



FATES & FAVORS



OVERVIEW

Each of you are Greek heroes invited to Mount Olympus for a solstice celebration. You've received these invitations on account of your epic feats having shown strength, courage, honor, and discipline.

This festival is a competition to pay tribute to the gods by building temples in their honor. To win, you must work with your teammate to build two temples before the other team by moving columns from your quarry to the temple sites. While the task sounds easy enough, the fates may not align in your favor and the gods are notorious for interfering at unexpected times. The team who builds both their temples first will become legends and bestowed the gods' ultimate favor by being immortalized in the stars above.

COMPONENTS

- 1 Game board
- 16 Columns (4x of each color)
- 104 Fate cards (8x of each Fate #1 through #9, and 32x of Fate #10)
- 14 Favor cards (Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hades, Hephaestus, Hera, Hermes, Hestia, Poseidon, and Zeus)
- 4 Hero cards (1x of each color)

CORE RULES

Fates and Favors' rules are first explained in the 4 Hero Versus mode (2 vs. 2). Other game modes such as 2 and 3 Hero Versus, 2 to 4 Hero Co-op, and Solo Hero Puzzle are each detailed later.

OBJECTIVE

Be the first team of heroes to move all 8 columns from your quarries to your temple sites.

SETUP

Heroes create 2 teams with teammates sitting across from each other so that the teams are red and yellow vs. blue and green. Each player represents a Greek hero characterized by a color and icon.

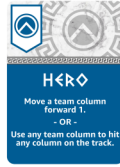


VS.



These colors and icons are found on each hero's corresponding Hero card, columns, and location where they sit at the board.

Give each hero their matching colors' 4 **COLUMNS** and **HERO CARD**.



Each hero sits in front of the **1 MOUNT OLYMPUS** that matches their color.

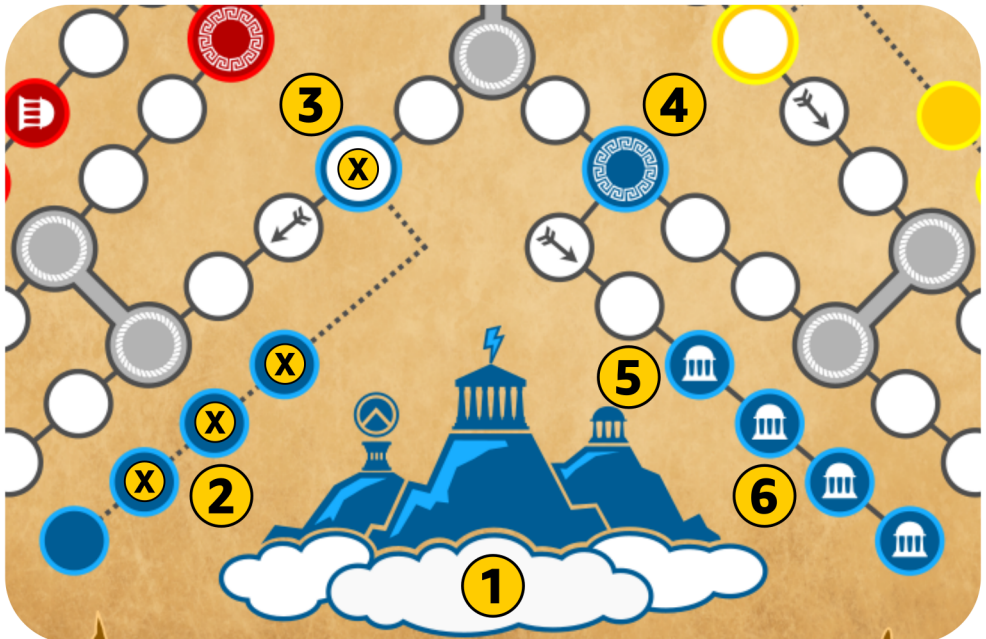
To the left of each hero's Mount Olympus there are 4 colored spaces. These represent a hero's **2 QUARRY** where their columns wait to be put into play.

