

## SANCTUARIES



**ZEUS' STRONGHOLD**  
**BENEFITS:** ORACLE, PROTECTION FROM INVADING GODS, OPINION OF YOU IN GREECE IMPROVES.  
**BUILDINGS SANCTIFIED:** ANY SANCTIFIABLE BUILDING.  
**BLESSING:** ZEUS CAN PERFORM ANY BLESSING. SEE OTHER GODS.



**GARDEN OF DEMETER**  
**BENEFITS:** SURROUNDED BY MEADOW.  
**BUILDINGS SANCTIFIED:** MEADOW FARMS.  
**BLESSING:** DEMETER GIVES CITY FOOD.



**ORACLE OF APOLLO**  
**BENEFITS:** ORACLE, BETTER CHANCE OF WINNING GAMES, PROTECTION FROM MONSTERS.  
**BUILDINGS SANCTIFIED:** PODIUM, GYMNASIUM, STADIUM, THEATER.  
**BLESSING:** APOLLO CURES PLAGUE AND IMPROVES CITY HYGIENE.



**APHRODITE'S HAVEN**  
**BENEFITS:** NO EMIGRATION, AFFEAL OF CITY INCREASES, PROTECTION FROM ARES, HEPHAESTUS, HERMES, AND DIONYSUS.  
**BUILDINGS SANCTIFIED:** HOUSING.  
**BLESSING:** APHRODITE INCREASES POPULATION.



**PROMONTORY OF POSEIDON**  
**BENEFITS:** THE KRABEN DEFENDS CITY, FISHERIES AND URBAN QUAYS MORE PRODUCTIVE.  
**BUILDINGS SANCTIFIED:** URBAN QUAY, FISHERY, HORSE RANCH.  
**BLESSING:** POSEIDON GIVES CITY FOOD.



**ARBOR OF ATHENA**  
**BENEFITS:** A GROVE OF OLIVE TREES, STRONGER SOLDIERS, PROTECTION FROM INVADERS.  
**BUILDINGS SANCTIFIED:** OLIVE PRESS, CARBING SHED.  
**BLESSING:** ATHENA PROVIDES OLIVE OIL AND OLIVES.



**ARES' FORTRESS**  
**BENEFITS:** ARES WARRIORS, DRAGON KILLS INVADER, WOLF AND PREDATOR BOAR.  
**BUILDINGS SANCTIFIED:** NONE.  
**BLESSING:** ARES ACCOMPANIES CITY'S SOLDIERS IN BATTLES ABROAD.



**HERMES' REFUGE**  
**BENEFITS:** DELIVERYMEN, TRADE SHIPS AND CARAVANS MOVE FASTER, TRADE PARTNERS VISIT MORE FREQUENTLY.  
**BUILDINGS SANCTIFIED:** NONE.  
**BLESSING:** HERMES FULFILLS OUTSTANDING REQUEST.



**GATES OF HADES**  
**BENEFITS:** CERBERUS DEFENDS CITY, DEPOSITS OF SILVER ORE.  
**BUILDINGS SANCTIFIED:** TAX OFFICE, MINT, FOUNDRY.  
**BLESSING:** HADES DONATES MONEY TO CITY.



**ARTEMIS' MENAGERIE**  
**BENEFITS:** AMAZON SOLDIERS, PROTECTION FROM PREDATORS.  
**BUILDINGS SANCTIFIED:** HUNTERS' LODGE.  
**BLESSING:** ARTEMIS GIVES CITY FOOD.



**FORGE OF HEPHAESTUS**  
**BENEFITS:** DEPOSITS OF COPPER ORE, NO RISK OF FIRE.  
**BUILDINGS SANCTIFIED:** SCULPTURE STUDIO, ARMORY.  
**BLESSING:** TALOS APPEARS TO DEFEND CITY.



