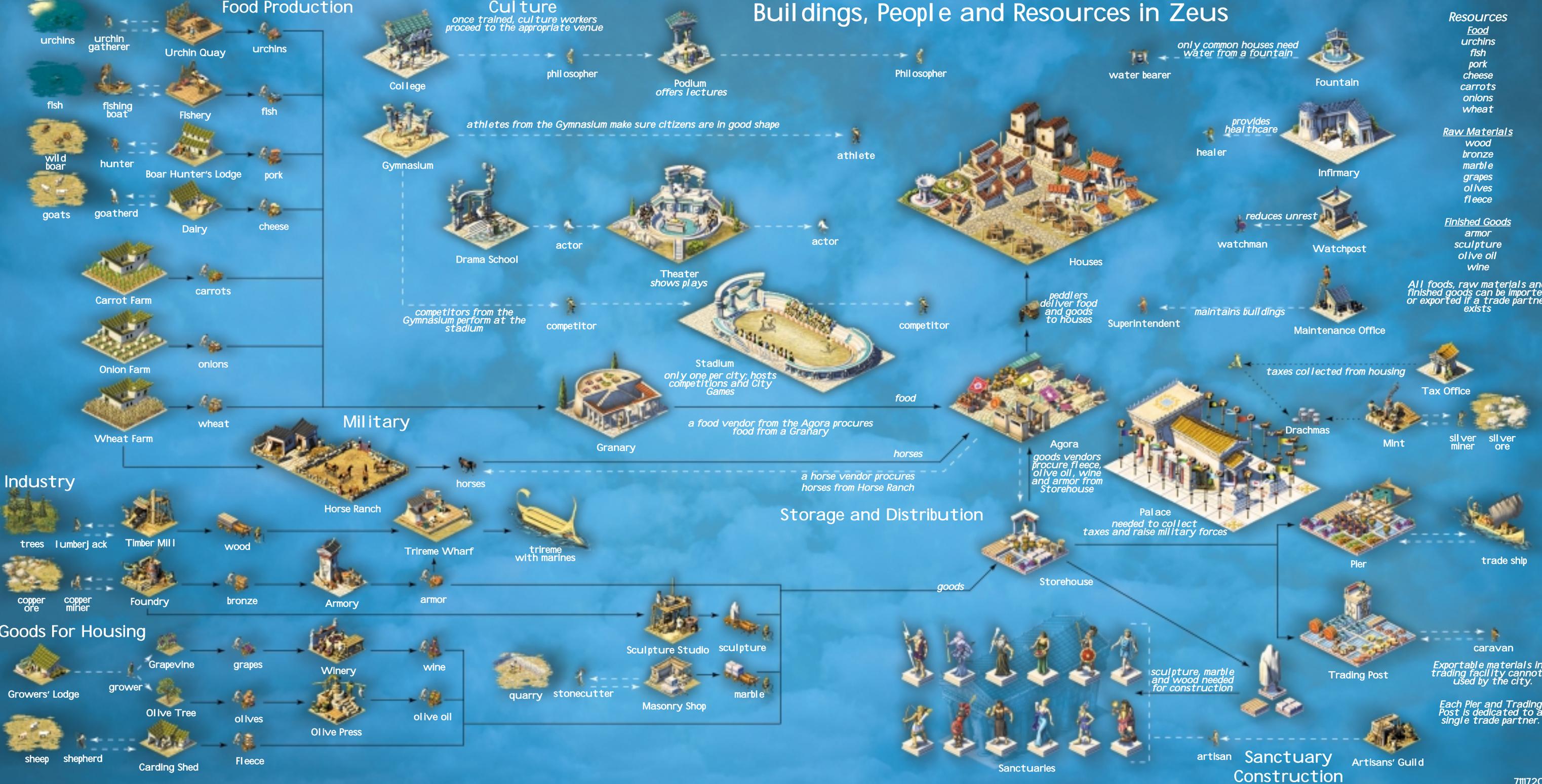


# Buildings, People and Resources in Zeus



## 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; appeal of city increases; protection from Ares, Hephaestus, Hermes, and Dionysus.  
**Buildings Sanctified:** Housing.  
**Blessing:** Aphrodite increases population.



**Promontory of Poseidon**  
**Benefits:** The Kraken defends city; Fisheries and Urchin Quays more productive.  
**Buildings Sanctified:** Urchin 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, Carding 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



An Enchanted Place



Your Soldiers



Your Triremes



A Greek Army



A Persian Army



A Centaur Army



An Amazon Army



A Trojan Army



Enemy Warships



A Distant City

Your Current City



A Rebellious Subject

Your Other Cities



Military Strength

Your Ally



Economic Strength

Land Trade Route

Sea Trade Route

# Geography of the Greek World

