

ICHOR

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The dark monsters of Greek mythology have gathered for one final assault on Mount Olympus. The Greek gods are prepared to defend their sacred ground. Who will prevail in this decisive battle of blood and Ichor?

COMPONENTS

1 board (double-sided, 6x6 and 7x7)
16 figures (8 monsters and 8 gods)
16 character cards (8 monsters and 8 gods)
38 tokens (19 monster tokens, 19 god tokens)
4 player aid cards

OBJECTIVE

Ichor is an asymmetric strategy game for two players. In this mythological battle of wits, one player controls the Greek gods while the other controls the Greek monsters. On your turn, you'll simply move one of your figures in a straight line as far as you wish, leaving behind a trail of your tokens on each space you pass over. You can never move onto or over a space containing another figure, but you can replace opposing tokens with your own. The first player to get all of their tokens on the board wins.

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HOW TO PLAY VIDEO HERE



SETUP

Use the smaller side of the board, showing a 6x6 grid of spaces. With more experience, or depending on your preference, try the larger side of the board, showing a 7x7 grid of spaces.

Sit opposite to each other. Decide who plays the monsters and who plays the gods. Lay out the board, with the assault side in front of the player of the monsters and Olympus side in front of the player of the gods.

Each player shuffles their eight character cards of their team and displays **six cards (smaller side)** or **seven cards (larger side)** face up in a line from left to right along their side of the board. Any remaining character cards are set aside face down. Each player also takes the 2 aid cards of their color.

Each player then places the corresponding figures on the board on the second space in from each of the cards (see picture). Any remaining figures are set aside.

Finally, each player receives **14 tokens (smaller side)** or **19 tokens (larger side)** of their team. Any remaining tokens are left in the box.



PLAY

The player representing the monsters starts; after that, play alternates between the players. On your turn, choose one action: Move your figure OR use a power.

MOVE YOUR FIGURE: First, choose one of your figures and move it on the board. The following rules apply:

- Move either horizontally or vertically one or more spaces in a straight line.
 - Never move onto or over a space with another figure.
-

PLACE YOUR TOKENS: After moving your chosen figure, place one of your tokens onto the start space of the figure and onto each space the figure moved over. The following rules apply:

- Only one token is allowed on each space: If a space is occupied by an opponent's token, return it to your opponent. If a space is already occupied by your own token, nothing happens.
 - No token is allowed on a space with a figure: If the final space is occupied by an opponent's token, return it to your opponent. If the space is occupied by your own token, take it back.
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USE A POWER: Instead of simply moving your chosen figure, you can activate its power. The following rules apply:

- Follow the description on the figure's card, which overrides the general rules. The activated power can become effective after the figure's normal movement, change the way the figure moves, or replace the figure's movement with a different effect.

- Each power can only be activated once during the game. After its use, turn the corresponding card face down.
- When a figure is removed from the board, it does not leave a token behind. When your figure moves to any other space on the board *during your turn*, it does leave a token in the space it vacates (if your opponent moves your figure with a power, it does not leave a token).

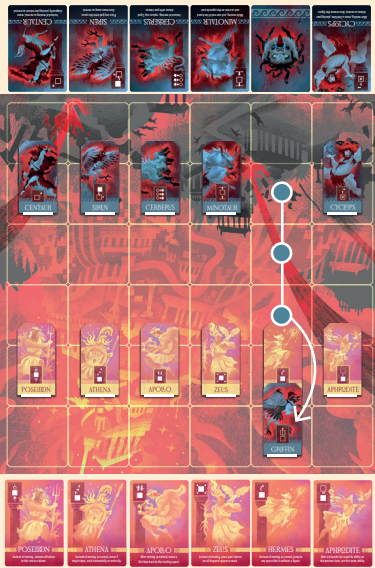
WINNING

The game ends when a player finishes their turn with all their tokens on the board. This player wins. The winner scores as many points as the losing player has tokens off the board.

The game also ends if a player cannot move any of their figures on their turn. This player then loses. The winner scores as many points as the losing player has tokens off the board.

After your first game, reset the board to its first game setup (with the same figures in the same positions), then trade sides with your opponent and play a second game. The player with the higher point score after the two games wins. In the case of a tie, the player who won the second game wins the tiebreaker.

