



HUNTING CHIMERAS

BY ALEXANDROS KAPIDAKIS

Chimeras on the mountains of Peloponnesus, on the island of Crete, on Macedonia and each of their heads more dangerous than the others. All of them mythical monsters created by Gods, and all of them huge problems for the city states of Greece. It's true that most of them have been here before us, but that doesn't excuse all the hostility and destruction they cause. We need to gather up our allies and deal with them before it's too late. None of them though will go down easily, so we may need to form tenuous partnerships with other aspiring heroes. There is a lot of glory to be won, and even though hunting Chimeras is dangerous, we have to protect our people.

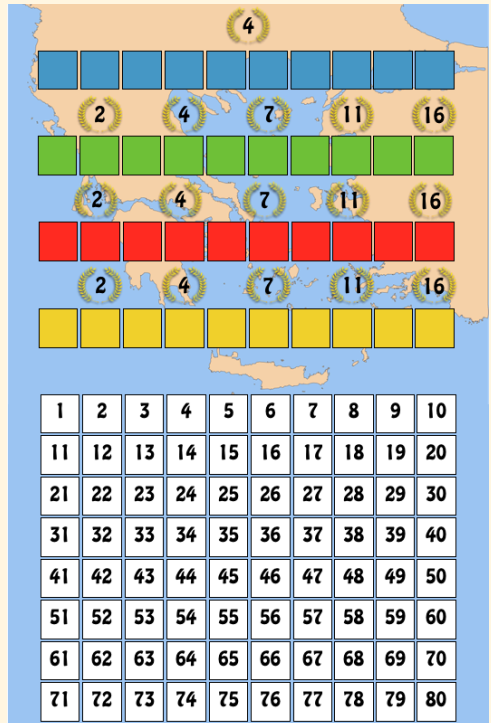
Objective

In *Hunting Chimeras* you represent an aspiring hero trying to get rid of dangerous Chimeras. Hired by different city-states of Greece, you will gather allies, form bands with them and send them to battle. Bands of heroes must have something in common, and will give you unique benefits. Each Chimera has three heads and they require three different bands in order to be defeated so you may need to cooperate with your opponents in order to bring them down. When a Chimera dies all the involved players will earn rewards like Fame, favour with the city-states or mystical powers. Don't ignore any type of reward thought because only the most complete hero will be the winner!

Components

- Main board

On the top part of the Main board you will mark your progress in the different city-states. Each Chimera threatens a specific city-state so getting rid of them will earn you favour with that city-state. At the end of the game you will be judged according to your progress in each city-state, and also the most favourable player in each city-state will earn extra Fame. On the bottom part of the Main board, you will keep track of your fame throughout the game.

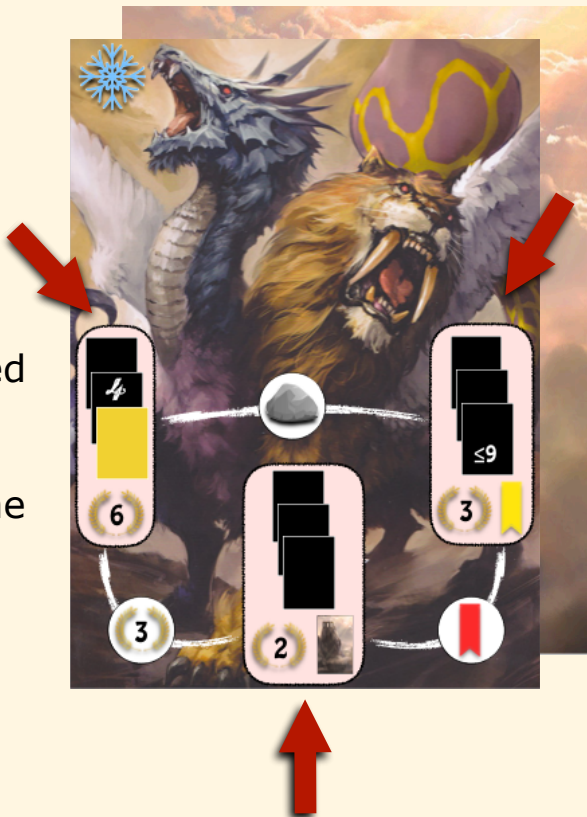


- 64 Heroes

Throughout the game you will gather these Heroes, and set them into bands. Each Hero has three elements: they come from one of the four city-states (Color), they have a specific power (Number) and a specific skill (Symbol).

- 16 Chimeras

These are the fearful Chimeras, represented by giant cards! Each Chimera has three heads and offers some mystical powers.

