

# The 12 Labors

A game by Robert Mills

The 12 Labors is a roll and write game, in which you play the part of Hercules and his associates attempting to fulfil the tasks of King Eurystheus.

At game end the player who scores the most points is declared to be the true Hercules and becomes Immortal.

## The Myth of the 12 labours

Heracles slew his sons after being driven mad by the Goddess Hera. Recovering his sanity Heracles was purified by King Thespius. Travelling to Delphi he inquired after how he could atone for his actions. The Oracle advised him to go to Tiryns and serve his cousin, King Eurystheus. In return, he would be rewarded with immortality. Heracles despaired at this, but feared to oppose his father Zeus. Eurystheus originally ordered Heracles to perform ten labours. Heracles accomplished these tasks, but Eurystheus refused to recognize two, setting him two more tasks bringing the total number of tasks to twelve.

## Components

1 Rulebook (this document)

1 starting player marker (the Hercules card)

9 dice (2 six sided dice in four colours, with an extra bonus dice for Godly powers)

14x “God” Cards

24 favour tokens (6 in each player colour, used to buy Godly favour)

25 Encounter cards (The 12 labours and a few chance encounters from Greek myth)

4 coloured pens (for marking the Encounters)

## Setup

Determine the starting player and give them the starting player marker

Give each player a marker, dice and favour tokens in the colour of their choice

Shuffle Hera and 2 random God cards placing them face down to one side

Shuffle the remaining God cards, placing them face down on top of the three cards you previously set aside.

Turn over one God card per player, this forms a shared pool that all players can use.

Place the bonus dice near the God cards, it can be used by players who activate the relevant godly favour.

Shuffle the Encounters deck and draw 2 cards, this forms the initial set of encounters for the players to defeat.

## Sequence of Play

Each player, starting with the player with the starter marker and proceeding clockwise, takes a turn to defeat the encounter.

NB- You may choose to spend favour to use a God power before or after rolling the dice.

1) Roll your 2 dice

2) You may choose to modify your dice roll with Godly favours, this also includes adding dice from certain God's favour. To do this spend the favour required to activate that god, placing one token on the card and the rest in a pool near the gods deck.  
*For more information see the Gods Card section.*

3) Choose which box to “defeat” on the encounter card by matching one or more of your dice to the relevant encounter box. Mark that box with your colour marker.



NB -A special final blow box is identified via the skull icon on it. You can only select the final blow if all the other boxes have already been marked off. If you mark this final box, claim the card. Place it in your area to indicate that you defeated it.

New encounters will be revealed in step 7.

4) If you are unable to mark a box on the encounter card you can recall your favour from the Gods.

Either

Return to your pool a number of your favour tokens up to the total of one of your dice. All other players also reclaim the same number of tokens from the pool of set aside favour.

OR

Reveal a new God card, up to a maximum of the total number of players +1. If there are too many God cards you can discard a God card, returning all the favour tokens on that card to the relevant players, and then draw a new card.

5) If all of a particular God's favour slots are used the card is discarded (the God has grown weary of mortals). Place the favour tokens near the Gods deck, the tokens are not automatically returned to the players and will need to be reclaimed via the process documented in step 4 above.

6) If a total of 12 encounters have been claimed the game end has been triggered. All other players get one final turn.

7) Check if there are 2 encounters still to be claimed. If needed reveal new encounters until a total of two are in play.

### End Game scoring

Check for end game scoring to determine who was in fact Hercules, the other players being merely his helpers.

For one or more marks on any one encounter card + 1VP

For having the most marks on any one encounter card + 2VP

Per card claimed +1 VP

For the most claimed cards +1VP

Add up your total VP, the highest total wins the game.

### Tie breakers

For any ties the winner is the player with the most actual "labours" claimed, these are the encounter cards marked with a dot in front of the card name. (You have completed the Herculean tasks).

If there is still a tie, the player with the most favour tokens still in their pool wins. (they have succeeded without calling on the Gods)

If there is still a tie, each player rolls 2 dice, the highest unique total, or highest single die face if the total is tied, wins the game. Re-roll if needed. (The Fates lend a hand)

### Encounter Cards

The varied adventures that Hercules undertook are represented by Encounter cards.

Each encounter features the name of the Encounter.

Certain encounter cards are identified with a dot at the start of their name to indicate that they are one of the "12 Labors of Hercules". The other encounter cards represent other chance encounters from Greek Myth.