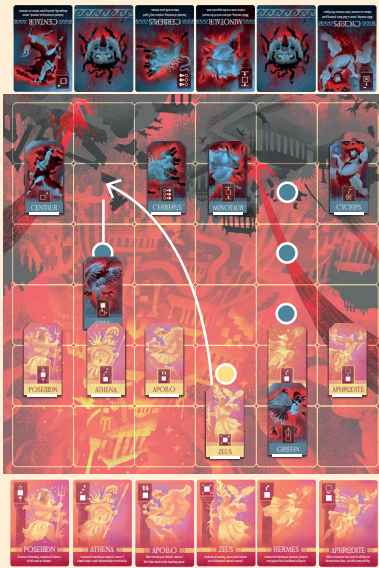




GRIFFIN

When moving as normal, jump over any one figure.

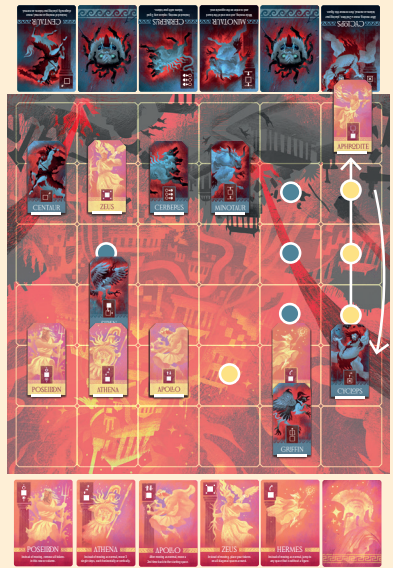
On the first turn, the monsters player activates the Gryphon's power to jump over Hermes. You decide to block the Gryphon by moving Zeus back one space.



SIREN

Place any god onto this space, then move away as normal.

The monsters player activates the Sirens and calls Zeus to their space, then the Sirens move forward. The Gryphon is free to move again.



APHRODITE

After a monster has used its ability on the previous turn, use the same ability.

You decide to activate Aphrodite and mirror the Siren's power. You call the Cyclops to Aphrodite's space and then move forward with her.

REINFORCEMENTS & GATES EXPANSION



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ADDITIONAL MONSTERS & GODS

There are three additional monsters with their corresponding cards and three additional gods with their corresponding cards.

Add the three additional cards to your original set of eight cards and shuffle all these cards together. Then proceed with the game preparation as usual.



Adding a new monster or god during the game:

During the game, when a power allows you to add a new monster or god, first reveal a random card from the remaining cards you set aside face down during preparation. Place this card face up next to your line of cards. Then, take the corresponding figure and position it on any space of the board that is without a figure. If there is a token on this space, return this token to its owner.

VICTORY CARDS

Calydonian Boar and Hera: There is one additional monster with its corresponding card and one additional god with its corresponding card, both with a special victory power.

If you decide to play with these victory cards, first the player of the monsters, then the player of the gods places their victory card face up into any position of their line of cards.



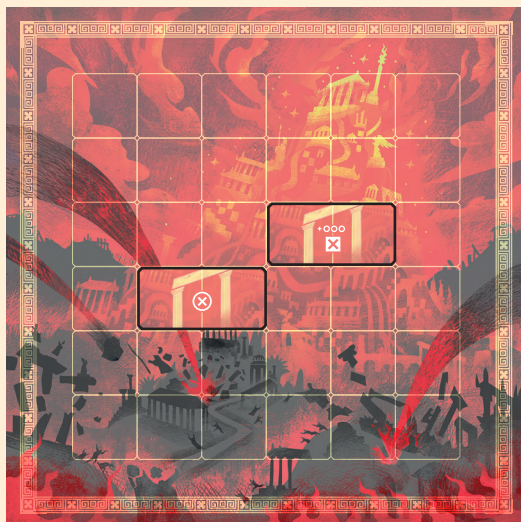
Then, both players shuffle their cards and fill the remaining positions of their line of cards as usual. This ensures that both players have their victory card in play.

Note: It is not easy to claim victory with these cards, but they can put pressure on the opponent to prevent the victory condition from happening. Courtesy (and Greek hubris!) require a player to announce at the end of their turn if their victory condition is established for their next turn.

GATES

These are eight additional tiles that can be used in the game.