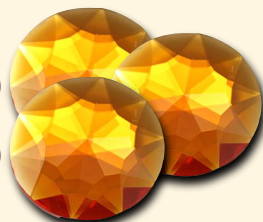


- 21 Mystics

These Mystics are the final scoring step of the game and will offer you Fame if you satisfy their needs. Chimeras have mystical powers (Icons) and you can get more of them through your bands of heroes.

- 10 ancient Gems

You can earn these Gems by forming specific bands, and you can use them in each of the end scoring steps.



- 30 Mystical tokens

You will use these tokens to satisfy the needs of your Mystics, and you can also get them by forming specific bands of heroes.

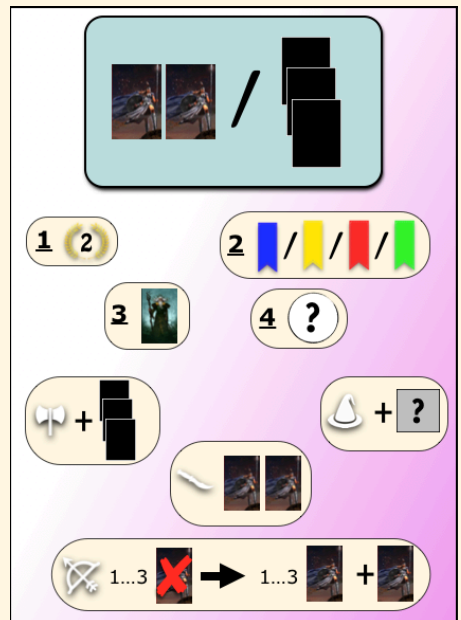


- 45 player disks

You will have 9 disks in your chosen color. 5 of them are for keeping track of your Fame and favour in each city-state. With the other 4 you will mark your attacks in the Chimeras's heads.

- 5 player aids

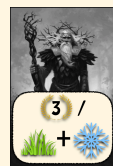
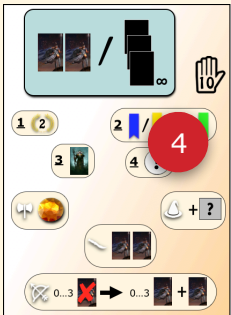
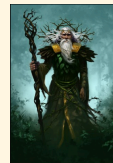
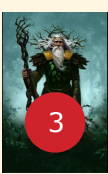
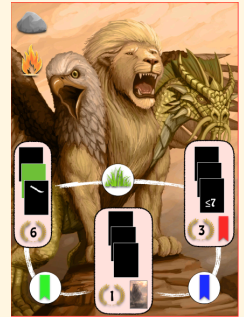
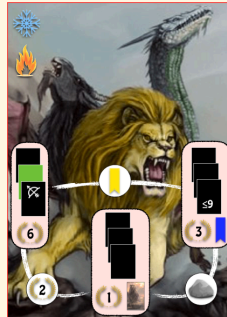
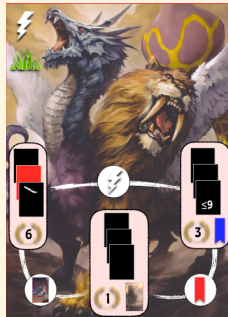
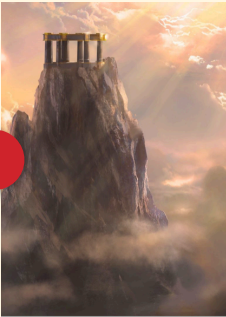
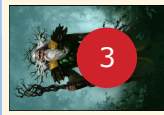
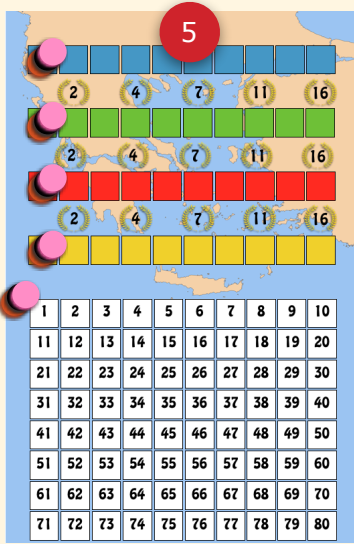
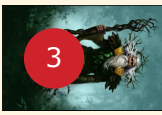
Here you will find the different unique benefits you can gain when forming your bands of heroes.



