

PANTHEON WAR OLYMPUS

GUIDANCE

Pantheon War is a fast-paced free-for-all battle card game designed for two to four players. The objective is to defeat the other players in order to emerge as the winner.

In the game, you take on the role of one of the four unique Gods, each of whom bestows their champion with special powers throughout the battle. These powers are represented by a deck of cards that contain the gods' abilities, items, and powers.

CONTENTS

- 4 board
- 4 Hit Point tokens
- 16 Kraken Tokens
- Four 3-Wrath Cards
- Four 28-card Decks

ZEUS

POSEIDON

ARES

HADES



SETUP

To begin the game, follow these steps:

1. Choose one of the God decks to play with.
2. Take the reference card, and tokens that corresponds to your chosen deck and place it on the table in front of you.
3. Select one Wrath Card from the three available options and place it face down.
4. Shuffle your deck and place it face down.
5. Your preparation area should now include the reference card, the chosen Wrath Card face down, and the shuffled deck.
6. Draw four cards from your deck.
7. The youngest player takes the first turn.

Now you're ready to embark on your Pantheon War adventure!

EXAMPLE



Starting Hand



God's Deck

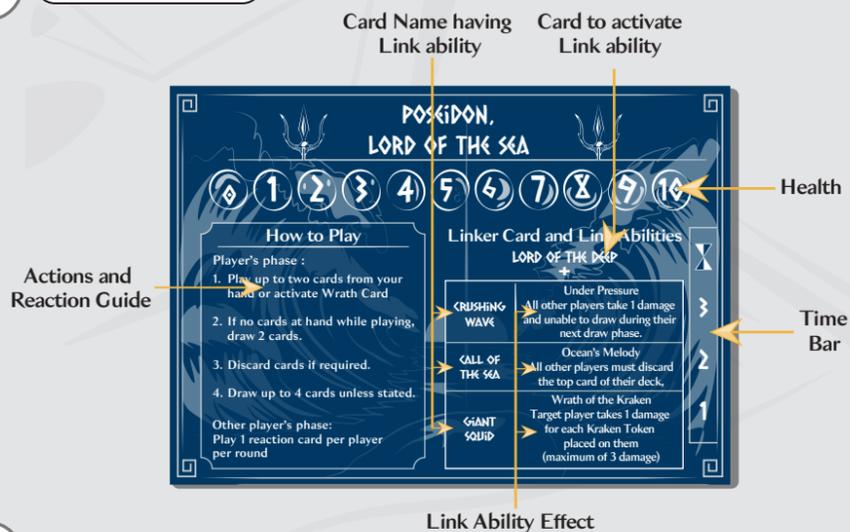


Board



Wrath card

BOARD GUIDE

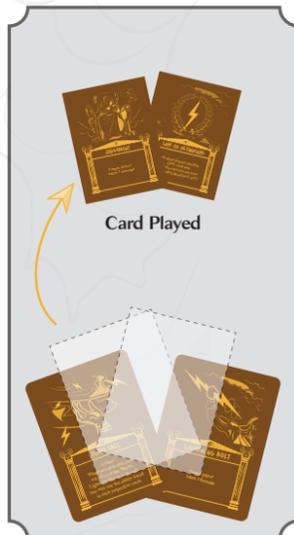


2-4 PLAYERS

20-30 MINUTES

BATTLE BEGINS

1. You may play up to two action cards from your hand. The sequence of the cards is important to activate some abilities. (See Link Cards Section.)
2. Other players may play reaction cards in response to your action cards to defend themselves or sabotage others. (See Reaction Cards for more information.)
3. All cards played this round are placed into the respective players' discard piles.
4. You may then discard as many cards as you want from your hand. Getting rid of unwanted cards may give you extra options on your next turn.
5. Draw back up to four cards. Your hand will always have a maximum of FOUR cards. If your hand becomes empty during your turn, you immediately draw two cards.
6. Pass the turn to the player on your left to end your turn.



HEALTH

Each player starts the game with 10 health. Whenever you play cards that deal damage to another player, they lose health (unless stated otherwise). If your health points drop down to 0, you are eliminated.

EXAMPLE



Poseidon takes 3 damage from Zeus, killing Poseidon. Poseidon is eliminated from the battle.

ASCENSION

The game ends when only one player remains. That player is declared the winner, and their God is proclaimed the Grand Deity.

