ODYSSEY™

WRATH OF POSEIDON

The Trojan War is over, and the Greek ships are trying to sail back to their homeland after a long absence. To do so, they must beg forgiveness of the wrathful sea god, Poseidon, who sided with Troy during the war. They need to reach the Sacred Island to make offerings and prayers to the gods… but the irascible Poseidon will use all his powers to prevent them from getting there!

OVERVIEW OF THE GAME

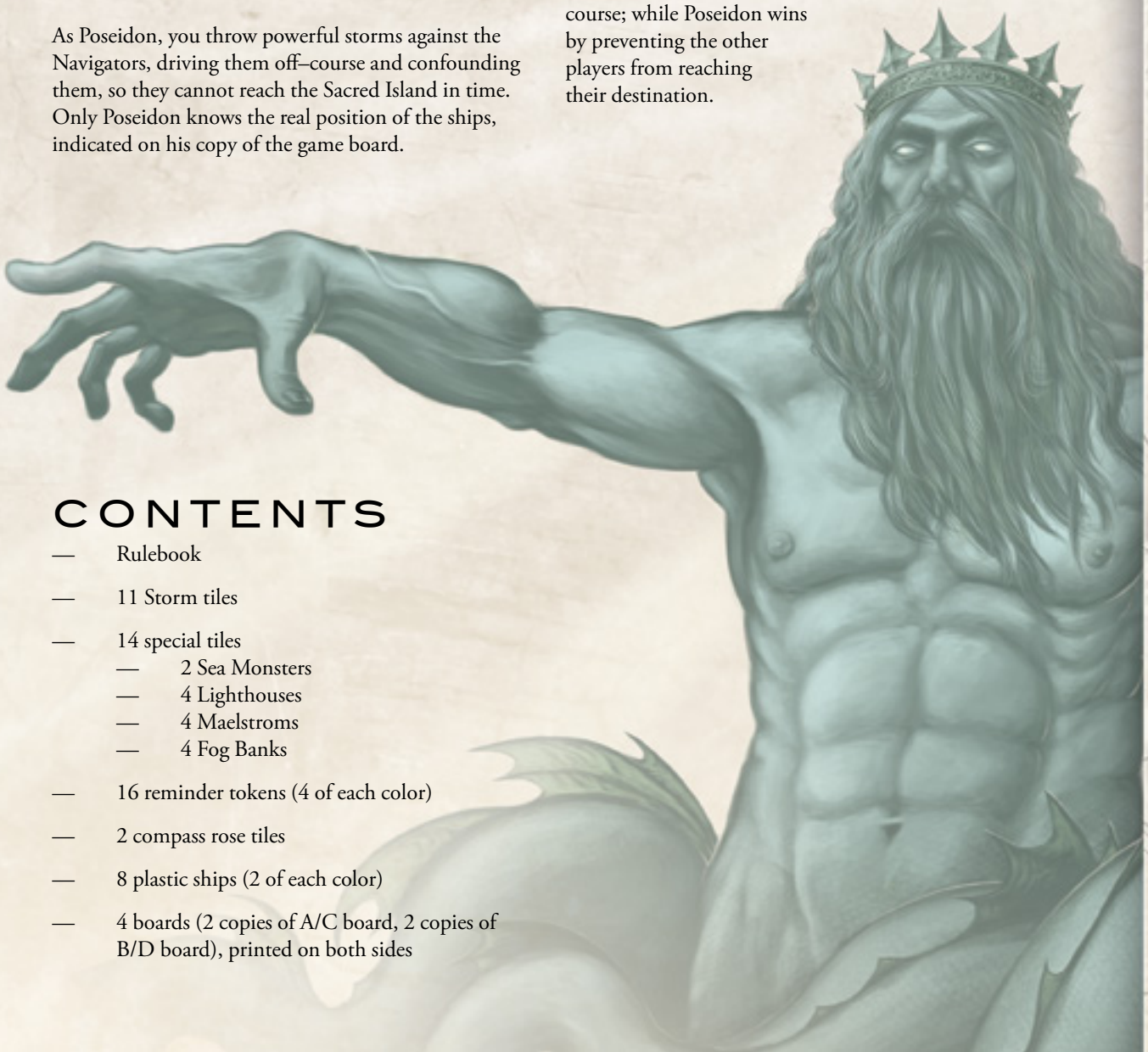
One player takes on the role of Poseidon, while the others – from one to four players – become the Navigators in search of the Sacred Island.

The game is played over two copies of the same board, separated using the box so they are not visible to each other.

