

RULEBOOK



WORLD
MYTHOLOGY

GODOLYMPICS

RULEBOOK



2-5 players



30 min



13+



Not in the mood to read?
Watch tutorial and play!

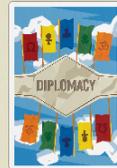
World of Mythology: Godolympics

COMPONENTS



SETUP

1. Draw a random player card to define your mythology. Or you can choose your mythology as agreed with other players.
2. Take all god cards with mythologies that are participating in your game and shuffle them to make the Gods deck. Note: For two players make a Gods deck of three mythologies (see Duel section).
3. Deal 4 cards to each player from the Gods deck. Do not show your god cards (your “hand”) to other players.
4. Take all diplomacy cards with mythologies that are participating in your game and shuffle. Deal one random diplomacy card to each player. Don’t show your diplomacy card to other players.
5. For Classic scenario take 3 bonus cards with “Endgame” out of the Bonus deck. Place them near the game board face up so everybody could see them. For Arcade scenario leave Endgame Bonus cards in the Bonus deck (see Bonus cards section).
6. Shuffle Bonus deck and place it face down next to the game board. Draw one bonus card and place it face up next to the Bonus deck.



7. Place your Player counters on the game board on the START.
8. Draw a random card from the Gods deck. The player of the mythology shown on that card starts the game. Shuffle the card back to the Gods deck.

Congrats! You’re ready for Godolympics!



GAMEPLAY OVERVIEW

You take part in the mythology race that consists of several Days (usually two per game). Each Day consists of multiple Rounds.

To outrun your opponents you have to:

- win rounds
- use Bonus cards
- use diplomacy cards

The first player to cross the finish line wins.



PLAYER'S TURN

On your turn you can play only 1 god card. Winner of the round is defined when everybody had one turn. All the cards played during this round form the BANK and it goes to the winner. Winner of the round is a player whose card is on top of the bank.

If you play a stronger god card than a card of a previous player (you DEFEAT his god), put it on top of the bank face up. If not – fold any god card from your hand and place it face down nearby.

The winner of the round takes the bank to his STACK and moves his counter to the next tile of the racing track on the game board (makes one STEP forward)...

Movement rules. You can NOT stop on the tile occupied by another player. If you have to end your movement on such tile, you should move your counter to the next unoccupied tile.

When you play a god card, draw one from the Gods deck. The winner of the previous round goes first.

3-player game

Player 1 plays a Toth card



Player 3 folds a card to the bank.



Player 2 plays a Seth card. Seth defeats Toth and goes on top of it.

GOD CARDS

11
rank
Ω
mythology



Ability

Power

To defeat a god card you can:

- play a god card with the same mythology but with higher RANK
- play a god card with your mythology with Power equal or higher than the rank of the opponent's god card.

Important: you can use Power only to defeat god cards with opponents' mythologies. Against your mythology you can only use RANK.

When you play a god card with your mythology you can choose to activate (TRIGGER) god's ABILITY.

Note: an ability triggered by the last player in a round without any effect on the gameplay is considered unused.



You're playing for Norse gods.



You need to defeat Tyr – a Norse god with rank 8

You can NOT use Power in this case.



Only Odin can defeat Tyr because he has a higher Rank.

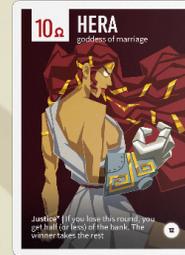
Gods of love. All cards with rank 1 are gods of love. Those gods have a special Power. They can defeat all gods of the opposite sex with opponents' mythologies.



Gods of war. All god cards with Rank 8 are gods of war. To defeat those gods you have to play a stronger god card and then to draw one random War card. When you draw LIFE – you have successfully defeated god of war. When you draw DEATH – fold your god card. War continues until someone defeats a god of war or till the end of a round.

Important: when you try to defeat a god of war with a god card of your mythology, you can trigger an ability only after you draw LIFE.

Delayed abilities. Trigger all abilities with an asterisk symbol (*) at the end of the round. If you have a conflict between several delayed abilities (you can NOT split a bank) – trigger only the last one played.



Hera has a delayed ability Justice. It's triggered only if someone defeats Hera



However, Justice won't be triggered in this case. Next player defeats Hera with Heimdallr – god with a delayed ability Ragnarok. Both abilities can NOT be triggered in the same time because they contradict each other. Heimdallr is a last played card and so player triggers Ragnarok.

BONUSES

At the start of each round open one Bonus card so everybody could see it. Each bonus card has a condition. If you manage to fulfill this condition – move your counter 1 step forward on the game board.

