

English Manual

- Game Components

- 1 Manual

- 198 Cards

- 12 God Cards

- 90 Warrior Cards

- 18 kinds, 5 of each

- 90 Disciple Cards

- 18 Sacred Guardians

- 48 Priests

- 24 Bishops

- 6 Energy Mats

- Game Background

It was the age of gods and goddess. Zeus, "King of the Gods," Poseidon, "Lord of the Seas," and Hades, "God of the Underworld" had agreed to separate the sky, the ocean, and the underworld. The "Goddess of Wisdom" Athena would take over the rest of the earth.

But the Norse gods were displeased by the decision. They called warriors and disciples to take the world from the Greek gods. The gods atop Mt. Olympus also called their warriors to defend them.

During this war of the gods, a mass of warriors died, and their souls were sealed in a jar.

And now, they are waiting for you to release them.

- Game Overview

In this game, you will be one of the **Gods** of mythology. You will call ancient warriors and disciples from the Can, gather them, and defeat all of your opponents.

The game can be played as an **Individual Match** if you play with 2 to 6 players.

You can also play the game as a **Team Match** if you play with 4 or 6 players.

- Team Match

In a **Team Match** the game is played by 4 or 6 players.

Each player chooses either the "Greek Mythology" side or the "Norse Mythology" side, and concentrate their efforts to defeat their opponent's **Main God**.

The players are evenly separated into 2 teams.

Each team must choose 1 player to be the **Main God**. All other players on the team will be **Support Gods**.

Players sit down around the **Public Area** so that no two players of the same team are seated next to one another.

4-1. Win condition

In a **Team Match** there is only 1 win condition; take the opposing team's **Main God** to 0 **Energy**.

4-2. Setup

4-2-1. Separate the **God Cards** by mythology and pass each team their corresponding pile of **Gods**. (Gods of Greek Mythology have cards numbered X0001 – X0006. Gods of Norse Mythology have cards numbered B0001 – B0006.) Each team randomly receives one of the piles. Each player selects one **God** from the pile and the rest are set aside. Once everyone has selected their own **God Card**, reveal them at same time.

4-2-2. Each player receives an **Energy Mat**, and places their **God Card** on it. The **Energy Mat** is a life counter, so the **God Card** should be placed just beside the starting **Energy** value.

The starting Energy value for the **Main God** is 20. **Support Gods** start at 10 Energy.

4-2-3. Each player receives 8 Priest cards and 2 Sacred Guardian cards. Shuffle them well, this will be their deck. After that, each player draws 5 cards from their deck for their starting hand.

4-2-4. Put together all **Warrior cards** and shuffle them well. After that, form 6 even piles of the shuffled cards. Set the piles in the **Public Area**, and reveal the top card of each pile.

Each type of **Disciple card** will be its own pile. Set them in the **Public Area**.

4-2-5. Randomly choose which team will play first. (for example, coin toss)
The game starts with the **Main God** of the chosen team.

((picture))

Each player may play any number of **Warrior cards**, **Disciple cards**, and **God's Ability** during their turn if it's possible. Also, the current player may attack other **Gods** if the played **Warrior card** has the **Attack** ability. Once the current player has finished their turn, the player sitting to the left of the current player starts their turn. Play continues clockwise around the table.

4-3. Phase Details

The turn will proceed according to the following 5 steps.

4-3-1. Starting Phase

You may activate some of the **God's Abilities** during this phase. Nothing will happen here usually. Most of the time, the phase will immediately end and you will move onto the next phase.

4-3-2. Play Phase

The current player may play their **Warrior cards** and/or **Disciple cards** from their hand during this phase.

Once you play a **Disciple Card**, you gain the same amount of **Faith Points** as the points in the card's text area. You may use the **Faith Points** to purchase new cards for your deck during the **Buy Phase**.

You may play **Disciple Cards** anytime during the **Play Phase**.

[Card Ability]

Every card in this game has a unique ability.

There are 2 different types of card abilities, called “**Use**” and “**Reaction**.” They indicate when you are able to play the card. The ability type is listed to the left of the card’s ability.

If there are 2 or more card abilities on a card, you must choose one of them. All other abilities that you did not choose are simply ignored.

[Reaction Ability]

You may play a “**Reaction**” type ability only when the ability allows you to do so. The playable timing is written in each of the “**Reaction**” abilities.

