

RULEBOOK

TAKE ON THE ROLE OF AN AMBITIOUS DEMIGOD WHO IS TRYING TO CLAIM A PLACE AT THE SUMMIT OF MOUNT OLYMPUS. RECRUIT HEROES, ACQUIRE ARTIFACTS, AND UNDERTAKE HEROIC QUESTS TO FORGE YOUR OWN LEGENDS. DURING THE FIVE EPOCHS OF THE GAME, YOU WILL BUILD POWERFUL CARD COMBINATIONS AND THEN DESTROY THEM, AS THE CARDS MUST BE TRANSFERRED TO YOUR ELYSIUM TO EARN YOU VICTORY POINTS.

CONTENTS

8 FAMILIES OF 21 CARDS
All 168 backs are identical and show a Citizen



1 TEMPLE (TWO PARTS)
1 Pediment board (double-sided)



1 Steps board



1 ORACLE BOARD



16 COLUMNS
The stickers are optional, and are designed to make the game easier for colorblind people



6 QUEST TILES
All 6 backs are identical and show an Incomplete Quest



4 ORDER OF PLAY DISCS



1 EPOCH MARKER



12 TRIGGER RINGS



4 PLAYER BOARDS



4 PLAYER AID CARDS



19 BONUS TILES
3 Level Legends Bonuses



16 Family Legends Bonuses (2 for each Family)



40 GOLD TOKENS



25 PRESTIGE POINT TOKENS (PP)



45 VICTORY POINT TOKENS (VP)



1 GUIDE TO THE CARDS BOOKLET
Descriptions of the cards and clarification of their powers



SETUP

1 Place the Pediment beside the play area. Randomly choose one of the sides to lay face-up.



2 Place the 4 Quests with the •••/•••• mark below the Pediment, in ascending order from left to right (this setup is used for 3 and 4 players).



3 Place the Steps below the Quests.

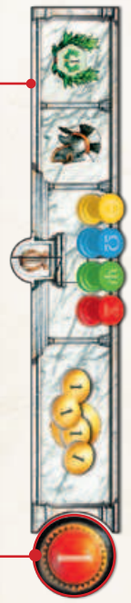
4 Place the Epoch marker on the first space of the Epoch track.



5 Place all the Gold, Victory Points (VP) and Trigger rings in a common reserve.



6 Each player takes a player board. Assemble your board in front of you.



7 Give Disc #1 to a random player. That player is the start player in the first Epoch. Proceeding clockwise, give the other Discs to the other players in ascending order. Put any unused Disc back in the box.

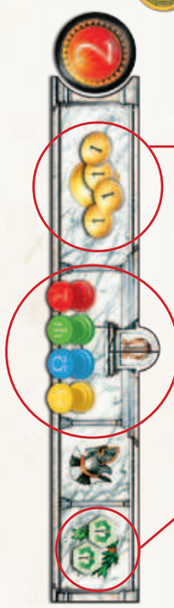
THE AGORA



8 Each player takes 4 Gold. Place your Gold on your board.

9 Each player takes one Column of each color. Place your Columns on your board. Put any unused Columns back in the box.

10 Each player takes a number of VP equal to the number on their Disc. The player with Disc #1 takes 1 VP, the player with Disc #2 takes 2 VP and so on.



11 Choose 5 of the 8 available Families. Put the cards from the 3 unused Families back in the box. The set of Families you choose has an impact on the style of play, so we strongly recommand using the following Families for your first game : Athena, Hades, Hephaestus, Poseidon, Zeus.



Take the 105 cards of the chosen Families and shuffle them carefully face-down. Draw a number of cards equal to 1 plus 3 times the number of players (for example, with 3 players draw 10 cards) and place them face-up in middle of the play area to form the AGORA.



