

T H E O S
-Game Manual-

Credits	3
Overview	4
Golden Rule	4
Objective	4
Game Components	4
Board Layout	6
1 Player	6
2-4 Players	6
5-6 Players	7
Prayer Card Layout	7
Setup	8
Demigod Cards	8
Card Pool	8
Game Type	9
Team Battle	9
Free-For-All	9
Deck Type	10
Prebuilt	10
Draft	10
2 Player Draft	10
3+ Player Draft	11
Roster	13
Seating Arrangement	13
Team Battle	13
Free-For-All	14
Round	14
Start Phase	14
Play Phase	15
End Phase	15
Turn	16
Card Speed	16
Card Resolution	17
Card Types	18
Betrayal	18
Offering	18

Power	19
Blank	19
Card States	20
Unresolved	20
Resolving	20
Resolved	20
Raised	20
Destroyed	20
Card Abilities	21
Instant	21
Power	21
Passive	22
Triggered	22
Resolving Abilities	23
Timing Abilities	24
Triggered Abilities	24
Simultaneous Abilities	24
Keywords	25
Prebuilt Decks	27
2 Players	27
Tutorial Game	27
Feast and Famine	27
3 Players	28
Rites Gone Wrong	28
4 Players	29
Four Seasons	29
Roster Sets	30
2 Players	30
Nature's Balance	30
3 Players	31
Clash of the Gods	31

Credits

Game Design / Manual / Bad Card Art: **John Taylor** (email: jlaylo85@gmail.com)
Card Portrait Art: **Ryan Bittner** (instagram: @ryanhappytree)
Editor / Discord Server Manager: **Rob Vary**

Overview

Take your rightful place among the gods of ancient Greece! In Theos, belief is power. Players look to gain enough devoted followers to help them rise to the status of god. But be warned! Such power cannot be gained easily, nor can it be shared. You will need help from fickle Greek gods. You will need cunning to protect your claim from rivals. Keep your wits about you and prove your worth! May the best demigod win.

Golden Rule

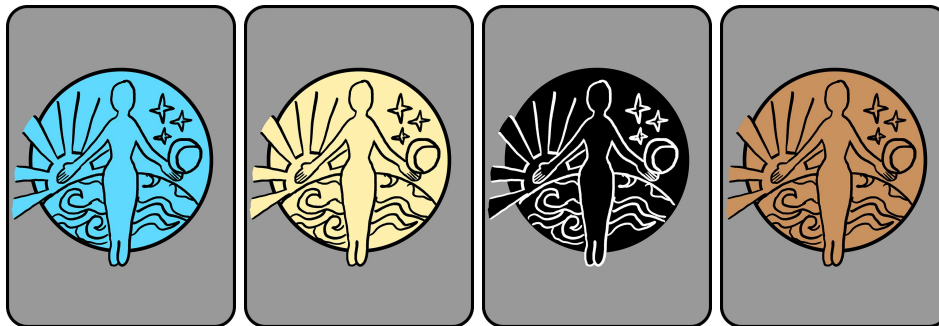
Any time a card has a rule that directly contradicts a rule in this manual, the card's rule is followed instead.

Objective

Players play Prayer Cards from their hand simultaneously in an attempt to appease the gods, gain followers, and disrupt their opponents. The first player or team to collect enough followers on their cards to ascend to godhood wins the game!