Each card has several boxes which players can mark off if they have a dice roll matching the figure in the box. They must use 1 or more dice to do this. They can only select one box a turn to mark, unless using a God power.

There is also a final blow box, indicated by a skull icon, which represents who finally completed or defeated the encounter. It can only be marked by a

player once all other boxes are completed. The player who marks this box claims the card.

#### The 12 Labours of Hercules:

- Slay the Nemean lion.
- Slay the nine-headed Lernaean Hydra.
- Capture the Ceryneian Hind.
- Capture the Erymanthian Boar.
- Clean the Augean stables in a single day.
- Slay the Stymphalian birds.
- Capture the Cretan Bull.
- Steal the Mares of Diomedes.
- Obtain the girdle of Hippolyta
- Obtain the cattle of the three-bodied giant Geryon.
- Steal three of the golden apples of the Hesperides.
- Capture and bring back Cerberus.

#### Greek Mythic Encounters:

- Skeletons
- Giant crab
- Prometheus' Eagle
- Centaurs
- Harpies
- Amazons
- Gadfly
- Ladon the Dragon
- Snakes of Hades
- The Kraken
- The Titan, Atlas
- The Medusa
- Sirens

### God Cards

The Gods are fickle and like to play with the fates of mortals, however they can show favour to a few chosen individuals and aid a hero or heroine in dire need.

Each God card has a special power that can be called on by spending favour tokens. Spend the amount of tokens indicated by the power, place one token on the god card slot to indicate it has been used, placing the others spent tokens in a reserve pile by the deck..

Once all the slots are taken on a God card the God has grown weary of mortal affairs and will wander off (discard the card).

#### Anatomy of the Gods card



The god's powers are:

*Aphrodite, Goddess of beauty, love, desire, and pleasure*

When activated, you can flip one of your dice (1 to 6, 2 to 5, 3 to 4 or vice versa)

*Apollo, God of music, arts, knowledge, healing, plague, prophecy, poetry, manly beauty, and archery*  
Add or subtract 1 from one of your dice

*Ares, God of war, bloodshed, and violence.*

Mark off an encounter box, thus allowing you to mark more than one box in a turn (this can not be the final blow box)

*Artemis, Virgin goddess of the hunt, wilderness, animals and young girls.*

Add a bonus dice and +1 to any one of your dice

*Athena, Goddess of reason, wisdom, intelligence, skill, peace, warfare, battle strategy, and handicrafts.*  
Add a bonus dice to your pool

*Demeter, Goddess of grain, agriculture, harvest, growth, and nourishment.*

Add or subtract 2 from one of your dice

*Dionysus, God of wine, fruitfulness, parties, festivals, madness, chaos, drunkenness, vegetation, ecstasy, and the theatre.*

Flip a die and re-roll a different die

*Hades, King of the underworld and the dead. God of wealth.*

Mark off any encounter box, thus allowing you to mark more than one box in a turn (this can include the final blow box)

*Hephaestus, God of fire, metalworking, and crafts*

Double the value of one of your dice

*Hera, Queen of the gods, and goddess of marriage, women, childbirth, heirs, kings, and empires.*

Hera is an antagonist to Hercules, her only benefit is to re shuffle the gods cards. When she is revealed, discard her card from the game and reshuffle the God deck together with the Gods in the discard pile to form a new God card deck.

*Hermes, God of boundaries, travel, communication, trade, language, thieves and writing.*

Re-roll a die or add one to your dice

*Hestia, Virgin goddess of the hearth, home, and chastity.*

Add or subtract one from a die

*Poseiden, God of the sea, rivers, floods, droughts, and earthquakes.*

Re-roll a die and double any die value, including the die you just re rolled

*Zeus, King of the gods, ruler of Mount Olympus, and god of the sky, weather, thunder, lightning, law, order, and justice.*

Add a bonus dice to your dice pool or flip a dice

## Optional variant rules

To add variety to your game play experience you may use any or all of the following variant rules

### The Encounter Deck

Randomly select one non “labor” card per player and shuffle them together with the 12 “labors”, the other Greek Myth cards are not used. This results in a smaller encounter deck.

### The God deck

Set Hera to one side, select at random 2 gods cards per player and shuffle them. Place Hera at the bottom of this deck. This offers much less godly favours and removes some of the powers from the game.

