RULEBOOK & ADVENTURE BOOK

Embark on an adventure to solve the Riddle of the Sphinx. Work together with your friends over 22 unique riddles, making creative use of your god powers and limited resources to fulfill the riddle's objectives.

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(Based on Santorini, designed by Gordon Hamilton)

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GAME COMPONENTS

Riddle of the Sphinx requires towers and workers from the base game.

8 Silver 1/2 Coins

2 Silver 3/4 Coins

6 Gold 1/2 Coins

4 Gold 3/4 Coins

1 Health Token

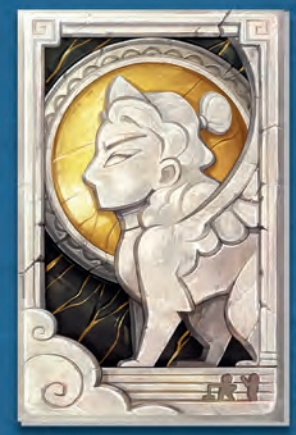
3 Blessing Tokens

3 Sphinx Gems

1 Game Die

1 Rulebook & Adventure Book

1 Book of Riddles



1 Mystery Pack

1 Sphinx Board

1 The King

1 Wanderer

1 Sphinx Figure

12 Base Gods

Default gods who are used in every riddle

28 Friendly Gods

Gods you can unlock during your adventure

20 Blessing Cards

Blessings on the map that provide one-time bonuses

1 Solo Mode Card

4 Player Aid Cards

STOP Before going further, open the Book of Riddles and read the story page, then play the quick Sunshine & Seashores tutorial.

SETTING UP A RIDDLE

The Book of Riddles has 22 puzzle-like scenarios called "riddles".

To begin, retrieve the towers and workers from your Santorini base game.

Set the Sphinx Board above the Book of Riddles.

Each riddle outlines its special rules, including additional setup *(if any)*.

Each riddle uses a god deck, created from the blue base gods.

The 3-card queue is always refilled by revealing new cards from the god deck *(if any)*.

To solve a riddle, achieve any **1** of its **4** objectives.

Some objectives describe a unique goal.
Others use **silver** & **gold** coins to represent building goals.

When you build a block in a coin's space, place the coin on top of it.

Then if you have built the levels shown on the coin, collect it.

Place the collected coin in any objective slot matching its color.

**You do not collect coins by moving onto them.*

An objective is achieved when its coin slots are full or its goal is met.
You may earn rewards *(if any)* for achieving an objective.
Every riddle has one objective that will end the riddle, once achieved.

Icons on the map show where to set up initial buildings and tokens.

You have a limited **stockpile** of shared blocks, kept near the map. Any player can use these to build.

Want it way harder? Use the expert settings *(explained during setup)* or try for the godlike objective if you dare!

Workers have unique rules, depending on player count:

1 Player	Setup 2 white and 2 blue workers, then read the Solo Mode card for special 1 player rules.
2 Player	Each sets up a pair of workers in their color of choice.
3 Player	Each sets up 1 worker of their color. Then place the Wanderer together, who is a worker shared by all, but can't be the 1st worker to move on 2 consecutive turns.
4 Player	Two players across from each other *(not together in turn order)* share a pair of workers. The others share another pair.

GLOSSARY

You do not need to read this section until you have a question during a game.

Blessing Tokens: At the end of each turn, collect every blessing token with a worker on it. For each one collected, draw **1** facedown card from the blessing deck and place it onto the god deck. If you build a block on a blessing, place the token on top. If a dome is built on a blessing token, it is forfeited and removed from the game.

Blessing Cards: When blessing cards are revealed into the queue from the god deck, they remain there until used. On your turn, you may discard a blessing from the queue to gain its power that turn. You may use any number blessing cards in addition to taking your normal turn.

Bridges: An arrow sometimes spans a gap between spaces. The bridge itself is not a space, but it shows a unique movement opportunity.

During moves, spaces on each side of a bridge are neighboring. This allows a figure to move or be forced orthogonally across a bridge *(never diagonally)*.

