

Battlefields of Olympus

Bluffing Variant

Version 1.4

Design by Peter Grant

OVERVIEW

In this variant, the game is played over 3 rounds. During each round, 4 LAND cards are placed face up between the players and are fought over by placing WARRIOR cards facedown on either side of the land card. ACTION cards are used to change the results of battle.

SETUP

- Separate out ACTION, LAND, and ARES cards.
- Divide up the ACTION cards by type (*Ambush, Scout, Skirmish, Elite, Flank, Surround, Raid, and Rally*) into 2 piles and give each player a pile. ACTION cards remain facedown in front of each player.
- Divide up the WARRIOR cards by type (*Spearmen, Swordsmen, Cavalry, Archers, and Heavy Infantry*) into 2 piles and give each player a pile. Return the remaining 4 single WARRIOR cards to the box.
- Shuffle the LAND and ARES cards together to form a facedown FATE deck.
- Each player shuffles their WARRIOR cards and places them facedown in front of them.
- Players decide who will go first. The starting player holds the *Battlefields of Olympus* box top.

RULES OF PLAY

- The game is played over 3 rounds.
- Each round is divided into 3 phases
 1. Round Setup
 2. Battle
 3. Resolving Victory
- The game ends if a player reaches **16** victory points on LAND cards (not counting ARES cards) or when **3** rounds have been played.
- At the end of a round, give the start player box top to the other player and begin another round.

Phase 1: Round Setup

- At the start of each round, draw **4** cards from the FATE deck and place them faceup next to the FATE deck. Place the first LAND card nearest to the FATE deck and move outward.
 - If an ARES card is drawn, place it in a faceup pile next to the LAND cards and draw another card from the FATE deck. ARES cards are worth **1** victory point each and are awarded to the player that has won the most battles (up to 4) during the round.
- Players draw **4** top cards from their WARRIOR deck and keep them concealed. If a player has previously won 3 LAND cards with the same color symbol at the top left of the card, they may draw 1 additional WARRIOR card. The **Temple** and **Olympus** LAND cards are any color.
- Players then select any **4** ACTION cards from their FATE deck. Keep them concealed.
- If a player has more than 4 of either ACTION or WARRIOR cards, they must discard down to 4 of each. *Exception: If a player has won 3 LAND cards with the same color symbol, they may hold **5** WARRIOR cards instead of 4.*

- Beginning with the starting player, each player may alternately place 1 WARRIOR card directly inline with the LAND card they wish to conquer, facedown on their side of the LAND card. Any subsequent WARRIOR being placed on the same LAND should go on top of any previous WARRIOR cards, forming a stack. WARRIOR cards do not have to be played and not all LAND cards must have a WARRIOR card. If a player passes, they may not add more WARRIOR cards during this round.
- The **Rally** ACTION card may be played at any time during the WARRIOR card placement phase. Use the **Rally** ACTION to discard WARRIOR cards from hand to your WARRIOR discard pile and then draw an equivalent number of new WARRIOR cards. If there are no more WARRIOR cards in your draw pile, reshuffle the discard pile to form a new facedown deck.
- The **Scout** ACTION card may be played at any time during the WARRIOR card placement phase. The **Scout** forces your opponent to reveal all WARRIOR cards on their side of 1 LAND card (stack order of WARRIOR cards must not be altered). Any newly placed WARRIOR cards go facedown on top of any revealed WARRIOR card(s).
- The **Raid** ACTION card may be played at any time during the WARRIOR card placement phase to withdraw all WARRIOR cards from 1 LAND card on player's side. Withdrawn WARRIOR cards may be used again during this phase.

Phase 2: Battle

- Beginning with the starting player and alternating, each player may perform 1 of the following ACTIONS:
 - Play a valid ACTION card.
 - Reveal a played WARRIOR card starting with the top of any facedown stack on the player's side.
 - Pass when there are no ACTION cards to play or topmost WARRIOR cards to reveal.

If an ACTION card is played:

Ambush — Forces opponent to withdraw the topmost WARRIOR card on their side of 1 LAND card. The WARRIOR card must not already be revealed. An opponent can

interrupt an **Ambush** by playing a Canceling Ambush or by playing a Defeating ACTION card.

Scout — Forces opponent to reveal all WARRIOR cards on their side of 1 LAND card (stack order of WARRIOR cards must not be altered).

Skirmish — Allows the player to move 1 revealed WARRIOR card from 1 LAND card to another LAND card (placing it on top of any stack). An opponent can interrupt a **Skirmish** by playing a Defeating ACTION card.

Elite — Is a win between any 2 tying WARRIOR cards and defeats **Skirmish**. Cancels other **Elite** cards.

Flank — Is a win between any 2 WARRIOR cards and defeats **Elite** and **Skirmish**. Cancels other **Flank** cards.

Surround — Defeats **Elite**, **Skirmish**, **Ambush** and **Flank**. Cancels other **Surround** cards.

Raid — Player withdraws all WARRIOR cards on their side of 1 LAND card.

- If there are no ACTION cards to play or topmost WARRIOR cards to reveal, compare the cards on both sides of the LAND card. Remove and discard any tying or defeated WARRIOR cards to each player's discard piles. Also, discard any played ACTION cards.
- If there are still facedown WARRIOR cards, continue to take turns to either reveal WARRIOR cards or play valid ACTION cards until all cards have been resolved.

NOTES:

- *Unless a revealed WARRIOR card on top of a stack loses or ties in battle, any revealed or unrevealed WARRIOR cards below it in the stack **do not** influence battle and cannot be accessed.*
- *Withdrawn WARRIOR cards return to a player's hand and may be used in subsequent rounds.*

- *Cancelled ACTION cards are discarded immediately.*
- *Some ACTION cards can be cancelled or defeated by other ACTION cards.*

Phase 3: Resolving Victory

- Compare the win conditions on both sides of the LAND cards.
- Players may take any LAND cards they have won during Battle. This includes any LAND cards underneath that have remained behind from previous rounds.
- If the LAND card has no WARRIOR cards or if both sides tie, the LAND card remains.
- If a player has won more Battles (up to 4) than their opponent during the round, they may take the stack of faceup ARES cards that may have been drawn from the beginning of the round (if there are any). This may include ARES cards from previous rounds. Each ARES card is worth 1 victory point.
- Players discard all played WARRIOR and ACTION cards to their respective discard piles.

SCORING:

- Total up the values of all LAND cards you have won.
- +2 points for every set of 3 LAND cards you have won.
- +1 point for every ARES card.

WINNING THE GAME:

The game ends when either:

- A player reaches **16** points (on LAND cards only, no ARES cards)
OR
- After **3** rounds

The player with the most points wins. In case of a tie, the player with the most LAND cards wins.

Edited by Ken Roberts and Steve Kimball

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