

Odyssey

The Shifting Seas

Ten years the war at Troy has raged. Now its walls lie broken, its towers smoulder behind you, and Odysseus and his weary companions turn their faces at last toward home.

Ithaca awaits across the sea.

The voyage should be a short one.

The gods have other plans.

These are seas ruled by gods and monsters, witches and giants, treacherous currents and winds that obey no mortal command. Safe passages vanish with the turning waters. Night overtakes you far from shore. One island may offer bread, water, and welcome; the next, a one-eyed giant with an appetite for men.

And always, time runs against you.

You are the surviving companions of Odysseus, bound together aboard one battered ship. You must read the winds, brave unknown shores, husband your dwindling supplies, and trust one another—though no sailor can know every card held by the others.

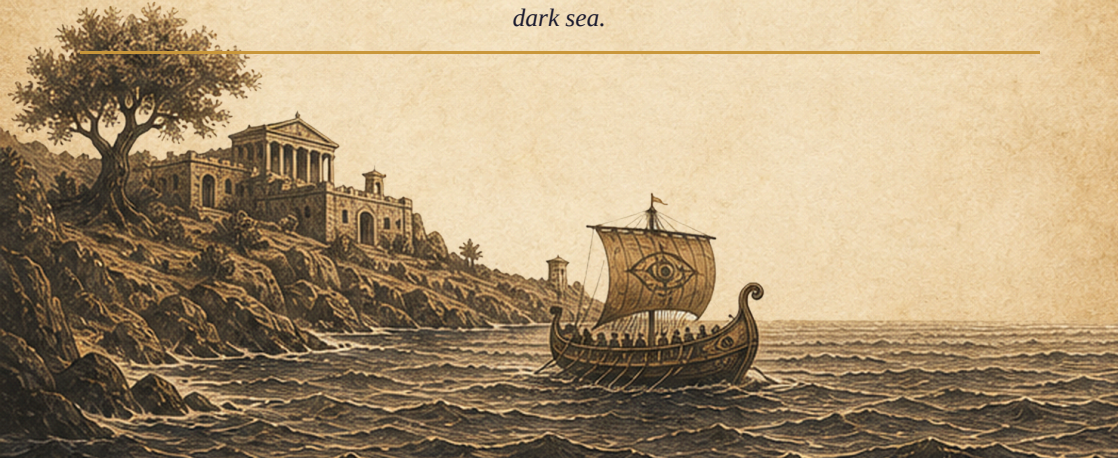
Bring Odysseus home to Ithaca and help him defeat the suitors who have seized his hall before hunger claims the crew, the sea breaks the ship, or the wrath of the gods casts you forever from your course.



The winds are already turning. The course is set.

“

Reach Ithaca, defeat the suitors—or become another tale whispered beside the wine-dark sea.





1. The Voyage at a Glance

Odyssey: The Shifting Seas is a fully cooperative adventure. The players do not command separate heroes or ships. Each player is a member of the same crew, sharing one ship, one position on the board, one store of supplies, and one goal: reach Ithaca alive and defeat the suitors in one final Explore.

On your turn, you may first Sail if you wish: roll the Sail Die and follow the winds. Then play a card from your hand if you can. You might again Sail with a card and follow the winds without rolling, Explore a dangerous island, gather provisions on a friendly shore, Repair the ship, Rest, Pray for aid, or Navigate through an open channel to new waters.

At the end of every player's turn, the dial moves Helios and Chronos: day becomes night, and another stretch of the voyage passes. At the end of every round, the dial turns the route rings: The changing winds. Old passages close, new passages appear, and the course you planned may vanish beneath the waves.

When you encounter an island, the crew may form a landing party and go ashore. To overcome island challenges, the crew must be strong enough to face the challenges. You may hint that you will join the landing party, but you may not name your cards or reveal exact strengths. The die tells you what stands in your way. Your cards decide whether the crew defeats it.

Your objective

Reach **Ithaca** before Chronos completes one full circuit, Penelope finishes her weaving, and ten years pass. Reaching its shore is not enough: complete a successful Explore there to defeat the suitors and reclaim Odysseus' hall. At least one ship piece and one crew member must remain when the challenge is won. A sailor may be lost while the rest continue. The tale ends when the remaining crew reaches home or when no one is left to tell the story.

TOGETHER

There are no rival captains at this table. One ship, one pawn, one hold of Supply. If the expedition is lost, everyone loses. If the crew defeats the suitors at Ithaca, everyone wins.



You may sail first, then play a card. After everyone has acted, the wind turns the world.





2. Know Your Expedition

What you will use

Gather these parts before setting sail:

- The concentric game board
- The dial module to control the passage of day, time, and wind
- Island pieces, including Troy and Ithaca
- The game pawn to mark the expedition's position
- The modular ship: bow, five cargo hull sections, mast, hull, mast and sail, and stern
- Supply amphorae
- Sail Dice, one for the day and one for the night
- Explore Dice, one for the day and one for the night
- Gather Dice, one for the day and one for the night
- The basic action cards
- The adventure action cards



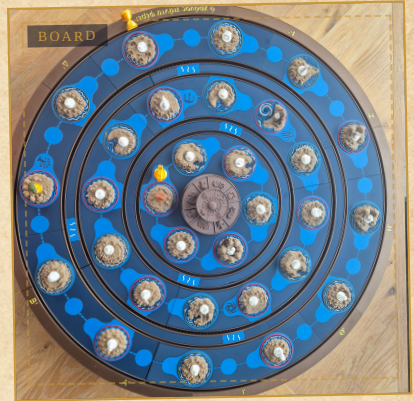
Lay the expedition out once, then keep it in sight for the whole voyage.