“**Reaction**” abilities are not susceptible to **Color Restraint**.

[Use Ability]

You may play any color card’s “**Use**” ability if it’s the first card you play this turn. All cards after the first, the card’s color must match with the **Color Restraint**.

Special Ruling: **Disciple Cards** do not have a color. You may play **Disciple Cards** any time during your **Play Phase** without checking **Color Restraint**.

[Color Restraint]

Each **Warrior** card has a color symbol in the top left corner of the card. This symbol indicates the color of the card. There are also smaller color symbols to the side of the main symbol. These are called follow-up color symbols. Generally, you may only play one card during your **Play Phase**, but if you have a card that matches the color of one of the follow-up color symbols you played, you may then play that card. That new card will now have new follow-up color symbols which you can chain your cards off of. This can continue until you run out of cards or simply have no cards of the correct colors to play.

Play Example:

Player A plays “Aries” from his hand. The color of “Aries” is red.

The follow-up color symbols on the card are green and silver. Player A has this **Color Restraint** at this point.

Player A decides to play the silver card “Libra” next. After playing “Libra,” the **Color Restraint** will be red and red. Put simply, Player A can only play a red card after this one.

In the end, Player A played cards in this order.

((picture))

Special Ruling: The **Color Restraint** will not reset even if you play **Disciple Card** after any **Warrior Card**. After you play a **Disciple Card**, you still have the same **Color Restraint** that you had before you played the card.

Play Example:

Player B played 2 Priest Cards after his first card, “Aries”.

At this point, the only cards Player B can play are silver and green.

((picture))

4-3-3. Buy Phase

During the **Buy Phase**, you may spend **Faith Points** that you gained during the **Play Phase** to buy new cards for your deck.

You may only use the **Faith Points** during the same turn as you played the card. Once the turn has ended, all **Faith Points** remaining will disappear.

The number in the top-right corner on each **Warrior Card** and **Disciple Card** indicate the cost for the card. You may gain the card by paying that amount of **Faith Points**.

Example: The cost for buying the card in the picture to the right will be 3 **Faith Points**.

((picture))

You may purchase as many cards as you want if you have enough **Faith Points**. There is no limit per turn.

Example:

Player A gained 6 **Faith Point** during his **Play Phase**. Player A may buy one Warrior Card that costs 6, or buy any combination of cards where the total cost is 6.

Once you buy any card, put it on the top of your deck, face down. Then reveal the next card if you bought the card from a **Warrior Card** pile.

4-3-4. Discard Phase

Once you have finished your **Buy Phase**, discard all cards remaining in your hand and in play.

4-3-5. End Phase

Draw cards from your deck to refill your hand to 5.

If your deck is out of cards, reshuffle your entire **Discard Pile** and make it your new deck.

You may activate some of the **God's Abilities** during this phase.

4-4. End of the Game

Once any Main God's Energy decreases to zero, the game ends and that team loses.

The game will not end when a Support God's Energy decreases to zero, but that God will be under the **Sealed Condition**.

Check Manual [6. Details of Keyword] for **Sealed Condition**.

- Individual Match

You may play an Individual Match with 2 to 6 players.

In an Individual Match, every other player will be your opponent.

5-1. Win Conditions

In an **Individual Match**, there are 2 win conditions.

If a God hits 25 **Energy**, that **God** wins.

If you cause all your opponents to reach 0 **Energy**, you win.

5-2. Setup

In an **Individual Match**, the starting **Energy** is 15.
Each player randomly receives 2 **God** cards which they may choose between.

Besides these special rules, the setup is same as **Team Match**. See Manual 4-2.

5-3. Phase Details

Same as the **Team Match**. See Manual 4-3.

5-4. End of the Game

There is no "Sealed Condition" in an **Individual Match**.

Once any player's Energy decreases to zero, the player is simply removed from the game. The game still continues with any remaining players.

Anytime when a player succeeds in reaching the win condition, the game will end immediately.

- Details of Keyword

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God

A **God** is the avatar of a player.

God's Ability

Every **God** has unique abilities. You may use these abilities during your **Play Phase** or when it is allowed by the ability.

You may use the **God's Ability** as many times as you can pay the cost of the ability unless stated otherwise.

