



Central City Shopping Centre
2089 -10153 King George HWY
Surrey, British Columbia
V3T 2W1

AGE OF MYTHOLOGY – QUICK NOTES

OBJECT: Player with the most Victory Points at the end wins.

SET-UP:

1. Randomly choose a culture and determine who goes first.
 - a. If 4 players – teams of two (2 Culture).
2. The Bank has limited resources.
 - a. 2 Players – 20 of each colour.
 - b. 3 Players – 25 of each colour.
 - c. 4 Players – 30 of each colour.
3. 30 Victory Points (red cubes), 4 Victory Points Cards.
4. Each Player receives:
 - a. A player board.
 - b. Permanent Action Cards (one of each Action).
 - c. A deck of Battle Cards.
 - d. A deck of Random Action Cards (must share if 4 players).
 - e. One full set of pieces in their culture's colour.
 - f. Each player receives 4 of each resource (food, wood, gold, favour).
 - g. Each player receives 2 of each type of mortal units except villagers (round or rounded figures).
5. Building tiles are placed face up.
6. Resource Production Tiles are placed face down.
 - a. Reveal 6 Resource Production Tiles for each player in the game.
 - b. Starting player take 1 tile and proceeds clockwise.
 - c. When the last player chooses a tile then that player chooses again and continues counterclockwise.
 - d. Players may pass when it's their turn to choose.
 - e. Repeat this process until each player has had 6 opportunities to choose.
 - f. Return any unselected tiles to the pool.

GAME END:

- Game end immediately if:
 - The Wonder Building is built **OR**
 - The last Victory Point cube is removed from the bank.
- The player with the most Victory Points is the winner.
 - The Most Building Victory Point Card
 - The player with the most buildings gets the Victory Points on the card.
 - If a tie then no one gets it.
 - The Largest Army Victory point Card
 - The player with the most non-villager units gets the Victory Points on the card.
 - If a tie then no one gets it.



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TURN:

1. PLACEMENT OF VICTORY POINT CUBES

- a. Place 3 V.P. on one of the Victory Point Card, starting with the first player proceeding clockwise.
- b. If only 2 players then place only 2 V.P.

2. ACTION CARD DRAW

- a. Select cards from Permanent Action Cards or Random Action Cards or both.
- b. May draw up to the maximum depending on the age.
- c. Must draw from the Permanent Deck first before proceeding to the Random Action Deck.
- d. May choose which Permanent Action Card but Random Action Cards are drawn randomly.

3. THREE ROUNDS OF ACTION CARD PLAY

- a. Starting with the Starting Player, play one card.
- b. When 3 rounds of cards have been played:
 - i. Return the Permanent Action Card to their deck.
 - ii. Place Random Action Cards face up.
- c. May pass by discarding any card.

4. SPOILAGE

- a. May only keep 5 resource cubes of each resource type (wood, food, gold, favour).
- b. Storehouse building can increase to 8 resource cubes.

5. DISCARDING CARDS

6. STARTING PLAYER ROTATES

COMBAT:

1. The number on the card specifies the number of units that each side may place into the battle.
2. Attacker selects **WHO** (adjacent player only) then selects **WHERE**:
 - a. CITY AREA: if attacker wins – destroy a building. A player may never eliminate more than 2 buildings.
 - b. PRODUCTION AREA: if attacker wins – steal a Production tile. Must have matching space. May eliminate tile instead.
 - c. HOLDING AREA: if attacker wins – steal any 5 resource cubes. Victory points may not be taken.
3. Both players **secretly** choose their units to attack up to the maximum number on the card.
 - a. Villagers may not be chosen to fight in battle.
 - b. Reveal units and take the appropriate Battle Cards.
4. Secretly choose one Battle Card to play, and then reveal it.



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5. Add the appropriate Bonus and roll dice.
6. Resolve Battle. The player who rolled the most “6”s wins.
 - ✧ If tie, re-roll.
7. Continue Step 4 to Step 6 until all are dead or a player decides to retreat.
8. Winner gets the Victory Point cubes that are on the “Won the Last Battle” Victory Card.

ACTION CARDS

- **EXPLORE** (for all players):
 - Reveal that many Resource Production Tiles
 - Starting with the player who played the card, choose 1 tile and it must match the terrain.
 - Then play proceeds clockwise.
 - Any un- chosen tiles are returned to the pool.
- **GATHER** (for all players):
 - The player who played the card may reposition their villagers from the holding area to the Resource Production Tiles.
 - Each villager positioned on a tile gives the player one additional resource cube of that type.
 - All players gather resource **depending on the choice the player chooses** (type or terrain).
- **TRADE**:
 - The cost of trade is paid before the player may start trading.
 - If the player has the Great Temple, then may trade 8 Favours for 1 Victory Point.
- **BUILD**:
 - Game ends when the Wonder is built – take the Victory Point on the card.
- **RECRUIT**:
 - Mortal and Myths may be recruited anytime.
 - Heroes are available depending on “Age”.
 - Villagers may not be recruited.
- **NEXT AGE**:
 - A player may only advance one Age in a single Action.
 - Why advance to the next Age?
 - To recruit Hero; draw more cards; and Wonder may not be build until the Mythic Age.

STRATEGY

- Advancing to the later Ages is important.
- Discarding Permanent Action card is good. You may redraw them on your turn.
- Keeping at least one blank square of each terrain type gives you more option later.
- Gather Card advantage:
 - Choose what type to gather.
 - Reposition villagers
 - Gather first (especially if the bank is running low on resources).
- When recruiting, keep in mind the strength and weaknesses of your opponents units.