



WORLD OF MYTHOLOGY

KING OF THE HILL

Name – World Of Mythology: King Of The Hill
Genre – adventure | light RPG | competitive



2-5 players



13+



60-120 min



TABLE OF CONTENTS

COMPONENTS	6
SETUP	8
GAME OVERVIEW	11
ADVENTURES	12
PLAYER'S TURN	13
EXPLORATION	13
Scouting	13
Movement	13
Discovery	14
God's Quest	14
BATTLE	15
ARENA	18
Setup	18
Arena fight	18
REWARDS FOR COMPLETION	22
HERO'S MAT	22
TEMPLES	23
ARTIFACTS	23
Hero's speed	24
REWARD CARDS	24
Dark runes and the Dark hero card	25
SECRET CARDS	25
END OF ADVENTURES	26
How to capture the Holy Hill	6
The Eclipse and Cthulhu	6
FINAL BATTLE	28
OVERVIEW	29
FINAL BATTLE SETUP	29
Cthulhu's ability	30
ATTACKING HERO VS MONSTER	30
ATTACKING HERO VS CONTENDER	31
THE END	31

COMPONENTS

1. HERO MATS



2. MONSTER MATS



3. ARENA MATS



4. BATTLE MATS



5. GOD CARDS



6. DARK HERO CARD



7. GUARDIAN CARDS



8. ARTIFACT CARD



9. SUPERARTIFACTO CARD



10. REWARD CARD



11. SECRET CARD



12. TEMPLE CARD



13. TEMPLE TOKENS



14. VILLAGE TOKENS



15. SEAL TOKEN



16. ROUND MARKER



17. FIRST PLAYER TOKEN



18. 1 HEALTH TOKEN



19. 5 HEALTH TOKEN



20. 10 HEALTH TOKEN



21. MONSTER TOKENS



22. ARENA TOKENS



23. DAMAGE MARKERS



24. HERO DICE



25. GUARDIAN DIE



26. MONSTER DIE



27. PLASTIC STAND



28. CARDBOARD STANDEES



29. GAME BOARD



HERO SETUP



- Place the game board. There are 5 markings on the borders of 5 mythologies that indicate each hero's camp on the game board.
- Choose your hero OR roll a hero die to define your mythology. If you roll a dark rune or a rune of a hero that is already taken, re-roll the die.
- Take your hero's mat, battle mat, damage tracker (fire token) and the hero's standee. Place the hero's mat next to your camp on the game board and the hero's standee in your camp.
- Take the indicated number of health tokens and place them on your hero's mat full-bottle side up.



- Place the battle mat next to your hero's mat. Place the damage marker on the bottom track on a number matching your hero's attack level (fire icon).
- Take 7 Temple cards of your mythology.
- Take five Temple tokens with the image of your camp.

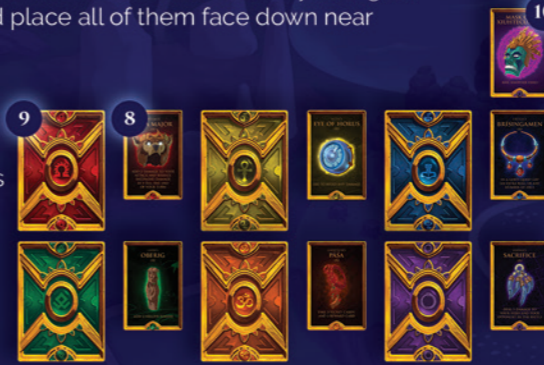
MYTHOLOGIES	RUNES	HEROES	CAMPS / TEMPLE TOKENS	STARTING HEALTH	STARTING ATTACK
GREEK				7	5
EGYPTIAN				9	3
NORSE				8	4
SLAVIC				9	3
HINDU				8	4



RE-ROLL A DARK RUNE WHEN PICKING A HERO OR IF SOMEBODY ALREADY PICKED THAT HERO

FULL SETUP

- Separate the God cards into 6 decks based on mythologies. Shuffle each deck and place all of them face down near the game board.
- Separate artifact cards into 6 decks based on mythologies and place them near the God decks.



- Place superartifact cards near the artifact cards.



- Shuffle village tokens cloud side up and place one token on each hexagonal tile on the game board.



- Put the Seal token on the Holy Hill tile on top of the village token.



- Separate reward cards based on number of players (ex. "4-5 players" means only for 4 and 5-players game). Shuffle the deck of reward cards and place it face down near the game board.
- Shuffle the deck of secret cards and place it face down near the game board.



- Put the round marker (the Moon) on the Slot "1" of the Eclipse track.

- Place Guardian standees and Guardian cards near the game board.



- Roll a hero die to define the first player. Re-roll if you rolled dark rune (purple). Place the first player token (the Sun) near the camp of this hero.