The Shifting Board

The board is formed by concentric rings. From the center outward:

- 1 **Dial module** — drives the passage of day, time, and wind
- 2 **Inner sea ring** — six islands, one marked with the horse-and-olive icon
- 3 **Inner route ring** — opens passages from the Inner Sea to the Middle Sea.
- 4 **Middle sea ring** — with twelve islands
- 5 **Outer route ring** — opens passages from the Middle Sea to the Outer Sea
- 6 **Outer sea ring** — twelve islands, with twelve open-water spaces between them, and one marked with the same horse-and-olive icon



Center to rim: dial, seas, and the long road home.

The expedition's **game pawn** marks the location of the entire crew. The model ship stays beside the board, where its pieces and the supplies can be seen and handled.

The dial: Helios and Chronos

At the end of every player's turn, turn the upper dial to advance the passage of day and time. Turn the dial **clockwise** so that **Helios** moves to the next position on the side of the board. **Chronos**, the hourglass will move along the top edge of the board, marking the passing years.

Helios decides which dice the crew must face. By day, use the dice. By night, use the matching night dice. Darkness brings rougher sailing, stronger storms, and more dangerous encounters. On Ithaca, Penelope delays the suitors by weaving a burial shroud for Laertes by day and secretly unweaving it at night. She has promised to choose a suitor when the work is finished, but the deception cannot last. Chronos begins at **I' (10)**. If the hourglass makes one complete circuit and returns to **I' (10)**, ten years have passed, the shroud is finished, and Penelope can wait no longer. If the crew has not successfully Explored Ithaca by then, she chooses a suitor and the crew loses.



The dial: Wind

After every player has taken a turn, turn the lower dial to advance the passage of wind. Turn the dial **counterclockwise** to line up the sea passages on the route rings with the next islands. The wind rings will turn **clockwise**.

- When sailing **with the wind**, it means in the direction in which the route rings turn, so clockwise.
- **Against the wind** means the opposite direction, so counterclockwise.

When the wind turns, routes between islands open and close. The rings remain in their new positions until the end of the next round, unless a card effect moves them sooner. Some cards tell you to rotate a dial. Always rotate the dial until the passages are lined up with the next islands whether they are open or closed.



Helios and chronos move after every turn. Wind moves after every round.

It takes exactly 6 steps to turn **the inner route ring** one complete turn. It takes exactly 12 steps to turn **the outer route ring** one complete turn.



The ship

Your ship is assembled beside the board from one bow section, five cargo hull sections, one mast hull section, one mast with sail, and one stern section.

Each cargo hull section has two Supply slots, giving an undamaged ship room for **10 Supply** in total. Lost pieces are placed in a wreck pile beside the ship.

When a storm, whirlpool, or divine trident strikes, the active player chooses one remaining ship piece and places it in the wreck pile. Any Supply stored on that piece sinks with it and is removed from the game. A repaired cargo section returns empty; even the finest shipwright cannot mend an amphora lying on the seabed.

If no ship pieces remain, the expedition is lost.



Pieces beside the board — wrecks in a pile of their own.

Supply

Supply is represented by amphorae and belongs to the whole expedition. Store claimed supply in the open slots of the ship's cargo sections. The ship begins the voyage with **4 Supply** already in its hold. The remaining supply is hidden in cups beneath the islands. After the crew succeeds at Explore or Gather, players may look into that island's supply cup if the ship has at least one empty cargo slot. Take as much supply as the ship can hold. Anything that does not fit remains in the cup for a later landing.

If every cargo slot is full, no one may look into a supply cup, even after succeeding at the island's challenge. Spend supply to play cards with a printed supply cost, including most Navigate, Repair, and Rest cards. If the ship does not hold enough supply, you cannot play that card. Spend supply will be discarded and removed from the game. After the crew has reached every sea ring, Navigate still uses a card but costs no Supply.



island cups. When the ship has empty cargo slots, players may look into the island cups to see how much supply is available.



Your cards and health

PLAYER AREA



Those close to the chest stay hidden. Those laid face-down are wounds.

Each player begins with **seven cards**:

- Your **hand** holds the cards you play and contribute. Keep these secret from the other players. At the start of the game, all seven of your cards begin in your hand.
- **Face-down cards** in front of you show health you have lost. They cannot be played or contributed.

Whenever you lose one health, take one card from your hand and place it face-down in front of you. When you recover health, take the most recently placed face-down card back into your hand. If seven of your cards lie face-down, you are **lost at sea**.

The shared card piles

BACKS



Waves for the basic pile. A compass for adventure.

Keep three shared piles beside the board. The face-down **basic card pile** contains Sail, Explore, Gather, Repair, Rest, and Pray cards. Use it for each player's starting cards and whenever a player replenishes back to seven.

The face-down **adventure card pile** holds Navigate cards, stronger actions, treasures, Divine Favors, and troublesome Burdens. Put cards that have been played, contributed, or replaced into a **discard pile**. The backs tell the piles apart: waves for the basic cards, a compass for adventure.