**GROVE OF DIONYSUS**  
**BENEFITS:** A GROVE OF GRAPEVINES, NO UNREST IN CITY.  
**BUILDINGS SANCTIFIED:** WINERY.  
**BLESSING:** SATYRS GIVE CITY WINE.

## PLAYER ACTIONS



**MAKE REQUEST.** CLICK THIS BUTTON TO REQUEST FOOD, GOODS, DEFENSIVE AID OR AN OFFENSIVE STRIKE FROM ANOTHER CITY.



**FULFILL REQUEST.** CLICK THIS BUTTON TO DISPATCH REQUESTED GOODS OR SOLDIERS TO ANOTHER CITY.



**GIVE GIFT.** CLICK THIS BUTTON TO GIVE A GIFT TO ANOTHER CITY. CITIES APPRECIATE MOST THE GOODS THAT THEY NEED.



**RAID.** CLICK THIS BUTTON TO RAID ANOTHER CITY FOR SUPPLIES.



**ATTACK.** CLICK THIS BUTTON TO TRY TO CONQUER ANOTHER CITY.

## MAP LEGEND



YOUR PARENT CITY



A COLONY



POTENTIAL COLONY SITE



A GREEK CITY



A PERSIAN CITY



A CENTAUR CITY



AN AMAZON CITY



A TROJAN CITY



RUINS



YOUR CURRENT CITY



YOUR OTHER CITIES



YOUR ALLY



YOUR SOLDIERS



YOUR TRIREMES



A GREEK ARMY



A PERSIAN ARMY



A CENTAUR ARMY



AN AMAZON ARMY



A TROJAN ARMY



ENEMY WARSHIPS



A DISTANT CITY



A REBELLING SUBJECT



ECONOMIC STRENGTH



MILITARY STRENGTH

LAND TRADE ROUTE

SEA TRADE ROUTE