12 Place the remaining cards face-down to form the draw pile. Leave space beside the draw pile for a discard pile.

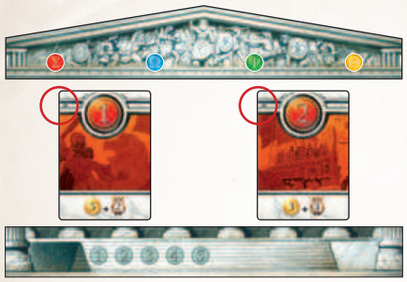


13 Lay out the 3 Level Bonus tiles and the 10 Family Bonus tiles matching the 5 chosen Families.

LET'S EXPLORE THE GREECE OF LEGEND!

CLARIFICATIONS

With 2 PLAYERS, only use the 2 Quests with the ●● mark. Place them so that each Quest is below 2 colors.



There are no other changes to the rules for different numbers of players.

If the APOLLO Family is in play, then so is the Oracle. Place the Oracle above the Temple.



Place 4 face-up cards below the Oracle during setup.

If the ARES Family is in play, place all the Prestige Points (PP) in the common reserve.



The area above your board is your DOMAIN, and the area below is your ELYSIUM.

Your DOMAIN



Your ELYSIUM

ANATOMY OF A CARD

EACH CARD CONTAINS SEVERAL IMPORTANT PIECES OF INFORMATION, WHICH ARE DETAILED HERE:

This number indicates the Level of the card, which varies from 1 to 3.

The color of the card is a reminder of which Family it belongs to (Hades in this case).

The symbol is also a reminder.

The activation symbol shows when and how to activate the power of a card (explained later).



The Acquisition Condition shows the color(s) of the Column(s) required to take the card.

Black means "any color".

The artist's name.

The card name.

Power of the card.
Important: players can only use the power of a card when that card lies in their DOMAIN.

QUEST



Order of play

Gold

Transfers

Victory Points (VP)



CITIZENS

The back of the cards of all 8 Families show a Citizen. When you "take a Citizen", take the top card from the draw pile and place it face-down in your DOMAIN. This card is now a Citizen for the rest of the game. A Citizen will never be turned over, and no player may look at that card's face-up side.



Some cards have the ELEUSIS symbol and are called Eleusis cards. These cards combine with other Eleusis cards to generate powers.

GOAL OF THE GAME

THE GOAL OF THE GAME is to earn as many Victory Points (VP) as possible. Victory Points are won mostly with the Legends players will write, using the cards they transfer to their ELYSIUM, and also throughout the game using the power of specific cards.

GAME OVERVIEW

A GAME IS PLAYED OVER 5 EPOCHS. EACH EPOCH IS DIVIDED INTO 4 PHASES:

PHASE I: AWAKENING | **PHASE II: ACTIONS** | **PHASE III: WRITING THE LEGENDS** | **PHASE IV: END OF EPOCH**

PHASE I: AWAKENING

PROCEED IN ORDER:

1. Remove from the Agora any cards remaining from the previous Epoch and place them face-up in the discard pile beside the draw pile.

Skip step 1 and 2 in the first Epoch.

2. Draw cards from the draw pile and place them face-up in the Agora, until there is a number equal to 1 plus 3 times the number of players, meaning:
   - with 2 players, 7 cards;
   - with 3 players, 10 cards;
   - with 4 players, 13 cards.

If the Apollo Family is in play, then the Oracle is, too:
- After step 1, slide any remaining cards from the Oracle to the AGORA;
- After step 2, add 4 new cards face-up from the draw pile to the Oracle.

The Oracle therefore allows players to see some of the cards that will be available in the next Epoch.



PHASE II: ACTIONS

- The player with Disc #1 goes first. Play then continues following the ascending numbers on the players' Discs.
- On your turn, you must take either 1 Quest tile or 1 Family card. During your 4 turns, you must take exactly 1 Quest and 3 cards.

To take a Quest or a Family card, you must have on your board the Column(s) matching the Acquisition Condition.

It is forbidden for any player to have two identical cards (with the same illustration) in their DOMAIN.



For this card, you need the blue Column, plus 1 more of your choice. You're all set.



Here, you're missing the green one, so you have no way of getting this card.



You're good here, as your red Column is still on your board.



