

PANTHALOS

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THE AWAKENING OF THE UNDERWORLD



IRON
GAMES



2-5



60-90 min



12+

Components



Gameboard

The game board shows Corinth, one of the most important Greek cities of antiquity, with its buildings and surroundings.



Wooden pieces

12 Discs, a Leader Figure and 5 Dice (hereinafter called „Workers“) in the 5 player colors, an octagonal Starting Player Token (white), and a Round Marker (white).

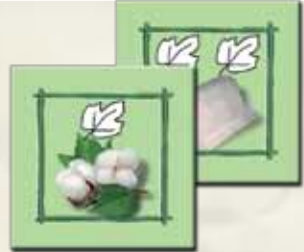
Tokens

40 Goods

You need the Basic Goods in order to ship: grapes, cattle, olives, iron, and cotton.

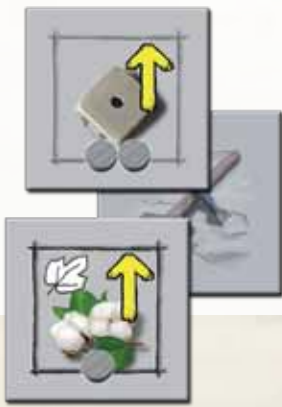
In addition, you can improve these into Refined Goods with the help of Artisans.

The front of the token shows the Basic Goods, while the back shows the corresponding Refined Goods (with a double symbol); cattle become hides, olives become oil, cotton becomes cloth, grapes become wine, and iron becomes armor.



14 Artisans

The Artisans allow you to refine Basic Goods or to promote your Workers to a higher rank.



52 Titans

The Titan tokens show one of four elements (air, water, earth, or fire) with a strength value of 5 to 9 which represents the strength of your Titans.



44 Reinforcements

The Reinforcement tokens are round and show one of four different elements with a strength bonus of +1 to +3.

You need the Titan and Reinforcement tokens in order to withstand the attacks of the Underworld and also to duel with the Titans of your opponents.



All tokens that you receive during the game are sorted and placed face-up in front of you. Exception: Titan tokens are always stacked face down in front of you. However, you are allowed to look at your own tokens at any time.

20 Ships

The Ship tokens show which Basic Goods and/or Refined Goods they want.



12 Merchants

The Merchants want Refined Goods exclusively. The Merchant tokens show which Goods they want and what they will pay you for them.



12 Underworld

The Underworld tokens show the strength and the element with which the Titans from the underworld attack the players each round, as well as the points you receive if you are able to withstand the attack.



Cloth bag
Game rules

Background and Goal of the Game

The Titans, demi-gods of the underworld, seek to spread evil and chaos in the home of the Greeks of antiquity. But humankind is not without its defenses, creating Titans of their own to withstand the attacks from the underworld. Meanwhile, life goes on in the ancient civilization; basic goods are acquired and refined into better trade goods, loaded onto passing merchant ships, and transported.

Players in the game use their Workers and keep their action Discs ready for use. It is also helpful to have additional capacity available for reinforcing your troops and strengthening the power of your Titans.

Panthalos is played over 8 rounds but can also end earlier if the power of the underworld grows too strong.

Game Preparation

1. Place the game board in the middle of the table. Use the appropriate side of the board depending on whether you are playing with 2/3 or 4/5 players.



2. Place all the Goods in the cloth bag.



3. Sort the Merchant, Ship, Artisan, Reinforcement, and Titan tokens. Mix them separately and place in separate face-down stacks next to the board.



4. Mix the 12 Underworld tokens and place in a face-down stack in the KRYPT on the board. Flip the top token of the stack face up, keeping it on that stack.

5. Take the Leader and a certain number of Workers (dice) of the same color and place them in front of you. The number of Workers depends on the number of players:

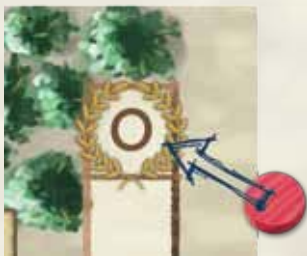
Players:	2	3	4	5
Workers per player:	5	4	3	3

Turn all of your Workers so that the value “2” is showing on top. Place all remaining Workers in the colors used next to the FORO (these are not yet available to you and the value does not matter) and place any other unused components back into the box. The dice in Panthalos correspond to the “experience” of the workers (value “2” at the start but can change during the game).