There are 3 types of bonuses:

Play to go. To gain this bonus you need to PLAY a specific kind of card. As soon as you play this card move your counter one step forward.

Win to go. To gain this bonus you have to WIN in a current round AND fulfill conditions of the bonus card. At the end of the round move your counter one additional step forward if you succeed.

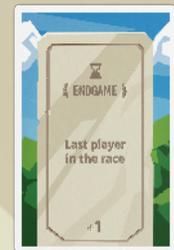
Some abilities of gods can give you personal bonus cards. Draw a bonus card and keep it. You can play your personal bonus card as soon as you fulfill its condition. At the end of the Day shuffle all personal bonus cards back to the bonus deck.

Endgame. You can play Endgame bonus cards using one of the following scenarios:

Classic scenario. When the game starts place all Endgame Bonus cards face up near the game board. These are the goals that you can achieve during the Day. When the last round of the Day ends, add bonus steps for each fulfilled condition. The player currently in the lead of the race adds first. Then goes the player on the second place and so on.

Arcade scenario. In this scenario all Endgame Bonus cards are shuffled to the Bonus deck. When you open it at the start of the round, place it near the game board and open one more Bonus card. When you draw the third Endgame card, the Day ends immediately.

If you draw a personal Endgame bonus card you may place it near the game board and take a new bonus card instead. You may also choose not to open your Endgame card.



DIPLOMACY

At the beginning of each Day, all players get one random Diplomacy card. This card defines the mythology of god cards that you they should “hunt” for during the Day. When the Day is over, you count how many god cards of the required mythology you have in your Stack. Then make as many steps forward on the game board. The leading player in the race goes first, and the player left behind goes last.

CARDS EXCHANGE

(FOR ADVANCED PLAYERS)

At the beginning of each Day, right after the dealing, all players can discard any amount of cards and draw the new ones from the Gods deck. Shuffle back all discarded cards to the Gods deck.

DUEL (2 PLAYERS)

For game for two, shuffle three mythologies into the Gods deck:

- 2 mythologies the players will play for
- 1 random mythology



SPECIAL TILES

Race track on the game board has special tiles:

1. **“+1”, “+2”, “-1”, “-2”.** When you finish your movement on those tiles make additional steps forward or backward.
2. **Arrows.** When you finish your movement on those tiles the shortcut becomes available to you. Use this shortcut next time you will move your counter.
3. **Stars.** When you finish your movement on those tiles take a personal bonus card.



VOCABULARY

Day – period of time from the dealing to the last card played. Usually, one game consists of two Days. Each Day consists of 12 rounds (18 rounds for a duel).

Round – one lap during which all players play one god card.

Gods deck – the main playing deck with god cards.

Rank – a value from 1 to 12 that shows the god's hierarchy in the mythological pantheon.

God's ability – a god's superpower, that can be activated by the player with same mythology.

Power – a value of each god that defines this power against all gods with other mythologies. Can be played only by the player with the same mythology. Depending on this value each god can defeat Rank 8 or lower, Rank 10 or lower or Rank 12 and lower. The only exception is the gods of love, who can defeat any god of the opposite sex from other mythologies.

Bank – all cards on the table played during a round (played and folded).

Stack – the deck of all the Banks you have won during one Day.

Discard pile – all the cards that are out of the game until the next Day.

Diplomacy cards – personal missions for one Day. Collect as many god cards of certain mythology in your Stack as possible. Make additional step for each at the end of the Day.

Bonus cards – tasks that allow you to move faster on the racing track. Play-To-Go bonus cards grant you bonus movement for playing a certain god card. Win-To-Go bonus cards grant you bonus movement for winning a round on certain conditions. Endgame bonus cards grant you additional movement at the end of each Day for fulfilling their conditions.

War cards – two additional cards Life and Death that are used to define the winner in the War. War starts when you trigger ability of god of war with your mythology. War ends when someone defeats your god or when round ends. Make 1 step forward for each victory.



GAMEPLAY OUTLINE

Start of the Day. Deal 4 god cards each. Exchange cards (if you agreed to do so) and shuffle the Gods deck. Play or fold 1 god card each. God card on top of the Bank defines the winner. Winner of the round takes the Bank and goes first in next round. Each round open new Bonus card.

No cards left? End of the Day.

- Add bonus steps for achieving goals of the Final Bonus cards starting from the leader of the race.
- Add bonus steps for each god card in your Stack with mythology defined by your Diplomacy card. Leader of the race starts first.

Nobody crossed the Finish line? Shuffle back all personal Bonus cards and played Bonus cards during this Day back to the Bonus deck, shuffle the Gods deck and start a new Day..

CREDITS

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Design and production – Jumperound creative lab

