



Revised Rules

Key changes:

- Term updates and streamlined rules for clarity
- Spent dice **MUST** be rolled each turn (all active dice **MAY** be rolled as well)
- Creature cards only cost 1 creature to activate, regardless of card level
- May acquire 1 card **AND** activate 1 card action per turn
- Removed Gaia's Blessing
- Removed Capture - players are only **OUT** when getting 3+ wounds
- **IGNORE** text on player aid. Card is only used to indicate **IN** or **OUT** status
- Attack mode changes - up to two re-rolls, gain creature if successful
- Game end - 5 creature cards and 3 caged creatures **OR** 5 caged creatures

1-4 Players | Ages: 8+ | 15 - 30 minutes

Summary

The Titans have been imprisoned for millennia, but now they have escaped! They are emboldened to overthrow their captors, but first they will need an army... Capturing mythical creatures to amass this army is the key to success. The Titan who builds the most powerful army will be named the Lord of the Titans and will be remembered throughout the ages!

Components

Player Boards (4), Creature Cards (23) - Chimera (4), Gryphon (4), Hydra (4), Kraken (7), Minotaur (4), First Player Token, Creature Markers (20): Chimera, Gryphon, Hydra, Kraken, Minotaur, Titan Dice: Regular Die (20), Bonus Die (4), Player aids / Attack cards (4), Wound Markers (8).

Setup

Give each player their board, five regular dice, one bonus die, five creature markers (one of each creature) and a player aid. Players begin with one of each creature on their creature tracks. Give the first player token to the person who owns the largest pet. Remove cards from the game based on player count as denoted on the cards. E.g. - With two players, remove cards that indicate 1 or 3+ players. Create a face-up stack for each creature card type within reach of all players, with Power Level one on the top descending to Power Level three on the bottom. *Power Level is indicated by the number of icons at the bottom of the card.*

Creature Track Explained

Whenever a creature is collected during gameplay, move the marker for that creature one space to the right. Similarly, when a creature is spent, lost or stolen during gameplay, move the marker for that creature one space to the left. When you have collected four of a creature type, that creature is then **caged** and may no longer be stolen. However, during gameplay you may choose to spend the creature and bring it back below the fourth space, allowing that creature type to be stolen again. You may not have more than four of any creature - once your creature marker is in the cage, any further creatures collected of that type are forfeited.

Bonus Die

The bonus die is usually used to randomly select a creature. However, if you activate the Gryphon 2 - REINFORCE ability, you will add the bonus die to your dice pool for the remainder of the round. If the bonus die is needed to randomly select a creature and yours is currently being used (active dice pool, etc.) use the bonus die of another player for the random creature selection.

Wound Markers

Wound markers are treated the same as wounds from dice results. These are often given to players from attacks or card abilities. *Note: Wound Markers may not be removed using Gryphon abilities.*

Gameplay

The game is played in rounds until a player reaches the goal. During the game, players will have a status of either **IN or OUT**. While IN, players acquire and use various creature abilities.

However, this can be dangerous as players may get wounded by the creatures they recruit. OUT players attempt to take out the remaining IN players and are immune from creature attacks

At the Start of Each Round

1. Remove wound tokens from player mats.
2. Flip face-down creature cards face-up.
3. Place ATTACK card below your player board.

Players start each round as **IN** and change status to **OUT** when they have three (or more) wounds. Once a player is OUT for the round, they are in ATTACK mode and do not change back to IN until the next round. During each round, all players take turns in clockwise order. This continues until ALL players are OUT - the round ends immediately.

Actions For IN Players

At the beginning of your turn, you **MUST**: **Roll your spent dice**

You **MAY** choose to roll ALL of your dice (spent and active) - roll all at the same time.

*Note: If you have **no** spent dice, you may roll your active dice or choose not to roll at all.*

The rolled dice are then moved to your active dice area. Any wound results are moved to the wound spots on your player board.

Exception: Any wounds rolled during your first roll of the round are re-rolled.

Optional Actions For IN Players

After rolling, you may perform **actions** (Acquire and/or Activate) by spending creatures. Spent dice are moved to the Spent Dice area of your player board. Spent creatures are moved to the left one space on the corresponding creature track (per creature spent). These actions are optional (you may “pass” to end your turn) and may be taken in any order. Each action may only be performed once per turn.

Acquire: Spend creatures to gain a creature card. You may purchase the top card of any creature deck OR any creature card from another player. You must spend the matching creature shown on the card taken. The cost is equal to the creature icons on the card (1,2, or 3). To take from another player, you must give them a creature card of the same type in return. The player may not prevent this exchange. If you don't already have that creature type, you may not take from another player. You may have only one card of each creature type (max five cards total). If you purchase a card for a creature type you already have (e.g. upgrading to the next level), you must return the card of the same creature type to the top of the corresponding creature card deck. **You may not exchange creature cards with players who are OUT of the round.**

Activate: Spend a creature to perform the action of a creature card. You may activate one creature card action per turn. Spend one creature (active dice, or from creature track) that matches the creature type of the card being activated. When activated, card abilities must be carried out in full.

Action for OUT Players

Once you have acquired three or more wounds, you are immediately OUT for the round. Move your Attack card to the area above your player board to indicate that you are attacking the players who are still IN. Beginning with your next turn, you will perform the Attack action instead of the Acquire and Activate actions. For the remainder of the round - you may not acquire or activate creature cards. Players who are still IN may not exchange creature cards with you.