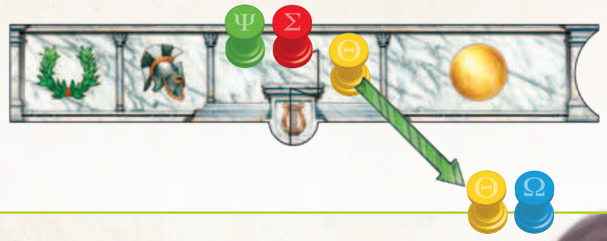
The Acquisition Condition of a Quest is found above it, on the Pediment.



With 2 players, taking a Quest is easier: you merely need to possess one of the two colors displayed above it.

- Once you've taken a card or a Quest, you must dismiss one (and only one) of your Columns by removing it from your board. **You can dismiss any Column, not necessarily one shown on the Acquisition Condition.**

Note: No matter what the Acquisition Condition of a card may be, you only ever dismiss 1 single Column of a color of your choice.



When you take your Quest, place it beside your board.



When you take a card, immediately place it in your DOMAIN.



- After your 4 turns, you should have taken exactly 1 Quest tile and 3 cards, and dismissed all of your Columns. This can bring about two kinds of special situations:



If you can't fulfill the Acquisition Condition of any remaining Family card, you must instead take a Citizen. Take the top card from the draw pile and place it face-down in your DOMAIN.
You can't take a Citizen if you are still able to take a Family card, or if you have not taken a Quest but are still able to do so.



If you can't fulfill the Acquisition Condition of any remaining Quest, you do not take a Quest during this Epoch. Instead, after you have taken your 3 cards, you must pass your turn. Once all players have completed their turns, you receive one of the remaining Quests, but must flip it to its Incomplete Quest side.

USING A POWER IN PHASE II

During your turn, you may use the powers of the cards in your DOMAIN.

- You can't use the power of a card that you have transferred to your ELYSIUM (see later).
- You may use the powers of multiple cards in your DOMAIN during a single turn.
- You can't use the Trigger, Activate and Eleusis powers of your cards during another player's turn.
- If you use a power to transfer a card, you must follow the Rules of Legends on pp. 8-9.
- The power of each card can only be used in a specific way, shown by the card's activation symbol. The powers available during Phase III are explained later.

INSTANTANEOUS

The power must be used at the exact moment you take the card (and only then).

PERMANENT

The power is always active, as long as the card is in your DOMAIN.

ACTIVATE

The power can be used once during every Epoch, as long as the card is in your DOMAIN.



Turn the card 90° when you use its power. During the next End of Epoch Phase, straighten it up. The power will be available again during the following Epoch.

ELEUSIS

You may only activate an Eleusis card if you have **at least 1 other** Eleusis card in your DOMAIN. If not, you can't use the power of the card.

TRIGGER

The power can be used once during the game, as long as the card is in your DOMAIN.



When you take a Trigger card, immediately place a Trigger ring on its activation symbol.



When you decide to use the power, remove the Trigger ring and return it to the common reserve.

If a player uses the power on an Athena card that allows other players to transfer cards, the current player has the opportunity to transfer a card first, and then all other players may transfer a card in current player order.

If the power of any card creates a conflict with the general rules, the specific power of that card takes precedence. This is true for all card powers in the game.



PHASE III: WRITING THE LEGENDS

Once all players have completed their turns in Phase II, the Epoch continues with Phase III: Writing the Legends. In this phase, you allocate the turn order for the next Epoch, receive VP and Gold for your Quest, and can then transfer cards from your DOMAIN into your ELYSIUM and so create and complete your Legends, which will earn you most of your victory points at the end of the game.

1) Allocate order of play Discs

First, reallocate the Discs according to the Quests taken by the players in Phase II. The player with Quest #1 receives Disc #1, and so on.

Incomplete Quests

A player with an Incomplete Quest automatically gets the Disc with the highest number. If there are multiple players with Incomplete Quests, their current Discs are used to break the tie.

Example: In the current Epoch of a 4-player game, Sebastian has Disc #1 and Christopher has Disc #3. Both of these players took Incomplete Quests. When the Discs are reallocated, Sebastian receives Disc #3 and Christopher receives Disc #4.