CARD TYPE

Each God has their own unique cards and attacks. These are separated in the form of Action Cards, Linker / Link Cards, Reaction Cards, and Wrath Cards.

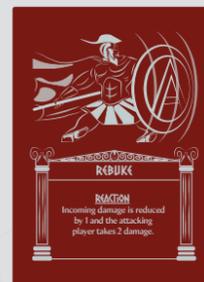
EXAMPLE



Action + Link card



Linker card



Reaction card

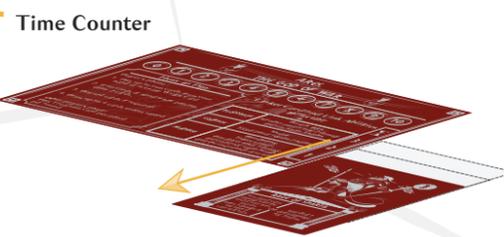


Wrath card

ACTION CARDS

These cards are simple and easy. When you play these cards, simply follow the instructions written on them.

Some Action Cards have a Time counter located in the upper right corner. Place these cards onto the Time Bar of the Board, where the number in the Time Counter represents the number of rounds. When the counter reaches 0, discard the card immediately. The card effects start immediately unless stated otherwise.



Once played, place the card on the respective number represented on the card and move the card downwards to represent the number of turns left. When it reaches 0, discard the card into the discard pile.

Some cards have an "or" section in their abilities. When using such cards, choose which of the following two abilities you will use when you play the card

EXAMPLE



The card 'Lightning Storm' has two abilities shown with an 'or'. This means that the card can be played with either of the abilities. However, the ability on the right requires a Linker Card to activate. (Please refer to the Linker Card section for more information.)

On the other hand, the card 'Rage of Sparta' has two abilities but does not have a Link ability on either side. Therefore, you can use either of the abilities when you play this card from your hand



TOKENS

Additionally, some cards require you to place tokens on your opponents or yourself. These tokens last until they are destroyed or used.

KRAKEN TOKENS

When the cards 'Restrained,' 'Release the Kraken,' or 'Giant Squid' are played, you must place a Kraken token on the targeted player. The Kraken token can be destroyed by playing a damage card on each token or by following any other specified conditions.



Players who have summoned the Kraken token are protected by it until it is destroyed. The attacking player must destroy all tokens before dealing damage to the player. However, the Kraken token CANNOT defend against the abilities of Wrath Cards.

LIGHTNING TOKENS

You place this token onto 'Jupiter Storm' when it is activated. You may remove as many tokens as required to activate either of the stated abilities, but not at the same time.



TROJAN TOKEN

You place this token onto your health bar when 'Trojan Horse' is activated. The token will remain until Trojan Horse is destroyed or if it deals damage to other players. Ares does not take damage when Trojan Horse is active.



LINK CARDS / LINKER CARDS

Link Cards are a special type of cards that have extra abilities when played in the right order. You MUST play the Linker card first to activate the additional abilities. (See example below.) The effect of the Linker card lasts only for one round.

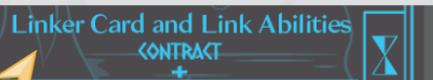
To enhance your strategy and defeat your enemies, utilize these cards effectively.

EXAMPLE

"Contract" is a Linker card that must be played first in order to activate the Link ability of "Cocytus."



NOTES: You may check the Link Ability effects on the board as shown

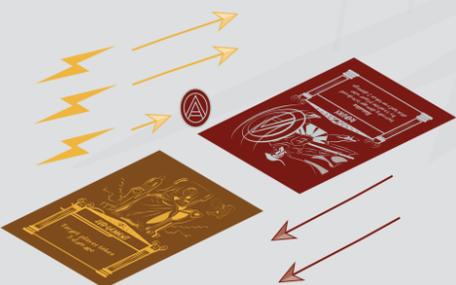


REACTION CARDS

Protect yourself or your ally, or sabotage them—use the cards as you wish to defend or disrupt their plans. However, there are limitations, and here is everything you need to know about them:

- The game is played in rounds, with each player taking a turn during a round. You are allowed to play only one Reaction card per round, per player.
- You can play a Reaction card at any time except during your action phase.
- If an Action card inflicts damage that exceeds the defensive capabilities of your Reaction cards, any extra damage will affect you.

