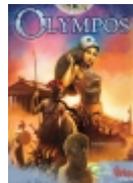


The Gameskeeper: Since 1981

The Gameskeeper

Olympos

£39.99



Olympos by Philippe Keyaerts

At the dawn of civilization, take the destiny of a whole people into your hands.

In front of you, the plains of the Peloponnese stretch out. In the distance, the bright shores of the mythical Atlantis beckon. However, in order to create a stable environment in this promised land, you will need to defeat your enemies, develop technologies, build wonders, and above all pray for the clemency of the gods who watch your every action from on high in their abode on Olympos!

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Players take actions based on their position on a time track, along the lines of the one employed in Thebes. By spending time, players take actions, with the choices being expansion or development. Expanding brings new settlers onto the game board, which depicts Greece and Atlantis, which lets you conquer territories and thereby acquire resources.

Development takes place on the game's discovery board, with players either buying new scientific discoveries such as medicine or phalanxes or building architectural wonders. Each discovery brings you new powers, such as an upgrade in military strength due to the phalanx, and each wonder earns you points.

A player's piety is measured by discoveries, and the most pious player might be rewarded during the game by one of the nine gods included. Similarly, the less pious players might be punished by those same gods.

The replayability of Olympos is huge, as the discovery board and gods in play will be different each game, not to mention the territories you're able to conquer.

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