Attack: On your turn, roll all five of your dice to attempt an attack on the players who are still IN. You may set aside any desired results and then re-roll any remaining dice. You may perform the re-roll action one more time if desired (up to three rolls total). If you roll **three** or more of a creature type, **gain one of that creature** (if possible) and carry out the corresponding attack action shown on the Attack card. An attack immediately affects all players who are still IN for the current round. For example, If you roll three Hydras, all of the remaining players must flip one of their creature cards (their choice) over so it cannot be used for the rest of the round. If you roll three **wounds**, all the remaining IN players take a **wound token**.

At the End of Each Round

Pass the start player token to the next player (clockwise) and begin a new round.

Game End

Once a player has acquired one of each creature card (five total) AND caged at least three creatures types (four creatures collected for each type) the game end is triggered. Finish that round and then count up your score. **If a player manages to cage all five creature types, the game ends immediately.**

One point is awarded for each creature collected on your board and for each creature icon on your creature cards. For example, a caged creature will award four points, a creature two spaces into their creature track will award two points. A level two creature card will award two points. The player with the most points wins. Ties are broken by the player who is later in turn order.

Creature Card Descriptions

Card abilities are activated when you spend a matching creature. Some cards have a continuing or passive ability that continues once the card has been activated (explained below). If you activate a creature ability, you must carry out all actions for that ability.

Chimera 1 - ALTER: Re-roll up to two of your active dice.

Chimera 2 - CONVERT: Flip up to three of your active dice to their opposite sides.

Chimera 3 - TRANSFORM: Change up to four of your active dice to any side.

Hydra 1 - SWAP: Lose one creature to collect a different creature.

Hydra 2 - TRADE: Lose one creature. Collect up to two other creatures. Collected creatures may be the same type.

Hydra 3 - EXCHANGE: Lose one creature. Collect up to three of one other creature.

Gryphon 1 - RESCUE: Roll your bonus die, collect one creature from the result. If the result is a wound, gain a wound token.

Gryphon 2 - REINFORCE: Roll your bonus die and add it to your active dice pool to use as a regular die for the remainder of the round. Any time a wound is rolled on this die, move it and one of your wound dice (if any) to your spent dice. Return the bonus die when you are OUT of the round. It is not used when attacking unless you access it via the Gryphon attack ability.

Note: Once you have activated REINFORCE, you will continue to use your bonus die for the remainder of the round, even if you upgrade or exchange Gryphon cards with another player. However, if you no longer have the REINFORCE card, you will no longer have the ability to move wounds to your spent dice.

Gryphon 3 - REDEMPTION: Re-roll any of your wounds. As long as the new result is not a wound, collect the creature shown and add that die to your spent dice pool.

Kraken 1 - SABOTAGE: Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses one of that creature.

Kraken 2 - CAPSIZE: Roll a Bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses ALL of that creature type.

Kraken 3 - PIRACY: Roll a Bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses all of that creature. You collect those creatures on your track. If no creatures are collected from other players, collect one Creature of your choice.

Note: Kraken card abilities only affect other IN players. OUT players are immune to card abilities.

Kraken 1 (Solo Only) – RETRACT: Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature one space closer to the cage on the Exodus card.

Kraken 2 (Solo Only) - RECOIL: Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature two spaces closer to the cage on the Exodus card.

Kraken 3 (Solo Only) – WRESTLE: Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature into the cage on the Exodus card.

Minotaur 1 - CATCH: Collect one creature from a die in your active dice area. Remove the die from play until the end of the round.

Minotaur 2 - TRAP: Collect one creature from a die in your active dice area. Add the chosen die to your spent dice area.

Minotaur 3 - ENSNARE: Collect up to two of any creatures.

Attack Abilities

Note: Attack abilities only affect players who are still IN the round. Other OUT players are not affected by these attacks. OUT players roll ALL their dice each turn, they do not use the spent and active pools on their player board.

CHIMERA - All remaining players must move the dice in their active pool to their spent pool.

HYDRA - All remaining players must flip one of their creature cards face down until the end of this round. That creature ability may not be used and the card may not be traded with another creature card (may not upgrade, etc.).

GRYPHON - Add your bonus die to attack rolls for the rest of this round. This means that you will roll six dice instead of five with each future attack. This also means that you could attack twice in one turn if you manage to get two separate three-of-a-kind sets.

KRAKEN - All remaining players must lose one creature of their choice on their creature track. Caged creatures are not affected by this.

MINOTAUR - All remaining players must remove one of their regular dice. This is taken from either their active or spent pool. The die is set aside and may not be used for the remainder of this round.

WOUND - All remaining players gain one wound token.

Solo Variant Setup

Set up the game with two player sets of dice and two boards: one player board which is prepared the same as regular games, and one Exodus board which will be used by the Non-Player Character (or NPC for short). On the Exodus board, place the creature markers in their respective cages at the end of the creature track. Next, choose two creature cards from each type. Be sure to use the Kraken cards designated for solo play. Set these cards in a row so that they may be purchased during the game. The lowest valued card is placed on top and must be purchased before it can be replaced with the higher valued card.

Gameplay: The NPC goes first. On the NPC's first turn, roll one die and move the resulting creature left one spot on the Exodus board. Once a creature has been moved four spaces to the left, it is considered lost. Once a creature is lost, ignore any results from an NPC roll that shows that creature type for the remainder of the game. If a wound is rolled, you must move a creature that has not already been lost.

On your turn, roll your dice and perform Acquire and Activate actions as you would in the normal game. Take turns back and forth with the NPC until you have gained three or more wounds.

There is no OUT status in the solo game - once you gain three or more wounds, the round ends.

In following rounds, add one additional die to the NPC's dice pool (maximum of five dice). For example, in the third round, the NPC will roll three dice. Play continues normally as long as any creatures remain on the Exodus board. Victory is achieved by caging ALL creature types on your player board before all creatures are lost from the Exodus board. Points are not scored in this variant, as they are in the standard game.

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