As Poseidon, you throw powerful storms against the Navigators, driving them off–course and confounding them, so they cannot reach the Sacred Island in time. Only Poseidon knows the real position of the ships, indicated on his copy of the game board.

The Navigator players sail through endless storms, blind to all around them, trying to gather clues to their whereabouts to stay on course. They try to keep track of the position of their ships on their gaming board, but their positions are only a best guess, and they can become very inaccurate as the game goes on!

To win, the Navigators must reach the Sacred Island before the end of the game, using their wits to stay on course; while Poseidon wins by preventing the other players from reaching their destination.



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- 11 Storm tiles
- 14 special tiles
  - 2 Sea Monsters
  - 4 Lighthouses
  - 4 Maelstroms
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- 16 reminder tokens (4 of each color)
- 2 compass rose tiles
- 8 plastic ships (2 of each color)
- 4 boards (2 copies of A/C board, 2 copies of B/D board), printed on both sides

SETUP

First, choose the player who plays as Poseidon. He takes the box, four ships (one for each color), the 11 Storm tiles, and chooses one of the four different boards (A, B, C or D).

He places the board in the box and uses the lid of the box as a screen, as shown in figure.

During the game, the Poseidon player cannot look at the Navigators' board, and the Navigator players cannot look at Poseidon's board.

Then, the Poseidon player places one set of four plastic ships (different colors) in the Starting Positon squares of his board, matching the ship and square colors, and takes one of the "compass rose" tiles to use as a reference.

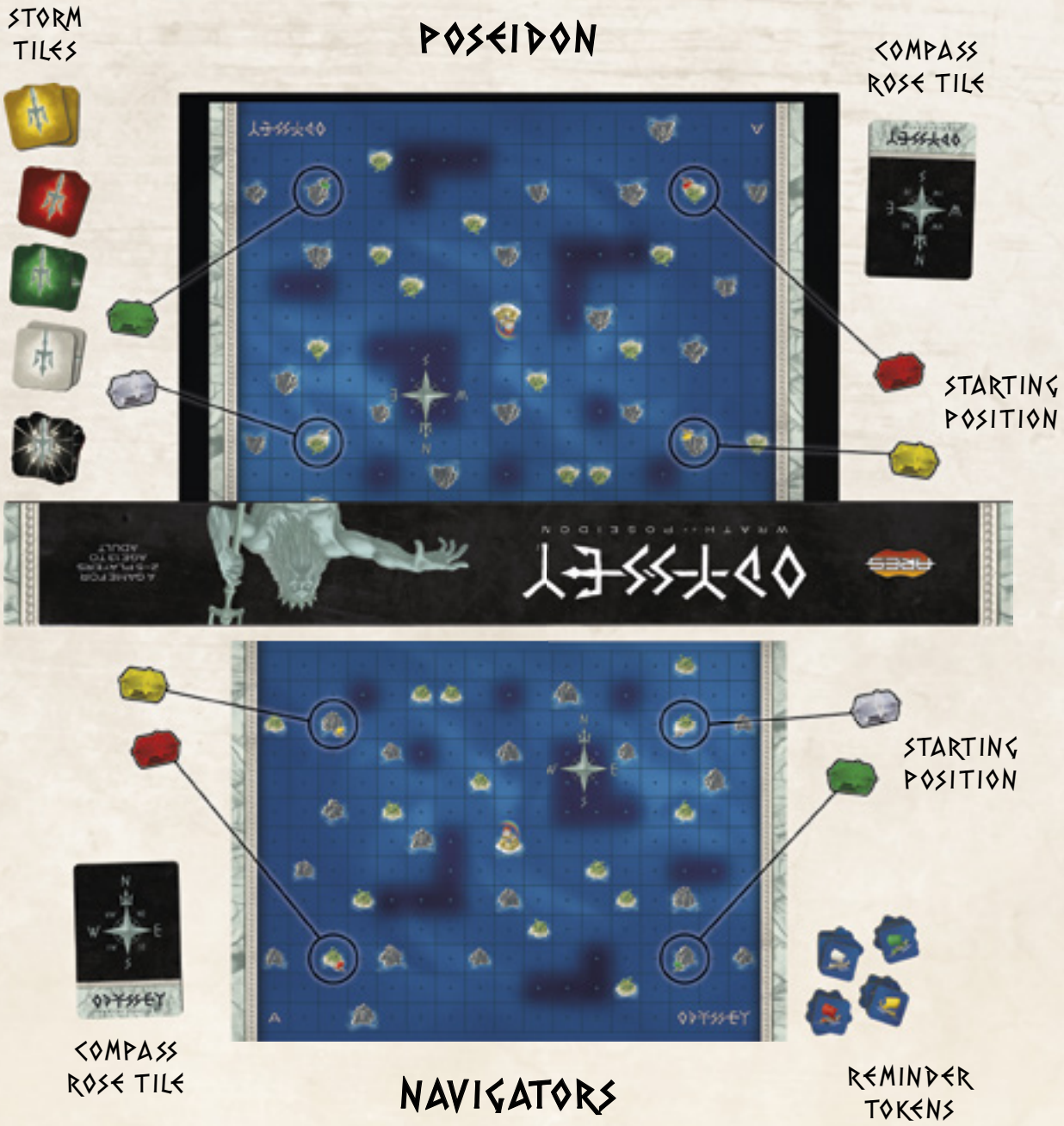
The other players (one to four) are Navigators. They play as a team, cooperating to get the four ships to the Sacred Island. Split control of the ships among the players as equally as possible.

