

LITHOMACHY

GAME RULES



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LITHOMACHY

Prologue

Agés ago, when the skies and the earth still shared the same breath, the Twelve Gods ruled together. Every decision was woven with foresight; every action kept the world in balance. But arrogance and old grudges sowed seeds of discord. The Titans, forgotten in the shadows, seized their chance: they raised stone against the heavens, and the foundations of the world cracked. Temples collapsed, seas raged in fury, fire froze like crystal, and the earth lost its fertility. Time itself began to falter: the seasons followed one another without order, and the stars in the sky ceased to show the way. The Gods, scattered, were tested in twelve trials, allowing the world to sink into oblivion. And yet, within the silence, a whisper was heard: the prophecy of the Ring of Harmony.

«A mortal shall walk the sacred places, pass twelve trials, and reunite the divine powers. Then, stone and sky shall stand together once more.»

That mortal is you. You hold neither sword nor throne; you hold a pencil, dice, and your ingenuity. Yet with these humble weapons, you can defeat Monsters, awaken Temples, and stand before the Gods themselves. Each trial is not merely a battle with riddles, shapes, and dice: it is also a mirror of your soul. In the Temple of Zeus your strength will be tested; in Demeter's Seed, your patience; in Apollo's Harmony, your creativity; in Hera's Seal, your integrity. And at every step, you will hold in your hands a fragment of lost harmony. But beware: Lithomachy is not just a game. It is a journey through fire, water, earth, and sky. It is the myth that is written through your decisions. The question is not whether you will reach the end. The question is with which myth you will emerge from the Lithomachy.

What is the Lithomachy?

In Lithomachy, you travel through **12 epic missions** (4 chapters in each mission) to build Temples, defeat Monsters, and restore harmony between the world and the Divine. Each sheet brings a new challenge. Each shape, a choice. As you progress, you unlock special Bonuses, collect items, record victories, and build your own myth.

Will you make it to the end? Or will you remain lost in the Lithomachies?

The First Trial

Enter the world of the Lithomachy and begin your journey with the first God. In the Temple of Zeus you will learn the essence of battle, experience mythical trials, and measure your strategy against divine powers. Here you will learn the rules of the Lithomachy not through words, but through action through the first confrontation that will define your path.

-  1. The Temple of Zeus
-  2. Athena's Papyrus
-  3. Artemis' Moon Sanctuary
-  4. The Heart of Hephaestus
-  5. Demeter's Sowing
-  6. Aphrodite's Mirror
-  7. Apollo's Harmony
-  8. Hestia's Flame
-  9. The Wrath of Ares
-  10. Hera's Trial
-  11. Hermes' Flight
-  12. Poseidon's Trident





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GAME MODES

Solo Mode:

You can play any chapter on its own, without a campaign.

Goal (Single Sheet)

1. Collect the 8 Items of the God.
2. Calculate your final score after the 12 rounds.
3. See which Seal you earned (**Bronze/Silver/Gold**) in the scoring table, depending on the difficulty level you chose.

Campaign Mode:

«The Path of Heroes»

It consists of 12 Missions (one for each God). Each mission has 4 chapters. In the Campaign you choose a difficulty level (**Awakening / Initiation / Trial / Titanomachy**) and based on that you play all Gods. The difficulty does not change during the Campaign.

How you win a Chapter in the Campaign:

In ALL Chapters, the following always applies:

- You must collect the **8 Items of the God**, and
- You must complete the **Mission Goal** (the extra requirement of the chapter).
- **Chapter 3:** a **Bronze Seal** is required (or better).
- **Chapter 4:** a **Silver Seal** is required (or better).

If you fail even one mandatory goal of the chapter, you do not progress and you must restart the same chapter from the beginning.

Scoring

1) Item Points

- Scrolls : 1 point × Scrolls
- Lightning Bolt: 2 points × Lightning Bolts
- Monster Coin: 3 points × Monster Coins
- Treasure Chest: 4 points × Treasure Chests
- Watermark: +8 points (if fully covered)



* Spent items don't count.

Example: 5 Lightning Bolts = 5 × 2 = 10 points.

2) Bonus God Items

The items of each God give additional points:

- ≥ 4 God Items: +5 points
- 8 God Items: +10 points



3) Final Score & Seal

Add up all your points and check the "Scoring & Progress" table. Depending on the difficulty level you are playing you will see whether you earned: Bronze / Silver / Gold Seal.

