

Setup Board Size

Configure Board Size

5x5 (Default)

Define custom board size (AxB):

A:	5
B:	5

The first step of game setup is to configure the board size, players can choose to play in the default board (5x5) or define their own board size (AxB).

For this specific scenario the board size is kept as 5x5

Enter player names



P1 Name:

Abby

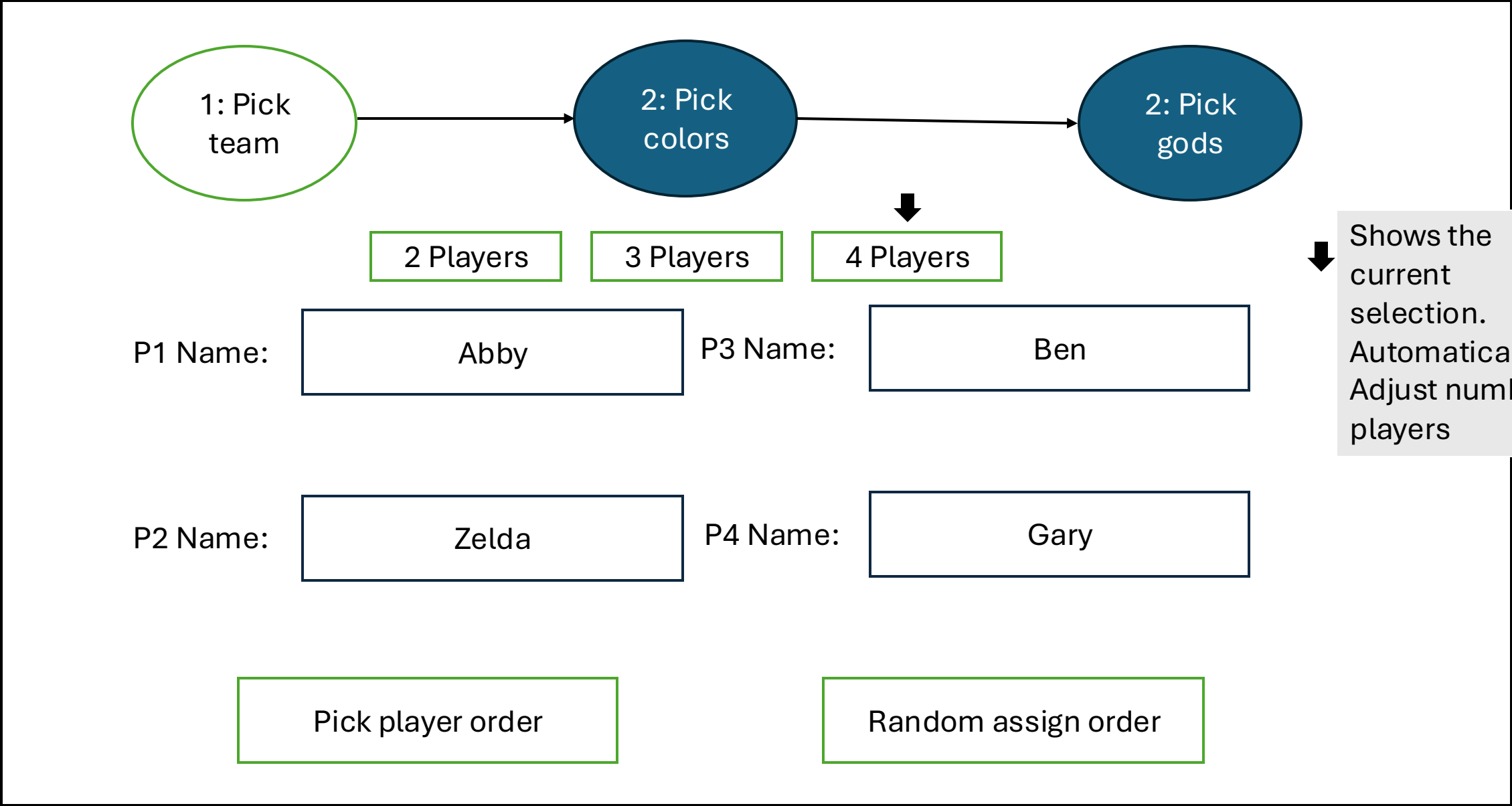
P2 Name:

Zelda

Pick player order

Random assign order

Enter player names 3-4 player extension.





