

Santorini

· Building · 2–4 · 20–30 min

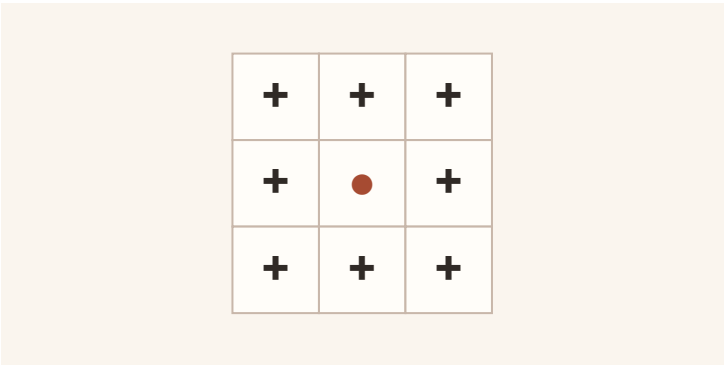
GOAL

Move a worker up from level 2 to level 3. You must arrive by moving, not by building it.

YOUR TURN

Every turn has **two steps**, always in this order, both required: **move** one worker to a neighbouring square, then **build** with that *same* worker on a square next to it.

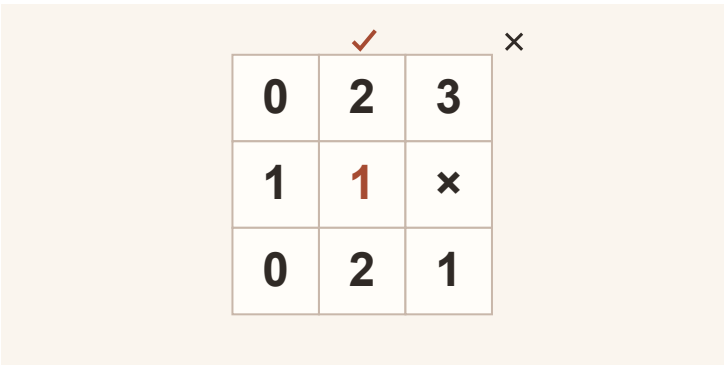
Neighbouring includes diagonals, so up to 8 neighbours. If you cannot do both steps, you lose.



After moving, build on any free neighbour, including the square you just left.

The climbing rule

This is the one rule that really matters: **up at most 1 level, down as far as you like.**



The rust 1 marks the worker's level. It may climb to a neighbouring 2, but not 3. X is a dome. This is a cropped board view.

You cannot enter a square holding another worker, or one capped by a dome.

Building. Blocks go in order: ground → 1 → 2 → 3 → dome. **A dome goes only on level 3**, permanently closing that square. Atlas's power is a specific exception.

You win the moment a worker *moves up* from level 2 to level 3. Building a level 3 does nothing by itself. **You lose** if you cannot move either worker, or cannot build after moving.

Setup

A 5×5 board. Each player has **2 workers** in their own colour. The youngest player places both on empty spaces, then the opponent places both. The youngest starts.

The box also holds 22 ground blocks, 18 level-one, 14 level-two and 18 domes.

The rules above apply without gods. Below are the classic edition's first ten simple powers; cards override the base game only for their stated exception and timing.

Simple gods · classic edition

For two players choose two compatible cards: the challenger offers them, the opponent picks first, the challenger keeps the remaining one and chooses who starts. Read the card; a god does not waive every other rule.

- **Apollo:** may move into an enemy worker's space by swapping positions.
- **Artemis:** may move a second time, but not back to the starting space.
- **Athena:** after you move up, opponents cannot move up on their next turn.
- **Atlas:** may build a dome at any height.
- **Demeter:** may build again, on a different space.
- **Hephaestus:** may add a second block on the first block, never a dome.
- **Hermes:** if neither worker changes height, they may move any number of legal spaces; either then builds.
- **Minotaur:** may push an enemy one space straight behind them, if that space is empty and on the board.
- **Pan:** also wins by moving down at least two levels.
- **Prometheus:** if you do not move up, may build before and after moving.

Classic rules and powers: [Roxley — PDF mirror](#). Base rules and simple gods read 2026-10-02.

3 players: each has two workers and a power compatible with three. On losing, remove your workers, tokens and power. **4 players:** two teams; partners sit opposite and share two workers, but each uses only their own power. The first teammate places the workers; the second takes the team's first turn. A member's win or loss applies to their team. Select only powers marked for that player count.

Source: [Roxley](#). Diagrams are original.