6. A starting player is determined. This player takes the white Starting Player token.



In turn order, each player draws 1 Good token out of the bag and places it with the **refined side up** (double symbol) in front of him. He also draws a Reinforcement token and two Titan tokens, which are drawn from their respective stacks. Each player also takes wooden Discs in his color depending on seating order.

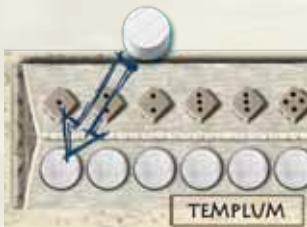


7. Each player places another wooden Disc in his color on the “0” space on the scoring track on the game board. All remaining wooden Discs form the **general Disc reserve** and are placed next to the FORO on the board.

8. Draw the following tokens and place them face-up on the corresponding spaces on the board:



- 5 Ships on the 5 spaces of the PORT,
- 4 Goods from the bag on the 4 spaces of the AGORA, with the Basic Goods (single symbols) showing,
- 2 Artisans on the 2 spaces of the ART, and 4 Reinforcements on the 4 spaces of the PHALANX,
- 5 Merchants on the 5 spaces of the MERKATOR.



9. Place the white Round Marker on the first space of the TEMPLUM.

The Starting Player takes 4 Discs, the second and third player clockwise from him each take 5 Discs, and the fourth and fifth player each take 6 Discs. These make up a player’s **personal Disc reserve**. The wooden disks are used to perform actions with your Artisans and they allow you to use the Titans tokens multiple times.

Gameplay

Each player performs exactly one action, starting with the Starting Player and continuing clockwise. The round ends as soon as every player has placed his Leader and all his Workers or passed.

Then the locations are evaluated and a new round begins unless the end game conditions have been met.

Actions

1. Place your Leader or one of your Workers *or*
2. Ship *or*
3. Sell to a Merchant *or*
4. Activate an Artisan

1. Place your Leader or one of your Workers



You place your Leader or one of your Workers (dice) onto an unoccupied space on the board (these are all spaces that show one side of a die). If there is a lightning bolt on the space, you immediately take what is offered there. Otherwise, you will have to wait for the evaluation at the end of the round.

A Worker's rank must be at least as high as the number value of the die on the space.



A Worker with a rank of "2" may not be placed on a space with a value of "3".

In the FORO, a Leader and a Worker are placed at the same time.



Your Leader, on the other hand, may be placed **onto any space, regardless of its value.**

Only a single Worker or Leader may occupy each space.

Exceptions:

There are 2 spaces in the FORO and you must always place 2 Workers or a Worker and a Leader in a single turn.

In TITANUS and AGRO, there is no limit to the amount of Workers and Leaders who can occupy those spaces (although only one may be placed there per turn).

In the POLIS, Leaders are not allowed.



In TITANUS, there is no limit to the number of Workers and Leaders that can be placed there.

2. Ship

You can only ship if you have at least one Worker/Leader in front of you and you have not passed this round.

You choose one of the face-up Ship tokens in the PORT and ship **all of your Goods** that match the symbol of the ship (Basic and Refined).



You receive 1 point for each Goods icon (1 point for a Basic Good, 2 points for a Refined Good).

Record your points by moving your marker on the scoring track on the board.

Additionally, you take a Disc in your color out of the general reserve (FORO) and place it in your private reserve after each shipment.

Place all shipped Goods back in the box, and place the Ship token face-up in front of you.



3. Sell to a Merchant

You can only use a Merchant if you have at least one Worker/Leader in front of you and you have not passed this round.

You choose one of the face-up Merchant tokens in the MERKATOR and must provide him with the exact amount of Refined Goods that he requires.

The "??" Symbol means that you may choose for yourself which Refined Good to sell to him.

In return, you receive a number of points (5-10) and any additional **bonuses** printed on the Merchant token.

You sell 2 Cloth and 1 Armor to the Merchant.

You receive 8 points, 2 Titan tokens, and you look at the top 2 Underworld tokens.

Bonus:



View 2 Underworld tokens.



Promote one Worker.



Take 2 Titan tokens from the stack.



Take 4 Discs from the general reserve to your personal reserve.



Take one Reinforcement token from the stack.

View 2 Underworld tokens: You may take the top 2 Underworld tokens from the KRYPT, and take a look at the second one without showing your opponents. You must choose one of the tokens to slide under the stack in the KRYPT and place the other one onto the stack, face-up.

Place the Merchant token back in the box.



4. Activate an Artisan

You can only activate an Artisan if you have at least 1 Worker/Leader in front of you and you have not passed this round.

