



SANTORINI



You are Greek gods competing to maneuver your workers and build a beautiful village. The first player to move up to a level-3 tower wins!

SETUP

Start playing now! Begin with a 2-player game, as follows:

- 1 Assemble the cliff and ocean board.
- 2 One player takes Artemis and places 2 workers of a chosen color in different spaces.
- 3 The other player takes Demeter and places 2 workers of a different color in unoccupied spaces (spaces without workers or domes). Artemis is the start player. She takes the first turn.



PERFORMING A TURN

Turns proceed in clockwise order, beginning with the start player. On your turn, you must **1 move** then **2 build**.

1 MOVE

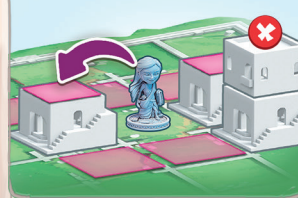
THEN

2 BUILD

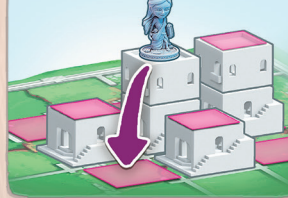
Move one of your workers to an unoccupied neighboring (adjacent) space.



When moving higher, you may move up a maximum of 1 level.



When moving lower, move down any number of levels.



*You may also move along the same level.

Build one time on an unoccupied space neighboring the moved worker.



Builds can be up or down any number of levels.



*You may move onto blocks built by any player (but not onto domes).

Use the appropriate block/dome shape for the level being built.



Each god grants a unique power.

Artemis allows your workers to move twice, every turn!

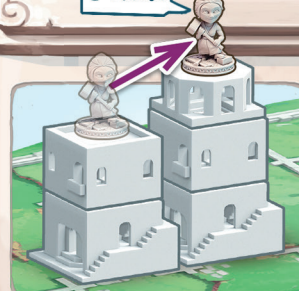


A god's power can break the rules.

Demeter allows your workers to build twice, every turn!



I Win!



WINNING & LOSING

You Win immediately if one of your workers moves from a lower level up to a level-3 tower!



You Lose if you get stuck, meaning you cannot move and then build during your turn.



**STOP!**

Before reading on, play your first game of Santorini using the rules on the reverse side.

MODE CARDS

After you've played your first Artemis vs Demeter game (see reverse side), start using Mode Cards to set up. Each mode offers a unique way to play.



The Classic Way to Play Santorini

A great format, recommended by casual and pro players as the most balanced and fun way to have a 1 vs 1 game.



A 2 vs 2 Tussle for the Top

Team up with a friend. You and your teammate share workers, but get your very own god power.

A Turbulent 3-Way Throw Down

A 3-player game can be absolutely fascinating, and a great way for a pair of new players to try to stop an expert.



A Fun and Chaotic Party Mode

Randomly grab a god, but don't get too attached. God cards can rotate around the table.

Visit roxley.com/santorini to learn more about available accessories and expansions featuring new gods, modes, and minis!

GOD CARDS

God cards have these features:

A god power that grants the ability to bend the rules. Aside from the exceptions defined here, the normal rules apply when using a power.**An icon** (if any) that is used by modes to sort gods that share a play style.**A diagram** on the faceup side of the card that shows an at-a-glance reminder of the god's power.

* Advanced gods may be banned (⊖) vs other gods (see "Ban" in glossary)

COMPONENTS



GLOSSARY

Reference this section only when you have a question about a specific term used in the game

Alternative Win Condition: This god power allows you to win normally, or by fulfilling its alternative win condition.**After Your Move:** An effect resolved after you move but before you build.**Alternative Turn (Optional):** This god power allows you the choice to perform its listed actions **instead** of a standard turn.**Every Move / Every Build:** An effect resolved every time any player performs a move (or build).**At All Times:** An effect that applies during all players' turns.**Ban ⊖:** Advanced gods (in expansions) will sometimes ban ⊖ other gods (by name or icon) who should not be used in the same game. If you randomly draw gods with bans against each other, the start player sets aside one of the conflicting gods, and redraws a replacement. Do this until no ban conflicts remain.**Before Your Turn:** Resolved before "Start of Your Turn" effects.**Block** : A part of a tower that forms a space on the board. As you build, stack blocks from largest to smallest (see complete tower diagram on the front page). Blocks are considered to be of unlimited quantity. If you run out of any type of block, remove a complete tower from the board and place a ground-level dome in its place.**Complete Tower:** Consists of three blocks and a dome .**Die** : A **single** die is shared by all players and **only** rolled when a mode or god power specifies. Once rolled, the die's face remains set for all players until a player is directed to roll it again.**Die Direction** : This refers to the compass on the ocean board . The compass arrow matching the die's current color indicates the direction. (Players with color vision deficiency may refer to the number on the die face, which always matches the quantity of pips on the corresponding compass arrow.)**Dome** : The top level on a tower. Domes cannot have anything placed upon them. Domes are not blocks. If a god power affects blocks , it does not affect domes .**End of Your Turn:** An effect resolved as the final step of your turn.**Force:** An effect that "forces" a worker (or other object) into another space. The space they are forced into must be unoccupied unless otherwise stated. Unlike a move, a force can be up or down any number of levels. A worker cannot win by being forced up to the third level (they must **move** up to win).**Frozen:** Frozen spaces and everything in them temporarily do not exist and are not part of the game while they remain frozen.**Losing:** If a player loses, they remove their workers, tokens, and god power from the game. If 2 or more opposing players remain, the game continues.**May:** Effects that use the word "may" are optional.**Mini-Map Marker:** Used in some expansions to pinpoint secret locations on a mini-map .**Must or Cannot:** Effects which state "must" or "cannot" **are not optional** -- they must be obeyed, or you lose the game. Sometimes an opponent's god will place a restriction on you that you must obey.**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 .**Once Per Game:** You may trigger this god power only one time per game.**Opponent:** When the word "opponent" is used in a god power, it only refers only to rival players who do not possess this god power.**Opponent's Move / Opponent's Build:** An effect that only applies during an **opponents'** move (or build).**Opponent's Turn:** An effect that only applies during opponent turns.**Perimeter Space:** One of the 16 spaces around the edge of the board.**Setup:** This mode or god power requires you perform extra setup steps.**Start of Your Turn:** An effect resolved immediately when your turn begins (after any "Before Your Turn" effects).**Start Player:** The start player takes the first turn, continuing clockwise. Players can agree on a start player, or roll off to determine one .**Teams:** Whenever you are on a team with another player, you share workers. If either of you wins or loses the game, you both do.**Token:** You cannot place a token onto a space that is occupied or contains another token. Unless otherwise specified, a token is removed from the game when a block or dome is built on it.**Unmoved Worker:** A worker that did not move on your turn.**Unoccupied Space:** A space not containing a worker or dome .**Win Restriction:** An effect that alters your normal win condition.**Your Move / Your Build:** An effect that applies during **your** move (or build).**Your Turn:** An effect that only applies during your turns.

*This is Santorini Second Edition. If you have an older version, the cliff, ocean board, buildings, and workers are compatible with this game. God cards from old versions should be replaced with the new cards.

For FAQs, video tutorials, customer service, and other helpful Santorini resources, visit: roxley.com/santoriniTo run a casual tournament with friends, or a competitive one at your local game store, visit: roxley.com/santorini-tournaments