# GEOGRAPHY OF THE GREEK WORLD



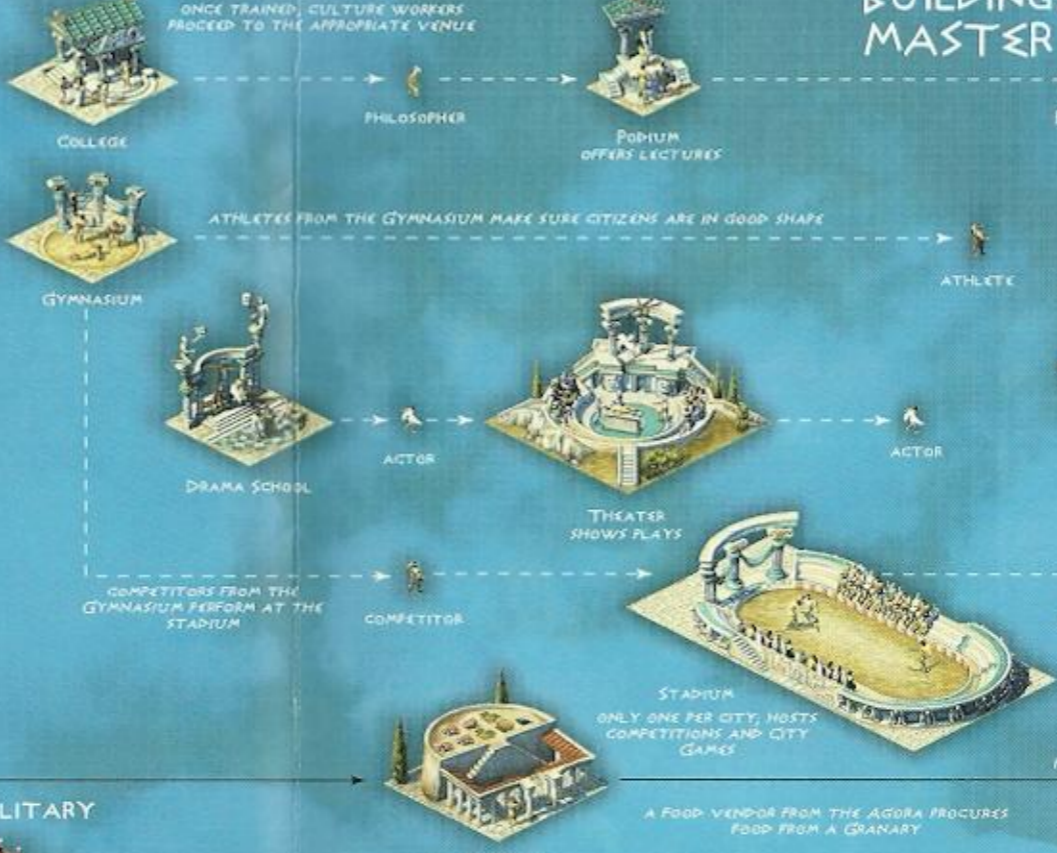


# BUILDINGS, PEOPLE AND RESOURCES IN MASTER OF OLYMPUS - ZEUS

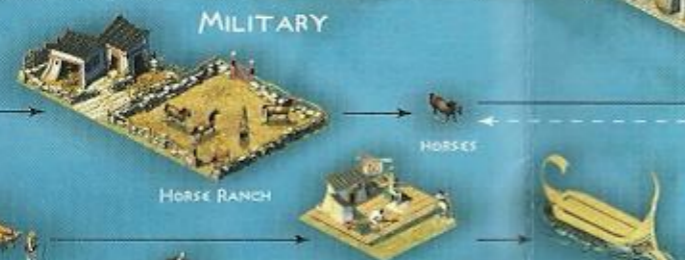
## FOOD PRODUCTION



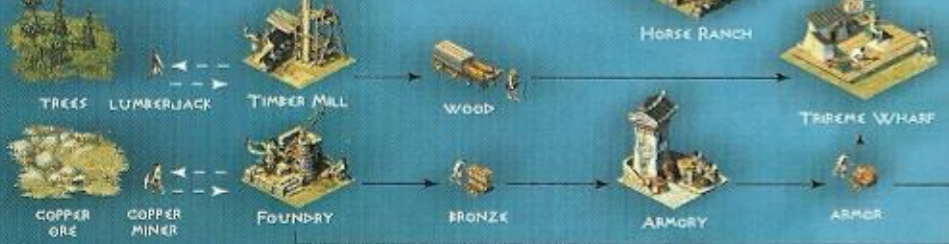
## CULTURE



## MILITARY



## INDUSTRY



## Goods For Housing



## STORAGE AND DISTRIBUTION



## RESOURCES

- FOOD
- URCHINS
- FISH
- PORK
- CHEESE
- CARROTS
- ONIONS
- WHEAT

## RAW MATERIALS

- WOOD
- BRONZE
- MARBLE
- GRAPES
- OLIVES
- FLEECES

## FINISHED GOODS

- ARMOR
- SCULPTURE
- OLIVE OIL
- WINE

ONLY COMMON HOUSES NEED WATER FROM A FOUNTAIN

PROVIDES HEALTHCARE

REDUCES UNREST

MAINTAINS BUILDINGS

TAXES COLLECTED FROM HOUSING

GOODS VENDORS PROCURE FLEECES, OLIVE OIL, WINE AND ARMOR FROM STOREHOUSE

A HORSE VENDOR PROCURES HORSES FROM HORSE RANCH

A FOOD VENDOR FROM THE AGORA PROCURES FOOD FROM A GRANARY

NEEDED TO COLLECT TAXES AND RAISE MILITARY FORCES

SCULPTURE, MARBLE AND WOOD NEEDED FOR CONSTRUCTION

EXPORTABLE MATERIALS IN A TRADING FACILITY CANNOT BE USED BY THE CITY

EACH PIER AND TRADING POST IS DEDICATED TO A SINGLE TRADE PARTNER