### End game triggers

Rather than complete 12 encounters the game now ends when the Encounter deck runs out or the God deck runs out (having used Hera to reshuffle the deck)

### Scoring

Whoever has the most marks on “labour” cards gains 1VP (*this is in addition to the VP from having the most marks on any one encounter card*)

## Credits

Designer: Robert Mills

Artwork:

Zeus image from

<https://www.vecteezy.com/free-vector/greek>>Greek Vectors by Vecteezy

Unless otherwise stated all other art work is by Robert Mills

## Legal

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## 12 Labors solo rules

The solo rules have a different setup, dice usage, god use and scoring system to the multiplayer game. See the changes below:

### Setup

Shuffle 2 God cards and Hera to form a Gods deck, then shuffle 4 Gods cards to add to the top of this deck. These 7 cards are your Gods deck, place it to one side with the god's dice, reveal 2 Gods.

Select the 12 Labor cards and randomly select 2 other encounter cards, shuffle this deck to form your encounter deck. This 14 card deck is your Encounter deck, reveal 2 encounters.

You have 6 favour tokens and 2 dice. You start with 0 "Hera points"

### TURN SEQUENCE

#### Using the dice rolls and Interacting with encounter Cards

Roll your dice as usual, marking off encounter boxes using one or more of the dice, the final blow box can only be selected if all other boxes are selected (unless using Hades).

You may now select more than one box per dice spent each turn, they do not need to be on the same encounter card.

*Thus a roll of 6 and 4 could be used as either a single result of 10 or as two separate rolls of 6 and 4. Thus marking one or two boxes on any encounter card. (using both Hades and the extra dice from Zeus you can potentially mark off 4 boxes in one turn, by using the 3 dice and Hades kill ability).*

When you mark the final blow box immediately claim the card and reveal a new encounter, even if you have not yet finished using your dice or God powers.

*This will allow you to potentially claim a card and mark the newly revealed card all in the same turn.*

#### God Cards

If you wish to use a God power simply place a favour token on it, ignoring the powers cost. All Gods are now considered to just cost 1 favour to activate.

All Gods are now considered to be called on twice before you must discard them. Thus regardless of the God you must discard them after they have 2 tokens placed on them.

You may only place a total of two tokens per turn, additionally you can only place one token per God per turn.

If you discard a God you can reclaim one token, if there is a second token place it in a pool near to the Gods deck. Reveal a new God to replace any discarded God. You can instantly use this new God as long as you have not spent your 2 token limit for the turn.

#### Unable or unwilling to mark an encounter card

If you choose not to mark an encounter box or are unable to mark one, you can reclaim one token from the favour discard pool. You can also choose to discard a God.

**End of your Turn**

At the end of each turn add one point to your “Hera point” tally.

**Game end condition**

The game ends when the encounter deck or gods deck is depleted (ie you are unable to draw a card when needed).

**End game scoring**

take your current tally of “Hera points” and then add to it for the following conditions

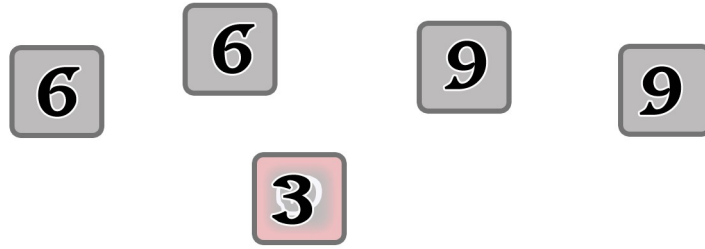
- +10 if you used Hera
- +5 for each “Labor” Card left in the Encounter deck or unclaimed
- +1 for each God in the discard pile
- +1 for each favour token on a Gods card
- +1 for each favour token in the discard pool
- 1 for each favour you have left unspent

If you avoided calling on Hera (ie if you did not reveal Hera and use her reshuffle ability)

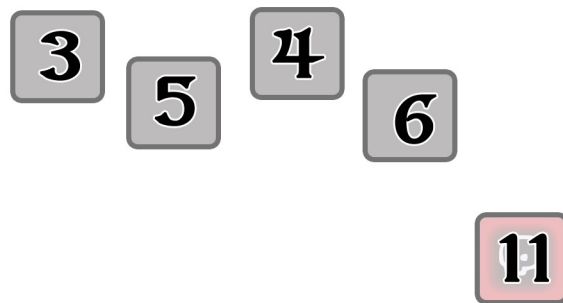
- 1 for each card left in the Gods card deck, including the revealed Gods

Keep track of your score as the lower it is, the more glorious your name. See if you can beat your previous game score each time you play.

