

OLYMPOS

2-player variant

When playing with 2 players, the following changes are applied:

- The **fifth column** of the development board is not used.
- Only **one tile of each type** is used for the development board:

The 5 red-backed Discovery tiles are shuffled and 4 Discovery tiles are installed along the first row of the board. The remaining tile is discarded.

Repeat this process with the yellow-backed, green-backed, blue-backed, purple-backed and wonder tiles.

Exception: if Agriculture is installed on the board, both Agriculture tiles are stacked. As soon as a player buy this discovery, he may choose which of the two tiles to take. The remaining tile is then discarded. Proceed in the same way with Money.

- The player whose token is at the bottom of the starting pile eliminates **12 territories instead of 8**, using 3 Territory tokens of each type to do this as in the 4-player game. As in the 4-player game, at least one territory of each type marked with a star must be left available.
- The player whose token is at the bottom of the starting pile then takes **4 settlers** in an unused color. He puts those discs on **4 empty territories**, each producing a different resource. These discs will mark the presence of barbarian tribes and they have got a combat strength equal to **1 Sword**. In order to conquer those territories, the players will need to fight the barbarians. Even when they are defeated, the barbarians **stay on the territory** and they will take it back if the player leaves.
- At the beginning of the game, each player receives a different resource cube, drawn randomly.