SCORING & PROGRESSION

Level	Gold	Silver	Bronze
Awakening	≥ 88	74 – 87	≥ 73
Initiation	≥ 84	66 – 83	≥ 65
Trial	≥ 74	56 – 73	≥ 55
Titanomachy	≥ 62	48 – 61	≥ 47





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MISSION GOALS (Campaign)

To advance to the next Chapter, you must always have collected the **8 Items of the God** and completed **the goal** of each chapter as shown below:



⚡ Zeus

Chapter 1: Finish with ≥ 2 **Lightning Bolts** in your inventory.

Chapter 2: Finish with ≥ 3 **Lightning Bolts** and ≥ 2 **Keys** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Defeat ≥ 1 **Red Monster**.

Chapter 4: Earn a **Silver Seal** (or better) + Complete the **Watermark**.



🦉 Athena

Chapter 1: Finish with ≥ 2 **Scrolls** in your inventory.

Chapter 2: Finish with ≥ 4 **Scrolls** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with **0 Wounds**.

Chapter 4: Earn a **Silver Seal** (or better) + Unlock the **2nd God Bonus**.



🌙 Artemis

Chapter 1: Defeat ≥ 1 **Monster**.

Chapter 2: Defeat ≥ 2 **Monsters**.

Chapter 3: Earn a **Bronze Seal** (or better) + Defeat ≥ 3 **Monsters**.

Chapter 4: Earn a **Silver Seal** (or better) + Defeat ≥ 1 **Red Monster**.



🔥 'Ηφαίστος

Chapter 1: Finish with ≥ 2 **Lightning Bolts** in your inventory.

Chapter 2: Defeat ≥ 1 **Monster**.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 2 **Chests**.

Chapter 4: Earn a **Silver Seal** (or better) + Defeat ≥ 2 **Monsters** and Finish with ≥ 1 **Chest**.



🌾 Demeter

Chapter 1: Finish with ≥ 1 **Chest** in your inventory.

Chapter 2: Finish with ≥ 2 **Chests** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 3 **Chests**.

Chapter 4: Earn a **Silver Seal** (or better) + Finish with ≥ 4 **Chests**.



💖 Aphrodite

Chapter 1: Finish with **0 Wounds**.

Chapter 2: Finish with ≥ 2 **Scrolls** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 1 **Chest**.

Chapter 4: Earn a **Silver Seal** (or better) + Finish with **0 Wounds** and Finish with ≥ 3 **Scrolls** in your inventory.



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MISSION GOALS (Campaign)

To advance to the next Chapter, you must always have collected the **8 Items of the God** and completed **the goal** of each chapter as shown below:



🎵 Apollo

Chapter 1: Finish with ≥ 1 **Lightning Bolt**, ≥ 2 **Keys**, and ≥ 2 **Scrolls** in your inventory.

Chapter 2: Finish with ≥ 2 **Lightning Bolts** and ≥ 2 **Keys** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 4 **Scrolls** in your inventory.

Chapter 4: Earn a **Silver Seal** (or better) + Finish with ≥ 4 **Keys** in your inventory.



🏠 Hestia

Chapter 1: Finish with **0 Wounds** and ≥ 5 **Shields** in your inventory.

Chapter 2: Use **4 Shields** on **4 of the Goddess's items**.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 4 **Lightning Bolts**.

Chapter 4: Earn a **Silver Seal** (or better) + Unlock the **2nd God Bonus**.



⚔️ Ares

Chapter 1: Defeat ≥ 3 **Monsters** with **0 Wounds**.

Chapter 2: Defeat ≥ 4 **Monsters** with **0 Wounds**.

Chapter 3: Earn a **Bronze Seal** (or better) + Defeat ≥ 2 **Red Monsters**.

Chapter 4: Earn a **Silver Seal** (or better) + Defeat ≥ 5 **Monsters**.



👑 Hera

Chapter 1: Finish with ≥ 2 **Keys** in your inventory.

Chapter 2: Finish with ≥ 4 **Keys** and ≥ 4 **Lightning Bolts** in your inventory.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 4 **Chests** in your inventory.

Chapter 4: Earn a **Silver Seal** (or better) + Defeat ≥ 3 **Monsters** and finish with ≥ 3 **Chests**.



👉 Hermes

Chapter 1: Complete the **8 Items of the God** by **Round 11**.

Chapter 2: Complete the **8 Items of the God** by **Round 10**.

Chapter 3: Earn a **Bronze Seal** (or better) + Finish with ≥ 4 **Keys** in your inventory.

Chapter 4: Earn a **Silver Seal** (or better) + Finish with ≥ 4 **Scrolls** in your inventory.