GAME OVERVIEW

FROM THE LOST AGES, THIS LEGEND DREW NEAR US
OF ONE HOLY HILL AND FIVE MYTHICAL HEROES

THESE HEROES HAVE COME FROM THE FAR-AWAY LANDS
TO HARNESS THE GIFT OF THE COSMIC ECLIPSE
BECOMING THE ONE TO CONSUME THE GREAT POWER
FOR PEOPLE ALL OVER TO PRAISE THEIR BRAVE DEEDS

BUT SOMETHING IS LYING IN WAIT DEEP BELOW
SPREADING CORRUPTION, IT EQUIPS FOR ASSAULT.
IT WHISPERS TO HEROES: "JUST WIN BY ALL MEANS"
SO, WHO WILL PREVAIL? THUS THE STORY BEGINS...

In this game, the players perform their actions each on their turn starting with the player who has the first player token and moving in the clockwise direction. Each time the turn reaches the first player again, move the round marker to the next slot on the Eclipse track, which shows the current round of the game.

The gameplay is divided into 2 chapters: **Adventures** and the **Final battle**.

ADVENTURES

The main goal of this chapter is to capture the Holy Hill by unlocking the Seal in the center of the game board. In order to do so, you must complete one of 5 Paths:

- **The Path of Wealth** – find 10 gold coins in Reward cards
- **The Path of the Champion** – win two Arenas
- **The Path of Faith** – build 5 temples
- **The Path of Harmony** – discover 5 different villages not counting the Dark ones (rune symbols on village tiles)
- **The Path of the Dark Hero** – own the Dark Hero card at the end of round "10".

After you break the seal and capture the Holy Hill, the **Final Battle begins**.

FINAL BATTLE

The main goal of this chapter is to stay on the Holy Hill tile for 5 rounds (slots I-V on the Eclipse track). When the round V ends, the hero on the Holy Hill wins the game (see **Final Battle**)



SEAL TOKEN

Use one of 4 ways to unlock the Holy Hill



DARK HERO CARD

Use the most Dark runes, reach the end of round 10



THE HOLY HILL TILE

ADVENTURES



PLAYER'S TURN

A player's turn can be one of three types: Exploration, Battle or Arena. Each player's first turn is an Exploration.

EXPLORATION

Exploration consists of 4 phases a player has to complete in this order:

1. Scouting
2. Movement
3. Discovery
4. God's quest

1. SCOUTING

Pick up any 2 village tokens adjacent to your hero's tile. Look at the rune symbols on the other side of the picked village tokens and return them back to their place. Do NOT show them to other players.

On your first turn you can scout only the villages adjacent to your camp.

Now you can decide where to move your hero: whether to one of the scouted villages or to any other tile in your reach.



ON HIS TURN, HERACLES CAN SCOUT 2 TILES ADJACENT TO HIS CAMP. SECRETLY, THE PLAYER PEEKS UNDER THEM AND SEES THAT THE RIGHT TILE HAS A HINDU RUNE, THE LEFT TILE - A GREEK RUNE.

2. MOVEMENT

The Hero's speed defines the maximum distance you can reach within one movement. At the start of the game, all heroes have speed 3 by default, which means that they can move up to 3 tiles away. The hero's speed can be decreased by the number of artifacts on his mat. Starting from the second artifact, Hero's speed becomes lower by 1 every time they take a new artifact (except Baba Yaga).



ON HIS FIRST TURN, HERACLES STARTS HIS ADVENTURE FROM HIS CAMP. HE CAN MOVE UP TO 3 TILES AWAY, ON ANY ONE CIRCLED WHITE

Rules of movement:

Move your hero to the chosen tile within your hero's speed limits following these rules:

1. You can NOT pass through or end your journey on a tile occupied by another hero.
1. You can NOT end your journey on a tile with an Arena token if another hero is currently on that Arena.
3. In the Adventures chapter, you can NOT pass through or end your journey on the Holly Hill tile with the Seal token, unless you have completed one of the Paths.



3. DISCOVERY

Flip the village token, on which you ended your move, so everybody can see it. Take this token and keep it near your hero's mat. Place your hero on that tile.

When you discover a **village of your mythology** take **3 reward cards** from the Reward deck.

When you discover **any other village** take **1 reward card**.

You can have an unlimited amount of reward cards (see **Reward cards**).



THE PLAYER MOVES HERACLES TO THE ADJACENT TILE (PREVIOUSLY SCOUTED) AND FLIPS THE VILLAGE TOKEN. IT'S A GREEK VILLAGE, SO HE GETS 3 REWARD CARDS AND THE GREEK VILLAGE TOKEN FOR THE DISCOVERY.

4. GOD'S QUEST

Draw a God card from the deck that matches the symbol – **rune** – of the revealed village. It's their **mythology**.



QUEST

ARTIFACT

BATTLE MISSION

Each god can give you either a **Rune quest** or take you to the **Arena** (see **Arena**). Each Quest demands a certain type and number of runes (up to five). Some Quests have grey squares in their demand. If there are two grey squares, for example, you have to roll two runes of the **same type** (no matter what type). To pass a Quest you have to **roll the rune combination** shown on a God card by using **hero dice**. Each of the dice has six different sides with 5 mythology runes and 1 dark rune on them.

