

DEUS EX MACHINA

 2-4  45'  10+

The ancient Greek world was ruled by the Olympian gods, 12 beings of immense power, but also victims of their own feelings, passions and vices.

They vied for supremacy often even amongst themselves, sometimes through brute force like hurling bolts of lightning, and sometimes by conspiring against each other through guile and intricate machinations.

This is the game the gods played when they tried to consolidate their power by working in the shadows, manipulating mortals to do their bidding, either showering them with promises of immortality and other divine gifts, or bending them to their will with dreadful threats and curses. The gods competed against each other in a contest of wits and tactics, having the heroes of ancient Greece face mythical creatures and threats and gain glory in their name.

Deus Ex Machina is a competitive game for 2 to 4 players with an innovative hero placement mechanism in which each player takes the role of an Olympian god trying to achieve supremacy over the other gods via manipulation of heroes and behind-the-scenes planning. Their ultimate goal is to accumulate the most Glory Points by having heroes complete quests. The winner of the game is the player who has completed his secret objective.

GAME COMPONENTS

GAME BOARD



12 HERO CARDS



4 PLAYER MATS



30 QUEST CARDS



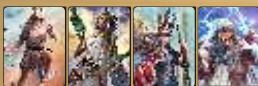
20 COUNTER TOKENS



10 DIVINE INTERVENTION CARDS



4 SPECIAL ABILITY TOKENS



4 GP TOKENS



1st PLAYER TOKEN



5 OBJECTIVE TILES



Game Setup : First, separate and shuffle the 3 different types of cards: Hero deck, Quest deck, Divine Intervention (referred to as DI) deck. Remove all Legendary Hero cards from the Hero deck.

Important: Quest cards with a value of **2 GP** are not used in a 2 or 3 player game. Place the Hero, Quest and Divine Intervention decks face down on their respective places on the game board.

Then, each player in turn does the following:

- Chooses a god to play and places the respective Player Mat in front of him/her. The player takes the Legendary Hero card belonging to his/her god and shuffles it in the Hero deck.
- Takes 2 Player Mat Counter tokens, 2 Hero tokens, 1 GP token and 1 Special Ability token.

Important: In a 2 player game, each player has 3 hero tokens (and each turn has 3 rounds).

- Places the 2 Counter tokens on the Might and Cunning track to match her/his god's starting points (shown on each god's Player Mat). **Hermes** starts with 1 Cunning point and 2 Divine Intervention cards. **Athena** starts with 1 Might, 2 Cunning points and 1 Divine Intervention card. **Zeus** starts with 3 Might points and 1 Divine Intervention card. **Hera** Starts with 3 Cunning points and 1 Divine Intervention card.

- Places her/his GP token on the Game Board Scoring track with the number 0.

- Draws an objective tile which shows her/his victory conditions. Each player's objective is kept secret from the other players.

- Draws 3 quest cards, from which he/she selects 2 to keep and the other one is shuffled back into the quest deck. The Quest cards chosen by each player become that respective player's Secret Quest cards.

- 3 Hero cards are drawn and placed face up on the 3 spaces from top to bottom of the Hero track.

- After these steps are concluded, the Quest deck is reshuffled and then Quests are drawn face up on the 4 spaces of the Quest track from top to bottom. When revealing Quest cards on the Quest track, please take note of the following restrictions:


1. There can be up to 2 Legendary quests on the Quest track. If a third Legendary quest card is revealed, the uppermost Legendary quest card is discarded, all other quests move up one space and the discarded quest card is reshuffled.

2. There cannot be 3 (or more) Quest cards of the same area color symbol on the Quest track. If 3 quest cards of the same area color are revealed, discard the uppermost one. Exception: If 2 of the Quest cards on the Quest track are Legendary Quest cards, discard a Legendary Quest card of the area color that has 3 Quest cards instead of the uppermost card of the 3. Then, move all other revealed quest cards up one space and reshuffle the discarded quest card into the Quest deck.



Quest card overview

Each Quest card has requirements of Might and Cunning in order to be fulfilled. These are shown with numbers on the top left (Might) and right (Cunning) of each Quest card. Quest cards give Glory Points (referred to as GP) as a reward for completing them. Quests may give from as little as 2 GP up to 12 GP (Legendary Quests). Finally, there are 6 groups of quests, each with a different color and symbol, one for each of the 6 areas of the map.