## Amazons



## • Hesperides' Apples



## The Titan, Atlas



• Stymphalian birds

4

4

7

6

4

• Erymanthian Boar

3

8

4

7

9

• Cretan Bull

3

3

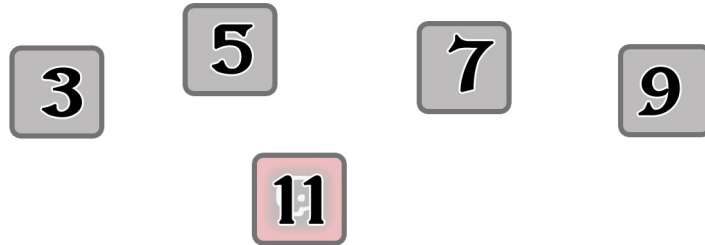
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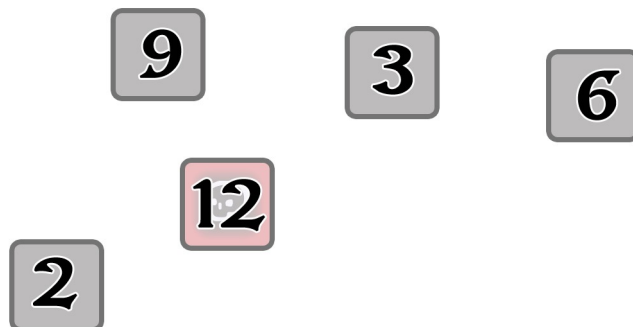
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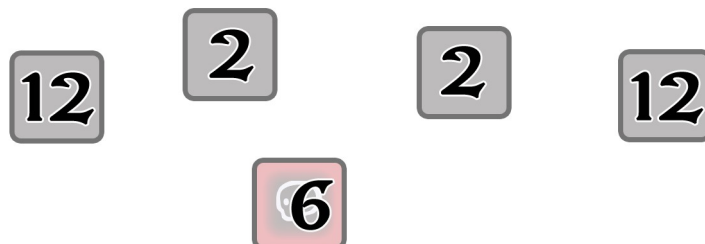
## CENTAURS