From these spaces a dashed line connects to the **3 QUARRY EXIT** where each hero's columns enter the track.

To the right of each hero's Mount Olympus, columns on the track approach their **4 TEMPLE GATE** where they can turn into their **5 TEMPLE TRACK**.

The 4 spaces at the end of the temple track represent the **6 TEMPLE SITE** where heroes must move their columns to complete their temple.

Each hero starts with 3 columns on their quarry spaces and 1 column on their quarry exit as shown below by each **X**.



SHUFFLE the deck of Fates and Favors cards and **DEAL** each hero 5 cards. Place the rest of the deck face down as the draw pile. If the draw pile ever runs out, **RE-SHUFFLE** the discard pile and return it to the draw pile.

CARDS

There are 3 types of cards: Fates, Favors, and Heroes. Fate and Favor cards have brown parchment backs while Hero cards have white marble backs.

FATE CARDS are numbered 1 through 10 and are used to move columns around the track.

FAVOR CARDS are special action cards where gods intervene with unique and powerful abilities to aid their favorite heroes.

HERO CARDS are single-use action cards. Each hero receives their 1 Hero card at the start of the game. The card is placed in front of each hero so all heroes can see if it has been used or not. Instead of playing a card from their hand, a hero may play their Hero card as their turn. All Hero cards have the same set of abilities to choose from when played. Once used, the card is turned face down.



Each card describes one or more actions that can be executed when played. Heroes can only execute actions on their own columns unless the card says it may be played on a different hero's column.

IMPORTANT TERMS ON THE CARDS

TEAM = Refers to either yourself and/or the other hero on your team.

RIVAL = Refers to either of the heroes on the opposing team.

ANY = Refers to all heroes playing.

SHARE = Share movement among multiple columns. For example, if the card says 2 columns, a 9 can be split 7 and 2, 5 and 4, 8 and 1, etc.

After choosing an action, it must be executed in full. If a hero cannot play any of their cards' actions, they must discard their entire hand of cards, draw 5 new cards, and end their turn without playing a card.

URNS

The hero to the left of the dealer starts and turns continue around the board clockwise.

A hero's turn has 3 phases. **First**, if the hero received any extra cards since their last turn they must choose which cards to discard so they have 5 cards before playing. **Second**, the hero plays a card and executes the chosen action. Some Favors tell a hero to play it and a Fate at the same time. **Third**, the hero draws cards to restore their hand back to 5 cards unless they are instructed to draw an extra card.

If a card says, "**THEN, TAKE ANOTHER TURN**", the hero should first do the card's action, restore their hand, and start their extra turn at Phase 1.

Cards played are put face up on the discard pile.

PHASE 1: DISCARD

Discard any extra cards so you have 5 before playing.

PHASE 2: PLAY

Choose a card to play and execute an action.

PHASE 3: DRAW

Draw cards to restore your hand.

MOVING

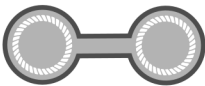
Columns move around the board on the **TRACK**. The track is made of spaces forming the X shape in the middle of the board. To **START A NEW COLUMN**, heroes play a #10 Fate and place a team column on the column's quarry exit.

Columns can move **FORWARD** or **BACKWARD** on the track based on the cards' action(s).

Forward direction on the track is shown by the **ARROWS** on spaces around the board.



There are 6 **BRIDGES** on the track. Each bridge connects 2 spaces directly across from each other. Even though the 2 center bridges cross over each other, columns cannot make right-angle turns on these bridges.




To use a bridge, a column must start its turn on a space connected to the bridge. Using the bridge is optional. If used, the column moves to the connected space on the opposite side. Bridges can be used in either direction to begin a column's forward or backward movement.

As columns approach their **TEMPLE GATE**, they can only enter their **TEMPLE TRACK** with a **FORWARD** movement.