You can only activate Artisans you previously acquired from the *Art* space on the board (see Evaluating Locations: 4 | ART). The disc icon on each Artisan indicates whether 1 or 2 Discs are needed to activate it.

You must take the required Discs from your personal reserve and place them back into the general reserve (FORO).

Each Artisan shows a type of Good and refines one Good token of that type. When a Good token is refined by a Artisan, it is flipped over to show 2 Goods symbols.

An Artisan with the “?” icon refines any one Good of your choice.

An Artisan with a die icon also allows you to upgrade one of your Workers.



If you have 2 identical Artisans, you may activate both for the cost of **one** activation to refine 2 matching Goods or promote 2 Workers by 1 rank each (or promote 1 Worker by 2 ranks).

Pass

If you cannot perform any of the 4 possible actions or no longer want to, you must pass and no longer participate in the round. The round ends as soon as all players have passed.

Note: You must use your Leader before passing.

Evaluating the Locations

The locations are sequentially evaluated when the round has ended, starting with 0 | THERMAE and ending with 10 | ARENA.

0 | THERMAE

Here, the Workers rest a complete round before they are ready for use again.

You take all your Workers from the THERMAE back to you **without changing their current ranks**.



1 | POLIS

If you placed a Worker here, you now take a Disc from your reserve and place it under your Worker.

A disc placed on a space in the POLIS remains there for the rest of the game and it also blocks further Workers from being placed on that space.

If you do not have any Discs in your reserve, you may not place one on this space.

Then, all players who have Discs in the POLIS receive the corresponding benefit for each one:

1 or 2 Discs from the general reserve, 1 Reinforcement token, 1 Titan token from the stack, or 1 Basic Good drawn from the bag.

If there are not enough tokens for all the players who would receive them, start first with the starting player and continue in a clockwise direction.



Important: In the left-most space, you receive 2 Titan tokens as a one-time benefit. However, every other space provides the same income every round!

2 | AGORA

Basic Goods are available in the AGORA.

If you placed a Worker/Leader here, you have the choice between taking 2 of the face-up Goods or taking one Good and promoting any one of your Workers by one rank.



If your Worker is on a space with a lightning icon, you already took your Good(s) and you do not do so again. If there are no more Goods available, you may only promote a Worker.

3 | PHALANX

Reinforcements are available in the PHALANX.

If you placed a Worker/Leader here, you have the choice between taking 2 of the face-up Reinforcements or taking one Reinforcement and promoting any one of your Workers by one rank.

If your Worker is on a space with a lightning icon, you already took your Reinforcement(s) and you do not do so again.

If there are no more Reinforcements available, you may only promote a Worker.



4 | ART

Artisans are available in the ART.

If you placed a Worker/Leader here, you have the choice between taking a face-up Artisan or selling **any number of your tokens** (Ship, Artisan, Reinforcement, and/or Titan) to earn 1 point for every 2 tokens. Place these tokens back in the box.

If your Worker is on a space with a lightning icon, you already took your Artisan and you do not do so again.

If there are no more Artisans available, you may only sell tokens for points.



5 | ORACULUM

In the ORACULUM, you receive the Starting Player token, a disc from the general reserve to place in your personal reserve (if any are available), and you take your Worker back immediately without changing its rank (he does not need to rest for a round in the THERMAE).

You are now the new Starting Player.



6 | FORO

In the FORO, you have the choice of hiring a new Worker or promoting one Worker to a Leader.

Hiring a Worker: For two of your Workers/Leaders placed here, you take a Worker of your color from the FORO and place him in front of you.

This Worker is yours to use for the rest of the game. You turn it to the rank that is indicated in the **TEMPLUM**, which ranges from a rank of 1 in the first round to a rank of 5 in the eighth round.

Note: In a 2-player game, there are no additional workers to hire.

Promote a Worker to a Leader:

You place a Disc from your personal reserve onto the Worker you want to promote to a Leader. You can do this for any one of your Workers, even one in the **THERMAE**. You place this worker directly in front of you. This Disc remains on the Worker for the rest of the game.

Additionally, you must discard any 2 of your tokens (Ship, Artisan, Reinforcement and/or Titan) and place them back in the box.

From now on, this Leader has all the advantages and disadvantages of your original Leader; he is available every round and may be used on any die space except in the **POLIS**. You may not hire Workers if you no longer have any in the **FORO**. You may also not promote a Worker to a Leader if you do not have 2 tokens to discard.



