



# SANTORINI

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In Santorini, players assume the role of a youthful Greek god or goddess competing to maneuver their workers and build a spectacular island village. The first player to move one of their workers up onto a tower that is 3 blocks high wins the game!

## SETUP

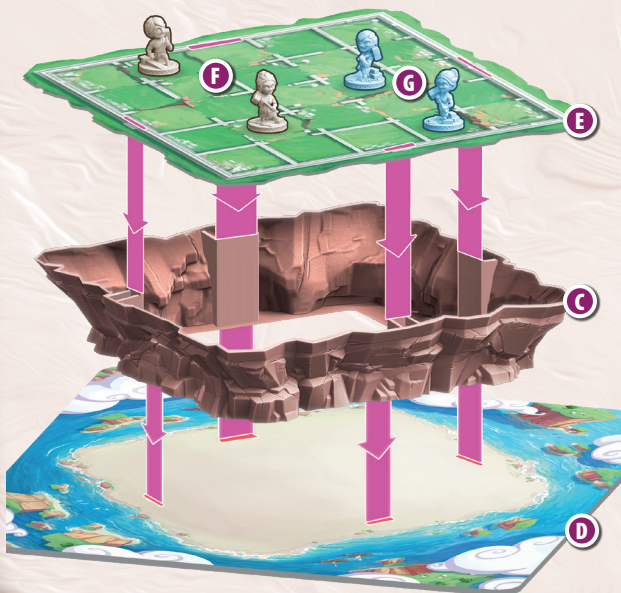
- Find the **Odyssey scorecard** (A) and choose one of its matchups. Then search the **god deck** for the indicated **god cards** and give one to each player at random. The player who receives the god which is marked on the scorecard with this icon (B) has the **starting god**, and will later take the first turn.



**God cards** provide each player with a useful and unique **power** (B). These powers alter the basic rules, and are explained on the back of the cards. Both players should know each other's power before beginning.



- Place the smaller side of the **cliff pedestal** (C) on the **ocean board** (D), using the long and short tabs on the **cliff pedestal** to guide assembly.
- Place the **island board** (E) on top of the **cliff pedestal** (C) using the long and short tabs to guide assembly.
- The player with the **starting god** begins by placing 2 **workers** (F) of their chosen color into any unoccupied spaces on the board. The other player(s) then place their **workers** (G).



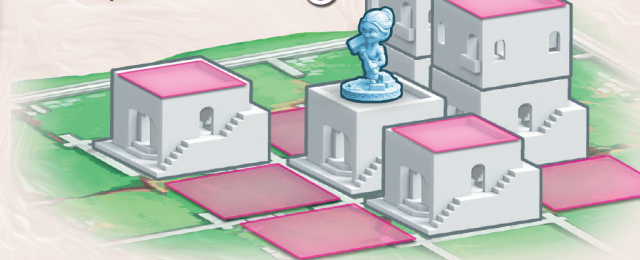
## HOW TO PLAY

Players take turns, beginning with the player who has the **starting god**. On your turn, select one of your **workers**. You must **move** and then **build** with the selected worker.

**Move** your selected worker into one of the (up to) eight neighboring spaces.

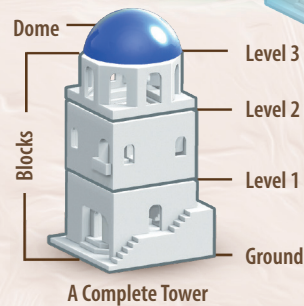
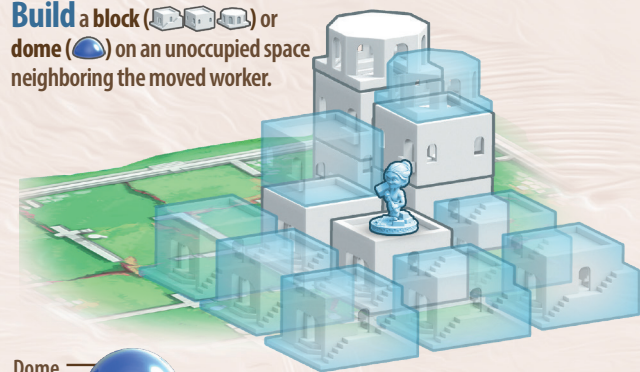


When moving, a worker may **move along** the same level, **move down** any number of levels, or **move up** a maximum of one level. A worker may not move up more than one level (X).