Energy

Energy is the life force of a **God**. Once you run out of **Energy**, you lose the game immediately and are removed from the game.

You may also pay **Energy** to use certain **God's Abilities**.

Bond

A **Bond** is an ability which will always take effect as long as all of its conditions are satisfied.

Adjudication

Adjudication is a type of action.

When any ability requires **Adjudication**, reveal top the card of your deck. Put the revealed card in your **Discard Pile** after resolving the **Adjudication**.

Action

Action is a type of ability on **Warrior** cards.

You may play a **Warrior** card from your hand during your **Play Phase** to use the **Action** ability. If the card has 2 or more

Action abilities, you have to choose one of them. The abilities that you did not choose are simply ignored.

Reaction

Reaction is a type of ability on **Warrior** cards.

You may use a card that has a **Reaction** ability anytime that the card ability indicates, even if it's your opponent's turn.

The cards you used during your opponent's turn are discarded immediately.

Faith

Faith is the currency of the game that you can use for hiring new **Warriors** and **Disciples** during the **Buy Phase**.

Usually, **Faith** points are produced by **Disciple** cards but sometimes Warrior cards produce **Faith** points as well.

Warrior

Warriors are one type of card in the game. There are 6 piles of **Warrior** cards in the **Public Area** at the start of the game.

The players may buy the cards during their **Buy Phase**.

You may use the **Warrior** cards during your **Play Phase** to use their abilities.

Disciple

The **Disciple** is a card type that does not have an **Action** ability.

The **Disciple** cards may have some abilities, such as producing a **Faith Point** or protecting your **God** in some way.

Color Symbol & Follow-up Color Symbol

Each **Warrior** card has a color symbol in the top left corner of the card. This symbol indicates the color of the card. There are also smaller color symbols to the side of the main symbol. These are called follow-up color symbols. Generally, you may only play one card during your **Play Phase**, but if you have a card that matches the color of one of the follow-up color symbols you played, you may then play that card. That new card will now have new follow-up color symbols which you can chain your cards off of. This can continue until you run out of cards or simply have no cards of the correct colors to play.

Attack

Attack is a type of **Action** ability.

When you declare an **Attack**, choose one of your opponents. The **God** takes damage equal to the **Attacking Value**.

Defense

Defense is a type of **Reaction** ability.

When your God is attacked, you may play a **Defense** ability from your hand to try and reduce the damage. At the end of the **Attack**, the defender's **Defending Value** is subtracted from the attack's **Attacking Value**. The difference is taken as **Energy** damage to the defending **God**.

Protect

Protect is a type of **Reaction** ability.

Use this ability only when another **God** is attacked, it works the same as **Defense**.

Deck

Each player has a deck that contains there **Warrior** and **Disciple** cards. Once your deck is out of cards, reshuffle your entire **Discard Pile** and make it your new **deck**.

(Additional rule) : You don't reshuffle your **Discard Pile** until you must draw a card and your deck is empty. If you have zero cards left in your **deck**, do not shuffle your **Discard Pile** until you are required to draw a card.

Public Area

The **Public Area** is the name of the card pile area, at the center of the table.

There are piles of **Disciple** and **Warrior** cards in the **Public Area**.

Netherworld

The **Netherworld** is the name of the pile of cards removed from the game.

Once a card is removed from a game, the card is put in the **Netherworld**. The **Netherworld** is outside of the game, and every player shares the area. The **Netherworld** is open information. You may check the **Netherworld** pile at any time.

Discard Pile

During your Discard Phase, you must discard every card you used and every card remaining in your hand. The discarded cards are put in your **Discard Pile**.

(Additional rule): The **Discard Pile** is open information. You may check any player's **Discard Pile** at any time.

Seal

In Team Play, once your Energy decreases to zero, you will be in the **Sealed Condition**.

Once you are afflicted with the **Sealed Condition**, you must discard all cards in play and your hand, then reshuffle your entire **Discard Pile** and make it your new **deck**.

Sealed Condition

A player with the **Sealed Condition** may not be the target of any abilities.

When it is your turn but you are under the **Sealed Condition**, you gain 1 **Energy**. If you hit 5 Energy total by this effect, you recover from **Sealed Condition** and come back to the game as normal. If you are still under 5 Energy, skip your turn.