During builds *(and any other time)*, spaces on each side of a bridge are not neighboring. Workers cannot build on or across bridges.

Closest Worker: The worker that is the least number of spaces away *(counted orthagonally or diagonally)* from the starting point. If tied: you choose.

Coins: Tokens that are fulfilled and collected by building the indicated height *(1, 2, 3, 4)* under them.

Destroyed Workers: When a worker is destroyed, it is placed on the by the Sphinx's game. If a second worker is destroyed, this ends the riddle immediately. Any achieved objectives still earn rewards for your adventure.

Exile: An exiled card is returned to the box and cannot be used this game.

Figures: Any worker or character's pawn is a figure. Some powers affect only workers, and not other figures, such as the King / Sphinx *(who are not workers)*.

Piece: A level-**1**, level-**2**, level-**3** block or dome.

Wanderer: A shared worker used in **3** player mode that any player can use. It cannot be the **1**st worker to move on **2** consecutive turns.

Workers: Miniatures controlled by the players, including white, blue, brown workers, and the shared Wanderer *(in 3-player games)*.

ICON LEGEND

- Level 1 block
- Level 2 block
- Level 3 block
- Dome
- Choose any piece *(block / dome)*
- 0 1 2 3 Die results
- Set up a worker here
- Set up the King here
- Set up the Sphinx here
- Builder god
- Mover god
- Specialist god
- Set up a blessing token
- Set up a 1-high tower
- Set up a 2-high tower
- Set up a 3-high tower
- Set up a 4-high tower
- A unique map feature

(See Santorini rulesheet or **roxley.com/santorini** *for an expanded glossary.)*

TAKING A TURN

The start player goes first, then turns proceed clockwise until the riddle ends. On each turn you must:

1 PERFORM AN ACTION | 2 RESOLVE REWARDS | 3 APPLY SCENARIO EFFECTS

1 PERFORM AN ACTION: Move Then Build - OR - Select a God - OR - Play Sphinx's Game

MOVE THEN BUILD

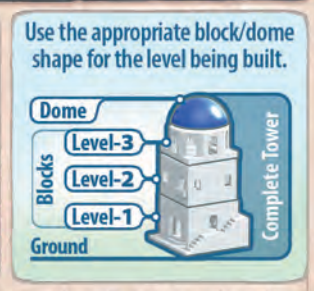
MOVE

You may also move along the same level.

THEN

BUILD

In Riddle of the Sphinx, builds must use a block or dome from the shared stockpile or from any player's god card *(not from the box)*.



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

In Riddle of the Sphinx, if you cannot move or do not have the blocks to build, you must choose a different action for your turn.

SELECT A GOD

Choose a god from the queue and place it in front of you.

Take the indicated piece from the box and place it onto your god card. **Anybody** can build this piece.

Only you gain your god's **power**.

Only you can finish your god's **quest**.

Most gods have the default **quest**:
Clear the last piece off this card on a turn where you made use of its **power**.
The default reward is which means you add any **1** piece to the stockpile.
Some quests also depict unique rewards.

You can hold up to **2** gods at once, and use both their **powers** together!

If are at your **2**-god limit, you cannot **Select a God**.

*All powers and quests are optional in Riddle of the Sphinx.

PLAY SPHINX'S GAME

0 **If the rolled color matches a gem token:**

Success! Discard that gem and gain .

3 **If the gem matching the rolled color is gone:**

Fail! You must destroy a chosen worker of any color.

The **1st** destroyed worker will fill this slot.

The **2nd** destroyed worker ends the riddle!

*Any achieved objectives still earn rewards for your adventure.

2 RESOLVE REWARDS *(if any, in any order)*

Discard any gods who have all their pieces **cleared** off. Gain **quest rewards** *(if earned)*.

*You lose a discarded god's power.

Collect blessing tokens under workers. Add a blessing on top of the god deck for each.

Gain **objective rewards** for each objective you achieved this turn *(if any)*.

3 APPLY SCENARIO EFFECTS *(if any)*

Apply any **TO END EACH TURN** effects. Then play proceeds clockwise to the next player at the table.