EXAMPLE



Zeus plays a card that inflicts 3 damage, but Ares plays a reaction card that blocks 1 damage. As a result, Ares only loses 2 health.

Furthermore, Ares' reaction card has an additional effect of damaging the attacking player by 2. Consequently, Zeus also takes 2 damage.

NOTE: If Ares is still defeated after defending against the damage, the damage he dealt by the reaction card has no effect.

INTERRUPTION

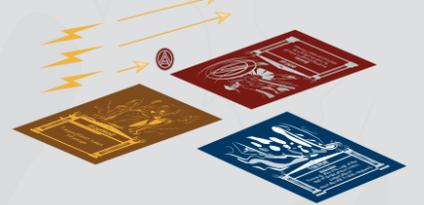
A player has the option to play a Reaction card in response to another player's Reaction card. This is known as Interruption. However, Interruption is still considered a reaction and must adhere to the rules mentioned earlier. In addition, there are additional limitations when playing Interruption:

- If multiple Reaction cards have been played, the latest Reaction card takes precedence and is resolved first before the earlier card(s) played.
- When playing a Reaction card as an Interruption, you have the choice to play it against either of the players involved.

These limitations ensure that the timing and resolution of Reaction cards during Interruption are handled correctly.

EXAMPLE

In the previous example, Ares plays a Reaction card in response to Zeus's action. However, Poseidon seizes the opportunity and plays the "Torrent" card as an Interruption.



The "Torrent" card has the potential to affect either Ares or Zeus, giving Poseidon the choice to decide whom to target with its effects.

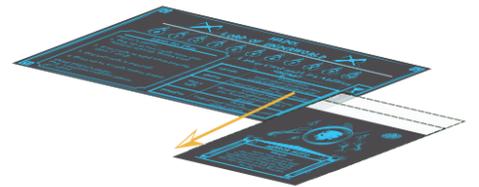
WRATH

Each player has a choice of three Wrath cards from their God deck. Select one card to use in the game, returning the other two cards to the box. Wrath cards can only be played once per game. To activate a Wrath card, a player must discard 2 cards and end their turn.

Wrath cards possess special abilities that can significantly impact other players. Each Wrath card remains active for 3 rounds, unless specified otherwise. Place the chosen Wrath card onto the Time Bar of the Board and move it downwards accordingly. It is possible to activate more than one Wrath card in the same round. The effect of the Wrath card begins at the start of your NEXT turn when it is activated unless specified otherwise.



Time Counter



FREQUENTLY ASKED QUESTIONS

Q. Will my Health Point be more than 10?
A. No, your maximum health point is 10.

Q. What if I played a card that reveals cards and played immediately, does the immediate card count as my 2nd card played for that turn?
A. No, it does not. You are still allowed to play another card if you have not yet met the requirement from the first rule.

Q. What if the revealed card is a Linker Card, will the Link ability of the 2nd card be activated?
A. Yes, the Link ability of the second card will be activated as if you have played the Linker Card itself.

WRATH CARDS

Q. What happens if 2 Wrath cards are activated at the same round and both require activation at the start of the player's turn?
A. The player who activates their Wrath card first will have its ability activated first.

Q. Does damage done by Wrath Cards count as "attacking" a player?
A. Yes, the damage inflicted by Wrath Cards is considered as attacking a player.

Q. Are you able to reduce damage taken by the Wrath card?
A. Yes, certain reaction cards like Calm Sea and Aegis can be used to defend against damage inflicted by Wrath cards. However, not Kraken Token.

ARES

Q. Since there are cards that buff my damage such as Rage of Sparta and Courage, will it affect Wrath cards too?
A. Yes, the damage buff from cards like Rage of Sparta and Courage will also affect the damage dealt by Wrath cards. The maximum damage is still subject to the value specified on the Wrath card.

Q. How do you play Marsian Spear as a Reaction Card?
A. To use Marsian Spear as a Reaction card, you must not have used any other reaction cards against any players prior to its activation.

POSEIDON

Q. If I were to play a card that damages all other players, how would my Kraken token work?
A. Your Kraken token would be able to defend against the incoming attack from the card that damages all other players. However, please note that the Kraken token does not defend against the abilities of Wrath cards.

FURTHER QUESTIONS:
Contact us at bjzgaming91@gmail.com

CREDITS:
GAME DESIGN, DEVELOPMENT AND DESIGN : Lim Zi Jian Brandon
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