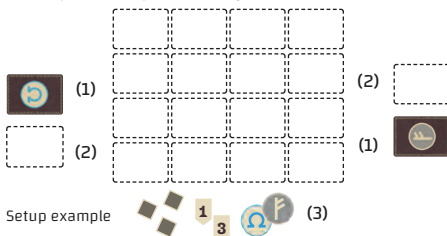


MYTHIC ARENA

GOAL OF THE GAME

To have the most Glory points when the battlefield is complete (a square of 4 by 4 cards).



ANATOMY OF A CARD

- Power (A)
- Ability (B)
- Allegiance (C)
- Name (D)
- Shield (E)
- Fragility (F)

An opposing card is a card which has a visible allegiance that belongs to the opponent.



2. RESOLUTION OF THE BATTLE

Consider the card you have just placed and those orthogonally adjacent to it.

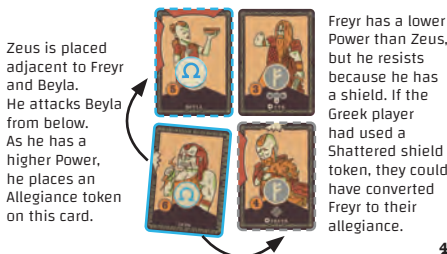
• If you have placed a card adjacent to an opposing card that has a shield on this side, nothing happens, regardless of the Power of the cards.



• If you have placed your card adjacent to an opposing card that has a fragility on this side, the card is captured, regardless of the Power of the cards.



Clarifications: the fragility and shields on the card you have played have no effect.



SETUP

- Choose a pantheon (Greek or Norse).
- Shuffle your cards and place them, face down, in front of you (1). Next to your deck, there is an empty virtual area to discard your cards, face up (2).
- Keep some space between both players to create the battlefield.
- Place the Strength, Allegiance and Glory tokens within reach (3).
- The player who won the last game starts the battle and begins their turn.

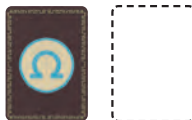
TURN SEQUENCE

1. DRAWING AND CHOOSING THE CHARACTER CARD

Taking turns, proceed like this until the end of the game: draw the first card of your deck, take a look at the Character then:

A. Whether you place it in your discard pile.

If you discard the card, place it, face up, next to your deck and draw the next card from the top of your deck. You MUST play this card (cf. here after B, p.3).



B. Whether you play the card by placing it in the gameplay area.

Place it on the battlefield, orthogonally adjacent (and not diagonally) to a card placed earlier in the game.

Exception: if you start the fight, place your card in the centre of the gameplay area.

- **Trigger its placement ability** (1), if there is any (cf. Abilities of the characters, p.7).
- If you have any Strength tokens, You may place one or several "+1 Power" tokens on the card you have just played or "Shattered shield" on the sides with shields on the opposing cards directly next to your card.

NOTES

The Strength tokens remain in play for the whole game, increasing the Power of the gods and permanently destroying the shields.

If the Strength tokens supply is empty, you cannot take tokens anymore.



Shattered shield
Destroys permanently one shield adjacent to the card that was placed.



+1 Power
Increases permanently the Power of the card that was placed.

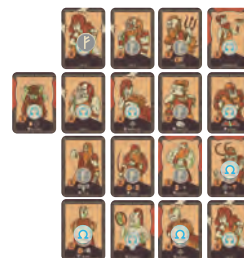
END OF THE GAME

The game ends when the square of 4 by 4 cards is complete. This means that the battlefield is full.

Trigger the end-game effect (X) of Balder/Apollo.

Count the allegiance icons visible and compare it to the number of the opposing pantheon. The player who has the most allegiance icons of their pantheon visible scores 3 additional Glory points (3).

The player who has the most Glory points wins the game. In the event of a tie, the player with the most unused Strength tokens wins.



The Greek pantheon has more allegiance visible than the Norse. The Greek pantheon scores 3 Glory points (3).

The Greek pantheon has 5 Glory points in total, but the Norse pantheon has 6 and wins the game.

If you have played your card adjacent to an opposing card without any shields or fragility, there are 2 cases:

- The Power of your card is higher: the opposing card is captured.
- The Power of your card is lower or equal: nothing happens.

CAPTURE A CARD

• Either you place one of your Allegiance tokens if this card originally belongs to the opposing pantheon.



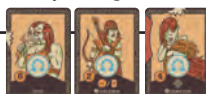
• Either you remove the opposing Allegiance token from this card if, originally, it belongs to your pantheon.