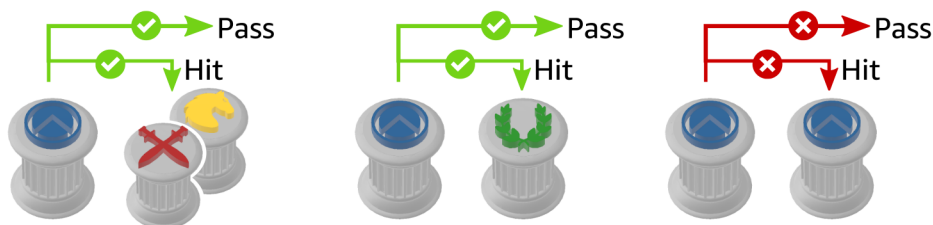
Each hero's temple track is made of the 6 spaces to the right of their Mount Olympus. When on the temple track, columns can only move **FORWARD**.



To complete their temple, a hero must have all 4 of their columns on the spaces marked by the temple icons . When a hero finishes their temple, they start playing on their teammate's columns as if they were their own.

INTERACTIONS

Only 1 column may occupy a space on the board. Columns of **DIFFERENT COLORS** may **PASS** over each other or can **HIT** a column by ending its movement on a space occupied by another column. Columns of the **SAME COLOR** cannot pass over or hit each other.



If a column hits a **RIVAL'S** column, the rival's column is returned back to their quarry. If a column hits a **TEAMMATE'S** column, the teammate's column is advanced forward to its own temple gate.

Columns sitting on temple gates are not safe as this space is still part of the track. Columns that are on their temple track are **SAFE** from rivals and cannot be hit or affected by any card's actions. However, teammates may always move team columns that are on the main track or their temple tracks.

WINNING

A team wins when both heroes on a team complete their temples by moving all 8 of their columns onto the spaces that mark their temple sites.

SCORING

Each hero keeps track of their score individually. Score 3 points for winning the game plus 1 bonus point for each rival column not on their temple track. Extend your play with multiple games and various mixes of teams.

At the end of play, heroes count their points and the hero(s) with the most points wins the gods' ultimate favor - a constellation immortalizing their fame in the heavens above!

YOU'RE NOW READY TO PLAY!

TIPS & TRICKS

Here are some tips and a few of our favorite power plays! It helps to place the columns on the board, and find the referenced cards to follow along.

- 1 Don't forget about your Hero card!** It's one of your most powerful cards that can be used in a pinch or as a great deterrent, *see page 2*.
- 2** With your first column on your quarry exit, use a #8 Fate to go backward 8 spaces. Then, a #10 Fate will send your column forward 10 spaces to quickly finish off your first column in its final position.
- 3** From your quarry exit, use a #2 Fate and go backwards 2 spaces. Then use the center bridge and a #3 Fate to move forward 3 spaces onto your teammate's quarry exit. When they bring a column out of their quarry they will hit your column to your own temple gate.
- 4** Hitting a teammate column while it is already on their temple gate will send your column to your own temple gate! This chain reaction occurs as their column returns to its temple gate and then hits yours.

2 - 3 HERO VERSUS MODES

All rules remain the same as the 4 Hero Versus (2 vs. 2) as previously described except for the following alterations.

2 HERO VERSUS (1 vs. 1):

- 1** Each hero plays 2 colors, either red and yellow or blue and green.
- 2** Heroes don't need to alternate turns between their 2 colors.
- 3** Each column color is still its own distinct color (*see Interactions, pg. 5*).
- 4** Each hero gets only 1 Hero card, not 1 for each color they play.

3 HERO VERSUS (2 vs. 1):

- 1** Form 2 teams, a single-hero team and a dual-hero team.
- 2** The single hero will play 2 colors - red and yellow.
- 3** The single hero doesn't need to alternate turns between their 2 colors.
- 4** Turns alternate between the 2 teams with the single hero taking turns every time in between the turns of heroes on the dual team. For example:



- 5** Each column color is still its own distinct color (*see Interactions, pg. 5*).
- 6** Each hero gets only 1 Hero card, not 1 for each color they play.
- 7** The single hero only holds 4 cards in hand, not 5 like the other heroes.