The Navigators take the second copy of the same board chosen by Poseidon, and place it in front of them, on the other side of the screen. Remember: the Poseidon player cannot look at their board!

Then, the Navigators place one set of four plastic ships (different colors) in the Starting Positon squares of the board, matching the ship and square colors. Finally, they take the reminder tokens, and one of the compass rose tiles to use as a reference.

Set aside the special tiles the first time you play – you only need them when playing with variants (see page 7).

Important: The two copies of the board must be both oriented with the North toward the screen.



— HOW TO PLAY —

The game lasts 11 rounds. Each round of the game is divided in two game turns:

— Poseidon's turn

— Navigators' turn

POSEIDON'S TURN

The Poseidon player chooses one of his Storm tiles, and plays it so the Navigators can see it.

There are five different kinds of Storm tiles: two white, two green, two red, two yellow and three black.

— If the Storm tile matches the color of a specific ship, Poseidon moves that ship on his board, to an adjacent square, orthogonally or diagonally.

— If the Storm tile is black (the Great Storm), Poseidon moves **all** the four ships, each one to an adjacent square.

Note: The Poseidon player cannot play black Storm tiles in two consecutive rounds.

The movement of ships by the Poseidon player **must** remain hidden. These movements are made only on the Poseidon's player board and not on the Navigators' board.

Due to this hidden movement, the positions of the ships on the Poseidon player board may differ from the positions of the ships on the Navigators' board. It is up to the skill of the Navigator players to correctly guess their position, as explained later.

The Poseidon player can only use each Storm tile once, and then the tile is discarded at the end of the round. Set all discarded tiles aside, to track the number of rounds played.

HARDER DEDUCTION
VARIANT

Do you like difficult deduction problems, or have you played Poseidon a lot and it's becoming too easy? You can make the deduction in the game harder. To do so, Poseidon does not show the color of the Storm tiles he plays. It is up to the Navigator players to guess if a ship has been moved or not, based on the information they receive in their turn.

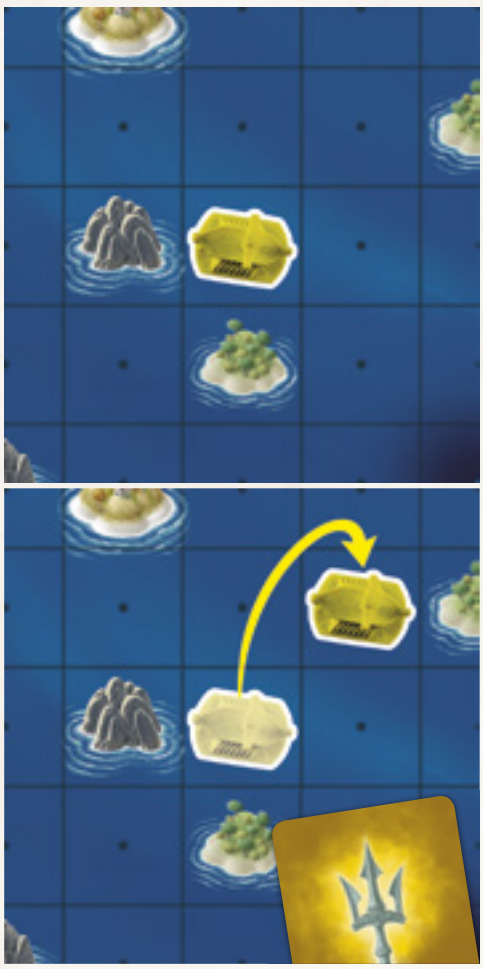
NAVIGATORS' TURN

The Navigator's turn is divided in four different steps, one for each ship. Each step is further divided in a **Ship Movement** and **Survey**.

