



SANTORINI

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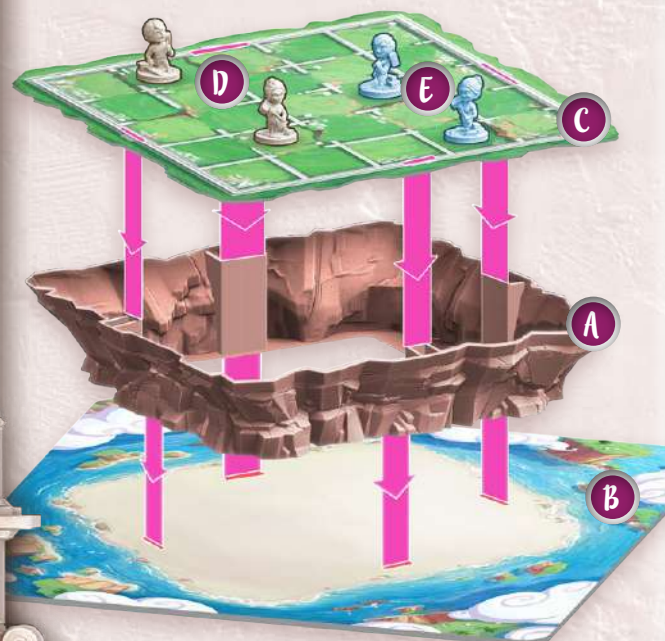
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Setup

- 1 Place the smaller side of the **Cliff Pedestal** (A) on the **Ocean Board** (B), using the long and short tabs on the **Cliff Pedestal** to guide assembly.
- 2 Place the **Island Board** (C) on top of the **Cliff Pedestal** (A), again using the long and short tabs to guide assembly.
- 3 The youngest player is the **Start Player**, who begins by placing 2 **Workers** (D) of their chosen color into any **unoccupied spaces** on the board. The other player(s) then places their **Workers** (E).



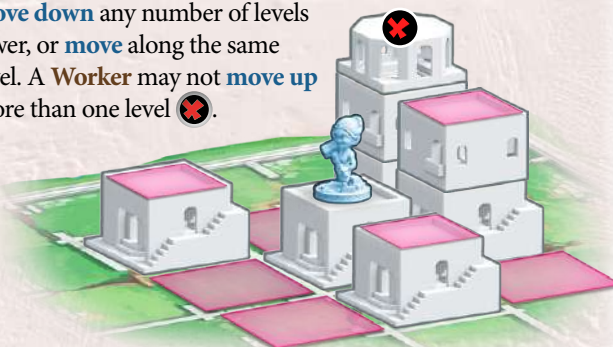
How To Play

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**.

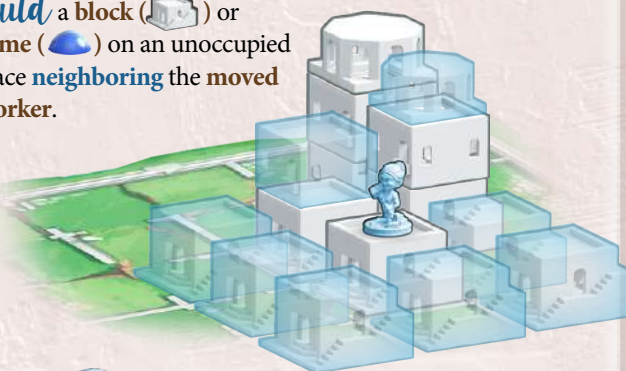


A **Worker** may **move up** a maximum of one level higher, **move down** any number of levels lower, or **move** along the same level. A **Worker** may not **move up** more than one level.



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**.



A Complete Tower

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".

Winning the Game

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



SIMPLE GODS

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 (3) or 4-player (4) 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**.



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.



@ ADVANCED GODS



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@ 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. Imus

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. Graecae

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

GOLDEN FLEECE SANTORINI

HEROES

Components



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.



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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

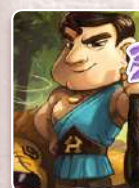
Your Move: Once, your Worker moves any number of additional times.



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 only be **built** on top of the third level, unless otherwise 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

Brilliant Rule Book Editors: Michael Van Biesbrouck, Simon Rourke, Lee Mitchell, Richard Castle, Mario Radmilovic, Patrick Dombrowski, Duncan Hecht, Paul Saxberg

Key Playtesters: Charles Ursenbach, Matt Tolman, Michael Van Biesbrouck, Paul Saxberg, Joe McDaid, Jim Drinkle

App Development: Stefano Giugliano

Tutorial Videos: Joe McDaid

Development Contributions

Michael Van Biesbrouck: Adonis, Jason, Hestia

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



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