Game Components

6 Demigod Cards



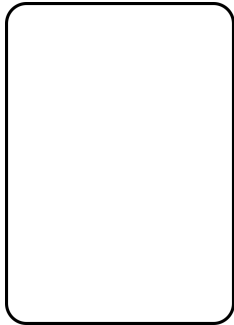
8 Symbol Cards



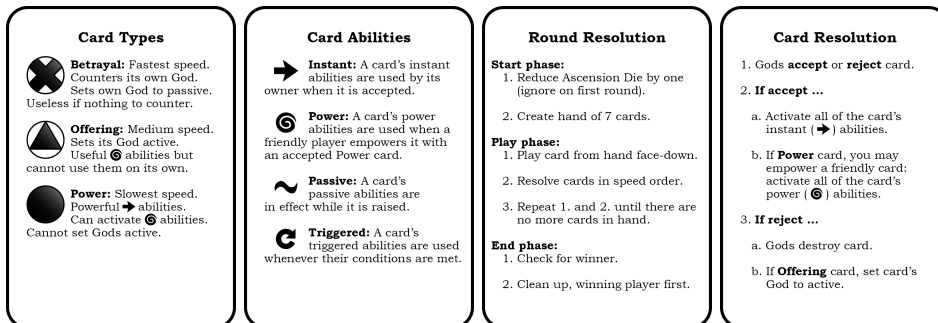
60 Prayer Cards



18 Blank Cards



6 Reminder Cards



60 Follower Tokens

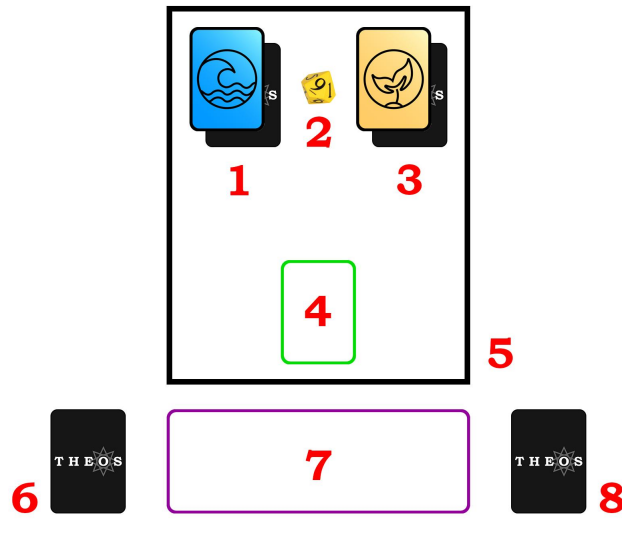


1 Ascension Die



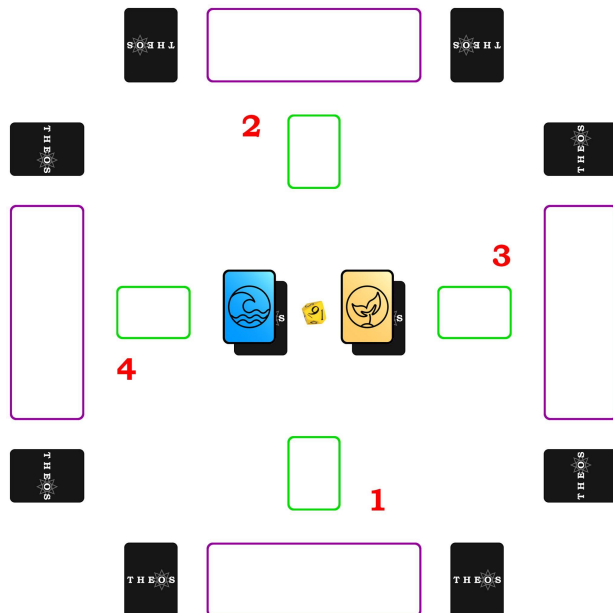
Board Layout

1 Player



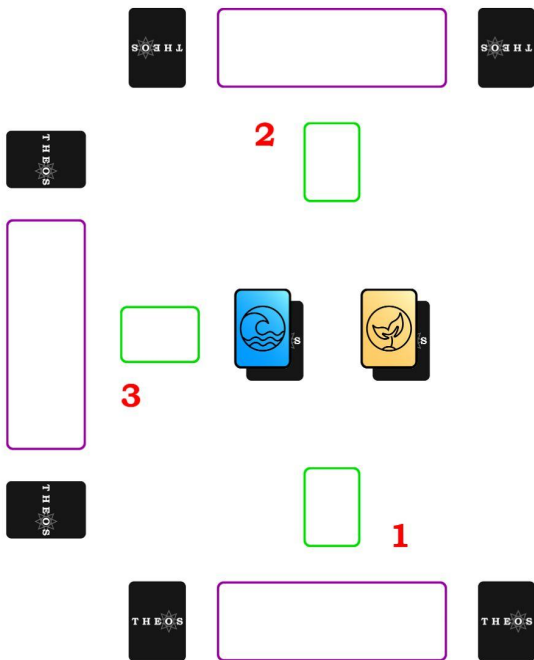
1. Symbol Card Pair 1
2. Ascension Die
3. Symbol Card Pair 2
4. Player 1 Play Area
5. Realm
6. Player 1 Hand
7. Player 1 Resolved Area
8. Player 1 Deck

2-4 Players

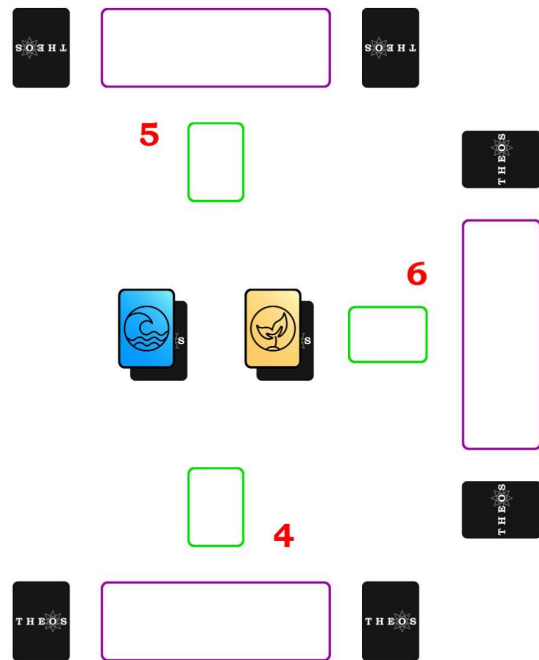


1. Player 1 Area
2. Player 2 Area
3. Player 3 Area
4. Player 4 Area

5-6 Players



1. Player 1 Area
2. Player 2 Area
3. Player 3 Area



4. Player 4 Area
5. Player 5 Area
6. Player 6 Area

Prayer Card Layout



1. God Symbol
2. Portrait
3. God Speed
4. Speed
5. Max
6. Name
7. Abilities

Setup

Demigod Cards

If playing a 5-6 player game only, have each player choose a set of matching Demigod Cards to represent them, in any manner the players choose. Demigod Cards serve as markers to indicate which Realm a player is currently in. They have no additional abilities.

Card Pool

Players must agree upon which four gods to use for the duration of the game. This can be done in any manner the players wish, either randomly or deliberately. At this time, there are only four gods available, but later expansions will add more!

For your first game, we recommend using Poseidon, Gaia, Hades, and Demeter.

Gather the 15 Prayer Cards belonging to each god and place them in the center of the table, creating a total Card Pool of 60 cards (these cards will be mixed later).

Next, players must choose two pairs of gods to *oppose* each other, again randomly or deliberately. Gods that oppose each other are like two sides of a coin. When one of the opposing gods is *active*, i.e. face-up, their opposition is *passive*, i.e. face-down.

For your first game, we recommend using Poseidon/Gaia as the first opposing pair and Hades/Demeter as the second opposing pair.

Create two opposing god pairs in the following way:

1. Grab a Symbol Card for each of the four chosen gods. This card depicts a full-art version of a god's symbol and color.
2. Place the opposing gods' Symbol Cards back-to-back, then place them in a clear sleeve so that you can easily flip the sleeve to display one of the opposing gods.

In a 5-6 player game only, create one more set of opposing god pairs. The set will be used in the second Realm.