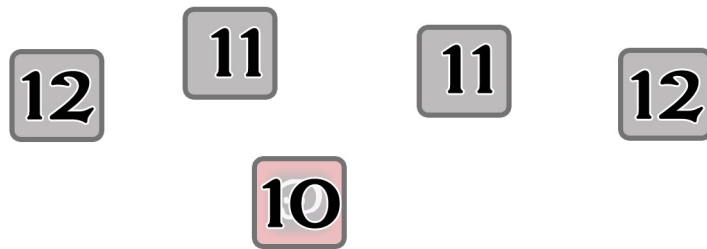
## • CERBERUS



## GIANT CRAB



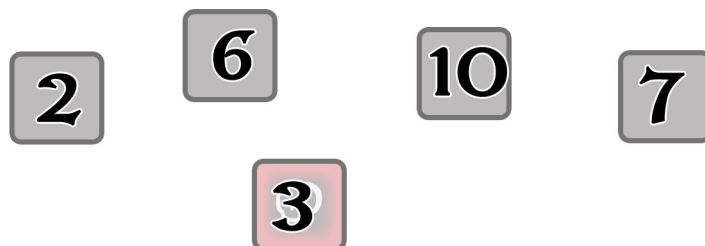
## Ladon the Dragon



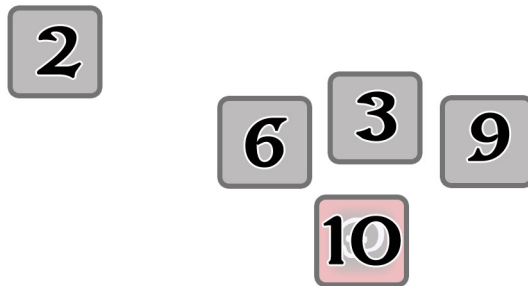
## Prometheus' Eagle



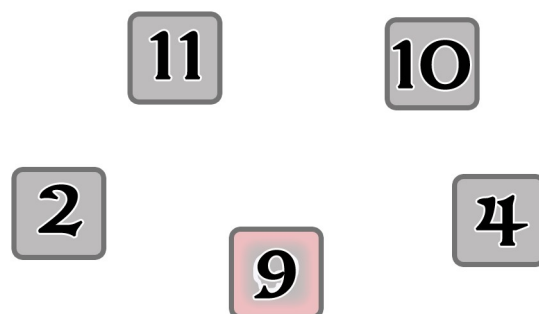
## Gadfly



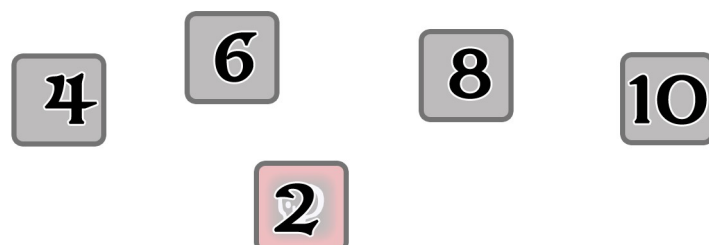
### • Geryon's Cattle



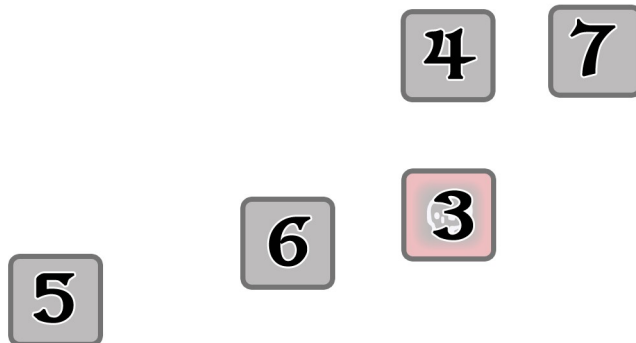
### • Girdle of Hippolyta



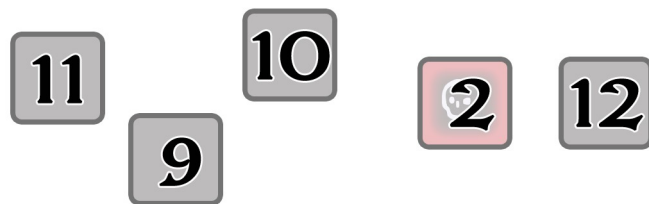
### Harpies



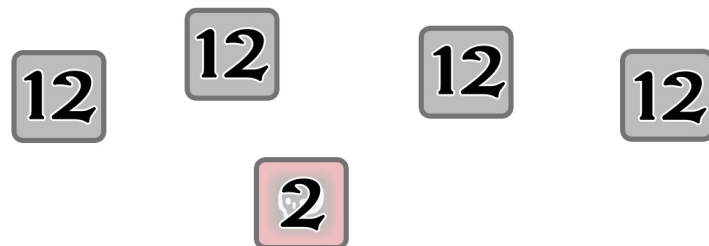
• Ceryneian Hind



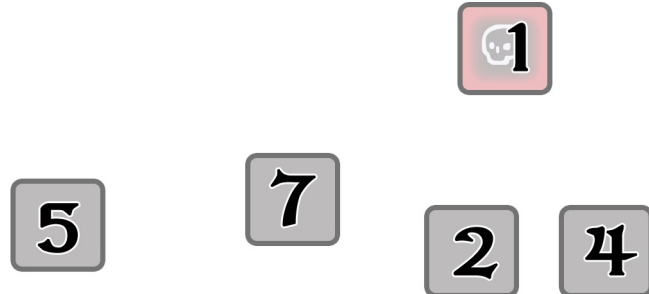
• Lernaean Hydra



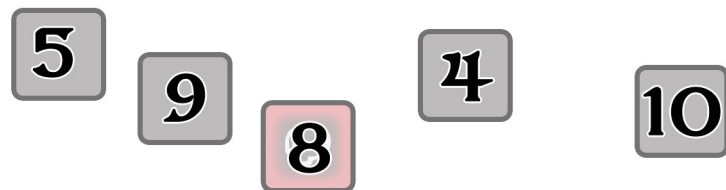
The Kraken



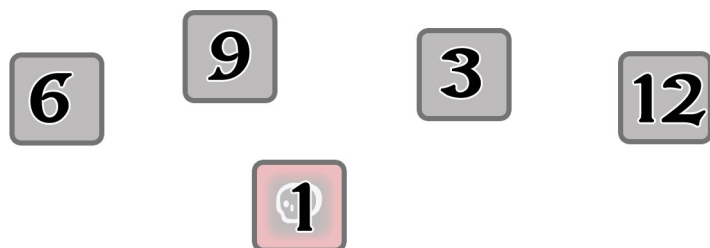
- Nemean lion



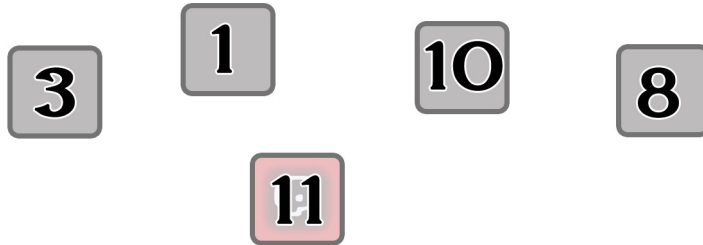
- Mares of Diomedes



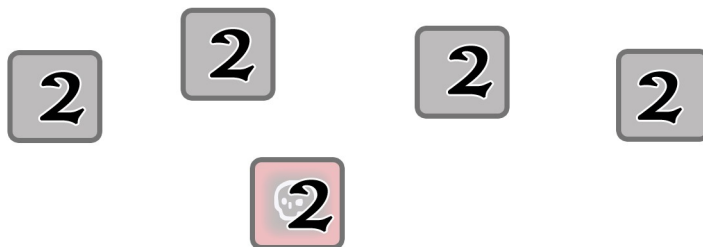
## The Medusa



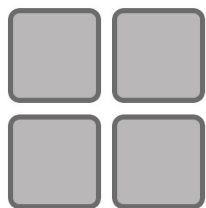
## The Sirens



## Skeletons



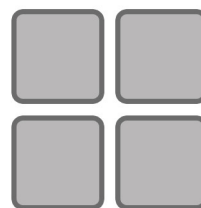
# Aphrodite



2:



# Apollo



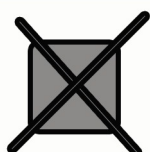
1:  $+/-$  1



# Ares



4:



# Artemis



4:  $\oplus$



+1


Athena



3: ⊕ 

Demeter



2: + / - 2 

Dionysus

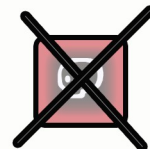


3: ⊕  + 

Hades



6:





# Hephaestus



3:  x2

# Hera

~~hera~~

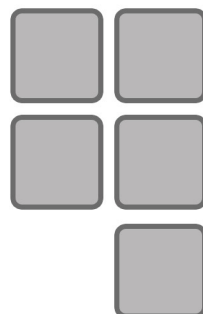



# Hermes



2: +1 OR 

# Hestia



1: +/- 1 

# Poseiden



4: ♻️  x2

# Zeus



3: ⊕  OR 

## QUICK REFERENCE SHEET

*Aphrodite, Goddess of beauty, love, desire, and pleasure*

