

STEFAN FELD

# THE ORACLE OF DELPHI

## THE POWER OF ZEUS

Zeus himself offers his assistance: Whenever you visit one of his holy places, you receive a reward if no one else arrived before you.

### New Components and Setup

After setting up the variable game board (section 1 on page 3 of the rulebook), place the 4 Holy Places approximately equidistantly around the game board. Place the Power Tokens on the Holy Places with the corresponding Greek letter.



4 Holy Places



4 Power Tokens

### Receiving Power Tokens

Whenever you stop on a space adjacent to a Holy Place, immediately take the Power Token from the Holy Place, without payment and without spending an action, if it is still available.

### Using Power Tokens

You may spend Power Tokens during phase 2 of your turn (when performing actions). After using the Power Token, return it to the corresponding Holy Place.

### Abilities of the Power Tokens



When you “move your Ship”, place it to another player’s Ship, onto the same space, instead of the regular movement. The color of the destination space must correspond to the Oracle Die you used.



Exchange the position of 2 Gods on your God Track.



Discard 2 Injury Cards of different colors.



When you “explore an Island” that belongs to another player, treat it as if it had a Greek letter of your choice.