

## 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.

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