Game Type

Players then agree on which game type they would like to play, based on preference and number of players. Consult the chart below for supported game types:

Players	Game Types
2	Team Battle (1v1)
3	Free-For-All
4	Team Battle (2v2), Free-For-All
5	Free-For-All
6	Team Battle (3v3), Team Battle (2v2v2), Free-For-All

For your first game, we recommend using Team Battle (1v1) with 2 players, and Free-For-All for 3+ players.

Team Battle

Players divide up into teams, either randomly or deliberately. Team options are listed below.

- 2 Players: 2 Teams, one player each.
- 3 Players: Unavailable.
- 4 Players: 2 Teams, two players each.
- 5 Players: Unavailable.
- 6 Players: 2 Teams, three players each OR 3 Teams, two players each.

For Team Battle games, the number of Followers a team needs to win in a given round increases (more on Ascension Die later). Team members work together to add Followers to each others' cards and disrupt opposing teams. Good coordination is key!

Free-For-All

Every player is out for themselves. Read the room and try to come out on top! A Free-For-All works identically to Team Battle with teams of one player each. You may need to work with opponents to increase your odds of victory, but be careful: only one player can win!

Table Talk Rules:

In Theos, players are encouraged to talk to their teammates and even opponents to plan moves together. Since opponents can observe you and respond accordingly, blurting out your plan too obviously may backfire!

However, you may never secretly reveal any card in your deck, hand, or play area to any other player, regardless of team or Game Type. In this way, all players have the same level of uncertainty regarding each others' chosen cards.

Deck Type

Players next agree on how to make the decks of cards they will be using throughout the game. They have three options: prebuilt, draft, or roster. Regardless of deck type, each player must have a deck of the same number of cards, following the chart below:

2-5 Players:	12 cards each
6 Players:	10 cards each

Prebuilt

Prebuilt decks are hand-picked by a host, event organizer, or the players themselves. Some prebuilt deck lists are provided at the end of this manual, and may be used in any game of Theos.

For a single game of Theos, all prebuilt decks must be built using the Card Pool built previously. See “Card Pool,” above, for instructions on how to make this pool.

Since creating prebuilt decks is akin to creating the kind of fun players will have in a game, deck creators should strive to create decks that play well together, offer a variety of tactics for counterplay, and are generally balanced in their ability to win the game.

Next, each player chooses one of the prebuilt decks to use throughout the game, using any method they agree to, either randomly or deliberately.

Draft

Draft decks are created one card at a time by all players simultaneously using a special draft format. To create a draft deck, determine the number of players and consult the instructions below.

2 Player Draft

1. Pull out the 1 Speed cards from the Card Pool and place them in the Draft Pool.
2. Shuffle the remaining 56 cards in the Card Pool together and place them face down.
3. Draw cards from the Card Pool face up, one at a time, and place them in two piles, one for Offering cards and one for Power cards. Continue to do this until you have drawn 12 Offering cards and 12 Power cards. Discard excess cards that exceed this amount.
4. Check that you have drawn at least 1 Offering card and 1 Power card from each god. If you do not, follow these steps:
 - a. Start with the Offering card pile (if necessary). Discard the most recently drawn Offering card from the god with the most Offering cards.

- b. Draw and discard cards from the Card Pool one at a time until you draw an Offering card for the missing god. Add the card to the Offering card pile.
 - c. Repeat steps a through b for each god that is missing.
 - d. Repeat steps a through c for the Power card pile, if necessary.
5. Add the 12 Offering cards and the 12 Power cards to the Draft Pool. The Draft Pool should now have 28 cards. Remove the remaining 32 cards from the game.
6. Lay the Draft Pool cards out on the table, face-up, for both players to see. We recommend laying the cards in rows, one row per god.
7. Randomly determine the first player to pick a card or, if you wish, allow the less experienced player to decide whether or not to pick first.
8. Players alternate taking one card at a time from the Draft Pool to place in their deck. Continue picking until both players have 12 cards. 4 cards will remain. Remove them from the game. All card picking happens publicly. Both players must publicly display the decks they are making at this time.
9. Once decks are made, you may begin the game! Note that players may not look at each other's decks once the game has started.

3+ Player Draft

1. Determine seating arrangement, either randomly or deliberately. When playing team games, you may optionally place teammates next to each other so they can draft to help each other out. It is just as valid to separate teammates, however, as this can increase the challenge of drafting.
2. Shuffle the Card Pool and place it face-down in the center of the table.
3. Create the Draft Pool from the Card Pool using the steps below:
 - a. 3 Players:
 - i. Draw cards one at a time from the Card Pool until you have drawn 6 Offering cards and 6 Power cards. The gods of the drawn cards do not matter. Discard any cards in excess of these numbers.
 - ii. Set the 6 Offering and 6 Power cards aside, out of the Draft Pool, face-up. Players may look at these cards at any time during a draft to remind themselves which cards are not being used.

- iii. Add the discarded cards back into the Draft Pool and shuffle it. Place the deck face-down in the center of the table.
 - b. 4 Players: Follow the above steps for 3 players, but draw 2 Offering and 2 Power cards instead of 6 and 6.
 - c. 5-6 Players: The Draft Pool uses all 60 cards from the Card Pool.
4. Deal a round of Draft Pool cards to each player, face-down. A player may look at the cards dealt to them, but not anyone else's. Follow the chart below to determine the number of cards to deal:

3 Players:	8 cards each
4 Players:	7 cards each
5 Players:	12 cards each
6 Players:	10 cards each
 5. Each player chooses a card from those handed to them and places it face down in front of them.
 6. Wait until all players have finished step 5. Then, each player reveals the card they chose face up to the table. This card goes in the player's deck. Keep all chosen cards revealed until drafting is complete. Players may see the decks others are building.
 7. Each player passes their remaining cards, face down, to the player to their left (clockwise).
 8. Repeat steps 5-7 a number of times dependent on the number of players, according to the chart below:

3-4 Players:	5 more times
5 Players:	11 more times
6 Players:	9 more times

In a 3-4 player game, some cards will not be chosen (2 cards for 3 players, 1 card for 4 players). Remove these cards from the game. They will not be used.