3. ACTIVATION OF THE POST-BATTLE EFFECT (X)

If the card placed has one (cf. Abilities of the characters, p.7).

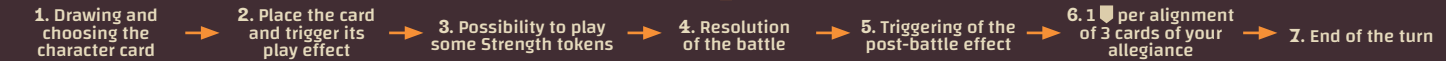
Score 1 Glory point for each alignment of **exactly 3 cards of your allegiance, in a row or column, created by the placement or the ability of this card.**

Clarifications: you do not score any points if you create an alignment of 4 cards of your allegiance.



We advise you to play in 2 winning rounds to enjoy the tension of such an epic battle of the gods!

TURN SEQUENCE



ABILITIES OF THE CHARACTERS

<div></div> <div>PLACEMENT ABILITY</div>	<div><div>• Sol</div><div>• Helios</div></div> <div></div> <div></div> <div>You may place this card at the end of a complete row or a column to be the 5th card. This card will, then, be out of the 4 by 4 square of cards.</div>
	<div><div>• Sigurd</div><div>• Heracles</div></div> <div></div> <div></div> <div>Choose a card from your discard pile, put it into your deck and shuffle it.</div>
	<div><div>• Ullr</div><div>• Artemis</div></div> <div></div> <div></div> <div>This card has +1 Power by card in your discard pile when you place it and for the battle that follows immediately. For the remainder of the game, the Power of Ullr/Artemis is 2.</div>
	<div><div>• Frigg</div><div>• Hera</div></div> <div></div> <div></div> <div>This card has +1 Power for each visible icon of your pantheon in the game, her included, when you place her and for the battle that follows immediately. For the remainder of the game, the Power of Frigg/Hera is 0.</div>
	<div><div>• Thor</div><div>• Ares</div></div> <div></div> <div></div> <div>This character ignores the shields from the adjacent opposing cards during the resolution of the battle for this turn.</div>
	<div><div>• Freyja</div><div>• Aphrodite</div></div> <div></div> <div></div> <div>Captures a card in the game. Clarifications: as always, score 1 Glory point per row or column of 3 cards of your pantheon created thanks to the resolution of this effect.</div>
	<div><div>• Hela</div><div>• Hades</div></div> <div></div> <div></div> <div>Place this card on the battlefield, in the 4 by 4 square, then choose a card from your discard pile and place it over Hela/Hades. Its effect triggers as usual. Clarifications: if it is Váli/Erinyes, after its effect, place Hela/Hades back in the box as well.</div>
<div><div></div><div>POST-BATTLE EFFECT</div></div>	<div><div>• Týr</div><div>• Athena</div></div> <div></div> <div>Score 1 additional Glory point for each alignment of 3 cards of your pantheon created by his/her placement.</div>
	<div><div>• Freyr</div><div>• Demeter</div></div> <div></div> <div>Take one Strength token from the supply.</div>
	<div><div>• Loki</div><div>• Hephaestus</div></div> <div></div> <div>Take one Strength token from the supply for each card captured while resolving this battle.</div>
	<div><div>• Eir</div><div>• Asclepius</div></div> <div></div> <div>Take 2 Strength tokens from the supply.</div>
	<div><div>• Váli</div><div>• Erinyes</div></div> <div></div> <div>After the resolution of the battle put Váli/Erinyes back in the box. Clarifications: it is possible that the captured cards create an alignment of 3 cards of your pantheon and, therefore, score 1 or several Glory points.</div>
<div><div></div><div>END-GAME EFFECT</div></div>	<div><div>• Balder</div><div>• Apollo</div></div> <div></div> <div>Count for 2 cards of its initial pantheon for the final count. In other words: - If Apollo has a Norse allegiance at the end of the game, he counts for 1 in the final majority count. - If Apollo has a Greek allegiance at the end of the game, he counts for 2. And reciprocally for Balder.</div>
<div><div>NO ABILITY</div></div>	<div><div>• Njord</div><div>• Poseidon</div></div> <div></div> <div>Its Power is 2 if Odin/Zeus is in play (according to your pantheon).</div>
	<div><div>• Nerthus</div><div>• Gaia</div></div> <div></div> <div data-kind="parent" data-rs="3">No ability.</div>
	<div><div>• Odin</div><div>• Zeus</div></div> <div></div> <div data-kind="ghost"></div>
	<div><div>• Beyla</div><div>• Dionysus</div></div> <div></div> <div data-kind="ghost"></div>