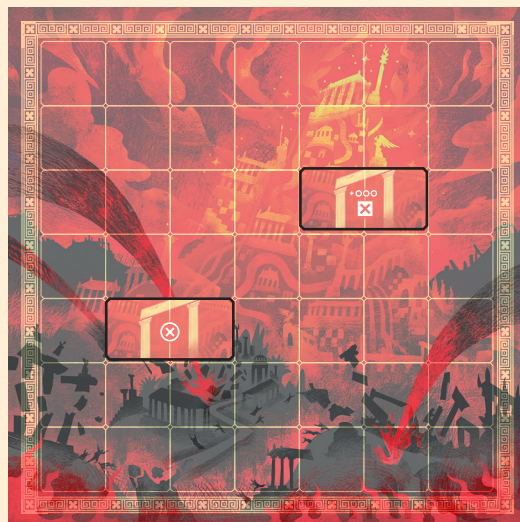
If you decide to play with the gates, shuffle these tiles during preparation and randomly place two of them face up on the board as indicated:



The following rules apply:

- When moving over spaces with a gate tile, tokens are placed on these spaces as usual.
- A figure may not end its movement on a gate tile.
- A gate is activated when a figure moves **horizontally** through the gate. The figure can start from any space before the gate tile and can end its movement on any space after the gate tile.

Note: The gate is on the center of the gate tile (between spaces). When a figure passes horizontally through the gate, the ability applies immediately (this ability even affects the space on the tile directly after the gate).



Each gate has its own ability:



Offerings: Place two of your tokens on the center of the gate tile. If the center is occupied by two of your opponent's tokens, remove them. If the center is already occupied by two of your own tokens, nothing happens.



Reinforcements: On each space after the gate that the figure moves over, place up to two of your tokens instead of one.



Sacrifice: After the figure moves through the gate, remove it from the board. Then, place three of your tokens onto any three empty spaces.



Assistance: Discard one of your tokens that is still in front of you into the box.



Boost: After the figure has ended its movement, the figure may move one more space in any (horizontal or vertical) direction.



Jump: After the gate, the figure does not continue its movement but jumps to any space that is without a figure and ends its movement there. In this case, no tokens are placed on any spaces after the gate.



Recharge: If the figure's card is face down, turn it face up again. If the card is face up, nothing happens. The figure's power cannot be applied on the same turn it is recharged.



Transform: After the figure has ended its movement, reveal a random card from the remaining cards you set aside face down during setup. Replace the figure and its card with the new card (face up) and its figure. If you have already used all the cards you set aside, nothing happens.

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GOD POWER CLARIFICATIONS:

Aphrodite - If the ability that you are mimicking refers a “god” or “monster,” then you should interpret this as the opposite. For example, if you are mimicking Cerberus, then you would replace any 3 monster tokens with your tokens. If your opponent just used Medusa to mimic a god ability, then use the ability that Medusa mimicked.

Apollo - This can even be used to trigger the Reinforcements and Assistance gates twice in one turn.

Artemis - Remember, neither of these figures leave a token on the space they were removed from.

Hercules - The monster you push may not be pushed into a space that is occupied by another figure.

Hermes - Remember to place a god token on the space that Hermes jumps from.

Hestia - The 2 gods must be anywhere in the same column (not row) as Hestia to qualify.

Poseidon - All tokens (from both players) in the chosen row or column are removed and returned to the players.

Zeus - You may still only have 1 god token on each of these spaces, but they do replace any monster tokens in these spaces.

MONSTER POWER CLARIFICATIONS:

Griffin - After the jump, you may continue moving in the same direction until you decide to stop or until you reach an obstacle (another figure or the edge of the board).

Hydra - All tokens (from both players) adjacent to Hydra (orthogonally and diagonally) are removed and returned to the players.

Medusa - If the ability that you are mimicking refers a “god” or “monster,” then you should interpret this as the opposite. For example, if you are mimicking Hercules, then you would push a god with your figure. If your opponent just used Aphrodite to mimic a god ability, then use the ability that Aphrodite mimicked.

Minotaur - Upon re-entering, you may continue moving Minotaur, but it must be along the same column/row and in the same direction as your movement started (until you decide to stop or until you reach an obstacle).

Sirens - Remember, the god that was moved does not leave a god token behind.

Echidna - The “god edge” is the row of spaces that is closest to the god player. Instead of moving, if this and 1 more monster are on the god edge then add a new monster.