The Navigator players can choose the order they prefer to move each ship. The Navigators must complete both the movement and survey of a ship, before proceeding to the next ship.

When all four ships have moved and taken their survey, the Navigators' turn is over.

POSEIDON'S TURN
EXAMPLE



Poseidon plays a yellow Storm tile and secretly moves the yellow ship on his board to an adjacent square. He chooses to move the ship to the North–East. The yellow ship is not moved on the Navigators' board – The Navigators know that its position is changed, but not where it is… yet!

NAVIGATORS' TURN
EXAMPLE

The Navigator player declares, "The yellow ship moves west." Poseidon moves the yellow ship on his board, and the Navigator does the same.

SHIP MOVEMENT

The Navigator player communicates to the Poseidon player the direction of movement of the ship, using the ship color and compass points (North, North–East and so on) as a reference. Movement is mandatory – Navigators cannot decide to keep a ship in its current position.

The Poseidon player tracks, on his board, the ship movement indicated by the Navigator: the Poseidon player moves the ship figure, then tells to the Navigators what that ship sees after its movement (see *Survey*, in the next column).

Off of the Board

If a ship tries to move off of the board (for example, because it moves east from the rightmost column), the Poseidon player immediately tells this to the Navigators, and the ship remains in its current square.

The Sacred Island

If a ship reaches the Sacred Island with its movement, it achieves its goal and the Poseidon player tells this to the Navigators.

The ship is not removed from the board, and remains in sight of other ships which move to an adjacent square.

Ships reaching the Sacred Island are not no longer moved, either by the Navigators or by Storms. The game continues normally as far as all other ships are concerned.

THE SURVEY

After Poseidon moves the ship on his board, he must give the Navigators information about its current position.

— A ship has accurate information about its current, occupied square (the **exploring area**).

— A ship also has sight of the eight squares around the square it occupies (the **sighting area**). Poseidon gives partial information about the contents of these squares, without specifying the exact direction where something is located.

The Exploring Area

The Poseidon player describes in detail the content of the ship's occupied square:

An Island in the same square is described as "Woody," or "Rocky" (green or gray), or as "the Sacred Island."

Other ships are described, specifying their color.

The depth of the sea is specified when the ship is in a dark blue area ("you are in deep sea").

The Sighting Area

The contents of squares in the sighting area (the eight squares adjacent to a ship) are described without details:

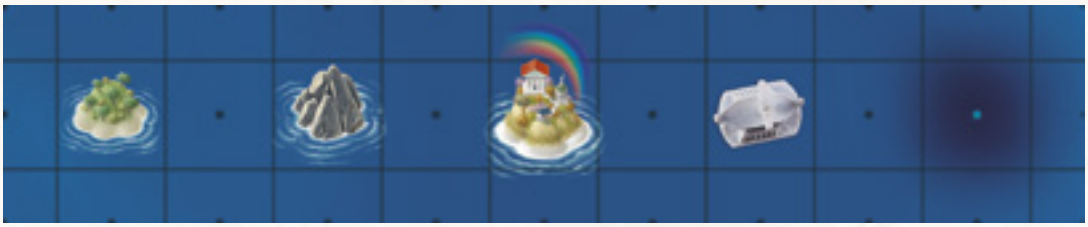
The Poseidon player tells the Navigators **how many** islands are present in the sighting area, without specifying their color or type (Woody, Rocky, and Sacred islands all look the same from a distance).

The Poseidon player tells the Navigators, if one or more other ships are in sight (but not their color).

THE SURVEY
EXAMPLE

Sighting Area Exploring Area

EXPLORING THE SEA
MAP KEY



Woody Island | Rocky Island | Sacred Island | Ship | Deep Sea

All the squares positioned on the border of the board are called the **Coastline**. If a ship is along the border, the Poseidon player tells the navigator player he has, "the Coastline in sight."

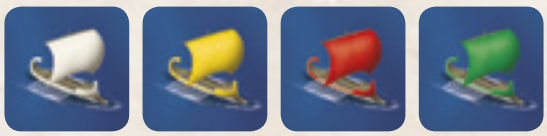
Deducing Ship Positions

After a Storm hits a ship, its estimated position on the Navigators' board may be different from the ship's actual position, as shown on the Poseidon board.

