

Phase 1: Prophecy

Start of GAME TURN: Every God has 10 (and only 10) Influence. Distribute Influence to:

- a) Control of Heroes and Monsters - Spending Influence on Heroes and Monsters (Units) helps you Win Challenges to their Control. *Influence on Heroes is cumulative (add last turn's influence), but resets to 0 if no influence added to Hero.*
- b) Divine Occurrences – Min 1 Influence per D/O. Influence amplifies D/O
- c) Aid/Ailment – Only to Heroes. Provides +/- 10 Strength per Influence. Effects: Combat/ Prizes
- d) **Glory to Zeus - *Glory to Zeus*: Every 3 Influence spent earns 1 Glory (VP)**

Phase 2: Face-down Card placement

Start of GAME TURN: You may place 1 card face down. Only one card TOTAL may be played per God per turn. Discard any placed un-played cards at Turn End.

PLAYING A CARD: Cards may be played for ONLY one of the 3 powers

- a) Gods may be played at any time, card limits
- b) Events may be played before Round start – a) **Lose one Glory for each God moved or removed.**
- c) Omens may be played *from hand* at any time (the only ability that can be played directly from hand)

Phase 3: God Placement

- 1) Everyone rolls 2d6. Clockwise order, starting with high roller. Place God in any area.
- 2) After placing your God, you may move and combat with one Lesser Evil (LE) in your area.
- 3) Then, each God rolls 2d6. The Highest roller is the Starting God for each **Month**

Phase 4: Months

Mythology is played in Game Turns. A Game Turn ends after 5 Rounds (Months). A Month ends after each God has taken 1 Control Phase.

Every Unit is either Controlled or Uncontrolled. **Note Units that become Controlled on the "Control Log Sheet"**

Each Month follows this Sequence:

- 1) God may PASS or Control ANY Uncontrolled unit.
- 2) Other God's may challenge Control. The **winner** of the challenge may immediately Move, Combat, and Collect Prizes with newly controlled Unit. Note on the "Control Log Sheet" the controlling God.
- 3) From the God who performed 1), the next clockwise God performs 1).
- Once every God has attempted to Pass or Control, move onto 4)
- 4) Every God may trigger D/O in their Area, or Pass.

Repeat this 5 times (5 Months)

Phase 4(a): Challenge

If an Uncontrolled unit is selected, and unchallenged, continue to Movement Phase

Attempting Control creates an opportunity for ANY other God to challenge.

Total Influence: Hero = this Turn's influence + Last Turn's Total
Total Influence: Monster = this Turn's influence

Challenge Process: Gods may Join a challenge at ANY Time

- 1) Challenged God says a number no larger than their Total Influence on that Unit OR yields
- 2) A Challenging God says a larger number no greater than their Total Influence on that Unit OR yields
- Repeat until God announces the highest number. This God wins the challenge, and all others lose.

If a Challenge results in a Tie:

Monster: Gods roll 2d6. Highest wins
Hero: Gods roll 2d6 + Zeus Arbitration Table Modifier. Highest wins

- a) **Winning a Challenge earns 1 Glory**
- b) **Losing a Challenge loses 1 Glory**

Gods may challenge EVERY TIME Control attempted. **If control is challenged, and the challenger wins, the challenger may move, combat, and collect prizes with that Unit.**

Control

Having Influence does not mean you have Control. Control is announced. Control may be challenged at Announcement. Once you have Control of a Unit, no one else can Control the unit this game turn.

- Times Units may become Controlled: a) During the Month b) a Challenge against a rival God for Control
- c) Interrupt when rival controlled Hero enters hex occupied by a Unit you wish to fight the Hero
- d) Interrupt during D/O Phase, you may seek Temporary control to provide specific God Bonuses.