- These rules

Setup

1. Shuffle the Chimeras into a deck and discard cards according to the number of players. Then draw one Chimera per player and place them in the middle of the table.
 - **2 players = keep 6 cards, remove 10 cards**
 - **3 players = keep 9 cards, remove 7 cards**
 - **4 players = keep 12 cards, remove 4 cards**
 - **5 players = keep 15 cards, remove 1 card**
2. Shuffle the Heroes into a deck and give two cards to each player. Then reveal 6 cards.
3. Shuffle the Mystics into a deck and give one card to each player. Then reveal 3 cards.
4. Each player chooses a color and takes the corresponding disks and player aid.
5. Place the Main board, the Mystical tokens and the Gems within easy reach of each player. Each player then, places one of their disks in the first spot of each city-state track and one beside the Fame track.
6. The oldest player will be the 1st player of the game.



Turn order

The game isn't broken down in rounds. Instead, **during your turn you will either take any two Heroes from the available ones or play bands of Heroes to attack the available Chimeras.** You can play as many bands of Heroes as you want and can. Players will continue taking turns in clockwise order until you can no longer refill a defeated Chimera. Then the game ends immediately and players proceed to final scoring.


When taking new Heroes, you can choose to take any face up card from the middle or the topmost card of the deck. You can have at most 10 Heroes on your hand, thought. If you reach the hand limit you must either play bands of Heroes or discard Heroes and take new ones. As soon as you take two Heroes refill the empty spots. If the deck runs out shuffle the discard pile to form a new deck. There must always be six Heroes available at the end of each player's turn. Then, the next player in turn order will take her turn.


When playing a Band, make sure you meet the requirements of the targeted head. Each Chimera has three heads where players can attack. Each head has specific requirements and as soon as you play a band that meets them, you must discard the Heroes and place one of your disks in the corresponding head. Each head can have at most a single disk, and if you don't have disks available you can't attack Chimeras.

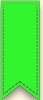
If by attacking a Chimera all three of its heads have been covered with a disk, resolve its scoring at the end of the current player's turn. Then reveal a new Chimera from the deck. If the Chimera's deck has run out and you can't fill the empty spot, the game immediately ends.


Bands and benefits





A band of heroes must have exactly **three different cards**, and they need to have **at least one element in common**, either color, symbol or number. When you attack a Chimera, firstly place one of your disks in the head where you attacked and then get the benefit of the matched element. If you matched two elements you will get both benefits.

◆  Advance one point in the Yellow city-state track, on the Main board.

◆  Advance one point in the Blue city-state track, on the Main board.

◆  Advance one point in the Green city-state track, on the Main board.

◆  Advance one point in the Red city-state track, on the Main board.

- ◆ **1** Immediately gain 2 Fame
- ◆ **2** Advance one point in any one city-state track, on the Main board.
- ◆ **3** Immediately take a Mystic, from the available ones
- ◆ **4** Each Chimera has three side bonuses (see next page). Immediately take any one of the three side bonuses from the Chimera that you attacked.
- ◆  Take an available Gem. Each Gem is worth 1 Fame, and is scored in each end scoring step.
- ◆  Immediately take any one Mystical token from the available ones.
- ◆  Immediately draw two Heroes from the deck.
- ◆  Immediately discard up to three Heroes from your hand and draw as many plus one, from the deck.

Example

By playing this band you have matched both color and number. You will immediately move one in the blue city-state track and also get a Mystic from the available ones.



Heads and scoring

Each Chimera has three heads where players can attack with their bands of heroes. There are three types of heads and each Chimera has one of each. Also, each type has a specific reward.

The left head is the hardest one. The band you sent there needs to contain the two requirements shown, **on different heroes**. The reward is 6 Fame.

Example

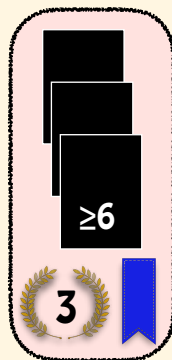
To attack this head you will need a band of Heroes that contains at least one green Hero and one Hero with a dagger.



For the right head count the sum of your band's power. Attacking this head will earn you 3 Fame and one progress at the city-state track shown.

Example

To attack this head you will need a band of Heroes, whose powers adds up to at least 6.



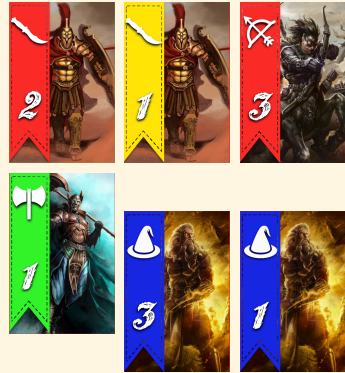
Lastly, the middle head is the easiest. There you can play any band you want. You will earn 2 Fame and the Chimera's card. You can use the card for its icons on the top left corner to fulfil Mystic cards.