This example page teaches you the **Adventure Map** rules.

The Adventure Map is a menu for selecting your next riddle.
After every riddle do 3 steps on the Adventure Map to record lasting rewards for your ongoing adventure!

1. **New participating players sign the guestbook.** If you just completed the tutorial, start your adventure now on the **1**st blank Adventure Map page.

(There is no need to bring the same players to every riddle.)

The Adventure Map shows many islands, each with a sequential set of riddles to solve. The riddles on **Paradise Isles** teach the game, so we recommend starting here.

After completing an island, you can progress to any other island, starting with the first riddle on that island.

Each riddle's page number is shown here.

Riddles have up to **4 objective circles**, corresponding to their objectives *(Silver Gold Heroic Godlike)*.

After playing a riddle, record your achieved objectives by shading in their matching objective circles on your Adventure Map. You can replay a riddle any time for fun or to shade in previously missed objective circles. *(You gain no further rewards for achieving a specific objective a second time.)*

2. **Shade objective circles.** If you just did the tutorial, turn to your Adventure Map to shade the **Silver** & **Gold** objective circles that match the ones you just achieved.

Adventure Map

Played a riddle? Sign the guestbook!

Alina, Jacoby, Sarah, Zeb, Christina, James, Ivy, Arthur, Jonas, Cecile, Max, Heidi, Greta

Summit Isles

17 - Silence from the Gods
18 - Folly of the Gods
19 - To Start Again
20 - To Punish a King

Isles at War

13 - Scaling the Walls
14 - Level the Stronghold
15 - Battle of Corinth
16 - Blackened Skies

Distant Isles

5 - Lost at Sea
6 - Treacherous Tides
7 - Circling Predator
8 - Ward off the Beast

Paradise Isles

0 - Sunshine & Seashores (Tutorial)
1 - The Lighthouse
2 - Seaport City
3 - Prosper & Flourish
4 - A Nefarious Visitor

Grieving Isles

9 - To Mourn a King
10 - The River Styx
11 - Pulled from the Grave
12 - Tower of Ascension

Before entering, you must have shaded in at least 1 objective circle on each Riddle (1 - 20).

Lair of the Beast

21 - Through the Gates
22 - Lair of the Sphinx

Constellation Tree

The **Constellation Tree** previews each god you can unlock during your Adventure. Each god's constellation shows:

Their starting brick*(s)*.

Their power type - *Mover* / *Builder* / *Specialist*.

A summary of their god power.

Their unique card number.

Each time you shade a new Adventure Map objective circle:

You must also shade a **diamond** ◇ *(not arrow ⇩)* along any path, anywhere on your Constellation Tree.

A fully-shaded path connects **2** god constellations together.

If shaded paths connect a god to the center, **Polaris** ⑧, they become a **friendly god** and you must shade their ✓. Starting with **Riddle #3**, you will be required to select some of your **friendly gods** to add to your opening queue.

3 **Shade diamonds.** If you just did the tutorial, you just shaded **2** Adventure Map objective circles for Sunshine & Seashores. You must now turn to your Constellation Tree, and shade in **2** diamonds ◇ along any path.

(You can shade these 2 ***red suggestions*** *or make your own choice.)*

DRYADS — If 1st move is ⇧ or ⇩, others may copy it — 6
SELENE — Build a 2nd time with a worker who is higher — 24
DAEDALUS — As you build a piece, add another from this card — 4
ZEUS — Force your worker onto a block they just built — 28
ERIS — Consumes stockpile. Build a 2nd time from this card. — 8
MEDEA — Once, all workers destroy a block under them — 15
SIREN — After move, force 2-away workers next to you — 25
POSEIDON — 2nd worker may build, if build is higher than 1st — 21
HESTIA — Build next to any tower to build a 2nd time — 12
PHOBOS — After move: force each neighbor 1 space away — 19
HERMES — Move 0-3 spaces along only one level — 11
PROTEUS — Teleport any worker to the space you leave — 23
PROMETHEUS — Build both before and after your moves — 22
PEGASUS — Move up any number of levels — 18
HADES — Clear this & put a discarded god in the queue — 10
APOLLO — Move onto a worker to swap places — 1
HYPNUS — A 2nd worker copies your move or build — 13
PLEIADES — Teleport between same-height buildings — 20
CHARON — As a move, force a nearby worker to your other side — 3
DIONYSUS — Gain 2 immediate blessings to use — 5
ARES — Before moving to a space, destroy a block there — 2
GRAEAE — You may move 1 worker & build with any other — 9
KRATOS — Spend a ▲ to destroy a neighboring block — 14

Starting with **Riddle #2** you will use blessings.

