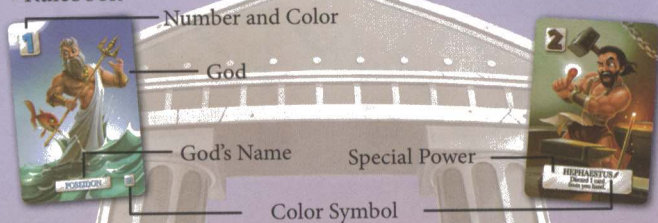


CONTENTS

- 96 Cards
- Rulebook



To help you identify the colors on the cards, there is a symbol associated with each one of them:



Fire = Red color



Leaf = Green color



Wave = Blue color



Thunder = Black color

PREPARE TO FIGHT

Shuffle the deck and give 6 cards to each player. Place the deck then at the center of the table where everyone can easily have access to it and draw the first card, placing it face up next to the deck.

The player who most recently typed OMG on a digital device plays first.

THE FIGHT IS ON!

On your turn, play a card from your hand face-up, placing it on top of the last face-up card at the center of the table. To strike a blow, you must match either the previous card's number or god. If you succeed, you are one step closer to victory and it is now the turn of the next player on your left. If neither number or god matches, you take a penalty and you have to draw some extra cards. The exact number of these extra cards depends on the

- numbers depicted on the two cards (the one you played and the one that was already on the table).
- If they have the same color, then the penalty you take is equal to the difference of the two numbers.
- If the color is also different, then the penalty is equal to the difference of the two numbers plus one.

EXAMPLE: It is Mike's turn. At the center of the table, the last face-up card shows Aphrodite having a red number 2. Mike plays a card from his hand with a green number 2, showing Hera. Since the card he played has the same number, he doesn't get a penalty and it is now Carla's turn.



Carla doesn't have any cards in her hand with the number 2 so she plays a card depicting Poseidon with a green number 4. Since the numbers have the same color, the penalty she gets is only equal to their difference, so she draws 2 cards.

Next it is John's turn who doesn't have any cards with the number 4 in his hand. However, he has a card with Poseidon and a blue number 1 which he plays. Since the god in the two cards is the same, he doesn't get a penalty and it is Mike's turn again. If the card was depicting a different god instead of Poseidon, then he would have to take a penalty of 4 cards - 3 from the difference of the two numbers and 1 more due to the different color.

In case the battle is so fierce that the deck is exhausted, keep the last played card on the table and shuffle the rest of the cards to form a new deck.

The winner of the game is the player who gets to empty his hand first!

SPECIAL POWERS

Some of the cards in the game list a special ability on them. These are the gods' special powers that you can use in the heat of the battle to get an advantage over your opponents.

If you play a card with an ability on it, then - after checking if you take a penalty or not and drawing any cards needed - you get to perform the special power.

Some special powers ask you to discard one or more cards from your hand. If you discard a card with a special power this way, you DO NOT apply its ability.

All cards discarded due to a special power are placed face-up on top of the cards already there. The next player will have to match the one that will end up on top.



Zeus: Choose another player. That player draws 2 cards.

Zeus was the ruler of both gods and mortals. He watched and knew everything, with power over matters both mortal and divine. He was the god of the sky, gathering the clouds and sending rain on earth or lightning bolts whenever he was angry. He was also the patron of hospitality.



Ares: Each other player draws 1 card.

Ares was the god of war. He was the personification of relentless battle and perceived war as an end in itself.



Athena: Discard half of the cards in your hand (round down).

Athena was the goddess of wisdom, handicrafts, defense and strategic warfare. A lot of inventions were attributed to her, especially those used to tame nature.

After playing this card and applying any penalty (if needed), count the remaining cards in your hand and discard half of them, round down (e.g., if you have 5 cards in hand, discard 2 of them).



Artemis: Choose a number. Discard up to 2 cards with this number.

Artemis was the goddess of the hunt, virginity, childbirth and all animals. She was also the protector of the young.



Demeter: Choose a color. Discard up to 2 cards with this color.

Demeter was the goddess of fertility and agriculture. She was the protector of nature and was responsible for changing the seasons



Apollo: Reveal the top card of the deck. Choose either its color, number or god and discard up to 2 matching cards from your hand.

Apollo was the god of light, knowledge, prophecy, poetry and arts. He was responsible for carrying the sun across the sky.

When playing this card, you must choose one of the 3 characteristics (color, number or god) and discard up to 2 matching cards. You may not, for example, discard one card with the same color and one with the same number.



Aphrodite: Choose another player. That player skips his or her next turn.

Aphrodite was the goddess of love, beauty and desire. She was the most beautiful goddess and could make anyone she wanted fall in love with her.

When you are the target of this power, put the cards in your hand face-down on the table. When your turn comes up, do not play a card but take the cards back in your hand. When your turn comes up again, you play as normal.



Hephaestus: Discard a card from your hand.

Hephaestus was the god of fire and the forge. He was a master craftsman and the blacksmith of the gods.



Hestia: You don't get any penalty when playing this card.

Hestia was the goddess of the hearth and the family. She was the most gentle of the gods and played no part in myths.

Hestia's super power is applied exactly when the card is played, thus no penalty is calculated.



Poseidon: Choose a god. Discard up to 2 cards with this god.

Poseidon was lord of the sea and controller of earthquakes. He was the most powerful god after Zeus. When he got angry he would strike with his trident creating tidal waves.



Hera: Distribute the penalty for this card to the other players in any combination you want. Then draw 1 card.

Hera was the wife of Zeus and goddess of marriage. She frequently tried to get revenge on Zeus for his infidelities.

When playing this card, calculate the penalty that you would be normally getting. Then, instead of drawing these cards and putting them in your hand, draw them and without looking at them give them to the other players in any combination you want. You then draw 1 card for yourself.



Hermes: Copy the last special power played.

Hermes was the god of commerce and thieves. He was also the messenger of the gods and the one who guided the dead to the underworld.

When playing this card, look at the face-up cards and find the last one played (the one nearest to the top) with an ability on it. Apply that ability as if it was written on the card you played. If you use Hermes to copy Hestia's power, then it is applied immediately and you don't calculate any penalty.

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We would like to thank all the playtesters who contributed to the development of this game: Dimitriou Dimitris, Korompilis Agelos, Krimitzas Giannis, Kiriakidis Tasos, Niotis Nikos, Panagou Maria, Serafimidis Nikos, Skari Irini, Skarlatos Petros, Skotiniotis Apostolos, Tzioti Elena, Christofidi Panagiota, Ilia Phyllis and Stella Vicol.

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