

TROIA

INTRODUCTION



As Homer narrated in the Iliad, different Greek states had sieged the city of Troy for years as a punishment for the abduction of Helen of Sparta by Paris of Troy.

Citizens of both sides made offerings to the deities to gain their favour in order to help, or to hinder, heroes on the battlefield.

COMPONENTS

- 54 Offering Cards
- 6 Deity Tokens
- 6 Heroes Tokens
- 6 Heroes Stands
- 1 Hector/Paris Token
- 1 Cornucopia Token
- 1 Game Board

SET UP

Each player chooses one side: The **Greeks**  or the **Trojans** .

Place the game board in the middle of the table with the corresponding side to each player.

Place the 6 Deities tokens randomly on the Olympus area. For the first games, it's recommended to play with **ZEUS, HERMES, ARTEMIS, HERA, POSEIDON AND ARES**.

Place the 6 Heroes with their stands on the Fighting area. Place them in a way that each player can see their corresponding symbol on the Heroes.

Divide the Offering cards in two decks according to their fronts:



27 Trojan cards



27 Greek cards



Each player takes their corresponding deck, shuffles it, places it on their playing area and draws 2 cards.

Place the **HECTOR/PARIS** token on the Protection space on the Trojan side.



PLAYING THE GAME

The Greek player starts the offensive. The game alternates turns between the Greek and the Trojan player until one of them is victorious.

In their turn, each player chooses to **MAKE OFFERINGS TO THE DEITIES** or to **DRAW 2 CARDS**.

MAKE OFFERINGS TO THE DEITIES

1. Play Offering cards:

The player makes an offering to a chosen deity. That is, they must discard 1 or more cards from their hand until the offering is equal or greater than the number next to that deity (oriented to the active player) on the Olympus. At least one of the offerings must match with the chosen deity.



2. Move a deity on the Olympus:

After the offering, the player gains that deity's favour. And so that player moves the deity to their closest location on the Olympus, moving the other deities one position if necessary.

3. Move a hero on the battlefield

Each hero is related to one deity. This connection is symbolised with an offering, which is different depending on the Greek or the Trojan side. The small offering represents the offering the opponent has on the other side.

The hero related to the deity who received the offering moves on the battlefield:

Greater Offering: : If a player discards enough offerings matching the deity, the hero moves 2 positions towards the opponent.

Mixed Offering: If a player mixes the offerings matching the deity with other kind of offerings, the hero moves 1 position towards the opponent.




The game board has two different sections: The **earthly area** (the Trojan War) and the **Olympus area**.

The earthly area is divided into other 5 areas:

Fighting area  : The central area.

Defence areas  : The two areas adjacent to the Fighting area.

Protection areas  : The two areas on each side of the board.

Olympus

Earthly area

Hector and Paris track



Protection 

Defence 

Combat 

Defence 

Protection 

A hero cannot move further than the Protection area.



4. Activate the special ability of a deity:

After the offering, the deity also grants their special ability immediately. If the ability cannot be activated at once, their action is lost (see below “Abilities of the deities”).

5. Build the Trojan Horse or move Hector/Paris

If, at the end of the turn, a player has 2 or more heroes on the opponent's Protection area:

Greek player: A piece of the Trojan Horse may be built by leaving one of the cards from their hand on the table. Each of the 4 pieces must be different and they may be played in any order.



Trojan player: The way to the Greek ships for **HECTOR/ PARIS** goes through 4 different sections: **1** Hector or Paris. **2** Paris. **3** Hector. **4** Hector and Paris. The Trojan player must discard the indicated cards to move the token forward to the next section (only once per turn).



Then, two heroes from the opponent's Protection area go back to the battlefield (the central area)

END OF THE GAME



The **Greek player** wins the game immediately if they finish the Trojan Horse.

The **Trojan player** wins the game immediately if they move the Hector/Paris token through the four sections.

When there are no cards on any player's deck:



- The amount of the Horse's pieces is compared to the progress of Hector/Paris. The most advanced player wins the game.

- In case of a tie, check the position of the heroes. The player with the most heroes on their opponent's areas wins the game. If the tie persists, play another game.

ABILITIES OF THE DEITIES

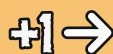
POSEIDON: Move a hero 1 space from Protection to Defence.



ARES: Move a hero 1 space from Defence to Fighting.



HERMES: Move a hero 1 space ahead.



ATHENA: Draw the Cornucopia token. Discard it to get 2 offerings of any kind this turn.



DORIS: Draw 1 card from a player's hand.



HEPHAESTUS: Move a hero from Defence to Defence.



HERA: Move a hero 1 space from Defence to Protection.



ARTEMIS: Move a hero 1 space from Fighting to Defence.



ZEUS: Draw 2 cards.



IRIS: Move a deity to any location on the Olympus.



APOLLO: Draw 1 card from your opponent's discard pile.



APHRODITE: Move a hero 1 space ahead and another hero 1 space back.



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