Blessing tokens are collected if a worker ends a turn on them. This draws a **blessing card**, placing it on top of the god deck. Once blessing cards are revealed in the queue, they can be discarded for a one-time power *(see blessings on page 4)*.

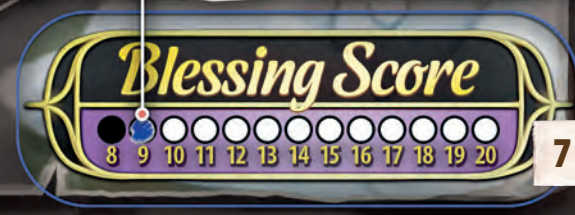
When a riddle instructs you to choose a **friendly god** from the Constellation Tree, immediately shade one of the unfilled **arrows** ⇩ *(if any)* pointing toward the chosen god.

There are **20** numbered blessing cards. During setup, the blessing deck is assembled by finding any blessing cards whose number is equal to or less than your blessing score.

You begin with a blessing score of **8**, from Polaris ⑧.

Each time you shade in all **3 arrows** ⇩ surrounding a **+1 star**, you will also add **+1** to your blessing score by filling in the next circle on your blessing score track.

Each time you increase your blessing score, you are unlocking a new blessing that you might draw from your blessing deck in future plays.



Adventure Map

Played a riddle?
Sign the guestbook!

Summit Isles

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Before entering, you must have shaded in at least **1** *objective circle on each Riddle (***1** *-* **20***).*

Lair of the Beast

- 21 - Through the Gates
- 22 - Lair of the Sphinx

Constellation Tree

DRYADS — If 1st move is ⬆ or ⬇, others may copy it — 6

SELENE — Build a 2nd time with a worker who is higher — 24

DAEDALUS — As you build a piece, add another from this card — 4

ZEUS — Force your worker onto a block they just built — 28

ERIS — Consumes stockpile. Build a 2nd time from this card. — 8

ECHO — Copy a god card from the queue — 7

MEDEA — Once, all workers destroy a block under them — 15

SIREN — After move, force 2-away workers next to you — 25

POSEIDON — 2nd worker may build, if build is higher than 1st — 21

HESTIA — Build next to any tower to build a 2nd time — 12

MOERAE — Reroll the 🎲. Complete quest to revive a worker — 16

TYCHE — Build high for a chance to gain blessings — 27

PHOBOS — After move: force each neighbor 1 space away — 19

HERMES — Move 0-3 spaces along only one level — 11

8

PROTEUS — Teleport any worker to the space you leave — 23

PROMETHEUS — Build both before and after your moves — 22

PEGASUS — Move up any number of levels — 18

OREADS — Build next to 1 worker to grant a bonus turn — 17

HADES — Clear this & put a discarded god in the queue — 10

HYPNUS — A 2nd worker copies your move or build — 13

APOLLO — Move onto a worker to swap places — 1

PLEIADES — Teleport between same-height buildings — 20

TERPSICHORE — Copy a move with a 2nd worker, they build also — 26

CHARON — As a move, force a nearby worker to your other side — 3

ARES — Before moving to a space, destroy a block there — 2

DIONYSUS — Gain 2 immediate blessings 🔱 to use — 5

GRAEAE — You may move 1 worker & build with any other — 9

KRATOS — Spend a 🔨 to destroy a neighboring block — 14

Blessing Score

8 9 10 11 12 13 14 15 16 17 18 19 20

The Constellation Map rules are explained on page 6.