Using the information received during the survey, Navigators should try to guess where the ships really are, comparing the information received by Poseidon with what they see on their own board.

When they think they have the correct guess about the position of a ship, Navigators can move the ship figure to the square they prefer. In any case, the real position of the ships indicated only on Poseidon's board. Only the gods know all!

Using Reminders



Often, based on the information received from the survey, there are several possible squares where a ship might be located. Navigators may use the reminder tokens to mark their board with the different positions where a ship may be (freely placing and removing them as they like), if they are not sure about their guess.

When all four Navigators' turns are completed, the round is over and a new one begins.

EASIER DEDUCTION
VARIANT

Are you playing with younger children or people new to the game? You can make the deduction in the game easier. To do so, Poseidon gives information about the color of islands or ships within the sighting area (but not their exact direction), not just when they are in the exploring area.

USE YOUR MEMORY
VARIANT

To make the game slightly harder and include a memory element, do not allow the use of reminders!

END OF THE GAME

The game ends at the end of the Navigators' turn on the 11th round – after all Storm tiles are discarded – or when all four ships reach the Sacred Island.

— If, at the end of the game, only one or two ships reached the Sacred Island, the Poseidon player wins the game.

— If three or four ships reached the Sacred Island, the Navigator players win the game.

When you play with more than two players, any individual Navigator who reached the Sacred Island is also considered a winner, even if Poseidon wins.

EXAMPLE OF NAVIGATORS' TURN

Note: All figures in the diagram show the real positions of the ships on the Poseidon board. In the Navigators' board, the positions might be different, as they are just guesses!

1) RED SHIP

Movement: The red player moves his ship East (E).
Survey: "You see two islands."

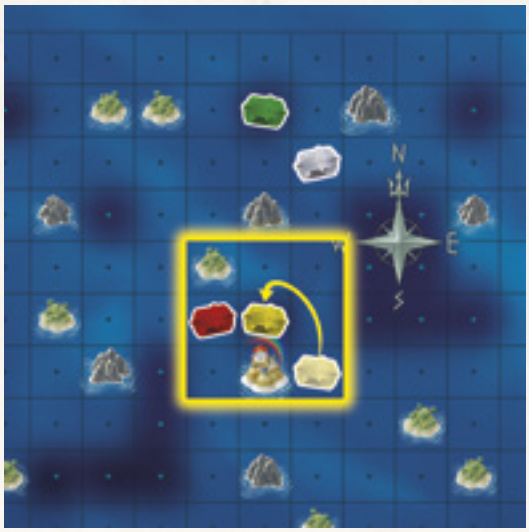
Note one of the two islands is the Sacred Island, but it is in the sighting area, therefore the ship can just see a generic island.

3) WHITE SHIP

Movement: The white player moves South–West (SW).
Survey: "You are in a Rocky Island square and you see one island."

Note, if an island is present in the exploring area, Poseidon must reveal its type.

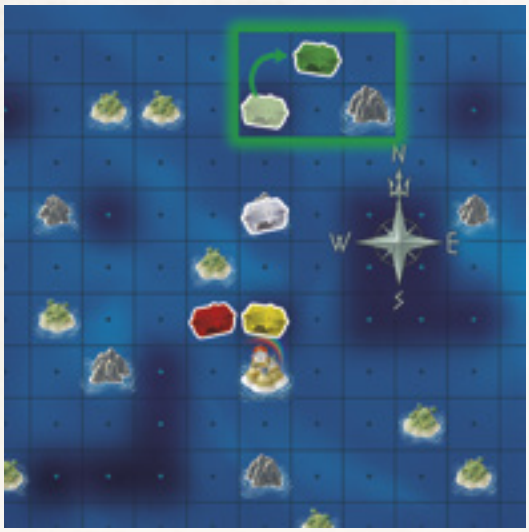
2) YELLOW SHIP



Movement: The yellow player moves his ship North–West (NW).
Survey: "You are in a deep sea square and you see two islands and one ship."

Note, the movement order is very important. The red player, in fact, did not see the yellow ship, because the yellow ship was not in his sighting area during his survey.

4) GREEN SHIP



Movement: Green moves North–East (NE)
Survey: "You see an island and the Coastline."

Note, Poseidon never reveals which direction the ships have something in sight.

— VARIANTS —

Odyssey includes several tiles, which can be used to modify the game, making it harder or easier for the ships to reach the Sacred Island.

NAVIGATORS indicates a variant giving an advantage to the ships.