🌊 Poseidon

Chapter 1: Complete the **Watermark**.

Chapter 2: Defeat ≥ 5 **Monsters** with **0 Wounds**.

Chapter 3: Earn a **Bronze Seal (or better)** + Unlock the **2nd God Bonus**.

Chapter 4: Earn a **Silver Seal (or better)** + Complete the **Watermark** and unlock the **3rd God Bonus**.



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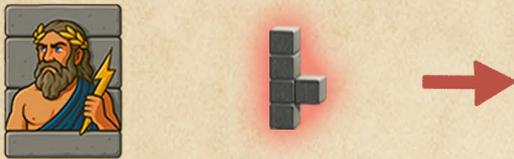
QUICKPLAY – Step-by-Step Gameplay

Step 1: At the start of the game, the player begins with one **free Divine Bonus**. The player chooses the desired bonus and marks it under the corresponding God..Each bonus may be used only **once** during the entire game. The game is played with two six-sided dice (2d6). Unless otherwise specified, roll one die when instructed.



Step 2: Roll **one D6**. The result corresponds to two Gods, depending on the number you rolled. For example, if you roll a 2, you may play the **Lithoform** of either Hermes or Athena. Choose which of the two Gods you will use for the **current round**.

Step 3: Place a Divine Stone (Lithoform).



Lithoforms **cannot be rotated** unless you activate Athena's Bonus. In the 1st round, you may place your Lithoform anywhere on the board. From the 2nd round onward, each new Lithoform **must touch** at least one side of an already placed shape, **diagonal contact alone is not allowed**. Additionally, Lithoforms cannot be placed on tiles marked with the icon, which act as permanent obstacles.



Step 4A: Battle with a Monster



If the region where you placed your Lithomorph contains one of the three monsters, a battle begins. Each monster's strength depends on its color: Yellow = 4, Green = 6, Red = 8 Roll two dice and add the results. If the total is **less than or equal** to the monster's strength, you **lose** the battle.



If you win the battle, you claim all items covered by your Lithomorph. In the example above, you would gain two keys, one lightning bolt, and the monster itself.



If you **lose**, you gain **nothing**, **lose one life**, and mark one **wound**: first, circle the -1 and continue with the next symbols. If you accumulate five wounds, the game ends in defeat. Don't forget that you can **reroll**, and you may also use the **lightning bolt** to **add value** to your dice roll.



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QUICKPLAY – Step-by-Step Gameplay

Step 4B: Placement Without Battle



We **mark** which items are inside our stone shape in **our inventory**. To collect a **chest**, you must have **two keys** in your **inventory**. If you already have two, or if you had one and just gained a second, you may mark the **chest** as collected and immediately erase **two keys** from your inventory.

Step 5: Shield Placement



Each God has **two Shields**. The player may, if they wish, place one of that God's Shields on the map by marking the **letter "S"** on the chosen tile and removing the Shield from the God's board. Placing a Shield is **optional**. However, if a God has used both of their Shields, they can no longer activate that **God's Divine Bonus**.



Step 6: Wrath of the Titans



To determine the target tile, roll two dice and add the results to get the horizontal coordinate. Roll the same two dice again and add the results to get the vertical coordinate. The tile located at these coordinates is marked with an **"X"** and is considered **destroyed**. A destroyed tile cannot receive any stone shapes. If the tile had a shield marked with "S", it remains intact and is not destroyed. If the selected tile was **already destroyed** from a previous round, then the four adjacent tiles-**above, below, left, and right**-are automatically destroyed. Depending on the current round and the chosen difficulty level, additional tiles may be destroyed during the same turn.

From rounds 1 to 4, the Wrath of the Titans is triggered **once** per round. From 5 to 8, it is triggered **twice** per round. From 9 to 12, it is triggered **three** times per round.

Level
→
Trial



Level
←
Titanomachy

From rounds 1 to 4, the Wrath of the Titans is triggered **twice** per round. From 5 to 8, it is triggered **three** per round. From 9 to 12, it is triggered **four** times per round.

Step 7: End of Round

The game lasts for **twelve rounds**. At the end of each round, **one moon** is removed as a sign of progress. Then, the sequence restarts from **Step 1**, beginning a new round.