Recommended order, the youngest player start first

First player



Abby

Zelda

3-4 player extension



Recommended order, the youngest player start first

First player

Team 1:

Abby

Ben

Drop down the names

Team 2:

Zelda

Gary

Arrow to track. Clicking the name changes the arrow location



Recommended order, the youngest player start first

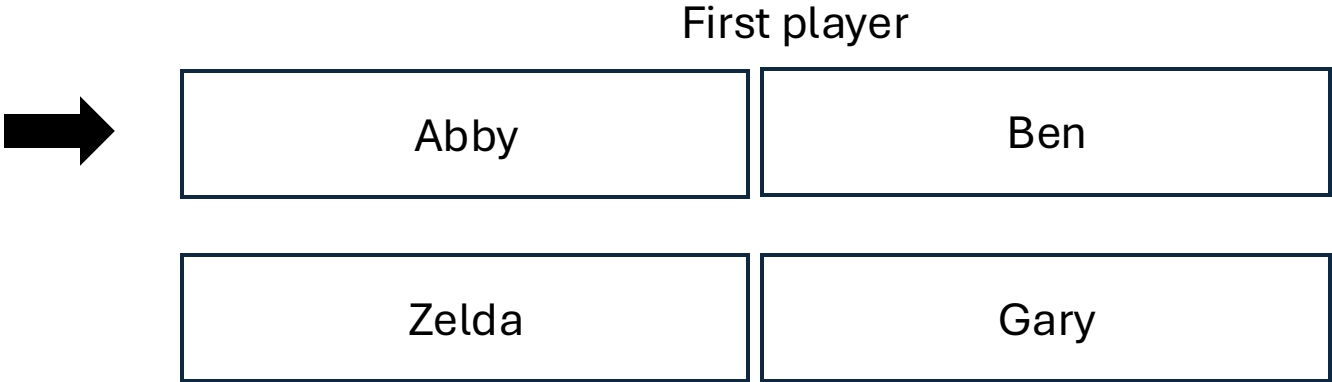


Random will show who goes first before going to the next phase

Extension 3-4 Player

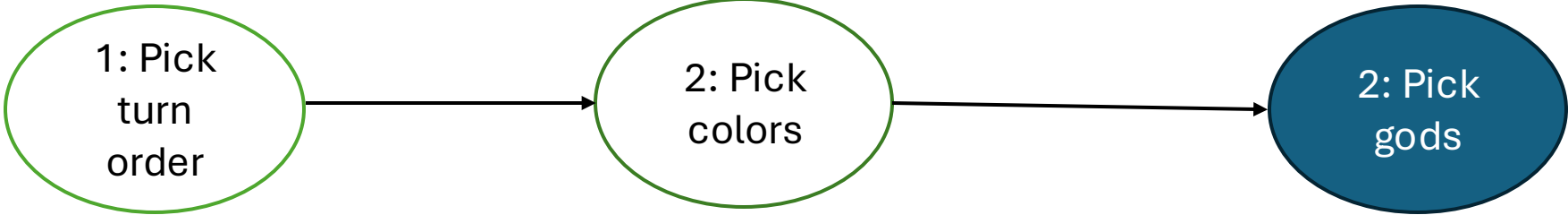


Recommended order, the youngest player start first. Teams must alternate turns



Random will show turn order before going to the next phase

Arrow to track. Clicking the color changes the arrow location



Abby:

↓

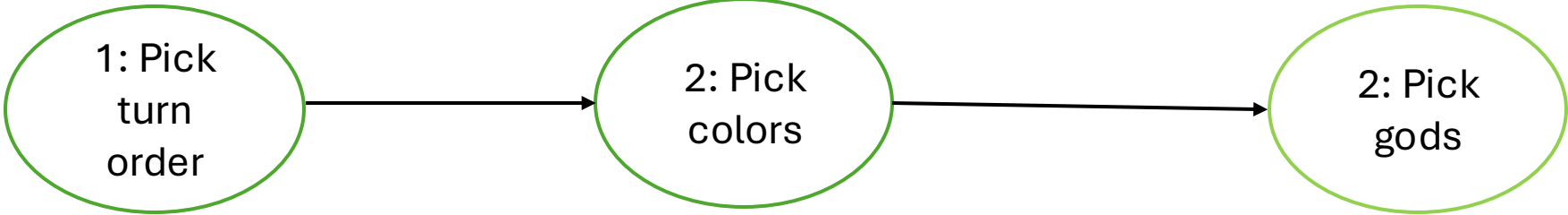
Blue Orange Red Green Purple Black

Zelda :