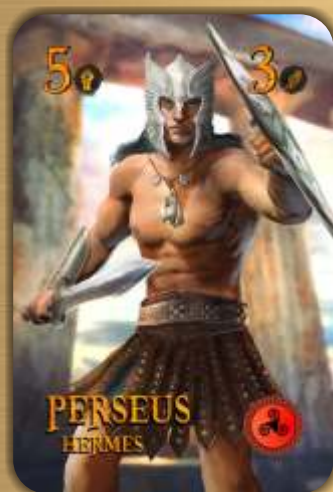
 Might and Cunning symbols 



      Area color symbol

 Legendary Quest symbol

 Glory Points symbol



Hero card overview

Some heroes were mighty warriors, while others relied on their wits to overcome dangers. Naturally, heroes have different Might and Cunning ratings. Each Hero's Might and Cunning rating is shown on the top left and right of the Hero card. Also, each Hero card mentions that particular Hero's birthplace (area color symbol). Using a Hero in order to complete a quest at his birthplace, will give that Hero a +1 bonus on either his Might or Cunning rating (player's choice).

Legendary Hero cards also mention the god favoring that particular Hero.

Important: every time a player uses a Legendary Hero favored by another god, then that Hero's god (player) gets 2 GP as a bonus.

Player mat overview

Each player has in front of him the player mat of the god he is playing as. The player mat features two different tracks, one for Might and one for Cunning points. These points are in effect a resource and can be spent by the player to give their hero a bonus in Might and/or Cunning to meet requirements of quests and complete them. These points can be gained mainly from placing heroes on spaces of the map and gaining the points shown on each space. The total Might and Cunning points cannot exceed their given tracks (4 points).



Objective tiles overview

Objective tiles are each god's motivation. Each player finds his own personal victory conditions on the card he draws during the game's setup. A player that meets these requirements is eligible to claim victory for his god (and therefore win the game), *however he has to wait for all other players to finish the current round.*

The objectives are the following:

- Gain 38+ GP and complete the following quests: 2 purple, 1 green and 1 yellow.
- Gain 38+ GP and complete the following quests: 2 yellow, 1 black and 1 red.
- Gain 38+ GP and complete the following quests: 2 green, 1 blue and 1 red.
- Gain 38+ GP and complete the following quests: 2 black, 1 blue and 1 purple.
- Gain 35+ GP and complete the following quests: 1 Legendary quest of any area, 1 blue and 1 red.



Special abilities: Each god comes with his/her own unique special ability. Using a special ability is a free action and can be used at any time during a player's round. They are also compatible with using a DI card and using a hero for any sort of action on the map.

Players begin with 1 charge of their special ability. Using the ability spends the charge and the player using it flips the Special ability token upside down, now showing that it's depleted. In order to use the special ability again, a player must send a hero to the "Altar" where the hero performs a sacrifice. This action recharges the player's Special ability (it can also be used immediately upon recharge).



The special abilities are as follows:

Zeus: use this ability on any Hero found on the Hero track. The ability "reserves" the Hero until your next round. The Hero in question cannot be used by other players, but he will move higher on the Hero track if Heroes above him are used.

Athena: use this ability on any Quest card found on the Quest track. This ability reduces the Cunning requirement for the Quest by 2, making it easier for you to complete the Quest. It is advised to play this Special ability on the same round during which you can complete the target Quest.

Hermes: using this ability allows you to take one DI card from any other player and bring it in your hand.

Hera: use this ability to remove a Hero from the Hero track. Place your special ability token on that Hero's spot of the Hero track. That spot remains empty until your next round.

Altar of Sacrifice

Visiting this spot allows a player to recharge his special ability. It also gives the visiting player either 1 point of Might or Cunning.



Mt. Olympus Temple : Visiting this spot has two effects. The visiting player gains a DI card. Additionally the visiting player gains the 1st player token. Mt. Olympus Temple is marked on the map with a white temple icon.

Divine Intervention card overview:

These are cards that are earned by visiting the Temple at Mt. Olympus. In order to draw a DI card, a player must visit with a hero Mt. Olympus temple. Unless otherwise noted, they can be used by the player on the next round (or later) after the card's acquisition. Players can use 1 Divine Intervention card per round and it is in effect a free action. Divine Intervention (DI for short) cards give a variety of effects, from switching Hero places, to earning GP, or using a Hero with added effects.