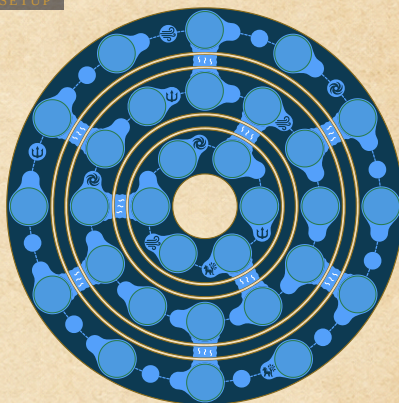




3. Prepare the Voyage

- 1 Assemble the board: The sidepanels first, then the basepieces, with gears and axles in between. The Temple-gearbox goes in the center. All rings in their correct positions, see illustration.
- 2 Turn Chronos to **I' (10)** and turn Helios to the first stage of the **day**.
- 3 Set aside **4 Supply** for the ship. Distribute the remaining Supply amphorae among the island cups. For the greatest mystery, ask someone who is not playing to do this so no crew member knows which shores are rich.
- 4 Build the sea: two spaces show the same combined **horse-and-olive** icon, one on the inner sea and one on the outer. Place **Troy** (the Trojan Horse) on one of those spaces and **Ithaca** (Odysseus' palace) on the other, you choose. Remaining islands at random.
- 5 Place the dial module in the center of the board.
- 6 Assemble the complete ship beside the board. Place the **4 Supply** you set aside into its cargo slots. Put the game pawn on Troy.

SETUP



Horse or palace: choose which marked shore is the war you leave, and which is home. Everything else is rumor.

Two bonus pieces: Put the bow in the Ithaca island cup. Place the **used-amphora dish** beside the board and drop spent Supply into it as the voyage goes on.

No two crews begin alike. The random deal means every sailor starts with different strengths. The voyage itself will decide who becomes the navigator, monster-slayer, healer, or walking collection of unfortunate curses.

- 7 Shuffle the basic cards, and separately shuffle the adventure cards.
- 8 Deal each player **7 random basic cards** as their hidden hand.
- 9 Choose a starting player. You are ready to leave the ashes of Troy behind.

- 10 Choose a starting player. You are ready to leave the ashes of Troy behind.





4. How a Round Works

A round gives every surviving player one turn, beginning with the starting player and continuing in order.

On your turn:

- 1 Refill** if you have fewer than seven cards in total (hand plus face-down cards in front of you). Draw from the basic card pile until you have seven. If you already have seven or more, skip this step.
- 2** You may **Sail** if you wish. Roll the Sail Die matching Helios and resolve the face. This free Sail costs no card and no Supply.
- 3 Play one** card from your hand if you can. If you cannot play any card, discard one card and pass.
- 4** Resolve **its instructions**.
- 5 Discard** the card you played and any contributed cards.
- 6** Turn the dial so that **Helios** advances one stage and **Chronos** will follow along.

After every player has taken a turn:

- Turn the dial so that the **wind shifts** and both route rings move until the passages are **lined up with the next islands**.
- Then begin a new round.

Playing cards and chaining actions

There is no fixed number of action points. Normally, after any free Sail at the start of your turn, you play one card, resolve it, discard it, and end your turn. If a card says **play another card**, you may immediately play another card from your hand. That card may open another play, creating a chain.

For example, you might Sail at the start of your turn to a wrecked stretch of hull, then play **Quick Repairs** to restore one ship piece and play again. You always play and contribute from your hand. If your hand is empty, you cannot play another card. If none of the cards in your hand can legally be played this turn, discard one card from your hand and pass — even if you already Sailed. Helios still advances.

Refilling at the beginning of your turn

Other players refill on their own turns. Face-down cards stay in front of you and do not return to your hand. Draw only enough to bring your total (hand plus face-down cards) back to seven. If you already have seven or more, do not draw. Cards you gain during your turn — most often by Pray — may take you above seven. Keep them; you never discard down to seven.

If the basic card pile is empty

If no cards remain on the basic card pile:

- Shuffle the discard pile and use it as the new basic card pile.





5. The Cards of the Odyssey



Name, action, cost, symbols — a deed or a weapon, never both at once.

Every card can serve the expedition in two different ways:

- Play it on your turn for its **action**.
- Contribute it during a challenge for its **symbols**.

A card may show:

- a **name**, which gives it flavor and may match a particular island;
- an **action**, such as Sail, Explore, Gather, Repair, Rest, Pray, or Navigate;
- one or more **symbols**, used when joining a landing party.
- a **Supply cost**, paid when you play the action; and/or a **die** symbol to help you remember to roll the die.
- additional **instructions** for the action.

The JOIN symbols are:



Playing a strong card for its action means you cannot later contribute its symbols from your hand. Choosing when to spend each card is the heart of the voyage.

Hold or spend? The card that would win tonight's island might also be the Sail that gets you there without rolling. That is the whole puzzle.





6. Actions

Sail — follow the wind, or fight it

At the start of your turn, after you refill, you may **Sail** if you wish. You do not play a card to do this, and it costs no Supply. To leave the shore is to ask the gods of weather and of sea whether they will have you. Roll the Sail Die matching Helios: by day, the **Sail Day Die**; by night, the **Sail Night Die**. The faces are their answer — a kindly wind, or Poseidon's temper in the water. Sailing is not a challenge. Other players do not join and contribute cards.

If you play a **Sail** card, do not roll. Pay any printed Supply cost, then Sail directly: choose to move **1 or 2 places with the wind** (clockwise), or **1 place against the wind** (counterclockwise). A Sail card never brings Storm, Whirlpool, or Poseidon's trident. You may take the free Sail at the start of your turn first and then play a sail card as well.

