# Setup

## Player

* Select faction (Altes selects one Contract card)
* Set Favor to 5, Power to 0, Resources all at 8, Myths at 1

|  |  |  |
| --- | --- | --- |
| **Mode** | **Workers In Track** | **Myth Board Center** |
| Standard | 4 at Morale 1 | 3 at Morale 1 |
| Express | 3 at Morale 1 | 3 at Morale 2 1 at Atlantean Morale 2 |

## Board

* Roll 1 die and point Poseidon in direction indicated
* Roll dice and place 3 Age I cards, per die, in the indicated outer ring spaces. Thereafter a die per age.

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| --- | --- | --- | --- |
| **Players** | **Dice** | **Age I Cards** | **Next Age Achievements** |
| 1 | 0 | 0 | 3+ |
| 2 | 0 | 0 | 3+ |
| 3 | 1 | 3 | 4+ |
| 4 | 2 | 6 | 5+ |

# Round (Year)

* Low-Luck Variant: Rotate Poseidon 3 positions clockwise instead of rolling for direction.
* 2 Free actions for workers in Poseidon slice

# End Game

* Immediately when “Next Age” triggered in Age 3
* Tie Breaker: Favor then resources