In the first round you hire a new Worker with a rank of 1.



You return 2 of your tokens to the box and place a Disc from your reserve onto a Worker.

7 | TITANUS

On the **TITANUS** space, you increase the power of your Titans. There is no limit to the number of Workers and Leaders who can be placed here.

For every Worker, you receive as many Titan tokens as his rank divided by 2, rounded down.

Draw the Titan tokens without showing them to your opponents and stack them face down in front of you. You may look at them at any time.

Leaders placed here take on the value of the highest-ranking Worker, **regardless of to whom the Worker belongs**. If no Workers have been placed here, each Leader earns 1 Titan token.

If there are not enough Titan tokens for all Workers and Leaders, they are awarded in turn order, starting with the current Starting Player.



Blue's Worker has a rank of 5 and earns 2 Titan tokens. Red's rank 2 Worker earns 1 token and Red's Leader earns 2 more tokens (it is worth 5, the highest ranking Worker in **TITANUS**!).

8 | AGRO

On the **AGRO** space, you harvest. For every Worker, you receive as many Discs from the general reserve as his rank, which are then placed in your personal reserve.

Leaders placed here take on the value of the highest-ranking Worker, **regardless of to whom the Worker belongs**.

If there are no Workers placed here, each Leader earns 1 Disc.

You may only earn Discs for as long as there are Discs in your color in the general reserve.

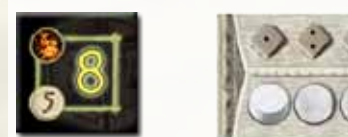
9 | KRYPT

From the **KRYPT**, the Titans of the Underworld push through the ground to let loose their fury on all of the players.

The top face-up Underworld token specifies the strength of the attack, as well as the element necessary to successfully defend against the attack.

The current value shown in the **TEMPLUM** is added to the token's strength to provide the total strength of the Titans of the Underworld.

Beginning with the Starting Player, each player must choose whether or not to defend himself.



To defend, Titan tokens/Reinforcements with a total of 9 (Fire) are needed (8 + 1 because it is the first round).



Red and Green do not defend themselves and each have to place a disc into the collection box. All other players will receive 5 points each (Underworld token).

To defend yourself, you must choose Titan/Reinforcement tokens of the specified element from your stacks and place them face up in front of you.

The total value of these must be at least as high as the strength of the Titans of the Underworld. As a reward, you receive the number of points shown on the Underworld token (0-6).

Anyone who cannot or does not wish to defend himself must pay a Disc from his personal reserve to the the collection box under the **KRYPT**.

The discs are collected there in stacks of 4 discs each (starting with the "A" space, then "B" etc.) and can trigger an earlier end to the game.

The space on "E" is not limited!

If a player does not have any discs in his personal reserve, he must place one of his discs there from

the general reserve. If he does not have any discs in the general reserve, no discs are placed in the collection box for that player.

If you place a Worker/Leader on a dice space in the KRYPT, you may use Titan/Reinforcement tokens of **any element** to defend yourself against the Underworld.

Red has a Worker in the **KRYPT** and can use his Titan tokens (water element) to defend against the Underworld (earth element).

After evaluating the **KRYPT**, that player gets his Worker back (i.e. the Worker is not placed in the **THERMAE**).



After doing so, you immediately take the Worker/Leader back without changing his rank and without his having to rest one round in the **THERMAE**.

10 | ARENA

In the **ARENA**, your Titans duel with those of another player.

If there are several players with Workers/Leaders there, the player whose Worker/Leader is the farthest to the left makes the first challenge.

Note: Each player may be challenged to a duel only once in each round!



Just before the battle, the attacker (this is the player who has his Worker/Leader in the ARENA) draws a Titan token from the face-down stack.

Then he must decide if he wishes to challenge a player to a duel, and if so, which player to challenge. A duel always ends with a victory for either the attacker or the defender.

End of the Round

After you have evaluated the 11 locations, you place all Workers who are still in Locations 1-10 into the THERMAE without changing their ranks. These Workers remain here to “rest” for one round before they can be used again. However, all Leaders are returned to the players. They do not need to rest in the THERMAE.



All tokens remaining in the AGORA, ART, and PHALANX are put back in the box.



As long as the end of the game has not been triggered, the white Round Marker is moved one space farther and a new round begins.



Refill the AGORA, ART, and PHALANX with new tokens from the face-down stacks or from the bag. If there are not enough tokens left, some spaces on the board remain empty. Leave any unclaimed Ship tokens in PORT and Merchant tokens in the MERKATOR and refill each back up to 5 tokens as long as available tokens remain. Remove the face up underworld token and reveal the next one.

