workers** on the game board. Place your **Workers** last.

Your Turn: Move a **Worker Token** on the **Map** as if it were on the game board. **Build** on the game board, as normal.

Any Time: If an opponent attempts an action that would not be legal due to the presence of your secret **Workers**, their action is cancelled and they lose the rest of their turn. When possible, use their power on their behalf to make their turns legal without informing them.

⊖ **Banned VS:** Charon, Circe

40. Moerae
Goddesses of Fate

Setup: Take the **Map** Ⓐ, **Shield** Ⓑ, and Fate Token.

Behind your **Shield**, secretly select a 2 X 2 square of **Fate spaces** by placing your **Fate Token** on the **Map**. When placing your **Workers**, place 3 of your color.

Win Condition: If an opponent **Worker** attempts to win by **moving** into one of your **Fate spaces**, you win instead.

⊖ **Banned VS:** Hecate, Nemesis

41. Nemesis
Goddess of Retribution

End of Your Turn: If none of an opponent's **Workers** neighbor yours, you may force as many of your opponent's **Workers** as possible to take the spaces you occupy, and vice versa.

⊖ **Banned VS:** Aphrodite, Bia, Medusa, Terpsichore, Theseus

42. Siren
Alluring Sea Nymph

Setup: Place the **Arrow Token** beside the board and orient it in any of the 8 directions to indicate the direction of the **Siren's Song**.

Your Turn: You may choose not to take your normal turn. Instead, force one or more opponent **Workers** one space in the direction of the **Siren's Song** to unoccupied spaces at any level.

43. Tartarus
God of the Abyss

Setup: Take the **Map** Ⓐ, **Shield** Ⓑ, and one Abyss Token.

Place your **Workers** first. After all players' **Workers** are placed, hide the **Map** behind the **Shield** and secretly place your **Abyss Token** on an unoccupied space. This space is the Abyss.

Lose Condition: If any player's **Worker** enters the **Abyss**, they immediately lose. **Workers** cannot win by entering the **Abyss**.

⊖ **Banned VS:** Bia, Hecate, Moerae

44. Terpsichore
Muse of Dancing

Your Turn: All of your **Workers** must **move**, and then all must **build**.

⊖ **Banned VS:** Hypnus, Limus, Tartarus

45. Urania
Muse of Astronomy

Your Turn: When your **Worker moves** or **builds**, treat opposite edges and corners as if they are adjacent so that every space has 8 neighbors.

⊖ **Banned VS:** Aphrodite

Moving with Urania's worker

Building with Urania's worker

4

Components

- Shield
- 15 X God Cards
- 4 X Workers
- 10 X Hero Cards
- 2 X Worker Tokens
- 12 X Coin Tokens
- 2 X Direction Tokens
- Fate Token
- 2 X Whirlpool Tokens
- Map
- Talus Token
- Wind Token
- Ram Figure
- Abyss Token

Golden Fleece Variant

Golden Fleece variant provides a different 2-player experience where the **Ram figure** grants the blessing of a single **God Power** to whomever is touching it.

Setup

After setting up the Island using only step 1 and 2 from "**Setup**" section on page 1, perform the following:

3. Select a **God Power** showing the **Golden Fleece** icon in the top right, and place it beside the board (Players do not have individual **God Powers**).

4. The oldest player starts by placing two **Workers** of their chosen color into any unoccupied spaces on the board. The other player then places their **Workers**.

5. The player who placed **Workers** first, places the **Ram figure** on any **unoccupied space**. The other player takes the first turn.

Start of Any Turn

Any player with a **Worker** neighboring the **Ram figure** has the **God Power** for the rest of the turn (including **End of Turn** powers)

Using Hero Powers

A **Hero Power** is an ability that you may perform only **once per game**. Only you may use this power, and no opponent's power can make you use it.

A **Hero Power** cannot be used in the **Golden Fleece variant**. **Hero Powers** are only supported in a 2-player game. **Hero Powers** are easily identified by the purple back **(A)** and **Helmet icon (B)** on in the border.

Setup

Use the "**God Power Setup**" instructions.

Hero Powers are often weaker than **God Powers**. For a balanced game, we recommend only playing **Hero Powers** against other **Hero Powers**.

