

RULES:

- At the start of the game, each player gets an Orpheus piece and a Marker piece, 3 *Grace tokens* and a *Persephone's Flower*.
 - *Grace tokens* are the currency of the game, they can be used to pay for an entry fee to different zones and with three of them players can avoid turning around
 - *Persephone's Flower* is a special token that can be used to avoid turning back or to form a unique combination with a certain event card. It can be obtained at the beginning of the game or with a special event.
- All players throw the dice, the player with the biggest number begins.
- In their turn, the players will throw two dice and move the indicated number of spaces forward. When the path diverges, players can choose which route they want to take. These diverging paths can be used to go back and retrace your steps.
- **Depending on where the player stops, different things may happen:**
 - Gold spaces give the player *Grace Tokens*, the amount depends on the roll of a die (1-2 one token, 3-4 two tokens, 5-6 three tokens).
 - Blue spaces trigger an event and the player has to grab an Event card.
 - Orange spaces send the player back a certain amount of spaces. This amount is decided by throwing one die (can be avoided with 1 *Grace tokens*).
 - Black spaces make Orpheus turn back (can be avoided using 3 *Grace tokens* or *Persephone's Flower*).
 - Purple spaces force the player to stop and perform an action.
 - Green spaces send the player to Elysium, leaving the marker where they last were.
 - Red spaces send the player to Tartarus, leaving the marker where they last were.
 - Gray spaces do nothing.
- **Event cards:**
 - Events can be triggered by falling in an event space or rolling double.
 - If there are no more cards left in the pile, players can shuffle the discarded cards and keep playing normally.
 - There are four types of event cards:
 - Ending cards: Have to be kept until the end and can change the outcome of the game.
 - Save cards: Can be kept until the player decides to use it.
 - Opportunity cards: Their effect is instantly applied.
 - Active cards: Keep the card for the duration of its effect
- **Special zones:**
 - With certain events players can end up in two Special zones: Tartarus and Elysium.
 - When going to one of these zones the player has to leave their marker piece where they were in the main path.
 - When trying to leave these zones, the player can either go to the ending portal and go back to their place in the main path or keep going to reach Hades' Palace.
- When a player's Orpheus turns around that's as far as they go but, they can throw three dice in their turn to have a chance to roll doubles and get an event card which saves them.
- The player that gets to the exit first wins, with two exceptions
 - If one of the players gets *Hades' Pity* event card, their *Persephone's Flower* and 12 Grace Tokens **they win the game** as their Orpheus will be able to get back to Eurydice and live their afterlife together.
 - If the winning player has *The Gods Little Songbird* event card and less than 12 Grace Tokens, they automatically lose as their Orpheus is made to sing to the gods forever, never seeing Eurydice again, and the win goes to the player with the most tokens.

COMPONENTS:

- 1 game board
- 3 dice
- 4 player figurines
- 94 grace tokens
- 4 Persephone's flowers
- 54 event cards
 - 2 Hades' Pity: Get 3 tokens
 - 4 Overdue allowance: Apollo gives you 4 tokens
 - 4 Deserving of an encore: Can be used to save you after turning back
 - 2 Flowers of mourning: If already used, recover Persephone's Flower
 - 2 A Crossroad: Get to pass through any gate without having to pay the fee
 - 4 Ritual Madness: Move twice the spaces for 3 rounds
 - 3 A little help for the lovers: Use this card to counter a negative effect
 - 4 Finders keepers: Take a card from another player or throw the die and take that amount of tokens
 - 4 Cycle of nature: Get 3 tokens or lose 3 tokens if you have *Hades' Pity*
 - 4 Beware of the Dog: Lose a turn to calm down Cerberus
 - 4 A land of sleep: You sleep for the next two turns
 - 4 Blinded by despair: Turn back or pay 1 token and lose a turn
 - 3 As it's been told: Turn back
 - 4 Unnatural: Choose a player who can take any card from you or throw the die and take that amount of tokens
 - 4 Beautifully tragic: Use only one die for the next 5 turns
 - 2 The Gods' Little Songbird: Lose 2 tokens