↓

Blue Orange Red Green Purple Black

Picking gods



Abby






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

Artemis
Timing: Your Move.
Power: Your Worker may move one additional time, but not to the initial space

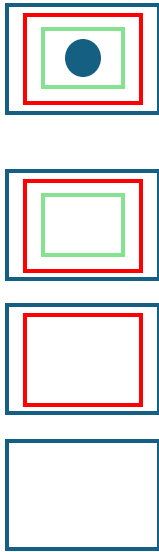
Gods are picked by turn. Same applies for 3-4 players

Auto assign the last god in 2 players.

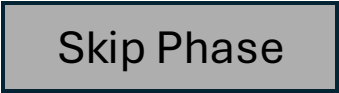
Icons Legend

-  Worker
-  Valid Tiles
-  Dome

Tower levels



Greyed out buttons are not clickable



Game Setup

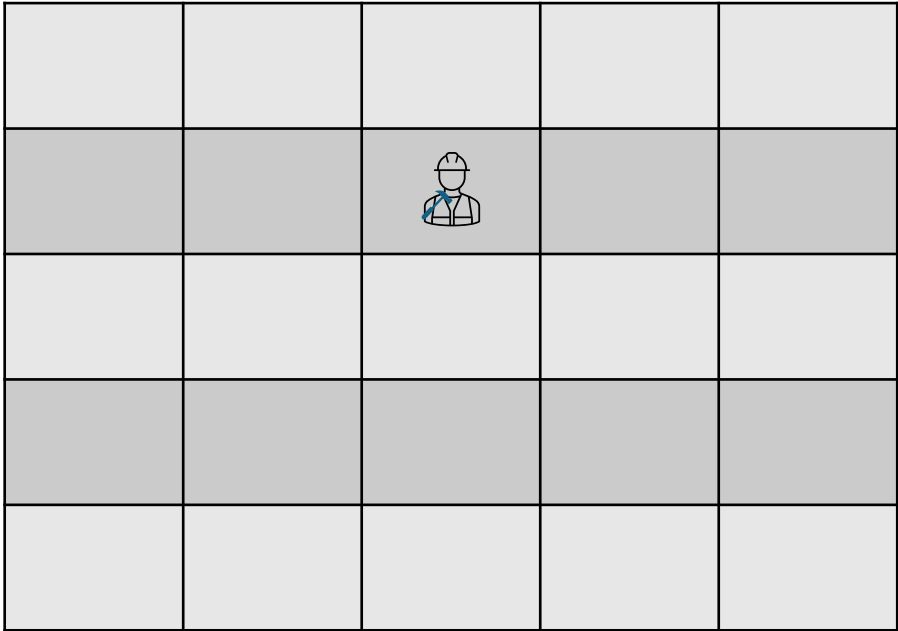
Abby

Choose worker starting tiles

During the game setup phase, players take turns placing their workers one at a time on unoccupied tiles according to their player order.

Demeter

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



Game Setup



Zelda

Choose worker starting tiles

During the game setup phase, players take turns placing their workers one at a time on unoccupied tiles according to their player order.

Artemis

Timing: Your Move.
Power: Your Worker may move one additional time, but not to the initial space

Move Phase

Abby

Move

Build

End Turn

Turn Phase

On Abby's turn, she can select a worker, and choose a tile from the highlighted valid tiles to move to

Demeter

Timing: Your build.

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

Abby selects a worker

Abby selects this tile to move to

		●	●	
			●	
	●	●	●	

● = Valid Tiles
(unoccupied, no dome, for going up building height < 2)

= Selected Worker

Skip Phase Button is disabled as no optional actions are available currently

Skip Phase

Quit

Build Phase

Abby

Move

Build

End Turn

Turn Phase

Continuing Abby's turn,
using the previous
selected worker, she has
to build on a valid tile

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

Abby selects this tile to build on

Skip Phase Button is disabled as no
optional actions are available currently

Skip Phase

Quit

Demeter's Ability

Abby

Move

Build

End Turn

Turn Phase

Scenario 1:

After building a block, Abby can activate Demeter's ability and build an additional time.

Demeter

Timing: Your build.