The space your worker moves into must be **unoccupied**. (Meaning it does *not* contain a worker or dome.)

**Build** a **block** (C) or **dome** (D) on an unoccupied space neighboring the moved worker.



You can build onto a level of any height, but you must choose the correct shape of block or dome for the level being built (See diagram to the left). A tower with 3 blocks and a dome is considered a "complete tower".

## HOW TO WIN

- Win:** If one of your workers **moves up** on top of level 3 tower during your turn, you instantly win! You also win if all your opponents lose.
- Lose:** You must always **move** then **build** on your turn. If you are ever unable to, you instantly lose.



You are now ready to play the base 2-player game!

For your first several games, we suggest you play through the great matchups from the **Odyssey scorecard**. Once you have finished those, you can create your own matchups by replacing setup step 1 with the following:

- Roll off to see who is "the challenger", they shuffle the god cards.
- The challenger draws 6, then chooses 2 to use this game.
- The challenger selects 1 of the 2 gods to be the **starting god**. (They cannot select 2 Gods which have this icon (B) on their card back)
- The opponent chooses their god card from the two options.



For a **video tutorial** and many visual guides to the god powers, visit: [roxley.com/santorini-video](http://roxley.com/santorini-video)



For a great **mobile version** of Santorini on Apple or Android devices, visit: [roxley.com/santorini-mobile](http://roxley.com/santorini-mobile)

## 3 & 4 PLAYER GAMES

**\*Santorini is best as a 2-player game.\***

However, we have included rules for 3 and 4-players for those times when you really want to play with more people. To setup a 3 or 4 player game, find the applicable **mode card** and follow its instructions.



## USING GOD POWERS

**Normal Rules** and conditions still apply to you when using a god power, with the exception of the specific changes described by the power.

**You must obey** all god power text that says you “cannot” or “must”, otherwise you lose the game.

**Domes are not blocks.** If the god power description states it affects blocks (🏠🏠🏠), it does not affect domes (🏠).

**“Forced” is not “moved”.** Some god powers may cause workers to be “forced” into another space. A worker that is forced, is **not** considered to have moved.

**Remember:** to win the game by **moving** onto the third level, your worker must **move up** during **your** turn. Therefore, if your worker is forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

**God Powers apply** or are triggered at a specific time, according to what is stated in the god power's description.

**For example,** Apollo's power description starts with **Your Move**. This means if you possess Apollo's power, it can only be used by you during the move phase of your turn.

When using a god power, all text in its description is written from the perspective of the player possessing the power. Any time an **opponent** is mentioned in a god power description, it is referring to an opponent of the player possessing the power.

**Additional Setup** must be performed when using some god powers. If your selected god power features **Setup** text in the description, execute these special instructions during the game setup when placing your workers.

**Additional Win Conditions** are specified by some god powers. In **addition** to being able to win by moving up onto the third level during your turn, you can also win by fulfilling the **Win Condition** described.

**“Once...”** When this text is written on a god power it indicates that power can only be used once each game.

## GLOSSARY

**Block** 🏠🏠🏠: A part of a tower that forms a space on the board. When you build, place blocks from largest to smallest so that they stack. For reference, see the **Complete Tower** diagram on the front page. Blocks are considered to be of unlimited quantity. If you run out of blocks of any type, remove a complete tower from the board and place a dome on the ground in its place.

**Complete Tower:** Consists of exactly three blocks and a dome.

**Dome** 🏠: The top level on a tower. Domes cannot have anything placed upon them. A dome may only be built on top of the third level, unless otherwise specified by a god power.

**Map Marker:** Definition coming soon.

**Frozen:** Unless their power specifies otherwise, players may not move, build, or use god powers into spaces that are frozen.

**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.

**Obstructing:** If an obstructing token is in a space, workers cannot move or build there. An obstructing token cannot be force moved by powers.

**Perimeter Space:** One of the 16 spaces along the edge of the board.

**Token:** A marker specific to a god power. You cannot place a token onto a space that is occupied or contains another token. Remove tokens from the board when blocks are placed upon them.

**Unmoved Worker:** A worker that did not move on your turn.

**Unoccupied Space:** A space not containing a worker or dome.

**Random Direction:** When a god power instructs you to determine a direction, roll the dice and consult the numbers along the map edges. The number rolled is the resulting direction (0123).

## COMPONENTS



## CREDITS

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