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Area Analysis

Example of Divine Bonus



The **1st Bonus** is **free**. For the **2nd Bonus**, we follow the exact order of the track **from left to right**: **1)** defeat a Green Monster, **2)** defeat a Yellow Monster, **3)** have placed at least 1 Shield, **4)** defeat a Red Monster. When we complete these steps in the correct order, we **unlock the 2nd Bonus**. For the **3rd Bonus**, we continue again in the order of the track: **1)** we have built the Pillar (it is built once we have 4 Items of the God in our inventory), **2)** we have at least 1 Scroll in our inventory, **3)** we have covered the Watermark (e.g., Zeus's Eagle), **4)** we have at least ≥ 2 Lightning Bolts, and **5)** we have at least ≥ 2 Keys in our inventory. When these are also completed in the correct order, we earn the **3rd Bonus**.

Divine Bonus Rules

Progress on the Bonus track is recorded **from left to right**. The **1st Bonus** is **free**, while the following bonuses are unlocked only if the requirements of the next icon in the sequence are met. We always follow the order: we cannot move on to the next step (e.g., the 2nd icon) unless we first erase the previous one (e.g., the 1st icon). The moment the requirement of the next icon is met at any time, we immediately erase it on the Bonus track and move to the next one. If, at the same time, the requirements for more icons are met in the correct order, we may erase them as well. In the inventory we do not erase items; we simply check that we have them. We erase the icon only on the Bonus track. **Important:** When we **defeat a monster**, we record it in the inventory and, **if it is the next one in order** on the **Bonus track**, we **erase** it from the track at that moment (and only at that moment).



Reroll Table

If a **scroll** is available in the inventory, it may be used to reroll the die. In this case, one scroll is removed from the inventory, a **reroll** icon is marked on the Reroll Table, and the roll is repeated. This ability applies to all actions that require a die roll. It may be used up to **three times** during the entire game, including consecutive rolls if needed.

Inventory



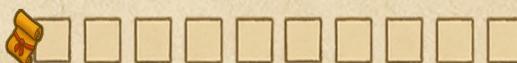
Lightning bolts grant you the ability to enhance your die roll. Each lightning bolt you erase **adds +1** to the **total roll**, increasing your chances of defeating a monster.



Keys are essential for collecting chests. When a shape covers a chest, you must remove **two keys** from your inventory. If you don't have the required keys, the **chest** cannot be kept and is lost.



Chests can only be opened if **two keys** are available in your inventory. If you don't have the required keys, the chest cannot be collected and is lost.



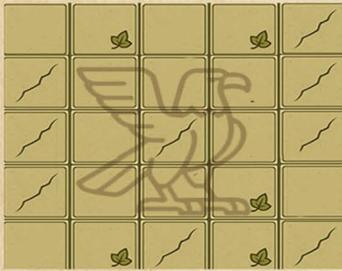
Scrolls grant the ability to **reroll**.



Monsters coins can only be collected after **defeating** them in battle.



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Watermark

Each God's symbol is imprinted on the game board—here, the eagle of Zeus.

Whenever squares are erased, parts of the eagle may be covered.

Once the eagle is fully covered, you earn the corresponding points.



Difficulty Levels

Level	Contact Rule	Wrath of the Titans	Difficulty
Awakening	X	X	● Easy
Initiation	✓	X	● Medium
Trial	✓	✓	● Hard
Titanomachy	✓	✓	● Extreme

Contact Rule: When the contact rule does not apply, stoneforms are not required to be adjacent.

Wrath of the Titans: When the Wrath of the Titans is inactive, it is skipped from the flow of the game.

The Chronicle of Lithomachy

Each Chapter of the game is not simply a challenge on the map: it is a part of the story. The trials, symbols, opponents, and goals gain meaning through the story: sacred places, signs of the Titans, and decisions that shape your own journey. If you play standalone chapters, the story works like a quick introduction that sets the mood.

If you play Campaign, then each chapter becomes an episode in a single epic, where progress is measured not only in seals and goals but also in how the chronicle of the conflict unfolds. **Choose how you want to read the story:**

Story Book (printed): the full story in physical form, to read like a true chronicle.

eBook (full story): scan the **QR eBook** to download and read the complete story, Chapter by Chapter.

Free online summary: if you don't have the Book or the eBook, scan the **QR FREE ONLINE** for a short summary you can read before each mission.

QR FREE ONLINE



QR eBook





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The 12 Divine Bonus



Zeus

Erase 1  from the map. The tile becomes empty and can be used for placing a Lithoform.



Athena

You may freely rotate your Lithoform from any active God.



Artemis

You may add 1 extra square to your Lithoform, as long as it is adjacent.



Hephaestus

You may replace your current piece with a different piece from another God.
You may also look at Lithoforms and choose one from a different God's chapter.