Note that the decks players are building will remain public information until the game begins. Use this information to your advantage and build the best deck!

9. Follow this step for a 3-4 player game only. Repeat steps 4-8. However, in step 7, players pass cards to the player on their right (counter-clockwise).

10. Once decks are made, each player flips his or her deck face down. For the duration of the game, a player may look at his or her deck at any time, but may not look at the decks of any other player.

Roster

Roster decks are built from predefined card lists, otherwise known as rosters. Each player in this format chooses one of the rosters in a roster set with which to build a deck. Some roster sets are provided at the end of this manual.

Deck building happens in secret, such that no player knows exactly what their opponents have built until the game begins. However, the roster sets are public information, so players have a general idea of what to expect. Because of this, players are allowed, and encouraged, to build roster decks outside of a play session.

Players must agree to use a particular roster set, and then use any method they choose, either randomly or deliberately, to pick which rosters among the chosen set they will play.

This format is only available for 2 or 3 player games.

Seating Arrangement

Players are now assigned new seats at the play table depending on the game type and number of players. Consult the rules below.

Team Battle

2 Players

- Have both players sit across from each other with the Realm in the middle.

4 Players

- Have players on the same team sit next to each other, across from the opposing team.

6 Players (3v3)

- Have players on the same team sit next to each other, across from the opposing team.
- The more experienced team chooses one team member to start in one Realm, and the other two team members to start in the other Realm. Place the appropriate Demigod cards in the appropriate Realms to indicate this decision.
- Now repeat the above step for the less experienced team. This decision is not trivial! Even though card abilities can affect any cards in any Realms, Gods can typically only be changed within their own Realms. Note that, depending on these decisions, there may be 2 Realms of 3 players each, or 1 Realm of 2 players and 1 Realm of 4 players.

6 Players (2v2v2)

- Have players on the same team sit next to each other.
- Randomly determine the starting Realm for each team member. Team members cannot start in the same Realm. Place the appropriate Demigod cards in the appropriate Realms to indicate these results.

Free-For-All

3-4 Players

- Have players sit around the central Realm.

5-6 Players

- Randomly determine the starting Realm for each player, spreading players evenly across both Realms as best as possible. In a 5 player game, there should be 3 players in one Realm, and 2 players in the other. In a 6 player game, there should be 3 players in each Realm. Place the appropriate Demigod cards in the appropriate Realms to indicate these results.

Round

Play proceeds in rounds consisting of 3 phases. If, at a round's End Phase, no team has won the game, play proceeds to the next round's Start Phase. The phases are as follows:

1. Start Phase
2. Play Phase
3. End Phase

Start Phase

1. For the first round of the game **ONLY**, set the Ascension Die to 10.

For the second round and all subsequent rounds, reduce the value of the Ascension Die by 1. For example, the Die would be 10 on round 1, 9 on round 2, and so on. The Ascension Die cannot be reduced below 1.

2. Build a hand of 7 cards from your deck, keeping your hand and deck hidden from all other players (even teammates) at all times. You may choose any cards from your deck to place into your hand. There is no luck in this step!

If you drew Blank cards from the End Phase of a previous round, those Blank cards *must* be in your hand and count against your hand limit.

Play Phase

1. All players begin their Turn simultaneously, but resolve them in speed order. See "Turn" for more explanation on this step.
2. Repeat step 1 until all players have played all cards from their hand.

End Phase

1. Check for a winning team. A team wins the game if the following two conditions are met:
 - a. The team has cards with a number of Followers on them greater than or equal to the value indicated on the Ascension Die times the number of players on the team.

For example, if the Ascension Die value was set to 7, a team of two players needs 14 or more Followers (7×2) to win the game. A team of one player, however, needs only 7 or more Followers (7×1) to win the game.

- b. The team has more Followers than all other teams.

If there is a winning team, the game is over and that team ascends to godhood! Otherwise, proceed to step 2. Note that if 2 or more teams are tied for the win, there is *no* winner, and play proceeds to step 2. Only one team alone can emerge victorious.

Also note that winners are *only* checked during the End Phase. Teams may get enough Followers to win early in the Play Phase, but there's still time for counterplay!

2. Determine cleanup order based on the number of Followers each team has on their cards. The team with the most Followers cleans up first, then the team with the next most, and so on, until all teams have performed cleanup.

Ties are broken by the fastest speed of the final non-blank resolved card. Whichever team had the single fastest final card cleans up first among the tied teams.

3. Each team performs cleanup in the order determined in step 2. During cleanup, all players on a team do the following (timing is not important):
 - a. Determine which of your resolved cards you would like to return to your deck. All returning cards forfeit any Followers on them (return the Followers to Supply).
 - b. For each resolved card you have chosen to leave in play, draw one Blank card and put it into your hand. Cards left in play retain their Followers for use in the next round.

Note: This can be a big decision! Leaving cards with Followers can put you closer to victory next round, but you are forced to play Blank cards which do nothing. Sometimes it is better to forfeit a few Followers to improve your options.

- c. In a 5-6 player game only: determine if you would like to move to another Realm. To do so, take your Demigod card and place it next to your new Realm. You will now play cards into the new Realm.

Turn

1. Each player chooses a card from their hand and plays it face down in their Realm's Play Area. Play cards in such a way as to indicate which face down card belongs to which player.
2. All players reveal their played cards by flipping them face up simultaneously. These played cards become "unresolved."
3. All players who have revealed Blank cards immediately remove them from play. Order does not matter. These players will not become Active Player this turn.
4. The player with the fastest revealed, unresolved card becomes the Active Player and resolves their card. See "Card Speed" to find the fastest card. See "Card Resolution" for details on resolving cards.
5. Repeat step 4 until all unresolved cards have been resolved. Note that sometimes, a player's card can become resolved when they are not the Active Player (such as when becoming the victim of a Betrayal card).