2) Receive VP and Gold

All players receive the VP and Gold shown on their Quest.

3) Transfer cards

Finally, following the new order of play determined by the Discs, each player may transfer cards from their DOMAIN to their ELYSIUM.

- The number of cards you can transfer is limited to the number shown in the Lyre symbol on your Quest.
- Every transfer costs Gold. The cost to transfer any card is equal to its Level (1, 2, or 3). Return any Gold spent to the common reserve.
- Every card transferred into your ELYSIUM must follow the Rules of Legends explained on the opposite page.

Place all the Quest tiles back in the Temple, face up below the Pediment, in ascending order from left to right.

USING A POWER IN PHASE III



LEGEND
The power can be used during Phase III, as long as the card is in your DOMAIN.



PERMANENT
Some permanent powers can also be used during Phase III, as long as the card is in your DOMAIN.

RULES OF LEGENDS

Every transfer costs Gold equal to the Level of the card, and moves the card from your DOMAIN to your ELYSIUM.
Every time you transfer a card you must choose whether to start writing a new Legend, or to add the card to an existing Legend, possibly completing it.

There are two kinds of Legends: Level Legends and Family Legends.

LEVEL LEGENDS

Level Legends can only include cards of the same Level, but of different Families.

A Level Legend is made of a maximum of 5 cards, one from each of the Families.



An incomplete Level 1 Legend.



An incomplete Level 2 Legend.



A completed Level 3 Legend.

FAMILY LEGENDS

Family Legends can only include cards of same Family, but of different Levels.

A Family Legend is made up of a maximum of 3 cards, one of each of the Levels.



An incomplete Zeus Legend.



A completed Athena Legend.

WRITING LEGENDS

- You can add cards to individual Legends in any order. You could start a Family Legend with a Level 2 card, then add a Level 1 card, and finally complete it with a Level 3 card.
- You may have any number of incomplete Legends at any time. You do not need to complete one before starting another.
- Once added to a Legend, a card can never be moved to a different Legend or discarded. A single card in your ELYSIUM can never be added to another incomplete Legend later.
- You may transfer a card with a Trigger ring. If you do, return the ring to the common reserve.
- Single cards in your ELYSIUM at the end of the game will be removed and are not worth any victory points.

ADDING CITIZENS TO LEGENDS

A Citizen can also be transferred into your ELYSIUM and added to a Legend, but only when that Legend already contains **at least 2 cards**. The Citizen takes the place of one Family card missing from that Legend. The cost in Gold to transfer a Citizen is always equal to the Level of the missing card.
Citizens are therefore a form of 'joker'. But be careful: There is a price to be paid! Each Citizen in your ELYSIUM at the end of the game will cost you 2 VP.



The Citizen takes the place of the missing Level 2 card in this Family Legend. The transfer costs 2 Gold.



The Citizen takes the place of the missing Level 1 card in this Level Legend. The transfer costs 1 Gold.



The Citizen takes the place of the missing card in this Level 3 Legend and completes it. The transfer costs 3 Gold.

LEGEND BONUSES

The first player to complete a Family Legend gets the matching Bonus tile worth 5 VP. The second player to complete a Legend of the same Family gets the matching Bonus tile worth 2 VP.
Subsequent players get nothing.
It is possible to get both Bonus tiles if you complete two Legends of that Family before any other player completes one.





For each Level Legend, the first player to write a Legend of at least 2 cards gets the matching Bonus tile.
If another player writes a Legend of the same Level containing more cards than the player with the matching Bonus tile, that player steals the Bonus.
Each Level Legend Bonus tile can therefore change owners multiple times, unless a player completes a matching Level Legend with 5 cards, which is impossible to beat.



PHASE IV: END OF EPOCH

When all players have completed their transfers, prepare for the next Epoch as follows:

- Place your 4 Columns back on your board.
- Straighten up any Activate cards in your DOMAIN.
- Move the Epoch marker one space along the Epoch track.
- Begin the next Epoch with Phase I: Awakening.

