# 3 & 4 Players

Santorini is best as a 2-player game. However, we have included rules for three and four players for when you want to play with more people.

When playing with three or four players, all of the two-player rules apply, with the following adjustments:

Setup

For three- and four-player games, you must play with God Power Cards. When selecting which God Power Cards to play with, they must all feature a 👤👤👤 icon when playing a three-player game, or a 👤👤👤👤 icon in a four-player game.

3 Players

If you lose in a three-player game, immediately remove your Workers, Tokens, and God Power Cards from the game. If only one player remains, he or she is the winner.

4 Players (Team Game)

You play in teams of two players, who share control of two Workers. Teammates must sit across from each other (teams alternate turns). Each player has their own God Power Card. You **cannot** use your teammate's power.

During setup, your team's first player places the Workers. Your team's second player takes the first turn.

If any player wins, their team wins. If any player loses, their team loses.

Glossary

Block: A part of a tower and 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 or Hero Power.

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.

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

Token: A marker specific to a God or Hero 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.

⚠ Warning: CHOKING HAZARD – Small parts.

Credits

Game Design: Gordon Hamilton aka Dr. Pickle. For more puzzles, games and unsolved problems, visit mathpickle.com

Beautiful Artwork: David Forest & Lina Cossette (mrcuddington.com)

Product / Graphic design: Gavan Brown

Brilliant Rule Book Editors: Michael Van Biesbrouck, Simon Rourke, Lee Mitchell, Richard Castle, Mario Radmilovic, Patrick Dombrowski, Duncan Hecht, Paul Saxberg

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App Development: Stefano Giugliano

Tutorial Videos: Joe McDaid

Development Contributions

Michael Van Biesbrouck: Adonis, Jason, Hestia
Simon Rourke: Europa and Talus
Joe McDaid: Golden Fleece variant
Keefer Hamilton: Hephaestus
Arya Asakura: Hera
Paul Saxberg: Chaos, Moerae
Will Fordham: Odysseus
**Matt Tolman:** Zeus

SANTORINI™

8+ | 2-4

Need Help?

Video Tutorials Go to **spinmastergames.com** for video tutorials on how to play and other helpful tips!

Two-Player Beginner Game We strongly suggest you play several games using only the rules on this page. Read on when you are ready for more!

Setup

1. Place the Island Board **A** on top of the larger side of the Cliff Pedestal **B**, using the long and short tabs to guide assembly.

2. Each player chooses a set of two matching-color Workers. The youngest player is the Start Player, who begins by placing two Workers **C** of their chosen color into any unoccupied spaces on the board. The other player then places their Workers **D**.

3. Set aside the God Power Cards. They won't be used in the Beginner Game.
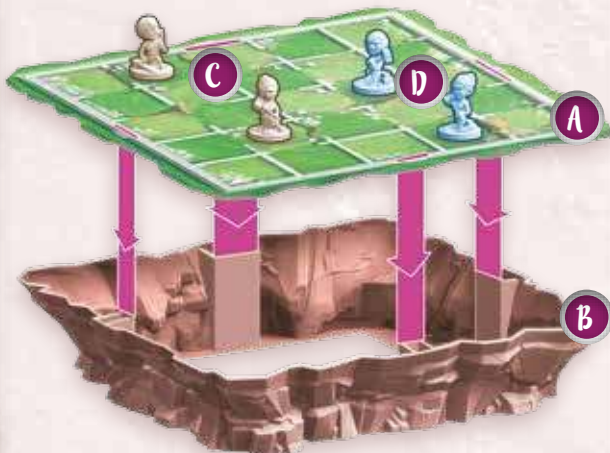
How To Play

Players take turns, starting with the **Start Player**, who first placed their Workers. On your turn, select one of your Workers. You must **move** and then **build** (in that order) with the selected Worker.

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

A Worker may move up a maximum of one level higher, move down any number of levels lower, or move along the same level. A Worker may not move up more than one level ✗.

You may move your Worker into any unoccupied neighboring space, including blocks not built by you. (Unoccupied: Does not contain a Worker or Dome).