POSEIDON indicates a variant giving a disadvantage to the ships.

You may use one or more variants, combining them freely with the other variants presented before, to make the game easier or more difficult, as you prefer. We recommend introducing these variants only when you are familiar with the standard version of the game.

SEA MONSTERS

NAVIGATORS

Leviathan

Kraken

You may add one or two Sea Monster tiles (the Leviathan and the Kraken) to the Storm tiles.

During a turn, the Poseidon player can play one Sea Monster tile against one ship, instead of playing a Storm tile. That ship may not move this turn, as the Navigators must fight off the sea monster. The player controlling the ship can still do his survey. This may be useful, if he suffered from a Storm in the previous round.

> **Tip:** When using Sea Monsters, the game still ends when the Poseidon players has used all the Storm tiles, so it will last 12 or 13 turns (this is the reason why this variant gives an advantage to the Navigators).

LIGHTHOUSES

NAVIGATORS

You may add one or two Lighthouses to the board.

At the start of the game, the Navigator players collectively decide where to place them. They may choose any square on the board (island or sea), except a starting island, the Sacred Island, or a square adjacent to these islands. Any information previously on the square with the Lighthouse is now ignored.

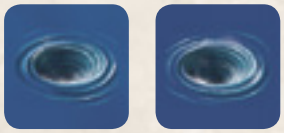
The Poseidon player then places the matching Lighthouses on the same square of his own board.

When a ship is adjacent to, or in a square with, a Lighthouse, the Poseidon player must give this information during the survey, as he would do with any other kind of square – "You see a lighthouse" or "You are in a square with a lighthouse." If more than one Lighthouse is used, he also tells to the player the color of the light (yellow or red) in the exploring area, as shown by the counter.

> **Tip:** Lighthouses gives an advantage to the players because they are unique; if a player sees a Lighthouse, he knows for sure where his ship is on the board!

MAELSTROM

POSEIDON



You may add one or two Maelstroms to the board.

At the start of the game, the Poseidon player decides where to secretly place them. He may choose any non–Island square on the board, except a square adjacent to a starting island or the Sacred Island.

If, after a movement, a ship is in the square with the Maelstrom, the Poseidon player first gives survey information to the player, as normal. Then, Poseidon announces the ship is caught in the Maelstrom, and moves the ship one square away, just like a Storm tile.

If a ship is moved onto the square with the Maelstrom by a Storm, there is no special effect – the Maelstrom only affects the ship when it enters with its own movement.

Navigators can place a Maelstrom counter on their own board, if they think they know where it is, to help them in future movements. As usual, only the position of the Maelstrom on Poseidon's board really counts.

> **Tip:** The Maelstrom is a sort of unmovable, additional Storm available to the Poseidon player, so it gives him an additional weapon to use against the Navigators!

FOG BANKS

POSEIDON

You may add one or two Fog Banks to the board.

At the start of the game, the Poseidon player decides where to secretly place them. He may choose any square on the board (island or sea), except a starting island, the Sacred Island, or a square adjacent to these islands. Any information previously on the square with the Fog Bank is now ignored.

When a ship is adjacent to, or in a square with, a Fog Bank, the Poseidon player must give this information during the survey, as he would do with any other kind of square – "You see a fog bank" or "You are in a square with a fog bank." If another ship is in the Fog Bank, it cannot be seen.

Navigators can place a Fog Bank counter on their own board, if they think they know where it is, to help them in future movements. As usual, only the position of the Fog Banks on Poseidon's board really counts.

> **Tip:** A Fog Bank changes the board in an unknown way for the Navigators, and it can hide the presence of an island or other useful information, so it gives an advantage to the Poseidon player.

COMPETING NAVIGATORS

If you want to play in a competitive mode, you can decide to use this point system. We recommend you track players' scores over a series of game, so everybody plays once as Poseidon.

Each Navigator player takes control of one ship with the goal of reaching the Sacred Island before the opponents. If there are two Navigator players, each player takes the control of 2 ships. If there are three Navigators, each player controls one ship and the 4th ship is moved cooperatively.

The Navigator players play a series of games, and one at a time, every player takes the role of Poseidon for a game.

At the end of each game:

— Poseidon scores 1 victory point for each ship failing to arrive at the Sacred Island.

— A Navigator scores 3 victory points if his own ship reaches the Sacred Island.

— All Navigators score 1 victory point if the "cooperative" ship reaches the Sacred Island.

At the end of the series of games, the player gaining the most victory points is the winner.

ODYSSEY
WRATH OF POSEIDON

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