Die face	What happens
 Sail	Choose: move 1 or 2 places with the wind (clockwise), or 1 place against the wind (counterclockwise).
 Storm	Move the pawn to the Storm icon on your current sea ring. Lose one ship piece chosen by the active player.
 Whirlpool	Move the pawn to the Whirlpool icon on your current sea ring. Lose one ship piece chosen by the active player.
 Trident: Poseidon's Wrath	Move the pawn to the Trident icon on your current sea ring. Lose one ship piece chosen by the active player. Night only.

Supply stored on a lost ship piece is lost forever. If the final piece is destroyed, the game ends immediately. Sail always moves along the current sea ring. It never crosses to another ring.



Navigate — cross the shifting channels

Play **Navigate** to move to an adjacent sea ring, inward or outward. You may do this only when the route ring between the two seas shows a complete connecting channel at the island the pawn is currently on. Follow that channel to the island at its other end. If no suitable route is open, you cannot play **Navigate**.

The first ring the crew **Navigates** costs **one Navigate card** and its printed Supply. The second ring costs **two Navigate cards played at once**, and you pay both Supply costs. It does not matter whether you cross inward or outward.

Once the crew has reached **every sea ring** further **Navigate** actions are free of Supply. You still play one **Navigate** card, but you pay nothing. **Navigate** is not a challenge. Other players do not join and contribute cards.

Cheaper navigate cards are found only in the adventure pile. At the beginning of the game, the crew can Sail around the sea ring where Troy stands but can only leave it at an high supply cost. It will be easier when someone earns a card such as **Lookout**, whose sharp eyes can find a passage through the restless seas.

Repair — rebuild what the sea has taken

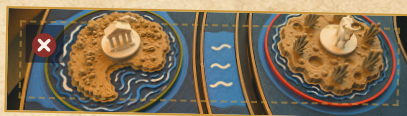
Play **Repair** and pay its Supply cost. Choose one ship piece from the wreck pile and return it to the ship. A restored cargo section returns with empty slots; its sunken Supply does not return. Stronger cards may restore more pieces, as printed. **Repair** uses no die.

Rest — bind wounds and breathe

Play **Rest** and pay its Supply cost. Take the most recently lost face-down card from in front of you back into your hand. Stronger **Rest** cards may recover more health. The sea will still be there when you wake, but at least your hands will have stopped shaking. **Rest** uses no die.

Pray — ask the gods to notice you kindly

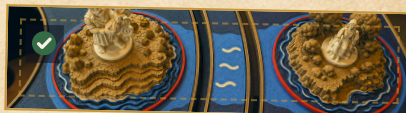
Play **Pray** and pay its Supply cost, then follow the card's instructions. It will allow you either to seek a **Adventure** card or draw from the pile. Add every card you gain to your hand, even if that takes you above seven. Divine aid is powerful. Divine attention is not always the same thing.



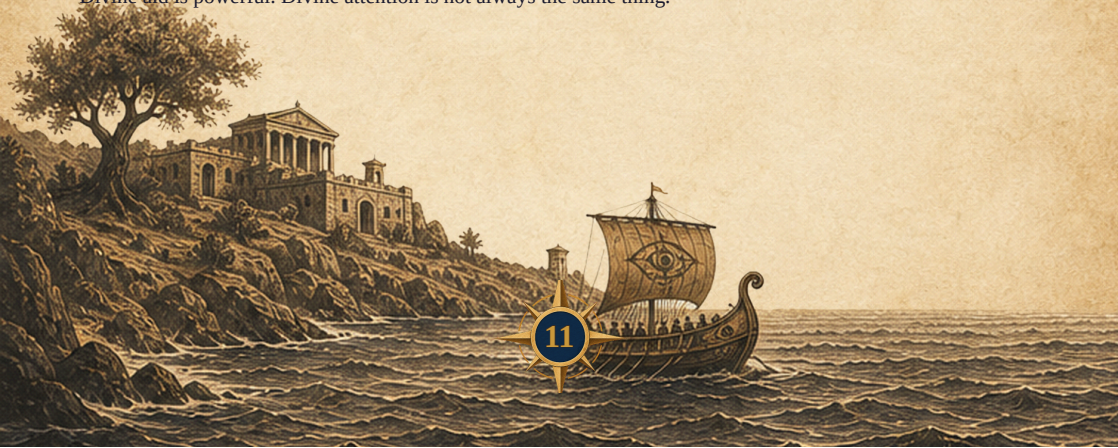
No channel between the islands



There is a channel, but it is closed



Open channel



Explore — step onto an unfriendly shore

Play **Explore** while the pawn is at an unfriendly island. You may Explore even when the hold is full; a success still earns an adventure card. To explore an island you form a landing party of at most four cards. Other players may join and contribute.

Some Explore cards are a legendary answer to one particular island. If the card you play names the island, skip the challenge and treat the Explore as an automatic success. Do not roll a Explore Die and do not ask for contributions — you have it handled.

Perhaps you arrive at the Cyclopes carrying the secret of **Nobody**.

Polyphemus may be mighty, but a giant cannot call for help when “Nobody” is hurting him. Or perhaps a **Sprig of Moly** guards you from Circe's enchantment before it ever touches your blood.

Without a matching card, roll the Explore Die for the current day or night. The die sets the challenge. Resolve it using the challenge rules in the next chapter.



The right story, told at the right shore, can be sharper than bronze.

On a success

Fill empty cargo slots from the island cup. The active player draws the top adventure card into their hand.

On a failure

Take no Supply. Draw no adventure card. The active player loses 1 health and lays one card from their hand face-down.

You may return and Explore the same island again. Even if its cup is empty, every successful Explore still earns an adventure card.