Build a block or dome on an unoccupied space neighboring the moved Worker.
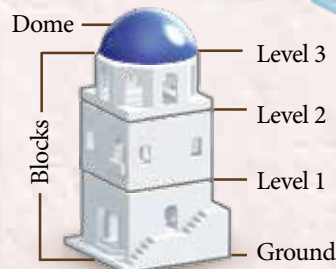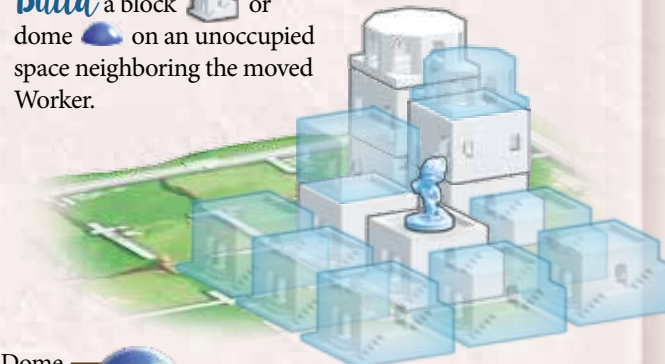
You can build onto a level of any height, but you **must** choose the correct shape of block or dome for the level being built (See diagram to the left). A tower with 3 blocks and a dome is considered a "Complete Tower."

Dome — Level 3
Blocks — Level 2
— Level 1
— Ground

A Complete Tower

Winning the Game

I Win!

1. If one of your Workers moves up on top of level 3 during your turn, you **instantly** win!

2. You **must** always perform a move then build on your turn. If you are unable to, you lose.

> **You are now ready to play the Two-Player Beginner Game! We strongly suggest you play several games using only these rules. Read on when you are ready!**

Contents

18 x Domes
22 x Level 1 Blocks
18 x Level 2 Blocks
14 x Level 3 Blocks
Blocks
1 x Cliff Pedestal
1 x Island Board
30 x God Powers
6 x Workers (3 colors)

SIMPLE GODS

God Power Setup

Once you've played a few 2-player games using only the rules on the front page of the rule book, we suggest you try God Powers.

God Powers are cards that provide you with a powerful ability **(A)** that can be used throughout the game. Many God Powers change the way Workers move and build.

God Power Setup

After setting up the Island using only step 1 from the "Setup" section on page 1, perform the following steps:

2 The Challenger (the most "god-like" player) chooses God Powers equal to the number of players and explains them using the rulebook (to find them, refer to icon and index number **(B)**).

3 In clockwise order, everyone chooses a God Power and places it in their area. The Challenger receives the last God Power.

4 The Challenger chooses a Start Player (including themself). The Start Player places 2 Workers of their chosen color on any unoccupied spaces on the board. In clockwise order, the other players each place **all** their Workers.

Note: If playing a 3-player ( ) or 4-player ( ) game, ensure all chosen **God Powers** are compatible with the number of players **(C)**. All **God Powers** are playable in 2-player games.

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 God 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 at the start in the God Power's description.

For example, Apollo's God Power description starts with "Your Move." This means if you possess Apollo's God 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 God Power. Any time an "opponent" is mentioned in a God Power description, it is referring to an opponent of the player possessing the God Power.

Additional Setup must be performed if your selected God Power features "Setup" text in the description. Additional setups are performed in turn order beginning with the Start Player, before any players place their workers (unless otherwise stated by the "Setup" text).

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.

Banned VS. If you purchase a Santorini™ expansion in the future, you will notice some gods may feature a on them to indicate banned matchups. We strongly suggest that you do not play a God Power against any of the banned gods listed because the matchup is either not compatible, not interesting, or highly imbalanced. Any rules regarding Tokens and Hero Powers apply to game play with the future expansion pack.

Simple God Power Cards For the first few games you use God Powers, we strongly suggest using the Simple God Powers below, indicated by the hibiscus flower .

1. Apollo
God Of Music
Your Move: Your Worker may move into an opponent Worker's space (using normal movement rules) and force their Worker to the space yours just vacated (swapping their positions).

2. Artemis
Goddess of the Hunt
Your Move: Your Worker may move one additional time, but not back to the space it started on.

3. Athena
Goddess of Wisdom
Opponent's Turn: If one of your Workers moved up on your last turn, opponent Workers cannot move up this turn.
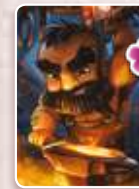
4. Atlas
Titan Shouldering the Heavens
Your Build: Your Worker may build a dome at any level including the ground.

5. Demeter
Goddess of the Harvest
Your Build: Your Worker may build one additional time, but not on the same space.

6. Hephaestus
God of Blacksmiths
Your Build: Your Worker may build one additional block (not dome) on top of your first block.

7. Hermes
God of Travel
Your Turn: If your Workers do not move up or down, they may each move any number of times (even zero), and then either builds.