When a Turn is completed, start the next Turn if players still have unplayed cards in their hands. Otherwise, proceed to the Round's End Phase.

Card Speed

Cards in Theos are resolved in speed order, with faster cards resolving before slower cards. Speed is an important factor! To determine a card's speed, look at its "Speed" value. Lower values are faster than higher values, making 1 Speed the fastest, and 15 Speed the slowest. Speed ties are broken by cards' God Speed values, listed as Roman Numerals. Again, lower values are faster than higher values, making "V" faster than "VIII," for example. Between a card's Speed and God Speed, every card in Theos has a unique speed.

Example: Pallas is faster than Siren Cove, since Speed 4 is less than Speed 7. Pallas is slower than War Fleet, since both have a Speed of 4, but Pallas has a God Speed of “X” (10), and War Fleet has a God Speed of “VII” (7).

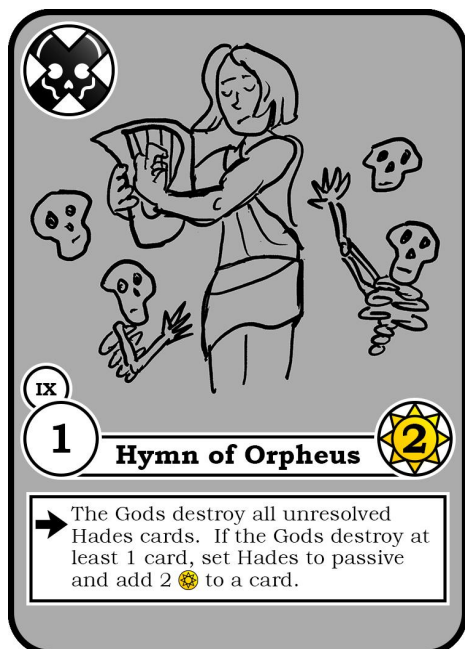
Card Resolution

To resolve an unresolved card, follow the steps below. “You” refers to the Active Player who is resolving the card that they played.

1. The card enters the “resolving” state.
2. Determine if the gods *accept* or *reject* the card. The gods accept the card if the card prays to an active god. In other words, if the card’s God Type matches a god whose symbol is face up in the Realm in which the card was played, the card is accepted. Otherwise, the card is rejected by the gods.
3. If the card is accepted:
 - a. You must activate all of the card’s Instant Abilities, one at a time, from top to bottom. Choose valid targets for all abilities that affect other cards and perform as much of each ability as you can. More on this later. Note that some abilities say “may,” and may optionally be used.
 - b. If the card is a Power card, you may, if you choose, empower a friendly card. To do so, choose a resolved, raised card with Power Abilities that has been played by you or a teammate and activate all of that card’s Power Abilities, one at a time, from top to bottom, in the same way you did for Instant Abilities in the previous step.
4. If the card is rejected:
 - a. The gods destroy the card (turn it sideways).
 - b. If the card is an Offering card, you must set the god matching the card’s God Type to active by flipping the corresponding Symbol Card pair to that god’s side face up. In effect, your offering, though rejected by a rival, has pleased your intended god and made him or her active. This only affects the god in the Realm in which you played the resolving card.
5. Place the card in front of you, to the right of any previously played cards. The card now enters the “resolved” state.

Card Types

Betrayal

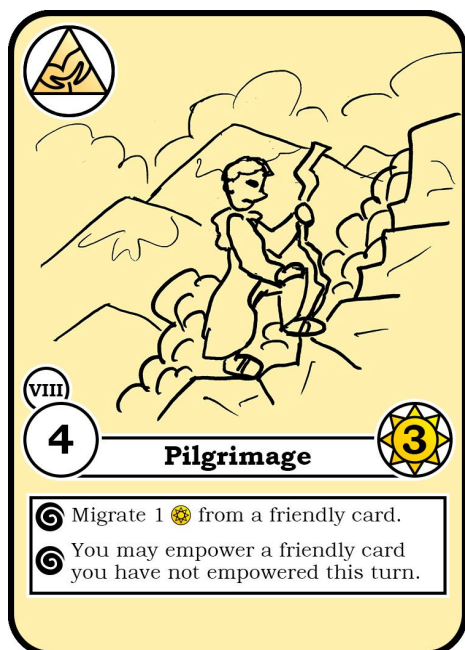


X shaped god symbol in the upper left.

Has Speed of 1, making it the fastest card type in Theos.

Punishes cards that play into the god to which they pray. In this way, players who play Betrayal cards are rewarded for predicting which cards their opponents play. Don't play predictably or else risk getting betrayed!

Offering



Triangular god symbol in the upper left.

Has Speed of 2-8, making it slower than Betrayal cards but faster than Power cards.

Sets its god active when it is rejected. This is key! Offering cards are the primary way to control which gods are active and which are not. Try using Offering cards at the right time to disrupt opponents' Power card plays!

Has Power Abilities that can be activated from accepted Power cards. In this way, most Offering cards cannot affect Followers on their own, but instead combo with Power cards and make landing Power cards even more advantageous.

Power



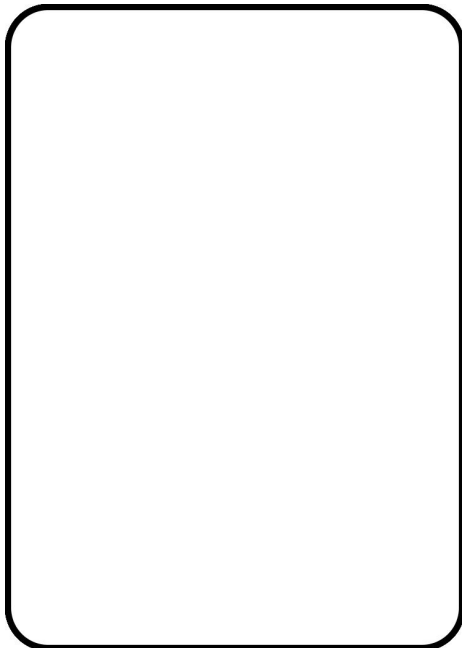
Circular god symbol in the upper left.