Gather — accept a friendly shore's gifts

Play **Gather** while the pawn is at a friendly island. You cannot Gather if the ship has no empty cargo slots. Friendly does not mean effortless — the fish still need catching and the amphorae still need carrying. To gather from an island you form a landing party of at most four cards. Other players may join and contribute. Roll the Gather Die that matches Helios. The result shows a challenge. Resolve it using the challenge rules in the next chapter.

On a success

Fill empty cargo slots with Supply from the island cup. Take only what fits and leave the rest.

On a failure

Take no Supply. The active player loses 1 health and lays one card from their hand face-down.

Remember where you gathered from, even on the most generous shore there may be nothing left if you return.





7. Challenges

“

Dice do not decide whether you succeed. They reveal the danger. The crew decides what to do about it.

To Explore or Gather from an island, the crew forms a landing party. Other players may join. A landing party is never more than **4 cards**, counting the card the active player just played. Explore and Gather use the same challenge sequence. Sailing, Navigate, Repair, and Rest do not form a landing party.

Players	Who may contribute
4	Each joining player contributes 1 card . The card just played is the active player's contribution.
3	The active player contributes 2 cards (the card they played + 1 more). Each other joining player contributes 1 card.
2	Both players may contribute 2 cards .



Roll. Hide. Reveal together. Count only what matches.

Challenge sequence

- 1 The active player plays Explore or Gather.
- 2 Roll the appropriate die for the current day or night.
- 3 Read the required symbols shown by the die.
- 4 Players who join secretly contribute cards from their hand, up to the number allowed for the current player count. The landing party never exceeds 4 cards.
- 5 The active player reveals all contributed cards at the same time.
- 6 Count the matching symbols on every card in the landing party, including wild symbols.
- 7 Resolve success or failure.



Success and failure

If the crew meets or exceeds the requirement, the challenge succeeds. If the crew falls short, the challenge fails. The active player loses **1 health** and lays one card from their hand face-down in front of them, no matter how many symbols were missing.

Example: a moonlit meeting with the Cyclops

At night, the Cyclops requires eight 🌀. The active player asks for help. Some of the crew join and secretly choose their card. The active player reveals all contributed cards at the same time:

The table

Bronze Spear with three 🌀
Hardened Survivor with two 🌀
Athena's Guidance with one ⚡
and one cautious player who passes

The result

The total is six, two short of eight. Polyphemus wins. The active player loses 1 health and lays one card from their hand face-down.

If the crew had revealed nine 🌀, it would succeed. It might also be able to save a card that proved completely surplus.

Example: gathering provisions

A friendly shore requires three 🏴. The crew contributes four and succeeds. If the ship has one empty slot and the cup contains two Supply, take one and leave one in the cup. If the crew contributes only two 🏴, it fails. Take no Supply. The active player loses 1 health.

Required and completely surplus cards

After a successful challenge, every card whose symbols were needed goes to the common discard. A card is **completely surplus** if it can be removed in full and the crew would still succeed. The **active player** may keep a completely surplus card: add it to their hand, or discard it normally. If several cards could be treated as surplus, the active player chooses which one to keep. You may never keep a card that contributed even one symbol needed for the final total.





8. Adventure, Special cards, and Burdens

After every successful Explore, the active player draws the top card of the adventure pile. New cards are not bought; they are earned in caves, temples, strange palaces, and narrow escapes.

An adventure card might be a stronger version of a basic action, a Navigate card, a Special card or a Burden. Add it to your hand. Burdens work the same way: a scar from the Lotus-Eaters or a fresh grudge from Poseidon sits among your cards until you spend supplies to replace it.

Treasures and tricks

Special cards bend the usual rules. **Aeolus' Breath** turns the wind one step, then lets you Sail without rolling, while **Secret Passage** lets you set the wind to any position before you Navigate. **Hermes' Sandals** moves you with the wind without a roll, then lets you play another card. **Golden Fleece** draws an adventure card, opens another play, and carries two wild symbols. If revealed during a challenge, **Divine Rope**, **Enchanted Rope**, or **Rope** allows another player to JOIN. **Telemachus' Boldness** lets you look at another player's hand, then swap one card with them; **Crew Dispute** makes you both pass one card to the other, sight unseen.

DECK



Gold on one side of the fan. Salt and splinters on the other.

Burdens

Burdens are the less glorious souvenirs of an epic voyage: **Fear**, **Exhaustion**, **Injury**, **Broken Tools**, **Waterlogged Supplies**, **Lotus Daze**, and **Poseidon's Grudge**. Every Burden card has no action, no instructions and carries no Explore, Gather, or wild symbols, so it cannot help with a challenge. Exhaustion and Injury each show two Supply icons; the other Burdens show five. Each occupies a valuable space in your hand until you spend the supplies to replace it with a newly gained card.





9. Secrets Among Shipmates

Face-down cards in front of you are public wounds; every player may count them. Your hand is private until you play or contribute a card. You may talk about intentions and possibilities, but you may not reveal exact cards, card names, symbols, or values from your hand.

YOU MAY SAY

"I think I can help against the Cyclops."
"I can probably patch the ship next turn."
"Sailing at night feels like a terrible idea."

YOU MAY NOT SAY

"I have Bronze Spear."
"I have two Sail cards."
"I can contribute four Strength."
"Play your Repair card now."

Even Odysseus keeps quiet. During a challenge, the active player may ask for help, but nobody — neither Odysseus himself — may announce exactly what they can contribute. Every crew member must decide in secret whether this danger deserves their finest card — or whether someone else surely has it covered.