Hero Powers can also be used to balance games between players of unequal skill, whereby more experienced players are encouraged to select a **Hero Power** for themselves and a **God Power** for their opponent.
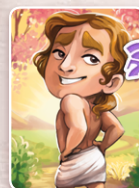
MEDEA

46. Achilles
Volatile Warrior
Your Turn: Once, your **Worker builds** both before and after **moving**.

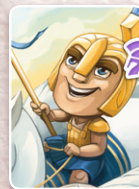### 47. Adonis
Devastatingly Handsome
End of Your Turn: Once, choose an opponent **Worker**. If possible, that **Worker** must be **neighboring** one of your **Workers** at the end of their next turn.
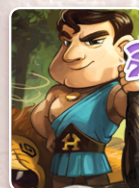
48. Atalanta
Swift Huntress
Your Move: Once, your **Worker moves** any number of additional times.

49. Bellerophon
Tamer of Pegasus
Your Move: Once, your **Worker moves up** two levels.

50. Heracles
Doer of Great Deeds
End of Your Turn: Once, both your **Workers build** any number of **domes** (even zero) at any level.

51. Jason
Leader of the Argonauts
Setup: Take one extra **Worker** of your color. This is kept on your **God Power** card until needed.
Your Turn: Once, instead of your normal turn, place your extra **Worker** on an **unoccupied** ground-level perimeter space. This **Worker** then **builds**.

52. Medea
Powerful Sorceress
End of Your Turn: Once, remove one **block** from under any number of **Workers** neighboring your **unmoved Worker**. You also remove any **Tokens** on the **blocks**.

53. Odysseus
Cunning Leader
Start of Your Turn: Once, force to **unoccupied** corner spaces any number of opponent **Workers** that **neighbor** your **Workers**.

54. Polyphemus
Gigantic Cyclops
End of Your Turn: Once, your **Worker builds** up to 2 **domes** at any level on any **unoccupied spaces** on the board.

55. Theseus
Slayer of the Minotaur
End of Your Turn: Once, if any of your **Workers** is exactly 2 levels below any **neighboring** opponent **Workers**, remove one of those opponent **Workers** from play.

3 & 4 Players

Santorini is best as a 2-player game. However, we have included rules for 3 and 4-players for those times when you really want to play with more people.

When playing with 3 or 4 players, all of the 2-player rules apply, with the following adjustments:

Setup

For 3 and 4-player games, you must play with **God Powers**. When selecting which **God Powers** to play with, they must all feature a 👤👤👤 icon when playing a 3-player game, or a 👤👤👤👤 icon in a 4-player game.

3 Players

If you lose in a 3-player game, immediately remove your **Workers**, **Tokens**, and **God Power** from the game. If only one player remains, they are the winner.

4 Players (Team Game)

You play in teams of 2 players, who share control of 2 **Workers**. Teammates must sit across from each other (teams alternate turns). Each player has their own **God Power**. You **cannot** use your teammate's power.

During setup, your team's first player places the **Workers**. Your team's second player takes the first turn.

If any player wins, their team wins. If any player loses, their team loses.

Glossary

Block: A part of a **tower** and forms a space on the board. When you **build**, place **blocks** from largest to smallest so that they stack. For reference, see the "Complete Tower" diagram on the front page.

Complete Tower: Consists of exactly three **blocks** and a **dome**.

Dome: The top level on a **Tower**. **Domes** cannot have anything placed upon them. A **dome** may onlt be **built** on top of the third level, unless otherwised specified by a **God** or **Hero Power**.

Neighboring: Each space has up to eight spaces surrounding it. These are called its **neighboring** spaces.

Occupied Space: A space containing a **Worker** or **dome**.

Perimeter Space: One of the 16 spaces along the edge of the board.

Token: A marker specific to a **God** or **Hero Power**. You cannot place a **Token** onto a space that is occupied or contains another **Token**. Remove **Tokens** from the board when **blocks** are placed upon them.

Unmoved Worker: A **Worker** that did not move on your turn.

Unoccupied Space: A space not containing a **Worker** or **dome**.

Credits

Game Design: Gordon Hamilton aka Dr. Pickle. For more puzzles, games and unsolved problems, visit mathpickle.com

Beautiful Artwork: David Forest & Lina Cossette (mrcuddington.com)

Product / Graphic design: Gavan Brown

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Tutorial Videos: Joe McDaid

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Simon Rourke: Europa and Talus
Joe McDaid: Golden Fleece variant
Keefer Hamilton: Hephaestus
Arya Asakura: Hera
Paul Saxberg: Chaos, Moerae
Will Fordham: Odysseus
Matt Tolman: Zeus