Has Speed of 9-15, making it the slowest card type in Theos.

Has powerful Instant and/or Constant abilities that affect the game immediately.

Can empower friendly raised Offering cards when it is accepted. This combined with naturally powerful abilities makes the Power card type the star of the show! Most games are decided by the player who can skillfully land the most Power cards at the right time.

Blank



No god symbol.

Does nothing on its own.

Takes up space in a player's hand whenever they retain resolved Betrayal, Offering, and Power cards at the end of each round.

Can be used to bluff, since it looks like any other card until it is resolved.

Card States

Unresolved

An unresolved card is a card that has been played by a player into a Realm and revealed, but the player has not yet become the Active Player this turn and the card has not been resolved. Typically, card abilities cannot be used on unresolved cards.

Resolving

A resolving card is a card that has entered the Card Resolution step by the Active Player. A card remains in this state until Card Resolution is complete.

Resolved

A resolved card is a card that has either finished its Card Resolution by its Active Player, or has been forcibly moved to the resolved state by another card. For example, when a Betrayal card destroys unresolved cards, those cards become resolved as soon as they are destroyed.

Raised

A raised card is any played card that is in an upright (vertical) orientation. Most card abilities must be used on raised cards.

Destroyed

A destroyed card is any played card that is in a sideways (horizontal) orientation. Destroyed cards cannot use any of their printed abilities at all.

Card Abilities

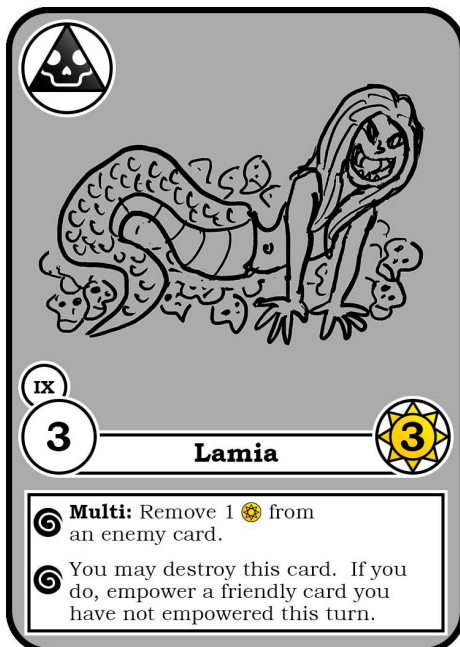
Instant



Arrow symbol.

Used immediately whenever its card is accepted by the gods. The Active Player must resolve all Instant abilities if possible, adhering to the Resolving Abilities rules, explained below.

Power



Spiral symbol.

Used whenever its card becomes empowered as a result of a player getting a Power card accepted by the gods. When a card becomes empowered, the Active Player must resolve all Power abilities if possible, adhering to the Resolving Abilities rules, explained below. Only raised cards can be empowered.

Passive



Wave symbol.

In effect while its card is raised. Some Passive abilities have conditions that must be met before their effects can be used. See the “Keywords” section for more information on these conditions. Especially powerful Passive abilities have wide-ranging effects that change the way the game is played!

Triggered



Cycle symbol.

Used whenever a specified condition is met. Triggered abilities can only trigger on raised cards, and must be resolved by the Active Player when they trigger. See “Timing Abilities” for more information.

Resolving Abilities

1. Determine if the ability is optional or mandatory. Optional abilities contain the word “may” and can either be used by the Active Player or ignored. Otherwise, the ability is mandatory and must be used by the Active Player.
2. Determine if the ability has other conditions that must be met before it can be used. A mandatory ability with all fulfilled conditions *must* be used, if possible.
3. Determine valid targets for the ability, using the following rules. If there is at least one valid target for an ability, the ability *must* be used on a valid target.
 - a. “Card” refers to a resolved or resolving raised card, anywhere in play. This means that the ability could be used on any raised card played by any player, including the very card the Active Player is currently resolving.
 - b. Different descriptors applied to the word “card” limit what kind of card the ability can be used on. Assume the card must be raised and resolved or resolving, unless *explicitly indicated otherwise*. Multiple descriptors combine to further limit the valid target.

“Friendly card” refers to any resolved or resolving raised card played by either the Active Player or one of the Active Player’s teammates.

“Enemy card” refers to any resolved raised card played by any player who is not on the Active Player’s team.

“Another/other card” refers to any resolved raised card that is *not* the card using the ability.

“Destroyed card” refers to any resolved, *destroyed* card played by any player.

“Unresolved card” refers to any card that has been played by a player, but has not yet been resolved and is not currently being resolved.
4. Use the ability on valid targets, as indicated, but apply any of the following card limitations, listed below. Note: so long as the target is valid, the ability may be used on the target, even if it does not apply its effects.
 - a. A card cannot have a number of Followers on it greater than its Max. Abilities that would add, migrate, or steal Followers in a way that would make a card surpass its Follower Max do not apply their effects.

For example, a card at its Max does not steal Followers from anything. A card at its Max does not migrate Followers to it.

- b. An ability used on a valid target applies its effects as much as possible, unless optional amounts are indicated. For example, if an ability removes 2 Followers from an enemy card and the chosen enemy card only has 1 Follower, remove just the 1 Follower and complete the resolution of the ability. If the chosen card has 3 Followers, however, 2 Followers *must* be removed. Finally, if the ability states “up to 2” Followers, the user of the ability can choose any number between 0 and 2.
 - c. A “#” ability always uses the greatest possible value for “#” based on the game’s current state. For example, if a player uses an ability that says “# = Number of your destroyed cards” and the player has 3 destroyed cards, # must equal 3, no more, no less. Again, usage of the words “up to” indicate player choice for the number.
5. Abilities that trigger from the word “whenever” trigger if the “whenever” condition was successfully fulfilled. For example, if you have an ability that triggers whenever you remove Followers, and you use an ability that removes 0 Followers (due to a valid target having no Followers), the “whenever” trigger does not happen, since you haven’t actually removed any Followers.