8. Minotaur
Bull-headed Monster
Your Move: Your Worker may move into an opponent Worker's space (using normal movement rules), if the next space in the same direction is unoccupied. Their Worker is forced into that space (regardless of its level).

9. Pan
God of the Wild
Win Condition: You also win if your Worker moves down two or more levels.

10. Prometheus
Titan Benefactor of Mankind
Your Turn: If your Worker does not move up, it may build both before and after moving.

2

⊙ 11. Aphrodite

Goddess of Love

Any Move: If an opponent Worker starts its turn neighboring one of your Workers, its last move must be to a space neighboring one of your Workers.

⊙ 12. Ares

God of War

End of Your Turn: You may remove an unoccupied block (not dome) neighboring your unmoved Worker. You also remove any Tokens on the block.

⊙ 13. Bia

Goddess of Violence

Setup: Place your Workers first. Your Workers must be placed in perimeter spaces.

Your Move: If your Worker moves into a space and the next space in the same direction is occupied by an opponent Worker (which may be at any height), the opponent's Worker is removed from the game.

⊙ 14. Chaos

Primordial Nothingness

Setup: Shuffle all unused Simple God Power Cards (featuring a 🌸 symbol) into a face-down deck in your play area. Draw the top God Power Card, and place if face-up beside the Deck.

Any Time: You have the Power of the face-up God Power Card. You must discard your current God Power Card and draw a new one after any turn in which at least one dome is built to create a Complete Tower. If you run out of God Power Cards, shuffle them to create a new deck and draw the top one.

⊙ 15. Charon

Ferryman to the Underworld

Your Move: Before your Worker moves, you may force a neighboring opponent Worker to the space directly on the other side of your Worker, if that space is unoccupied.

⊙ 16. Chronus

God of Time

Win Condition: You also win when there are at least five Complete Towers on the board.

⊙ 17. Circe

Divine Enchantress

Start of Your Turn: If an opponent's Workers do not neighbor each other, you alone have use of their card power until your next turn.

⊙ 18. Dionysus

God of Wine

Your Build: Each time a Worker you control creates a Complete Tower, you may take an additional turn using an opponent Worker instead of your own. No player can win during these additional turns.

⊙ 19. Eros

God of Desire

Setup: Place your Workers anywhere along opposite edges of the board.

Win Condition: You also win if one of your Workers moves to a space neighboring your other Worker **and** both are on top of Level 1 blocks (or at the same height level in a three-player game).

⊙ 20. Hera

Goddess of Marriage

Opponent's Turn: An opponent cannot win by moving on to a perimeter space.

⊙ 21. Hestia

Goddess of Hearth and Home

Your Build: Your Worker may build one additional time. The additional build cannot be on a perimeter space.

⊙ 22. Hypnus

God of Sleep

Start of Opponent's Turn: If one of your opponent's Workers is higher than all of their others, it cannot move.

⊙ 23. Limus

Goddess of Famine

Opponent's Turn: Opponent Workers cannot build on spaces neighboring your Workers, unless building a dome to create a Complete Tower.

⊙ 24. Medusa

Petrifying Gorgon

End of Your Turn: If any of your opponent's Workers occupy lower neighboring spaces, replace them all with blocks and remove them from the game.

⊙ 25. Morpheus

God of Dreams

Start of Your Turn: Place a block or dome on your God Power card.

Your Build: Your Worker cannot build as normal. Instead, spend any number of blocks or domes from your God Power card (even zero), and build that many times. ***Note:*** *Blocks and domes on the God Power card act like money, and may be exchanged at any time by any player for a different shape from the general supply.*
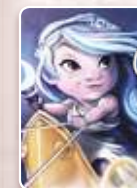
⊙ 26. Persephone

Goddess of Spring Growth

Opponent's Turn: If possible, at least one Worker must move up this turn.

⊙ 27. Poseidon

God of the Sea

End of Your Turn: If your unmoved Worker is on the ground level, it may build up to three times in neighboring spaces.

⊙ 28. Selene

Goddess of the Moon

Setup: Place a male and a female Worker of your color.

Your Build: Instead of your normal build, you may build a dome at any level with your female Worker (even if your male Worker moved).

⊙ 29. Triton

God of the Waves

Your Move: Each time your Worker moves onto a perimeter space (ground or block), it may immediately move again.

⊙ 30. Zeus

God of the Sky

Your Build: Your Worker may build under itself in its current space, forcing it up one level. You do not win by forcing yourself up to the third level.