Every god starts with one (1) DI card, except for Hermes who starts with two (2).

Important : The maximum number of DI cards a player can hold is 2 (Hermes: 3).

DI cards are explained below:

Change of Plans: A player may use this card during her/his round to switch two Quest cards on the Quest track.

In his Sandals: A player may use this card to switch two Hero cards on the Hero track.

Lucky Day: This card requires at least 1 unoccupied space in the Quest track. This card allows the player using it to reveal and place a new Quest card on one of the unoccupied spaces of the Quest track.

Powerful Presence: This card allows the player using it to place a hero on an available map space and gain the area's bonus as well as complete a Quest in that same area (if the hero fulfills its requirements). It cannot be used to visit Mt. Olympus Temple.

Ruin Plans: Using this card, a player may spend 1 point of Cunning and 1 point of Might from his Player Mat and reduce one opponent's GP by 2.

Bribery: Using this card, the player spends 1 Cunning point and gains 2 GP.

That's my spot!: The player using this card may move an already placed opponent's Hero token from its space to another unoccupied space on the map. Additionally the opponent, whose Hero token was moved, does not gain any benefit from this move.

When the DI deck is depleted, reshuffle the discarded DI cards and place them face down on the DI deck space on the map.

Map overview

The map features 8 spaces. 6 of them are marked with different area colors and symbols, as well as one space on Mt. Olympus Temple and one space with the *cylix* (Altar of Sacrifice).

A player may place a hero token on these spaces and complete one of two available actions:

- a) Complete a quest found on the Quest track (if the requirements are met) **or**
- b) Gain that area's bonus of Might or Cunning points and add them on the respective track of the player mat.

A player placing a hero token on Mt. Olympus temple draws a Divine Intervention card.

A player placing a hero token on the Altar of Sacrifice can Recharge his special ability and gain 1 Might or 1 Cunning point.

Game Board tracks overview

Available Quests are placed on the 4 spaces of the left column. Each Quest space features an additional effect which is resolved when the Quest occupying that space is completed. From top to bottom, the effects are:

- **1st space:** player gains 3 additional GP.
- **2nd space:** player gains 2 additional GP.
- **3rd space:** player gains 1 additional GP and subtracts 1 GP from an opponent of her/his choice
- **4th space:** player subtracts 2 GP from an opponent of her/his choice.

When a Quest is completed, its space remains unoccupied until the next turn. At the start of the next turn, move quests up if the space above them is unoccupied. Then, draw new quests and place them face up on any unoccupied spaces.

Available heroes are placed on the 3 spaces of the right column. The Hero track shows a hero's readiness with each space giving a bonus to the hero occupying it. From top to bottom, the effects are:

- **1st space:** Hero gains +2 bonus to either Might or Cunning (players cannot split this bonus to +1 Might and +1 Cunning).
- **2nd space:** Hero gains +1 bonus to either Might or Cunning.
- **3rd space:** No effect.

When a hero is selected to complete an action, he is removed from the Hero track and placed on the discard pile. Move all heroes up on the Hero track, then draw a new Hero card and place it face up on the lowest space of the Hero track. When the Hero deck is depleted, reshuffle the discarded Hero cards and place them on the Hero deck space next to the Hero track.

Playing the game

The game is divided in turns and turns are divided in rounds. A round is over once all players have played 1 hero token. A turn is over once all players have played all of their hero tokens.

The youngest player plays first. Each round, every player has to select a Hero from the 3 available on the Hero track and do one of the following:

- Send the hero to an unoccupied area on the map and collect the Might and/or Cunning points of that area.
- Send the hero to an unoccupied area on the map and complete a quest of that area (matching color/symbol) from the available quests on the Quest track.
- Send the hero to the Mt. Olympus and draws a Divine Intervention card from the Divine Intervention deck. In addition that player gains the 1st player token.
- Send the hero to the Altar of Sacrifice to do an offering, recharging your special ability and collect 1 Might or 1 Cunning point.

Important: Players cannot place their token on an already occupied space.

When all player tokens are placed on the map, the turn is over. In case no player visited Mt. Olympus Temple, the 1st player token doesn't change ownership.