The game ends at the end of the fifth Epoch. When this happens, continue with final scoring.

FINAL SCORING

Start by removing from the game all cards in players' DOMAINS, and all single cards in players' ELYSIUMS (only Legends that contain at least 2 cards are worth VP). Do not put these cards in the discard pile. Instead, remove them from the game.



CHRONOS POWERS

This is when you can use these powers to gain bonus victory points. Chronos cards must be in a Legend to score victory points. The 'equal' (=) and 'not equal' (≠) symbols remind you of the optimal use of the power: in a Family Legend or Level Legend, respectively.

Then, each Legend is worth victory points as follows:

Each Family Legend: 2 cards = 3 VP / 3 cards = 6 VP

Each Level Legend: 2 cards = 2 VP / 3 cards = 4 VP / 4 cards = 8 VP / 5 cards = 12 VP

If the Ares Family was in play, some players will also have gained Prestige Points (PP) during the game. These are also worth victory points as follows:
The player with the most PP scores 16 VP. The next player scores 8 VP, then 4 VP, then 2 VP.
In case of a tie, share the cumulative VP of the tied players positions.

Important: A player with no PP scores no extra VP!



Add all the points scored from your Chronos powers, Legends and PP to the VP you gained during the game. Finally, you must discard 2 VP for each Citizen in your Legends. Then compare your final scores.

The player with the highest score wins. In case of a tie, the player who has the most Gold remaining among the tied players wins. If there is still a tie, the tied players' share a victory.

YOU'RE READY FOR YOUR FIRST ELYSIUM GAME

Once you've played a few games, we suggest you try different Family sets.

Each game of Elysium is different, even if you play with the same families of Gods. However, it would be a pity to not vary the fun, as the powers of the cards are quite different and deeply change the feel of the game. Thus, we are presenting you some family "sets", which we've particularly enjoyed or which create a special play environment. After multiple games, you'll know which ones suit you the best, and will be able to create your own sets! Don't hesitate to tell us about them on the Space Cowboys webpage dedicated to Elysium.

The "Opulence" set, for those who like high scores:
Ares, Athena, Hephaestus, Hermes, Zeus.

The "Misfortune befalls the vanquished" set, for those who like aggressive interaction and fierce competition: *Ares, Hades, Hephaestus, Hermes, Poseidon.*

The "Wasteland" set, for players who like difficulty and tight scores: *Apollo, Ares, Hades, Hermes, Poseidon.*

The "Deadly plots" set, for those who like spectacular combos: *Apollo, Athena, Hades, Hephaestus, Hermes.*

The "Why bother with Elysium?" set, for players who like to find alternate ways to win: *Apollo, Ares, Athena, Poseidon, Zeus.*

CREDITS



MATTHEW DUNSTAN

My life in gaming probably started when my aunt gave me a portable chess set when I was 7, and my fellow students and teachers whom I forced to play with me during school breaks would not be surprised at all with my current pastime! Despite growing up in a rather small rural town you've never heard of in Australia (Muswellbrook), I would be fortunate enough for a copy of Settlers of Catan to make it halfway around the world to a friend's house one summer, and from there I was hooked. Moving to Cambridge in 2010 gave me a chance to meet Brett, and despite bickering like an old couple at times, I think we've become a great design team (as long as you let Brett play red). Elysium is the first physical incarnation of our combined efforts, and first and foremost I have to thank Brett for just being such excellent company and an even better design partner. A close second is the team at Space Cowboys, who have poured their passion and precision to make such a beautiful game, and all of the selfless playtesters in Cambridge and London. Finally I would like to thank my family and Terezie for putting up with all of my nonsense (which is hopefully balanced by an equal amount of love!).