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

Abby selects this tile to build on

Skip Phase Button is enabled as Demeter's optional additional build action are available currently

Skip Phase

Quit


End Phase

Abby

Move

Build

End Turn

 Turn Phase





Scenario 1: Continuation


After using Demeter's powers, Abby's turn will end as she has completed all the possible actions


Demeter

Timing: Your build.

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

				
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 Skip Phase

 Quit

Demeter's Ability

Abby

Move

Build

End Turn

Turn Phase

Scenario 2:

After building a block, Abby can choose to not activate Demeter's ability by pressing the 'Skip Phase' button

Demeter

Timing: Your build.

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

Abby presses the 'Skip Phase' button to skip Demeter's additional build

Skip Phase

Quit

Abby

Move

Build

End Turn

Turn Phase

Scenario 2:

After building a block, Abby can choose to not activate Demeter's ability by pressing the 'Skip Phase' button

Demeter

Timing: Your build.

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



Abby presses the 'Skip Phase' button to skip Demeter's additional build

Skip Phase Button is enabled as Demeter's optional additional build action are available currently



Skip Phase



Quit

End Phase

Abby
Move
Build
End Turn



Turn Phase

Scenario 2: Continuation
After all actions are done,
the turn ends and passes
to the next player.

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



Skip Phase



Quit

Artemis' Ability

Zelda

Move

Build

End Turn

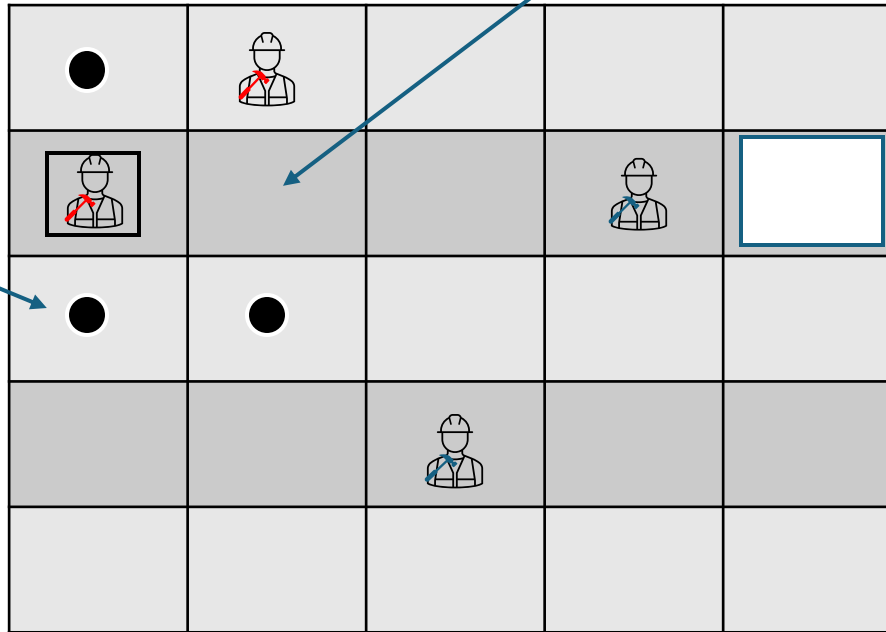


Turn Phase

After the first move phase, Zelda can activate Artemis' ability to move the previously selected worker an additional time or press the 'Skip Phase' button.

Zelda is unable to select this tile
since it's the initial tile of the worker

Using Artemis's additional move, Zelda selects this tile to move to



Artemis

Timing: Your Move.