When activated, you can flip one of your dice (1 to 6, 2 to 5, 3 to 4 or vice versa)

*Apollo, God of music, arts, knowledge, healing, plague, prophecy, poetry, manly beauty, and archery*

Add or subtract 1 from one of your dice

*Ares, God of war, bloodshed, and violence.*

Mark off an encounter box, thus allowing you to mark more than one box in a turn (this can not be the final blow box)

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Add a bonus dice and +1 to any one of your dice

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Add a bonus dice to your pool

*Demeter, Goddess of grain, agriculture, harvest, growth, and nourishment.*

Add or subtract 2 from one of your dice

*Dionysus, God of wine, fruitfulness, parties, festivals, madness, chaos, drunkenness, vegetation, ecstasy, and the theatre.*

Flip a die and re-roll a different die

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*Hephaestus, God of fire, metalworking, and crafts*

Double the value of one of your dice

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Re-roll a die or add one to your dice

*Hestia, Virgin goddess of the hearth, home, and chastity.*

Add or subtract one from a die

*Poseiden, God of the sea, rivers, floods, droughts, and earthquakes.*

Re-roll a die and double any die value, including the die you just re rolled

*Zeus, King of the gods, ruler of Mount Olympus, and god of the sky, weather, thunder, lightning, law, order, and justice.*

Add a bonus dice to your dice pool or flip a dice