Important: in Theos, the Active Player is the only one who ever makes decisions regarding the use of optional abilities. However, there are cards with Constant Abilities whose effects must be applied if their conditions are met, even if the owning player is not the Active Player. Some examples are defensive cards with abilities that trigger whenever enemies do certain actions.

Timing Abilities

Triggered Abilities

When a triggered ability’s condition is fulfilled, that ability must *immediately* be resolved by the Active Player, even if this occurs in the middle of resolving another ability. Once the triggered ability is resolved, return to resolving the triggering ability, right where you left off.

Simultaneous Abilities

Abilities that trigger from the same condition at the same time are known as *simultaneous abilities*. Whenever simultaneous abilities must be resolved, the Active Player resolves them in any order he/she chooses. When an ability is chosen to activate, the entire ability must be resolved before moving on to the next simultaneous ability. Note that Instant and Power abilities are not inherently simultaneous. They are resolved one at a time as indicated by the “Resolving Abilities” section.

Keywords

- **Add:** Take Followers from Supply and place them on the indicated card. You may not add Followers to cards that are at their Max.
- **Copy “X”:** The card using the Copy “X” ability activates all “X” abilities of another card as though the copying card had them itself. For example, “Copy Instant abilities from a destroyed card” means that the copying card uses the Instant abilities of a chosen destroyed card as though the abilities were printed on the copying card.
- **Destroy:** To destroy a card, first remove all Followers from it and return them to Supply. Next, turn the card sideways, in a horizontal orientation. A card that has been destroyed always becomes resolved, even if it was unresolved before. Destroyed cards cannot gain Followers or use any abilities.
- **Devoted:** A status keyword. A card is devoted while it has at least one Follower on it. Abilities with the devoted keyword are in effect and can be activated so long as the card is devoted.
- **Empower:** Refers to the action allowed by the Active Player when they have a Power Card accepted by the gods in Step 3 of Card Resolution. When you empower a card, you activate all of the card’s Power Abilities.
- **Immune to “X”:** The card with this ability cannot be affected by “X” abilities from the indicated cards. For example, a card that is “Immune to enemies’ steal abilities” cannot have their Followers stolen by abilities on enemy cards.
- **Migrate:** Move Followers from one card to another card on the same team. The ability may specify the migration source and/or destination, and must be followed. If the card does not specify a destination, any card on the appropriate team may be chosen. You may not migrate Followers to cards at their Max.
- **Multi:** When activated, the Active Player uses the ability’s effects against each enemy team, one at a time, in an order the Active Player chooses. For example, “Multi: Remove 1 Follower from an enemy card” means the Active Player will choose an enemy team card from which to remove 1 Follower. Then, the Active Player chooses a *different* team’s card from which to remove 1 Follower, and so on. If a particular team cannot be affected, skip it and move on.
- **Raise:** Set a card upright, in a vertical orientation. Raised cards can use abilities, and may have Followers placed on them.
- **Remove:** Take Followers from the indicated card and return them to Supply.

- **Secluded:** A status keyword. A card is secluded while it is raised, but has no Followers on it. Abilities with the secluded keyword are in effect and can be activated so long as the card is secluded.
- **Steal:** Move Followers from one card to another card on a different team. The ability may specify the stealing source and/or destination, and must be followed. If the ability does not specify a destination, then the card using the steal ability is the destination. Cards may not steal Followers beyond their Max.
- **Swap:** Swapping cards trade places with each other, as indicated by the ability performing the swap. A swapped card does not retain its Followers. If a blank card is swapped into play, return it to supply.

Prebuilt Decks

All prebuilt decks listed in this manual use Poseidon, Gaia, Hades, and Demeter as the chosen gods. Pair Poseidon with Gaia, and Hades with Demeter.

2 Players

Tutorial Game

Deck 1: Demeter's Guidance

- P4 War Fleet
- P8 Cetus
- P9 Flood
- P13 Hurricane
- D2 Rite of Renewal
- D4 Pilgrimage
- D5 Elysium
- D9 Seed Festival
- D12 Nourish
- D15 Resurrect
- G1 Thwarted Prophecy
- G9 Earthquake

Deck 2: Gaia's Wisdom

- D1 Forbidden Feast
- D10 Blossom
- H4 Eurynomos
- H5 River Styx
- H10 Cerberus
- H11 Downfall
- G2 Fortress
- G3 Servant of Atlas
- G4 Pallas
- G11 Landslide
- G12 Ichor of Ouranos
- G13 Priestess

Feast and Famine

Deck 1: Feast

- P5 Gift of the Nereid
- P10 Triton's Conch
- D5 Elysium
- D7 Granary
- D11 Demeter's Staff
- D13 Harvest
- H1 Hymn of Orpheus
- H11 Downfall
- G2 Fortress
- G6 Cyclops
- G12 Ichor of Ouranos
- G13 Priestess

Deck 2: Famine

- P3 Winds of Aeolus
- P6 Scylla
- P9 Flood
- P12 Charybdis
- D1 Forbidden Feast
- D9 Seed Festival
- H3 Lamia
- H5 River Styx
- H12 Ruin
- H14 Tartarus
- G3 Servant of Atlas
- G14 Test of Time

3 Players

Rites Gone Wrong

Deck 1: Path of Rebirth

- P4 Winds of Aeolus
- P11 Messenger
- D2 Rite of Renewal
- D6 Orchard
- D7 Granary
- D9 Seed Festival
- D11 Demeter's Staff
- D15 Resurrect
- H1 Hymn of Orpheus
- G2 Fortress
- G4 Pallas
- G12 Ichor of Ouranos