Power: Your Worker may move one additional time, but not to the initial space



Skip Phase



Quit

Zelda

Move

Build

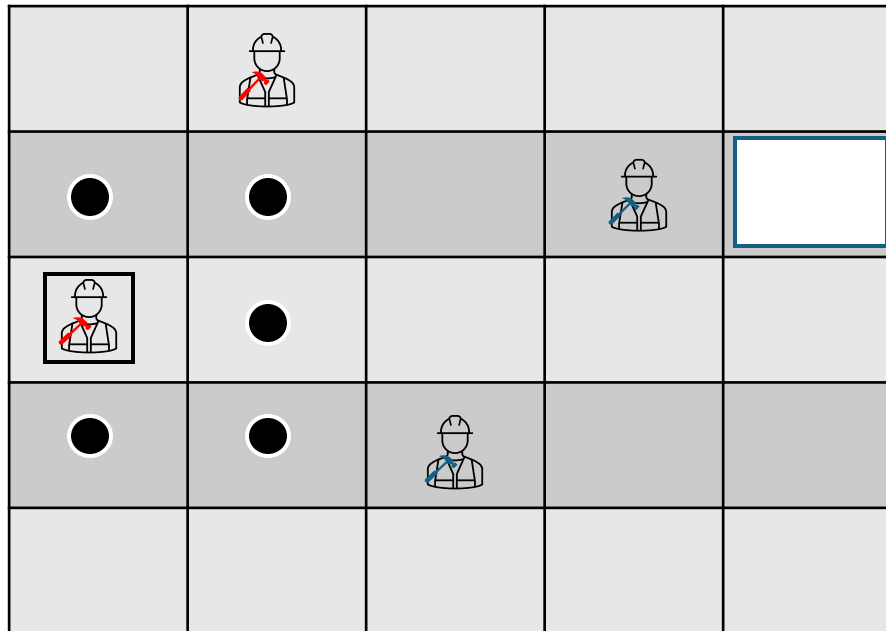
End Turn



After move, continue
Build phase as usual.

Artemis

Timing: Your Move.
Power: Your Worker may
move one additional time,
but not to the initial space



Skip Phase



Quit

Worker Jumping

Abby
Move
Build
End Turn

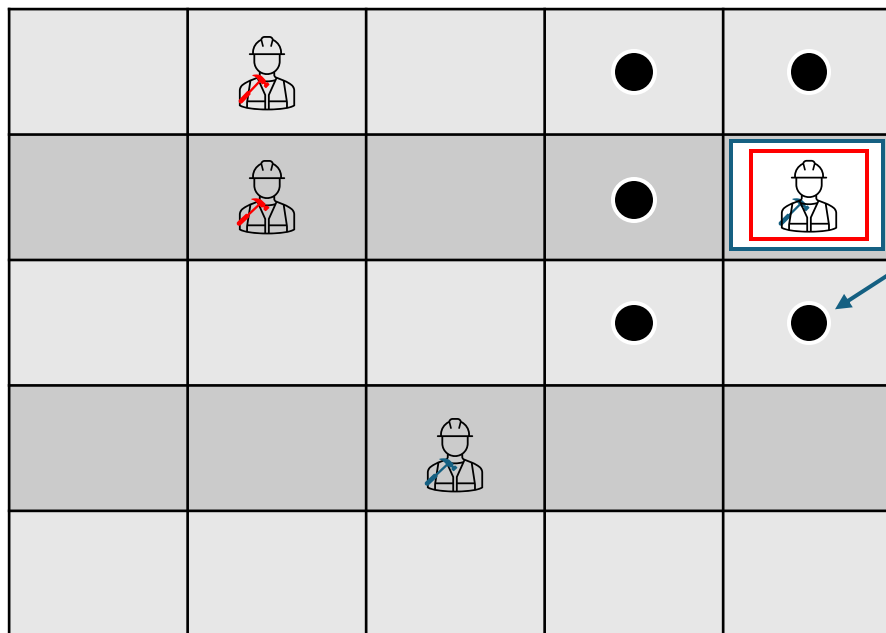


Turn Phase

Workers can jump up buildings one level higher, or jump down buildings of any level. Worker can't move or jump to a dome.

Demeter

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



Abby's worker (which is in the 2nd level) is still able to jump to these tiles



Skip Phase



Quit


Worker Jumping

Abby

Move

Build

End Turn

 Turn Phase


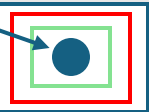


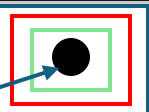




This is a dome, a
Abby's worker is
unable to move here


Workers can jump
up buildings one level
higher, or jump down
buildings of any level.
Worker can't move or
jump to a dome.


Demeter

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

Since Abby's worker
is in the 2nd level,
this is a valid tile. She
then selects this tile
to jump to

 Skip Phase

 Quit

Winning

Abby
Move
Build
End Turn


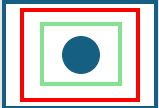






Turn Phase

Win condition is achieved
when a worker gets to the
3rd level of tower.

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

Abby wins!



Skip Phase



Quit

Abby

Move

Build

End Turn



Turn Phase

Lose condition triggers
when the player is unable
to move or build.

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

Zelda wins!



Skip Phase



Quit