

1. Apollo

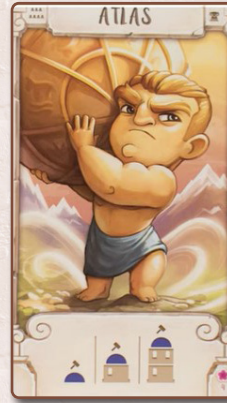


Timing: Your Move.

Power: Your Worker may move into an opponent Worker's space by Forcing their Worker to the space yours just vacated.

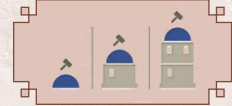


4. Atlas



Timing: Your Build.

Power: Your Worker may build a dome at any level.



2. Artemis



Timing: Your Move.

Power: Your Worker may move one additional time, but not back to its initial space.



5. Demeter



Timing: Your Build.

Power: Your Worker may build one additional time, but not on the same space.



3. Athena



Timing: Opponent's Turn.

Power: If one of your Workers moved up on your last turn, opponent Workers cannot move up this turn.



6. Hephaestus



Timing: Your Build.

Power: Your Worker may build one additional block (not dome) on top of your first block.



- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

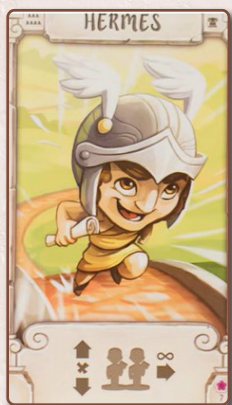
- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

7. Hermes



Timing: Your Move.

Power: If your **Workers** do not move up or down, they may each move any number of times (even zero), and then either Worker builds.

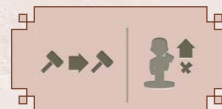


10. Prometheus



Timing: Your Move and your Build.

Power: If your **Worker** does not move up, it may build both before and after moving.



8. Minotaur

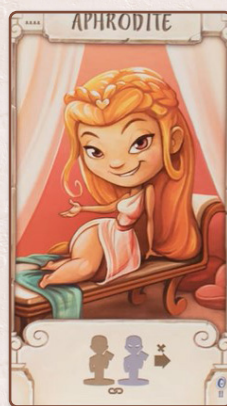


Timing: Your Move.

Power: Your **Worker** may move into an opponent **Worker's** space, if their **Worker** can be **Forced** one space straight backwards to an unoccupied space at any level.

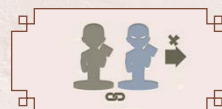


11. Aphrodite

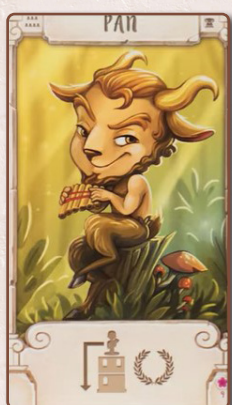
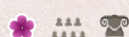


Timing: Any Move.

Power: If an opponent **Worker** starts its turn **neighboring** one of your **Workers**, its last **move** must be to a space **neighboring** one of your **Workers**.



9. Pan



Timing: Win Condition.

Power: You also win if your **Worker** moves down two or more levels.



12. Ares



Timing: End Of Your Turn.

Power: You may remove an **unoccupied block** (not dome) **neighboring** your **unmoved Worker**.

You also remove any **Tokens** on the block.
Note: *Blocks under domes cannot be removed.*



- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

13. Bia

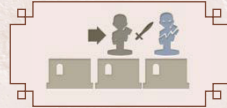


Setup: Place your Workers first.

Timing: Your Move.

Power: If your **Worker** moves into a space and the next space in the same direction is occupied by an opponent **Worker**, the opponent's **Worker** is removed from the game.

Note: Bia's **Power** works regardless of tower height.



16. Chronus



Timing: Win Condition.

Power: You also win when there are at least five **Complete Towers** on the board.



14. Chaos



Setup: Shuffle all unused Simple God Powers (featuring a pink flower symbol) into a face-down deck in your play area. Draw the top God Power, and place it face-up beside the deck.

Timing: Any Time.

Power: You have the **Power** of the face-up **God Power**. You must discard your current **God Power** and draw a new one after any turn in which at least one **dome** is built. If you run out of **God Powers**, shuffle them to create a new deck and draw the top one.



17. Circe



Timing: Start of your Turn.

Power: If an opponent's **Workers** do not **neighbor** each other, you alone have use of their **power** until your next turn.



15. Charon



Timing: Your Move.