10. A Kinder or Crueler Voyage

The normal setup is a fair first voyage. Before you deal, the crew may soften the seas — or ask the gods for a sterner tale.

- **Troy and Ithaca.** Swap Troy and Ithaca to see which starting position fits your strategy most.
- **Supply.** The ship begins with 4 amphorae; the rest hide in island cups. Fewer in the hold, or fewer in the cups, make every costly card dearer. Add amphorae if the crew is new to these waters.
- **Navigate cards.** Leave every Navigate card in the basic pile for an easier crossing. Remove some before you shuffle, and the crew must Pray for a Lookout or spend dearly to leave Troy's sea.





11. Damage, Loss, the End of the Tale

A crew member lost at sea

When seven of your cards lie face-down in front of you, you are **lost at sea**. Put those cards into the common discard pile. You take no more turns.

This does not necessarily mean you have entered the land of the death just yet. You are permitted to fetch a drink and haunt the table encouragingly. After all, Odysseus himself lost years in Circe's halls and Calypso's company — **not every sailor who fails to return is in a hurry to be found**.

The expedition continues with the surviving players. If they reach Ithaca and defeat the suitors, your sacrifice is part of the victory.

Winning

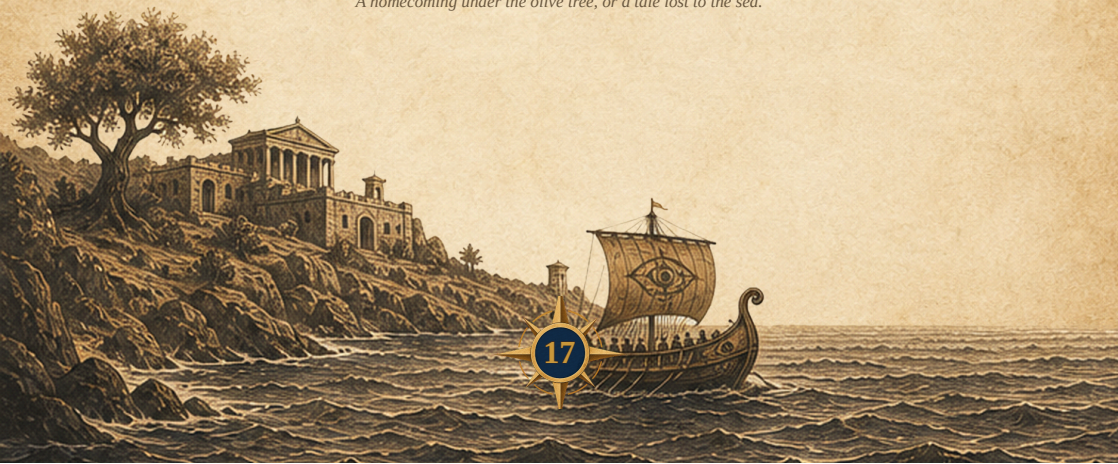
Reaching Ithaca does not end the game. The crew wins when it successfully Explores Ithaca, defeats the suitors, and still has at least one surviving crew member and one ship piece.

Losing

The crew loses immediately if **Chronos** completes one full circuit and Penelope must choose a suitor before Ithaca is successfully Explored; the last ship piece is **destroyed**; or every crew member is **lost at sea**.



A homecoming under the olive tree, or a tale lost to the sea.





12. Shores of Story and Danger

The war began with a golden apple. Paris of Troy judged three goddesses; Aphrodite promised him Helen, wife of Menelaus of Sparta; he took her home across the sea. Bound by oath, the kings of Greece sailed under Agamemnon and laid siege. For ten years Troy's walls would not fall.

IN THE GAME

The board rearranges these shores for every voyage, and you choose whether the journey runs from the inner sea outward or from the outer sea inward. In the old tale, Odysseus reaches the different shores in this order.

Special rule: When your crew **Gathers** or **Explores** at an island using its **specific story card** — the one listed for that shore below — you automatically succeed at that action and skip the challenge entirely. These unique cards represent the legendary advantage Odysseus had at each stage of his journey.

Troy

Bronze could not take the city. Odysseus, whose mind Athena loved, proposed a ruse instead: a hollow wooden horse large enough to hide chosen warriors, left upon the shore as an offering while the fleet appeared to sail for home. Some Trojans urge that it be burned or hurled from the walls; others, taking it for Athena's gift, drag the "gift" behind their gates. At night the concealed soldiers emerge, open the gates, and admit the waiting army. Troy falls in fire. Priam is slain at his own altar, the treasures are divided, and the weary victors prepare to sail. Odysseus turns his prow toward Ithaca, expecting a short voyage home to Penelope and Telemachus. His fleet first crosses to Ismarus, still carrying the dangerous confidence of victory.

STORY CARD: **WOODEN HORSE**



Ismarus

At Ismarus, Odysseus raids the city of the Cicones and orders his companions back to sea before the survivors can answer. Among the spoils he takes a store of strong sweet wine that will later unman a giant. Flushed with victory, the crew refuses to leave. They feast on the beach through the night, slaughtering sheep and drinking, while messengers summon warriors from the inland country. At dawn the Cicones arrive in disciplined ranks, fighting from chariots and on foot, and drive the Greeks toward their ships. Six men from every vessel are lost before the oars finally bite the water. Zeus then drives the mourning fleet through nine days of storm, until an unfamiliar, peaceful coast offers food and rest.

STORY CARD: **DAWN DEPARTURE**



The wandering course

The lotus steals memory. The Cyclops steals men. A bag of winds almost carries them home.