End of Game

The game ends at the end of the round in which a certain number of Discs are in the collection box of the KRYPT:

At least 8 Discs with 2 players,
at least 12 Discs with 3 players,
at least 16 Discs with 4 players,
and at least 20 Discs with 5 players.



This 3-player game ends after the seventh round, as 12 Discs are in the collection box.

Red loses 6 points (2 Discs),
Green loses 18 points (6 Discs) and
yellow loses 12 points (4 Discs).

You lose 3 points for each Disc in your color in the collection box.

or

The game automatically ends after the eighth round. In this case, there are two additional ways to score.



The game ends after the 8th round. You have an “iron/armor” Ship and a “cotton/cloth” Ship. You receive a total of 6 points for the 3 “iron/armor” Goods icons. Your other 2 Goods tokens are worthless because they do not match any of your collected Ship tokens.

Second, each of your Workers (except those in the FORO) earn as many points as the their rank. A Worker who was promoted to a Leader is worth 7 points (see printed notes at the TEMPLUM). There is no penalty for Discs of your color in the collection box in the KRYPT.

If the minimum amount of Discs is reached or exceeded in the collection box during the eighth round, you score both ways: minus 3 points for each of your Discs in the KRYPT collection box, the opportunity to ship remaining Goods for 2 points per symbol, and points for the ranks of your Workers.

The player with the most points wins.

Appendix

Playing Titans

To play Titans, you take a look at your stack of Titan tokens and place one or more face up in front of you.

After you have successfully defended yourself against the Underworld or completed a duel, you may pay a Disc from your reserve into the general reserve in order to return one of the played Titan tokens back to your stack.

Each Titan token for which you do not pay a Disc is placed in the box.



In a duel, you play 2 Titan tokens (earth element) with values 6 + 8.

After the duel you put one of your Discs in the general reserve because you want to keep only one of the tokens.

You put the 8-value token face down on your Titan stack and the 6-value token in the box.

Playing Reinforcements

Reinforcements are always only played once and placed directly into the box after defending against the Underworld or a duel with another player.

Multiple Reinforcements can only be played together when they have the same required element (air, water, earth or fire).

However, a Reinforcement has the ability to change the element of a single Titan token.



Duel

The attacker can decide which opponent he will challenge to a duel, as long as that player was not yet challenged to a duel this round.

The element of the Titan/Reinforcement tokens used in the duel is determined by the location of the defending player's Leader.

For this reason, there are element icons at each location on the board.

Note: Only the location of that player's original Leader can determine the element used in the duel – not the location of a Worker who has been promoted to a Leader!

Red is challenged to a duel.



His Leader is in the AGORA.
The duel is fought with the element earth.

The attacker first plays at least one Titan and/or Reinforcement token face-up and announces the total strength.

After that, the defender may also play Titan/Reinforcement tokens and announces the total strength.

If the defense is at least the same strength as the attack, the attacker may then add further Titans/Reinforcements of the correct element to his attack and so on, until one player does not wish to or is unable to play more tokens.

Effects:

The loser of a duel **must** demote one of his Workers by reducing the Worker's rank by 1.

The demoted Worker can either be one in his reserve or one currently on the game board. If he only has Workers with a rank of 1, nothing happens.

The winner may choose either to place a Disc from his personal reserve into the collection box of the KRYPT (which can trigger the end of the game!) and score 8 points or he may score 4 points and not place a Disc in the collection box.

Red wins the duel.



He places one of his Discs in the collection box and scores 8 points.

After a duel, both players may pay a Disc from their reserves into the general reserve in order to return one of their played Titan tokens back to their respective stacks. This may be done as many times as the player wishes and has Discs to pay for it.

All other Titan tokens are placed in the box.

Promote a Worker

When you promote one of your Workers one rank, you turn the die to the next higher number.

The Worker you promote is up to you; it can be a Worker in the THERMAE, in your reserve or on any other space on the board – even in a location that has not yet been evaluated!



Tips for Beginners

Beginners often shy away from duel but you cannot win the game without having successfully fought a duel.

You should therefore take the opportunity to defeat a potentially weak opponent while needing to use only a small number of tokens.

The Artisans "Promoting a Worker" and "Refining Goods" are particularly strong when a player has both Artisans of the same type. This can be prevented by opponents, especially in the early phase of the game.

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