Power: Before your **Worker** moves, you may force a neighboring opponent **Worker** to the space directly on the other side of your **Worker**, if that space is unoccupied.



18. Dionysus



Timing: Your Build.

Power: Each time a **Worker** you control creates a **Complete Tower**, you may take an additional turn (Move and build) using an opponent **Worker** instead of your own. No player can win during these additional turns.

Note: Using an opponent's **Worker** applies to move and build only. Opponent's **God Power** cannot be used.

If using an opponent's worker completes another Tower, Take another turn using opponent's Worker.



- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✖ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✖ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✖ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✖ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

19. Eros



Setup: Place your Workers anywhere along opposite edges of the board.

Timing: Win Condition.

Power: You also win if one of your Workers moves to a space neighboring your other Worker and both are on the first level (or the same level in a 3-player game).



22. Hypnos



Timing: Start Of Opponent's Turn.

Power: If one of your opponent's Workers is higher than all of their others, it cannot move.

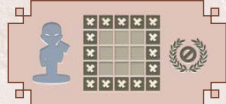


20. Hera



Timing: Opponent's Turn.

Power: An opponent cannot win by moving into a perimeter space.



23. Limus



Timing: Opponent's Turn.

Power: Opponent Workers cannot build on spaces neighboring your Workers, unless building a dome to create a Complete Tower.



21. Hestia



Timing: Your Build.

Power: Your Worker may build one additional time, but this cannot be on a perimeter space.



24. Medusa



Timing: End Of Your Turn.

Power: After you move and build normally on your turn, if your Workers are neighboring, and are 1 or more levels above any opponent Workers, eliminate opponent workers and replace them with bocks.



- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

25. Morpheus

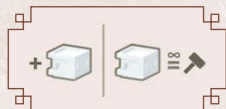


Timing: Start Of Your Turn & your Build.

Power: **Start Of Your Turn:** Place a block or dome on your God Power card.

Your Build: Your **Worker** cannot **build** as normal. Instead, your **Worker** may **build** any number of times (even zero) using **blocks / domes** collected on your **God Power** card.

At any time, any player may exchange a **block / dome** on the **God Power** card for **dome** or a **block** of a different shape.



28. Selene

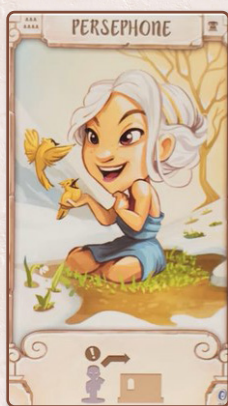


Timing: You Build.

Power: Instead of your normal **build**, your **female Worker** may **build** a **dome** at any level regardless of which **Worker** moved.



26. Persephone

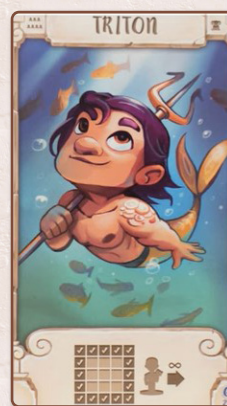


Timing: Opponent's Turn.

Power: If possible, at least one **Worker** must **move up** this turn.

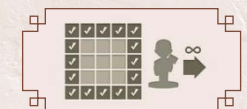


29. Triton



Timing: Your Build.

Power: Each time your **Worker** **moves** into a **perimeter** space, it may immediately **move** again.

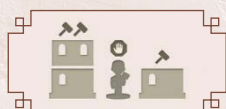


27. Poseidon



Timing: End Of Your Turn.

Power: If your **unmoved Worker** is on the **ground level**, it may **build up** to three times.



30. Zeus



Timing: Your build.

Power: Your **Worker** may **build** a **block** under itself.

Note: A **worker** **building** a **3rd Level block** underneath itself does not **quality** as a **win condition**.



- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.

- ✘ If one of your Workers moves up on top of a Level 3 block during your turn, **you instantly win**.
You **MUST** always perform a move and build on your turn. If you are unable to, you lose.
- ✘ **Normal rules** and conditions still apply to you when using a God Power, with the exception of the specific changes described by the God Power.
- ✘ **Domes are not Blocks**: If a God Power description states it affects blocks, it does not affect domes.

- ✘ **“Forced”** is not **“Moved”**:
Some God Powers may cause Workers to be **forced** into another space. A Worker that is forced, is not considered to have moved.
Remember: You win the game by moving onto the third level, your Worker must move up during your turn. Therefore, if your Worker is Forced onto the third level, you do not win the game. Moving from one third level space to another also does not trigger a win.