BRETT J. GILBERT

The good folks at Space Cowboys have asked me to write about myself. I'd rather write about them: Matt and I owe them all a huge debt of gratitude for their faith in our ideas, and for their incredibly creative development of Elysium, which has transformed our game into something mythic, delightful and ultimately beautiful. As for my co-designer and Essen comrade Matt: without his talent and enthusiasm the game would simply not have been possible. Collaboration is a form of creative conflict, one that flourishes not through compromise, but with the humility of knowing that other guy's idea is better than your own. But the outcome of this curiously playful struggle is never certain, which is why it is genuinely thrilling to write these words knowing the day of reckoning (well, publication!) is close at hand. Thanks must also go to the many cheerfully willing playtesters who helped us find our way, especially the eclectic, eccentric and typically hard-to-impress members of Playtest UK in Cambridge and London; you know who you are! And as for myself: although there may be much to tell, I have now sadly run out of space within which to tell it…



CARI

Surrounded by testosterone and dubious jokes, Cari has spent six years animating 3D monsters, guns, and large robots for the videogame industry. After that, she finally decided to come back to her original love: drawing. Elysium is her very first project as a professional illustrator, so be indulgent! Even if as a rule of thumb she prefers to draw pinups with well-developed "character", Cari has still appreciated working with this nice spread of artists, each more talented than the last, and would liketo greatly thank Philippe Mouret for having given her this chance. See you next time!



JOHN McCAMBRIDGE

As the song says, I'm a bit of a Wild Rover; I was born in Ballycastle, in the county of Antrim, in Northern Ireland. I moved to France after having finished university and have worked as both a freelance artist and as a concept artist in the videogame industry. I returned to the United Kingdom in 2006 before settling in Warsaw in Poland for a few years. Nonetheless, I've always kept touch with France as it's a central point for creation and I've continued to work on covers for comic books (Durandal and Troie for Soleil Editions). I've grown up with folk legends which have given me a passion for history and legends from around the world. So for this project, it was great to work with the Space Cowboys team and alongside other highly talented artists; Elysium has been an incredible project for me, combining many of my passions: legends, mythology, and Greek history. On a personal note, I now live in the Cambridgeshire, the flat land in the east of England, with my partner Sarah and my son Fergus who keeps me very busy.



VINCENT DUTRAIT

Working with paint and brushes on paper for two decades, I learned illustration at the Emile Cohl school, where I went back to teach afterward. I've developed my favored themes, which are fantasy and adventure in youth publishing, and in the world of roleplaying. This allows me to take part in surprising projects such as Elysium, crafted by many hands, uniting busy worlds and different writing styles!



PASCAL QUIDAULT

After having worn out a few stylus leads in the refined and upscale world of jewelry with Splendor, the urge and the desire to dive into more playful, childish, and colored worlds was making itself seriously felt.
So it's without a moment's hesitation that to illustrate my part of the Elysium project, I've chosen Hades: the God of the Dead. A lot of fun, tons of sparkles, some balloons, and… errr… wait up, I ah…."



DIDIER POLI

After a few years spent sharpening my weapons at Emile Cohl and then with the Gobelins, it was in the field of animation that I had my first few skirmishes. I've since been found on many battlefields (comics, video games, boardgames, advertising ...) with a few feats of which I'm rather proud. For a few years now, I've more specifically oriented myself in an artistic direction, but I won't turn down, as in this case, the chance to come play in my illustrator colleagues' playground. As a huge fan of Greek mythology, Elysium was the perfect project for me... and what a team! It is an honor to be among these people - thank you Philippe.



EMMANUEL ROUDIER

Hello players! What pleasure to put aside my prehistoric characters to illustrate these few cards for Elysium. And what cards! Could anyone dream of a better guy than Hermes, the kewlest of all of Olympus' gods, the most chic with his hat and his Italian shoes, and also the most mysterious (those who have been initiated will understand me…)? It was a true pleasure to come back to illustrate a boardgame after more than ten years. I felt like I really had the soul of a Space Cowboy and would like to deeply thank Philippe Mouret for having invited me as the shuttle's engines were already beginning to heat up! Have fun.
© Chloé Vollmer-Lo



ÉRIC BOURGIER

These small incursions into boardgaming are always really fun and remain moments of true freedom, even of investigation, into my job: drawing. Coming from the world of comics, drawing is certainly a thing, but the creation of an illustration creates a strong, dense, and brief moment. A moment where the excitement of the first years comes back in a flash. Thanks, therefore, to these young Space Cowboys (well… young-ish) for this game which, I hope, will enchant you, and now, on your marks, get set, play!