The Lotus-Eaters

The storm has carried the fleet to the land of the Lotus-Eaters, whose inhabitants offer no weapons, only the honey-sweet fruit of the lotus. They do not mean harm; the flower itself is the snare. Odysseus sends three scouts inland; those who taste it forget their report, their families, and every longing for Ithaca. They ask only to remain and dream among strangers. Odysseus finds them weeping when he forces them back to the ships. He binds them beneath the rowing benches and orders every sail raised before the same forgetfulness can claim the whole crew. Sailing onward, they sight a rich island and a neighboring shore where enormous shepherds dwell.

STORY CARD: **CAPTAIN'S GRIP**

The Cyclopes

Hoping at last to find proper hospitality, Odysseus crosses to the Cyclopes' shore. These giants keep no laws and plant no fields; each is master in his own cave. Odysseus enters one stocked with cheese and sheep. Its owner is Polyphemus, who seals the doorway with a boulder and devours the trapped sailors two at a time. Odysseus offers him powerful wine — the same taken at Ismarus — and gives his name as Nobody. When the giant collapses, the survivors blind him with a heated olive stake and escape beneath his rams, clinging to the wool. Safely offshore, Odysseus boasts his true name. Polyphemus calls upon his father Poseidon for vengeance, and that curse follows the diminished fleet to the floating island of Aeolus.

STORY CARD: **ODYSSEUS' CUNNING**



Aeolia

Despite Poseidon's curse, Aeolus welcomes the wanderers for a month in his bronze palace and listens to every story of Troy. As a farewell gift, the keeper of winds seals every contrary gust inside an oxhide bag, bound with silver wire, and releases only the west wind to carry them home. For nine days Odysseus guards the helm without sleep, the bag always under his hand. When Ithaca finally appears, smoke rising from his own halls, exhaustion overcomes him. His companions decide the guarded bag must contain treasure he refuses to share. They loosen its cord, and the storm drives the fleet back to Aeolia. Aeolus refuses to help a crew so plainly cursed, leaving them to row toward the distant harbor of Telepylus.

STORY CARD: **WIND BAG**



The last ship

Giants shatter the fleet at Telepylus. Circe holds the survivors a year on Aeaea, then sends Odysseus to question the dead.

Telepylus

After six bitter days at the oars, the fleet reaches Telepylus, a magnificent harbor ringed by steep cliffs with only one narrow passage to the sea. Night never fully falls there. Every captain moors inside except cautious Odysseus, who ties his ship beyond the entrance. Scouts meet a girl drawing water, then the king of the Laestrygonians, a race of man-eating giants, and barely escape his hall. The giants crowd the cliffs, hurling stones that crush the trapped ships and spearing sailors from the water like fish. Odysseus cuts his stern cable and rows clear. His is the only vessel to escape, and it carries the stunned survivors onward to wooded Aeaea.

STORY CARD: **STERN CABLE**

Aeaea

With only one ship remaining, the company reaches Aeaea. Wolves and lions roam tame about the halls of the sorceress Circe, who welcomes a scouting party with enchanted wine and transforms the men into swine. Eurylochus stays outside, sees the change, and escapes to warn Odysseus. Hermes meets the captain in the wood, gives him black-rooted moly, and teaches him to resist her spell. Defeated, Circe swears an oath, restores the crew, and becomes their generous host. A year of comfort and feasting passes before the companions remember Ithaca. Yet Circe says the way home cannot continue until Odysseus crosses Ocean and questions the dead prophet Tiresias, so the ship turns toward the sunless edge of the world.

STORY CARD: **SPRIG OF MOLY**

The Land of the Dead

Obeying Circe, Odysseus sails to the mist-bound edge of Ocean, digs a trench, and pours milk, honey, wine, and sacrificial blood for the dead. The shades gather, thirsty, but he holds them back until Tiresias drinks and speaks. The prophet warns that Poseidon's anger still follows the ship and that no one must harm the cattle of Helios on Thrinacia, or the homecoming will be late and lonely. Odysseus also meets the shade of his mother, who died longing for his return, and hears the sorrows of fallen heroes — Agamemnon among them, murdered in his own hall. He returns to Aeaea with this knowledge, where Circe buries a lost companion and describes the Sirens waiting on the next shore.

STORY CARD: **BLOOD OFFERING**



No safe course

The Sirens promise knowledge. Scylla and Charybdis offer no kind passage. On Thrinacia, hunger undoes the last of the crew.

The Sirens' Rocks

Forewarned by Circe, the crew approaches the Sirens' meadow, surrounded by the bones of sailors who steered too close. Their song promises secret knowledge: everything that happened at Troy and everything hidden across the earth, even naming Odysseus as he draws near. He longs to hear it without surrendering the ship. He softens beeswax and seals every companion's ears, then orders them to bind him upright against the mast and not to loose him, whatever he may say. As the voices rise, he begs and threatens to be freed. The deaf sailors only tighten the ropes and row until the deadly shore falls silent. Ahead, the sea narrows between two terrors no song can charm.

STORY CARD: **BEESWAX**



Scylla and Charybdis

Beyond the Sirens, the promised strait offers no safe course. On one side Charybdis swallows the sea three times each day and vomits it back in a towering flood, a fig tree clinging above the whirl. On the other, six-headed Scylla reaches from her cliffside cave to seize passing sailors. Circe has warned Odysseus that fighting is useless and that losing six men is better than losing the entire ship. He keeps the danger secret even so, and arms himself, and steers close to Scylla. Six companions are carried away calling his name, lifted like fish from the deck, but the ship clears the whirlpool. Grieving and exhausted, the survivors soon reach the green pastures of Thrinacia.