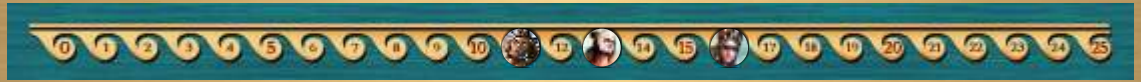
Secret Quest Cards

Apart from meeting the Objective card's requirements, each player must complete in addition her/his Secret Quest cards. These cards may be placed on the Quest track at any point during that player's round, *provided there is an empty Quest space*. The Quest card occupies that empty space. Please note that you may only place a Secret Quest if you are able to complete it on the same round, i.e. the map's space is empty, you have a hero available whose Might and Cunning ratings meets the

Quest's requirement, etc. Placing the Secret Quest card on the Quest track is considered a free action and is compatible with playing a Divine Intervention card in the same round, or using god's Special Ability. The GP earned from completing a Secret Quest (as well as the Quest's color) count towards that player's Secret Objective.

Keeping track of Glory Points

On the top and bottom of the Game board is the Scoring track where players move their Glory Points tokens as they gain or lose GP.



Claiming Victory

A player is eligible to claim Victory when both of her/his Secret Quest cards have been completed and her/his Objective card's victory conditions have been fulfilled. A claim cannot be made until the end of a round after all players have finished playing that round.

Alternatively, instead of completing the Objective card's victory conditions, a player may claim victory by collecting one Quest card from each area (6 different area color symbols), plus having completed both her/his Secret Quest cards. A claim cannot be made until the end of a round after all players have finished playing that round.

Resolving ties

Tie-breaker conditions apply to the players who were originally tied in their claim for victory.

Please note the following, in the off chance of two or more players claiming to be victorious at the same time, or if they are in any way tied:

If two (or more) players have completed their Objective cards:

The player with the most Glory Points is the winner. If two or more players are tied, the player with the most Quest cards is the winner. If two or more players have the same number of Quest cards, the player with the most Might and Cunning points is the winner.

If one player has completed his/her Objective card and another has collected 6 different colored Quest cards (alternative winning condition):

In this case, the winner is the player having completed her/his Objective card.

If two or more players have collected 6 different colored Quest cards (alternative winning condition):

The player with the most Victory Points is the winner. If two or more players are tied, the player with the most Quests is the winner. If two or more players have the same number of Quests, the player with the most Might and Cunning points is the winner.

If two (or more) players have completed their Objective card and one of them has also collected 6 different colored Quest cards (alternative winning condition):

The winner is the one that has met both winning conditions. If two players have met those conditions, then the player with the most Victory Points is the winner. If two or more players are tied, the player with the most Quests is the winner. If two or more players have the same number of Quests, the player with the most Might and Cunning points is the winner.

Example of play: It is Athenas' round, who has accumulated on her Mat 2 points of Might and 3 points of Cunning and a "That's my spot!" DI card. Perseus, favored hero of Hermes, occupies the 2nd space of the Hero track. Athena wants to complete the Hydra Quest which occupies the 3rd

space of the Quest track. The Quest needs **5** points of Might and **6** points of Cunning to complete, so Athena uses Perseus, who adds **+1 to Cunning (Hero track bonus)** and **+1 to Cunning by visiting his place of birth**, to raise him from 5M, 3C to 5M, 5C. She reduces her Cunning track by 1, to a total of **5M, 6C**. Now Perseus is ready to face the Hydra, but the red area space of the map is occupied by Hermes, Athena then **uses her DI card** to move Hermes player's token to the yellow area space of the map and is then free to occupy the red area space herself. The Quest is completed, Athena gets the Hydra quest card adding it to her collection of Quests, and also gains 8+1=9 GP, subtracts 1 GP from Hera (Quest track granted bonus) but also donates 2GP to Hermes, for using his favored Hero. *With this move Athena manages to complete her Quest and also by moving Hermes' token to the yellow area space, she cunningly prevents the next players from completing the yellow area Quest (Chimaera).*



KICKSTARTER SUPPORT

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MINI EXPANSION :

Poseidon full set and Bellerophon.

Poseidon: use this ability to remove all the Quest cards on the Quest track and then draw 4 new Quest cards from the Quest deck and place them face up on the Quest track from top to bottom.

Ares full set and Penthesilea.

Ares: use this ability on any Quest card found on the Quest track. This ability reduces the Might requirement for the Quest by 2, making it easier for you to complete the Quest. It is advised to play this Special ability on the same round during which you can complete the target Quest.

- 1 New DI Card Deus Ex Machina.
- 3 New Objective Tiles.

