

THE ORACLE OF DELPHI FAQ

TURN PHASES

The last player rolls the Titan's die in **every round**, even when he recovers.

The bonus for having no Injury in the beginning of a turn is **2 Favor Tokens**. There was a misprint in the first edition rulebook, where it was written that you take 1 Favor Token or advance 1 God by 1 step.

ACTIONS

You **definitely can** recolor Oracle Cards!

Oracle Cards can be used like Oracle Dice, but are limited to 1 per turn. You may also recolor them.

TASKS

No color can be chosen twice for a certain task. So you can't block other players from doing any of their tasks: no putting shrines on their islands, no taking more than 1 statue of a color, no taking more than 1 offering of a color, no killing more than 1 monster of a color.

Zeus tiles for Shrines have to match **only the color** of the image, not the Greek letter.

To make it easier, the new version says, that the color of the background of the island must match the player color. If you play with 12 tasks, you have to find all the 3 tiles in your player color, so it doesn't matter, which symbol you find first.

Important is this clarification for the shorter version: In the "old" version you had to find the exact tile (color and symbol) to place your shrine. But as you want to have a shorter game, we adjusted this rule to the version, that only the player color has to match, not the symbol.

So, basically: if it is your Island Tile (indicated by the color of the drawing) build a Shrine and discard one of those Zeus Tiles, if it is not your Island Tile (it shows the wrong color), check the Greek Letter and take the corresponding reward.

You can fight a monster which is **not on top** of the stack.

Die (or Card) has to match the color of the Monster.

GODS

Basic rule: The gods **never needs Oracle dice** to do help you. For example if I'm next to a blue monster, I can simply lower the black god and take the tile without to use a blue die, then lower the black god.

Some official clarifications on how to use Artemis:

1. Uncover a **face down** Island Tile. You cannot use the power on an Island Tile that is face up!
2. You **can't** choose which bonus to take. That means two options are possible when using Artemis: You uncover one for your own tiles: build your Shrine there (no matter where your boat is). That is you bonus. You uncover a "foreign" tile: take the reward indicated by the Greek letter.

EQUIPMENT CARDS

A player **can't able** to acquire more than 3 equipment cards per game. There is a ship that gives you an equipment card to start the game with, which would allow that player to end up with 4, assuming they completed all 3 monster tasks before the game ends.

If player has item that allow him fight a monster or pickup statue when not directly adjacent to hex with it (with one hex away) he also can use Ares power to immediately defeating monster staying one hex away from island, also what about Hermes statue picking and similar item card. **Powers are cumulative.**