If you have attacked two heads on the same Chimera you will receive an extra reward. Each head is connected to the two others, and the connection has the side bonus. The bonuses include Fame, progress in a city-state track, Mystical tokens, and drawing of Hero or Mystic cards. If you have attacked all three heads on the same Chimera you will earn all three side bonuses.

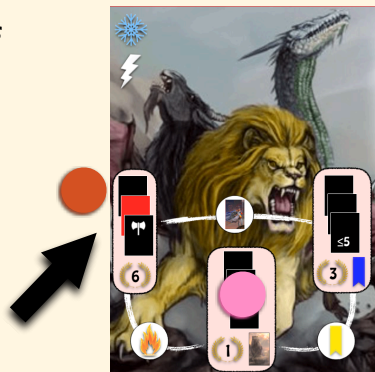
So it is vital for you to get the most beneficial Heroes and to quickly send them to fight.

Example of gameplay

Joan will take Heroes for her turn. She decides to take these two Heroes, adding them to her hand. She will then refill the empty spots.



Mark decides to attack a Chimera and plays this band of Heroes. The common element is their symbol, and specifically the axe, meaning that Mark can take a Gem. Firstly though he places one of his disks here to denote where he attacked. He meets the requirements of this head, as his band has at least one red Hero and one with an axe.





Mark has also formed another band. Their common element is their color, so Mark immediately moves one space in the red city-state track. He will attack this head as the sum of the powers of his band is more than 6.



All of the heads of this Chimera are now covered with disks, so players will score it at the end of Mark's turn. Joan earns 2 Fame and the Chimera's card. Mark earns 6 Fame from the left head and 3 Fame and one advancement in the green city-state track from the right head.

Also, he will receive an extra side bonus, because he attacked two heads on the same Chimera. In this case he will advance once in the blue city-state track.

Then, he refills the Chimera's spot with a new Chimera and the game continues.

End of Game

When you can't fill an empty spot because the Chimera's deck has run out, the game immediately ends. Players will receive their rewards from undefeated Chimeras, but no extra side bonuses. Then, proceed to the end scoring.

Advanced end scoring

End scoring is broken down in three distinct steps. In the first step, you will be judged upon the Fame you won throughout the game, as currently shown in the Fame track. **Immediately, the player with the fewest Fame will lose the game and will not participate in the next two steps.** In case of a tie, all tied players progress to the next step. Don't forget to add 1 Fame per Gem you have.

The next step is the **favour of the city states**. The player who was eliminated in the first step must remove all of their disks from all four tracks of the city states. Also, completely reset the Fame track and then count there the Fame you have earned based on your progress in the four tracks of the city states. If you are between values in any track you will get the lower of these values. Also, the player that has progressed the **most** will receive 4 extra Fame, in each city state track. Again, **the player with the fewest Fame will immediately lose the game and will not participate in the final step.** In case of a tie, all tied players progress to the next step. Don't forget to add 1 Fame per Gem you have.

The final step are the **Mystics**. Reset the Fame track and then count there the Fame you have earned from your Mystic cards. Add symbols from icons on gathered Chimeras and Mystical tokens. These symbols can be combined and used in multiple Mystics. Don't forget to add 1 Fame per Gem you have.

Example

Joan will score 4 Fame from the first Mystic and 6 from the second.



The player with the most Fame is the winner and the new legend of ancient Greece!

In case of a tie, the player with the most Heroes still in hand will be the winner. In case of a further tie, the player with the most Gems is the winner.

In a 5 player game, follow the same process with the difference that at least three player will reach the final scoring step.

In a 3 player game, combine the first and the second step. Add to the Fame you earned throughout the game, any Fame from the favour of the city-states and then eliminate the last player. The final step is the same.

In a 2 player game, follow the same process. You will need to win in two of the three steps in order to win the game.

Basic end scoring

Combine all three scoring steps, without eliminating any player. Add to the Fame you earned throughout the game, any Fame from the favour of the city states and then any Fame from your Mystic cards. The player with the most combined Fame will be the winner.

Please remember:

- In advance scoring mode, make sure to diversify your scoring, so not to be eliminated from the game.
- You can never have more than 10 Heroes in hand.
- A band of Heroes needs exactly three cards, with at least one common element.
- The different heads have specific requirements.
- You can play as many bands as you want/can on your turn.
- By defeating multiple Heads on the same Chimera you will earn extra bonuses.

Number of players	Chimeras's deck	Face up Chimeras	Advanced End Scoring
2	6	2	Need of two wins, in the three scoring steps.
3	9	3	Combine first and second scoring step.
4	12	4	Normal scoring.
5	15	5	Normal scoring, at least 3 players on final scoring step.