Phase 4(b): Movement		
Heroes may move up to 3 Hexes (Modified Max: 6) Monsters/LE may move up to 2 Hexes (Modified Max: 4) Many cards “Move” Units. These additional moves do not count towards the move Max.		
Water Movement requires a ship. Roll 2d6 below Constitution at beginning or end of movement for a ship.		
Collect uncollected Hero Helpers (maximum 3) by moving into or through HH hexes without Monsters.		
<u>Interrupt</u> : If Unit enters hex with uncontrolled Unit, a God may interrupt Movement to attempt Control of the 2 nd Unit (subject to challenge). Note Control on the Log sheet. If 2 nd Unit controlled, may begin combat		
Units who become lost or cannot move, may sometimes move per other Card <u>God</u> effects	a) Entering Greece with a Prize earns 50 Glory b) Moving a Hero earns 1 Glory→	Moving a Unit with a card does not provide Glory; you do not have Control
Phase 4(c): Combat		
All combat is 1v1. Combat can remove both units. <u>Heroes</u> on water cannot <u>initiate</u> Combat.		
If your <u>Hero</u> occupies the same hex as a Hero, Monster, or LE you MAY initiate combat.	2d6 will be rolled. One d6 is the colored “tens” die.	a) Killing a LE earns 1 Glory b) Killing Controlled Hero: 1 Glory per 5 Influence on Hero
If your <u>Monster or LE</u> occupies the same Hex as a Hero, you MAY initiate combat	The other is the “ones” die.	c) Killing Uncontrolled Hero: lose 5 Glory d) Kill a Monster earns 3 Glory OR Oracle
<u>Normal (non-magic) Combat is against opponent Constitution.</u>		
<u>Modifiers</u> : Hero and Monster base stats (+ X) Hero Helpers (+/- X) Aid/Ailment (+/-10 per Influence) Famine (-10 Constitution and Combat)		
<u>Hero v Hero OR Monster v Hero</u> : Both roll modified 2d6. If roll is less than opponent constitution, they live. Otherwise, remove opponent. Continue combat until one or both units are removed.		
<u>Hero v Monster</u> : Hero rolls modified 2d6. Below Monster Constitution=Hero dies Otherwise Monster dies		
<u>Magical Combat is a roll against YOUR OWN magic skill.</u>		
If Magic vs Magic, magic MUST be used. If Magic vs Normal: Magic users choice to use Magic. Roll 2d6. Remove your Magician if roll is greater than your Magic Skill. Otherwise remove rival unit.		
A dead Hero drops Prizes and Hero Helpers. If Hero dies in a hex with no Land, items are removed.		
Phase 4(d): Collect Prize		
Hero may attempt to collect a Prize in same hex, if no Monster is in the hex	To collect Prize, roll a modified 2d6 attack. Collect if roll is greater than the Prizes Constitution	a) Once per God, per Prize, per Game: When collect, Earn 5 Glory OR Play an Oracle for Glory
Phase 5: Divine Occurrences		
Divine Occurrences are ONLY activated in your God’s area. They ONLY effect <u>Heroes</u> .		
Each God may trigger one Divine Occurrence at the end of each <u>MONTH</u>		
The God must have dedicated at least 1 Influence to the D/O during <u>Prophecy</u> Phase to trigger that D/O		
<u>Interrupt</u> : If a D/O effects an uncontrolled Hero, <u>any</u> player may attempt control of the Hero (subject to challenge). Hero may not move, combat, or collect. After D/O Phase, revert Hero back to uncontrolled		
<u>D/O Modifiers and Effects</u> :	Cyclone: Every Hero in Area. +10/Inf. Effect: Remove Hero	Volcano: Every Hero in Mountain HEX in Area +20/Inf. Effect: Remove Hero
Famine: Every Hero in Area. +10/Inf. Effect: -10 to constitution and Combat for rest of turn.	Pestilence: Every Hero in Area. +20/Inf. Effect: Move 1 for rest of turn	Plague: <i>May be triggered ONLY at the end of the 5th Month.</i> Every Hero in Area. +20/Inf. Effect: Remove Hero.
<u>Procedure</u> : Roll 2d6 (1d is tens, 1d is ones). Add any Modifiers. Apply Effect to effected Heros, IF the roll is greater than the Heroes Constitution. Do not apply Hero Helper constitution modifiers.		
a) Killing Controlled Hero w/D/O earns max 2 Glory		b) Killing an Uncontrolled Hero loses 5 Glory
Phase 6: The Fates – End of Turn		
Advance Game Turn Marker and reveal Fates. Each Fate # corresponds to a Hero. If Hero is not on map, place them in an empty Hex in Greece. If Hero is on the map, permanently remove them.		
Draw cards until Hand full: 6 or Fewer gods, 6 cards. 7+Gods, 5 cards.		