Deck 2: City of Legend

- P2 Sunken Treasure
- P5 Gift of the Nereid
- P8 Cetus
- P9 Flood
- P10 Triton's Conch
- P15 Atlantis
- D1 Forbidden Feast
- H2 Apollo's Arrow
- H7 Necropolis
- H9 Fate Weaver
- H12 Ruin
- G15 Hidden Knowledge

Deck 3: Ill Omens

- P1 Spring of Salt
- P14 Unseen Agent
- D3 Ambrosia
- D14 Persephone's Return
- H3 Lamia
- H8 Charon
- H10 Cerberus
- H11 Downfall
- G3 Servant of Atlas
- G7 Oracle
- G9 Earthquake
- G13 Priestess

4 Players

Four Seasons

Deck 1: Spring

- P4 War Fleet
- P5 Gift of the Nereid
- P11 Messenger
- P12 Charybdis
- D6 Orchard
- D7 Granary
- D9 Seed Festival
- D10 Blossom
- D14 Persephone's Return
- H1 Hymn of Orpheus
- G4 Pallas
- G15 Hidden Knowledge

Deck 3: Fall

- P1 Spring of Salt
- D4 Pilgrimage
- D13 Harvest
- H6 Blight
- H7 Necropolis
- H13 Borrowed Soul
- H14 Tartarus
- G2 Fortress
- G5 Bound Titan
- G11 Landslide
- G13 Priestess
- G14 Test of Time

Deck 2: Summer

- P2 Sunken Treasure
- P8 Cetus
- P9 Flood
- P13 Hurricane
- P14 Unseen Agent
- D1 Forbidden Feast
- H4 Eurynomos
- H11 Downfall
- G7 Oracle
- G8 Typhon
- G9 Earthquake
- G10 War of the Giant

Deck 4: Winter

- P7 Siren Cove
- P10 Triton's Conch
- D3 Ambrosia
- D8 Sacred Way
- D11 Demeter's Staff
- D15 Resurrect
- H3 Lamia
- H8 Charon
- H10 Cerberus
- H12 Ruin
- H15 Plague
- G1 Thwarted Prophecy

Roster Sets

All roster sets listed in this manual use Poseidon, Gaia, Hades, and Demeter as the chosen gods. Pair Poseidon with Gaia, and Hades with Demeter.

2 Players

Nature's Balance

Set 1: Bountiful Sea

- P2 Sunken Treasure
- P4 War Fleet
- P5 Gift of the Nereid
- P8 Cetus
- P9 Flood
- P11 Messenger
- P13 Hurricane
- P15 Atlantis
- D2 Rite of Renewal
- D4 Pilgrimage
- D5 Elysium
- D7 Granary
- D11 Demeter's Staff
- D12 Nourish
- D14 Persephone's Return
- D15 Resurrect
- H1 Hymn of Orpheus
- H2 Apollo's Arrow
- H4 Eurynomos
- H7 Necropolis
- H9 Fate Weaver
- H10 Cerberus
- H12 Ruin
- G1 Thwarted Prophecy
- G2 Fortress
- G4 Pallas
- G5 Bound Titan
- G9 Earthquake
- G12 Ichor of Ouranos
- G15 Hidden Knowledge

Set 2: Mysterious Earth

- P1 Spring of Salt
- P3 Winds of Aeolus
- P6 Scylla
- P7 Siren Cove
- P10 Triton's Conch
- P12 Charybdis
- P14 Unseen Agent
- D1 Forbidden Feast
- D3 Ambrosia
- D6 Orchard
- D8 Sacred Way
- D9 Seed Festival
- D10 Blossom
- D13 Harvest
- H3 Lamia
- H5 River Styx
- H6 Blight
- H8 Charon
- H11 Downfall
- H13 Borrowed Soul
- H14 Tartarus
- H15 Plague
- G3 Servant of Atlas
- G6 Cyclops
- G7 Oracle
- G8 Typhon
- G10 War of the Giants
- G11 Landslide
- G13 Priestess
- G14 Test of Time

3 Players

Clash of the Gods

Set 1: Gaia's Bargain

- P1 Spring of Salt
- P3 Winds of Aeolus
- P7 Siren Cove
- P10 Triton's Conch
- P12 Charybdis
- D3 Ambrosia
- D6 Orchard
- D7 Granary
- D9 Seed Festival
- D14 Persephone's Return
- H2 Apollo's Arrow
- H4 Eurynomos
- H5 River Styx
- H13 Borrowed Soul
- H14 Tartarus
- G2 Fortress
- G8 Typhon
- G11 Landslide
- G12 Ichor of Ouranos
- G13 Priestess

Set 3: Unlikely Allies

- P2 Sunken Treasure
- P8 Cetus
- P9 Flood
- P11 Messenger
- P15 Atlantis
- D1 Forbidden Feast
- D5 Elysium
- D8 Sacred Way
- D10 Blossom
- D12 Nourish

Set 2: Demeter's Foresight

- P4 War Fleet
- P5 Gift of the Nereid
- P6 Scylla
- P13 Hurricane
- P14 Unseen Agent
- D2 Rite of Renewal
- D4 Pilgrimage
- D11 Demeter's Staff
- D13 Harvest
- D15 Resurrect
- H1 Hymn of Orpheus
- H6 Blight
- H7 Necropolis
- H9 Fate Weaver
- H11 Downfall
- G4 Pallas
- G6 Cyclops
- G7 Oracle
- G9 Earthquake
- G14 Test of Time

Set 3 (Continued)

- H3 Lamia
- H8 Charon
- H10 Cerberus
- H12 Ruin
- H15 Plague
- G1 Thwarted Prophecy
- G3 Servant of Atlas
- G5 Bound Titan
- G10 War of the Giants
- G15 Hidden Knowledge