Σ - 4 HERO CO-OP MODES

All rules remain the same as the 4 Hero Versus (2 vs. 2) as previously described except for the following alterations.

OBJECTIVE: Play as a team to move all 16 columns from the quarries to the temple sites before the team runs out of cards or you can no longer complete the challenge with the remaining cards in hand.

SETUP: Setup as normal, but instead of using the full deck of cards, create a new deck using only the cards marked with the **LIGHTNING BOLT** ⚡ symbol at the bottom left of the card face. All other cards are set aside.

CARDS: Any cards mentioning **RIVAL** in its described action can be played on **ANY** column (*see Key Terms, pg. 3*).

COLLABORATE: To be successful, heroes need to openly talk with each other to strategize which card a Hero should play and which column to move.

SCORING: If the objective is successfully completed, score 1 point for the win and 1 bonus point for every card left in the deck and each hero's hand.

2 HERO CO-OP:

- 1 Each hero plays 2 colors, either red and yellow or blue and green.
- 2 Heroes don't need to alternate turns between the 2 colors they play.
- 3 Each column color is still its own distinct color (*see Interactions, pg. 5*).
- 4 Each hero gets 1 Hero card for each color they play.

3 HERO CO-OP:

- 1 Form 2 teams, a single-hero team and a dual-hero team.
- 2 The single hero will play 2 colors - red and yellow.
- 3 The single hero doesn't need to alternate turns between their 2 colors.
- 4 Turns alternate between the 2 teams with the single hero taking turns every time in between the turns of heroes on the dual team. For example:



- 5 Each column color is still its own distinct color (*see Interactions, pg. 5*).
- 6 Each hero gets 1 Hero card for each color they play.
- 7 The single hero only holds 4 cards in hand, not 5 like the other heroes.

4 HERO CO-OP:

- 1 Each hero plays a single color.
- 2 Each column color is still its own distinct color (*see Interactions, pg. 5*).
- 3 Each hero gets 1 Hero card.

SOLO HERO PUZZLE MODE

OBJECTIVE: Move all 16 columns from the quarries to the temple sites before you run out of cards or can no longer complete the challenge with the remaining cards in your hand.

SETUP: Setup as normal, but instead of using the full deck of cards, create a new deck using only the cards marked with the **LIGHTNING BOLT** ⚡ symbol at the bottom left of the card face. All other cards are set aside.

CARDS: Any cards mentioning **RIVAL** in its described action can be played on **ANY** column (see *Key Terms*, pg. 3).

SCORING: If the objective is successfully completed, score 1 point for the win and 1 bonus point for every card left in the deck and each hero's hand.

SOLO HERO:

- 1 Play all 4 colors. You don't need to alternate turns between colors.
- 2 Each column color is still its own distinct color (see *Interactions*, pg. 5).
- 3 Play with all 4 hero cards at your disposal.

GENERAL FAQS



Q. Are columns on, or approaching, their temple gate forced to turn into their temple track? No. Columns on the temple gate can move forward and backward on the track whether by you or your rival.

Carefully play the end game so that you don't accidentally run your columns pass your temple track. Always make sure you can get safe in your temple track.



Q. If a card action says to move a rival column as part of my turn, who gets to decide which rival column is moved? The hero playing the card gets to move the columns, not the rival.



Q. Can a team shared movement action be split on 2 of a hero's own columns, 2 teammate columns, or 1 of each? Yes, to all scenarios.



Q. Can I use my own hero card to move a teammate's column out of their quarry and/or hit any column on the track? Yes.

FAVOR FAQs

The Olympians each played unique roles within Greek culture. Favors were carefully designed to reflect the nature of each god or goddess.



ΖΕΥΣ, God of the Sky: Zeus' Strike hits like lightning, unexpected and branching. Zeus splits 10 moves across any columns.

Q. How many columns can I move with Zeus' Strike? You can split the movement among any number of columns using the 10 movements. However, each column can only be moved once.