Demeter

You collect all items surrounding the Lithoform you just placed.
If there's a monster, you do not fight it.
If you place another Lithoform later, you collect the surrounding items again.



Aphrodite

Heal 1 wound and erase one negative number.



Apollo

You may add 1 extra square to your Lithoform, as long as it is adjacent.



Hestia

You may place your Lithoform on the map, ignoring the adjacency rule.



Ares

All Red Monsters have Strength 4 until the end of the game.



Hera

Ignore the "Wrath of the Titans" for the next two rounds.



Hermes

After placing a Lithoform, you may immediately place a second one.



Poseidon

Remove 1 square from your Lithoform and play with the remaining shape.

Once you unlock a God's Bonus, its effect remains active regardless of which God you are currently playing with. In other words, the Bonus is not limited to the God who granted it—it can be applied to Lithomorphs from other Gods as well.

Example: You've unlocked Athena's Bonus (rotation). Even if, on your turn, you choose Hermes and place his Lithomorph, you can still use Athena's Bonus to rotate it.



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Frequently Asked Questions (FAQ)

1. What happens if I can't place the Lithoform?

If there's no available space (due to destroyed or blocked tiles), you lose that turn and proceed normally to the next step.

2. If the Lithoform covers a monster and other items, what do I collect?

You collect all items covered by your shape. If you defeat the monster, you gain it along with the other items.

3. What if I don't have two keys to open a chest?

The chest is lost and cannot be added to your inventory.

4. Can God Bonuses be used more than once?

No. Each Bonus can be activated only once during the entire game.

5. What happens if the die points to a tile that's already destroyed?

The "Wrath" is triggered: the four adjacent tiles (above, below, left, right) are automatically destroyed.

6. What do the Gold / Silver / Bronze Seals mean?

They indicate your level of success. In Campaign, Chapter 3 requires a Bronze Seal (or better) and Chapter 4 requires a Silver Seal (or better). Gold represents outstanding performance.

7. When do I erase Bonus icons? Can I erase multiple?

As soon as the next requirement in the sequence is met, erase it immediately. If multiple requirements are met in order at the same time, you may erase them consecutively.

8. When do I calculate my score, and what counts?

At the end of Round 12. Only items remaining in your inventory count (spent items don't count).

9. If I lose a battle with a monster, do I lose the Lithomorph I placed?

No. The Lithoform remains on the map, but you gain no items and must mark a wound.

10. Can I use two different Bonuses in the same turn?

Yes, if they're available. For example, you can use Athena's Bonus to rotate and then Hermes' Bonus to place a second Lithoform.

11. What changes when the Contact Rule is not active?

Your Lithoform does not need to be adjacent to other Lithoforms. You may place it anywhere it fits on the map, following all other rules.

12. What if the mission goal isn't met after 12 rounds?

The game ends automatically. If you haven't achieved the mission goal and the required score, the mission is considered failed and must be replayed.



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Inspiration – From Olympus to the Table:

Just above the sea, just before it vanishes into the clouds of Mount Olympus, **Litochoro** becomes a gateway: where the smooth rocks of the Enipeas carve a path upon the earth—and thus **Lithomachy** was born, a roll & write game where you forge your own trail. Higher still, the thunderbolt of Zeus—lightning that illuminates the way like the answer to a riddle. With stone and storm, Olympus became a game. So you can take it with you, wherever you are.

Support the Creator:

This game is offered in digital format for easy printing and tabletop play. Respect the time and love poured into every page: **do not share** or redistribute **the files illegally**. If you enjoyed it, support it officially this opens the path to new chapters, new adventures, and better content for everyone.

Thank You Message:

Thank you for playing Lithomachy, for sharing your experiences, and for supporting this journey. With your participation, the mythic world of gods and heroes continues to grow. **Good luck** in your battles—and may the Olympians guide you through every trial!

Playtesting Feedback

The first heroes who dared to enter the world of Lithomachy shared their experiences:

“The difficulty builds gradually and keeps you on edge until the very end. I truly felt like I was fighting alongside the gods!”

“I loved how each god changes your strategy. There’s not just one path to victory.”

“The dice luck blends beautifully with the Bonus choices. No two games ever feel the same.”

“It’s easy to learn, but hides real depth. I want to play again—on a harder level.”

“When the Wrath of the Titans destroyed half my map, I groaned... but then laughed and wanted another round!”

“The little details, like the chests and the Bonuses, make all the difference. Each game reveals new ways to be tested.”

Their feedback helped shape the rules and improve the overall experience of the game.