STORY CARD: **CIRCE'S ROUTE**



Thrinacia

On Thrinacia the survivors find the deathless cattle of Helios, exactly as Tiresias and Circe warned. Odysseus makes every sailor swear to leave them unharmed, but contrary winds trap the ship for a month and the food runs out. While he sleeps apart and prays for escape, Eurylochus persuades the starving men that drowning is worse than risking a god's anger. They slaughter the finest cattle and offer a desperate sacrifice; the hides crawl, and the meat lows upon the spits. Once the ship sails, Zeus answers Helios with a thunderbolt. Hull and mast shatter; only Odysseus survives, clinging to wreckage until the sea carries him alone to Ogygia.

STORY CARD: **SWORN OATH**



The last road home

Calypso offers immortality. The Phaeacians offer passage. Ithaca offers a hall full of suitors, and a bow that only one man can string.

Ogygia

The wreckage bears Odysseus to Ogygia, hidden island of the nymph Calypso. She rescues him, takes him as her companion in a cave fragrant with cedar and citrus, and offers ageless immortality if he will forget Ithaca. For seven years he lives in that beautiful place, yet each day he sits beside the sea and weeps for home. Athena finally pleads his cause on Olympus, and Zeus sends Hermes with an order for his release. Calypso obeys reluctantly, gives Odysseus tools and timber for a raft, stores it with water and wine, and fills its sail with a favorable wind. He sets out alone, but Poseidon has one final storm waiting before Scheria.

STORY CARD: **HERMES' DECREE**

Scheria

As Calypso feared, Poseidon wrecks the raft within sight of Scheria. The sea goddess Ino lends Odysseus her veil, and he reaches the river mouth alive, crawling into an olive thicket to sleep. Princess Nausicaä, come down to wash clothes, discovers the exhausted stranger and tells him how to approach Queen Arete, clasping her knees in the hall. The Phaeacians receive him with feasting, games, and gifts. A singer's tale of Troy brings Odysseus to tears, and at last he reveals his name and recounts the wanderings that brought him there. King Alcinous promises safe passage. A swift Phaeacian ship carries the sleeping hero across the night and gently lays him upon the long-awaited shore of Ithaca, with his gifts beside him.

STORY CARD: **QUEEN ARETE'S KNEES**

Ithaca

Awakening at last on Ithaca, Odysseus finds that twenty years have changed his home. Athena hides him beneath a beggar's face while he tests the loyalty of servants — the swineherd Eumaeus among the faithful — and reunites in secret with Telemachus. In the palace, Penelope announces she will marry the man who can string Odysseus' great bow and shoot through twelve axe heads. Every suitor fails. The unknown beggar strings it easily, sends an arrow through the axes, and turns the next shaft upon the men consuming his household. With Telemachus and two faithful servants beside him, Odysseus defeats the suitors. Only then does Penelope test him with their immovable marriage bed, built around a living olive, and confirms that her husband has returned.

STORY CARD: **GREAT BOW**

IN THE GAME

Islands may be visited more than once and need not be attempted when you approach. Friendly islands call for Gather; unfriendly islands call for Explore. Reaching Ithaca does not end the game: treat it as unfriendly and successfully Explore it to defeat the suitors. Great Bow skips that final challenge.





Quick Reference

Player turn

- 1 If you have fewer than seven cards in total (hand plus face-down cards), draw from the basic pile until you have seven. If you already have seven or more, do not draw. If the basic pile is empty, shuffle the discard pile to form a new one.
- 2 You may Sail if you wish: this Sail costs no card or supply but you must use the dice.
- 3 Play one card from your hand if you can. If you cannot play any card, discard one card and pass.
- 4 Resolve it and any “play another card” chain.
- 5 Discard the played card and any contributed cards.
- 6 Turn the dial so Helios advances one stage and Chronos follows.

End of round

After every surviving player has taken a turn, turn the wind dial. Both route rings move and the wind changes.

Win when all are true

- Odysseus reaches Ithaca.
- The crew successfully Explores it and defeats the suitors.
- At least one crew member survives.
- At least one ship piece remains.

Remember

- The ship starts with 4 supplies.
- Place Troy and Ithaca on the two horse-and-olive spaces; the voyage may run inward or outward.
- A Sail card skips the roll and lets you Sail directly. If you cannot play a card, discard one and pass. Sail moves **along** a sea ring: 1 or 2 places with the wind, or 1 against. Navigate moves **between** rings through an open channel: 1 card for the first ring, 2 cards played together for the second ring — after that, play a Navigate card but pay no Supply.
- Your hand is hidden. Face-down cards in front of you show lost health.
- Hint — never name cards or exact symbols.
- When an action uses a die, roll the Day or Night die that matches Helios.
- A landing party is at most 4 cards. With fewer players, some sailors contribute extra.
- A full hold blocks looking in cups and blocks Gather, but not Explore.
- Supply lost with a ship piece never returns.

Lose immediately if any occur

- Chronos completes a full circuit and Penelope must choose a suitor.
- The last ship piece is destroyed.
- Every crew member is lost at sea.

	Sail	Explore	Gather	Other	Special
Die	Free Sail only	✓	✓	✗	As printed
Challenge?	✗	✓	✓	✗	✗
Reward	—	Adventure + Supply	Supply	—	—

“Other” means Navigate, Repair, Rest, Pray, and Burden. A matching island card skips Explore’s challenge.

“

The wind is already changing. Take your seat at the oars.