SYLVAIN GUINEBAUD / BRUNO TATTI

Sylvain Guinebaud, born in 1973, is a cartoonist and illustrator. After obtaining a degree in Visual Arts, he has worked with with François Froideval, Ange, Nicolas Mitric or even Herik Hanna on various comic projects. He's also worked on various games such as "Guardians Chronicles", "Pina Pirata", "Eden", "Drakerys", etc.

Bruno Tatti alias Stambecco is a colorist / illustrator. Self-taught, he entered the Gobelins to perfect his visual arts knowledge and broaden his horizons. One thing led to another, and he entered the world of comics as a colorist, all while making small detours to try youth / press illustration, etc…

ICONOGRAPHY

= GOLD

= VICTORY POINT (VP)

= PRESTIGE POINT (PP)

= ANY CARD

= CARD OF A SPECIFIC FAMILY (here Athena)

= CITIZEN

= CARD IN A DOMAIN

= CARD IN AN ELYSIUM

= CARD IN THE ORACLE

= CARDS IN THE DISCARD PILE

= TRANSFER

= FREE TRANSFER

= TRANSFER WITH AN INCREASED COST OF 1

= RECEIVE (here 1 Gold)

= GIVE (here 1 Gold)

= PAY / DISCARD (here 1 Gold)

= CHOOSE (here a card)

= TRANSFERRED CARD (here Apollo)

= TAKEN CARD (here Athena)

= DISCARD A CARD

= EXCHANGE

= ADD A CARD

= CHOOSE ONE OR THE OTHER

= THE PLAYER WITH THE MOST OF... (here Gold)

= DRAW A CARD AND TAKE IT FACE-UP IN YOUR DOMAIN

= USE A SPECIFIC POWER OF A CARD (here Instantaneous)



= NO EFFECT

= TO HAVE AS MANY AS

• • • = OR ANY OTHER SIMILAR ITEM

= NONE (here no Citizen)

= AT LEAST 1

= AT LEAST 2 (here at least 2 Transfers)

= YOU NEED A GREEN COLUMN

= PERMANENT POWER

= INSTANTANEOUS POWER

= ACTIVATE POWER

= TRIGGER POWER

= LEGEND POWER

= CHRONOS POWER

= CHRONOS POWER, OPTIMAL USE IN A FAMILY LEGEND

= CHRONOS POWER, OPTIMAL USE IN A LEVEL LEGEND

= ELEUSIS POWER

SOME RULES YOU MAY FORGET

- When you take a card or a Quest, you must discard one Column (and only one) from among those still remaining on your board. You can dismiss any Column, not necessarily one shown on the Acquisition Condition.
- You can't have two or more identical cards (with the same artwork) in your Domain.
- Every time you transfer a card, you must pay for it! A transfer costs Gold equal to the Level of the card.
- You can only transfer a Citizen to your Elysium if you can add it to a Legend already containing at least two cards.
- You can't use a power during another player's turn.
- If you don't have any prestige points (PP), Ares doesn't give you any VP.
- A card in your Domain may be affected by its own power. For example, a Hermes card which gives 1 Gold when you transfer a Hermes card will give you 1 Gold if you transfer the card itself!
- If you are able to take a card or a Quest, you can't choose to take a Citizen.
- You only take an Incomplete Quest after all players have completed their turns.
- Always reallocate the order of play Discs at the BEGINNING of the Writing of Legends Phase. It may be important for gaining or keeping Level or Family Bonuses.
- A single card in your Elysium is removed at the end of the game, and is not worth any victory points.

Elysium is published by JD Éditions - SPACE Cowboys: 238, rue des frères Farman, 78530 BUC - France
© 2014 SPACE Cowboys. All rights reserved
www.spacecowboys.fr