ΗΦΗΑΕΣΤΗΣ, God of the Forge: Hephaestus' Forge is a place of transformation. Hephaestus allows heroes to pick up the Fate card just discarded by the hero to their right.

Q. Can I pick up a Favor card? No.

Q. Can I pick up any Fate card in the discard pile? No. You can only pick up the last Fate card discarded when it is your turn.



ΗΑΔΕΣ, God of the Underworld: Hades' Underworld is a place of lost souls and missed opportunities. Hades buries up to 2 of a rival's most prized cards into the discard pile.

Q. Can I discard another hero's Hero card? No. You can only discard cards from the hero's hand.



ΑΦΡΟΔΙΤΕ, Goddess of Love: Aphrodite's Kiss is very desirable. Aphrodite allows teammates to trade 1 card with each other.

Q. Can I give my teammate any card? You can give your teammate any of your Fate or Favor cards, but not your Hero card.



ΑΘΗΝΑ, Goddess of Wisdom: Athena's Defense provides the perfectly timed protection. It protects your team's columns.

Q. When can I play Athena's Defense and what does it do? The card is always played out of turn in reaction to a rival hitting or moving team column(s). Once a rival has finished their turn, play the card and undo actions where they moved or hit team columns. If a rival had hit team Columns, place the rival's column 1 space in front of the column they hit.

Q. Can Athena's Defense counter other Favors? Yes, as long as the Favor is impacting a team column on the track. This includes any actions involving Zeus, Apollo, Ares, Poseidon, and Dionysus.



HERA, Goddess of Marriage: Hera's Spite punishes heroes for Zeus' affairs with mortals. Hera skips a rival's next turn.

Q. Can I still play my Hero card or Athena's Defense if my next turn is skipped? You cannot play your Hero card during your turn, but you can still play Athena's Defense in reaction to a rival's turn.



ARTEMIS, Goddess of the Hunt: Artemis' Hunt is always on the prowl for bigger and better game. Artemis gives you the potential to replace mediocre cards with better ones.



POSEIDON, God of the Seas: Poseidon's Trident rules the seas and splits them at will. Poseidon allows you to make any Fate card a shared movement action across any 2 columns.

Q. Can I stack Poseidon's Trident and Dionysus' Stumble on the same Fate card? No. Only 1 Favor card can be played with a Fate card when instructed.



DEMETER, Goddess of the Harvest: Demeter's Harvest provides benefit to all, but only a few reap the true bounty. Demeter gives a card to all heroes but you choose the distribution.

Q. When I play Demeter's Harvest, do I get to choose which heroes receive which cards? Yes. For example, in a 4 player game, you would play the card and draw 4 cards. You then get to choose which card goes to each hero. Now that you've given yourself a card, and again have 5 cards in your hand, you take another turn.



HERMES, God of Commerce: Hermes' Exchange provides ultimate leverage in your next trade deal. Hermes allows you to steal any card from a hero's hand and give 1 in return.

Q. Can I steal another Hero's Hero card? No. You can only steal cards from the hero's hand.



APOLLO, God of the Sun: Apollo's Chariot not only pulls the sun across the sky, but also columns across the board. Apollo swaps the positions of any 2 columns on the track.



HESTIA, Goddess of the Hearth: Hestia's Hearth is a place of refuge. Hestia can quickly turn the tides of the game by allowing a hero to send a team column to their temple gate.



ARÉS, God of War: Ares' Attack is the far-reaching, blind-side attack no one was expecting. Ares sends a rival's column back to its quarry.

Q. Can I use Ares' Attack to return a column on the temple track back to its quarry? No.



DIONYSUS, God of Wine: Dionysus' Stumble is a carefree and aimless movement that ignores the rules. Dionysus reverses a card's direction of movement.

Q. Can I use Dionysus' Stumble to reverse the direction of any movement action on the card? Yes. If you are reversing a shared movement action, make sure the reverse is applied to each part of the action.

Q. Can I stack Dionysus' Stumble and Poseidon's Trident on the same Fate card? No. Only 1 Favor card can be played with a Fate card when instructed.



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FATES & FAVORS

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