How to pass a Quest

Take **5 hero dice**. You have **3 rolls** to complete a Quest. If you manage to roll one or several required runes, save them and re-roll the rest in the next attempt. You can re-roll previously saved runes if you wish to do so.



PLAYER PICKS A GREEK GOD CARD. IT'S ARTEMIS. THE QUEST IS TO ROLL 2 GREEK RUNES AND RUNES OF THE SAME MYTHOLOGY.

First roll

Heracles rolls 5 hero dice and gets Greek rune. He saves this die.



Saved



Second roll

Heracles rolls 4 hero dice and gets 1 more Greek rune. He saves this rune as well.



Saved



Third roll

Heracles rolls 3 hero dice in his last attempt. He gets 2 Hindu runes, gets a pair and so finishes the Quest.



SUCCESS. You rolled the right rune combo and completed the Quest. Read the name of the **artifact** on the God card. Find it in the artifact deck of the same mythology and place it in the leftmost empty slot in the bottom of your hero's mat. Place all new artifacts A-side up (or any side up if the artifact doesn't have the A-side). Discard the God card (see **Artifacts**).



During this action, you may use some Reward cards if your rolls were unlucky. Some cards allow you to have extra re-rolls, while others may be used to add the rune or runes you are missing.

A treat for a chosen one

All Quests completed on the **first try** also give you 1 extra Reward card. You can use Reward cards in your hand to achieve this.

Next, build one of your **Temples**. Place a Temple token on a tile you are currently on. Select one of the Temple cards and place it in the slot on a hero's mat. Each Temple gives its owner a certain bonus (for more details see **Temples**). After that, **end your turn**. The player to your left can start his turn now.



PLAYER PUTS A TEMPLE TOKEN ON THE MAP TILE...

... AND PLACES A TEMPLE CARD ON HIS HERO MAT

FAILURE. You have NOT completed a Quest. Look at the bottom of a God card. There are 2 types of secondary challenges: **Battle OR Mission**. You have to choose one of them.

Battle choice. If you choose the Battle, it means that on your next turn you must **battle a Guardian**. Each god has his own Guardian of the same mythology. Find the Guardian's card and a standee. Place the Guardian's standee next to your hero standee. Put that Guardian's card on your Battle mat in the corresponding slot. Keep the God card in front of you. That's the end of your turn (see Battle).

Mission choice. If you choose a Mission, Place a God card near your hero's mat. Now, you have an additional task in your Adventures. On the next turn, you can do Exploration again. If you already have a Mission, place a new God card under the current one. You have to complete the current Mission to be able to do the next one. You can stack any amount of missions.

After you choose the secondary challenge, end your turn.

You can complete a top Mission on your turn if you have done everything that is required in its text. For that, you receive the **artifact from the God card**, also **2 Reward cards** and **2 Secret cards**. Discard the God card with the completed mission. You can NOT build a Temple. If you have fulfilled all the requirements of the mission underneath, you can receive the benefits for it on the same turn. There are no penalties for not completed missions.

BATTLE

When you start your turn on a tile with a Guardian, the Battle begins. You do NOT explore this turn.



Define the level of a Guardian

All **Guardian cards** have 2 sides: A and B. At the start of a game, you will fight with A-side Guardians. When the Eclipse marker reaches round "5", all Guardians immediately upgrade to the higher level (B-side).

Flip the Guardian card with the right side up.

Guardian's card



Each Guardian has its own stats and ability:

- (A or B) Level of a Guardian.
- Attack. Damage dealt by this Guardian.
- Health. Starting health of this Guardian.
- Weakness. Defines a health limit when a Guardian's ability stops working.
- Rewards. Number of Reward cards you will gain from defeating this Guardian.
- Ability. A unique Guardian's power.



Battle setup

Put a Guardian's standee on a health track (top track) of your **battle mat** based on the starting health value of the Guardian. Place a **damage tracker** below on the attack track (bottom track) based on your current attack value. You can increase your attack value using some Reward cards and building certain Temples.

Sum up your basic damage (on hero's mat) **and all passive bonuses** (from cards, abilities, artifacts) **to define a total attack value of your hero.** Use Reward cards and artifacts to increase your damage if needed.



Overview

The hero attacks first and then the Guardian attacks back, then hero again, then Guardian, and so on. Battle continues until one of the opponents Health drops to 0.

Hero's attack

Each attack is **one roll**. Roll 5 hero dice to attack. The only runes you are interested in are the rune of your hero's mythology and the rune of the Guardian's mythology. The effect does not change if you roll one or more of required runes. One is enough. You will get one of the following results:

Hero's rune – HIT

Deal damage to the Guardian equal to your current attack value.

Guardian's rune – EVADE

The Guardian does not attack back. You can attack immediately again.

Hero's rune AND Guardian's rune – CRITICAL HIT

Add 2 to your current damage and deal it to the Guardian. You can also choose to make a HIT and EVADE instead of a CRITICAL HIT.

None of the above – MISS

When you attack the Guardian of your mythology and roll one rune of your mythology, you can choose either to HIT or EVADE. Two runes of your mythology count as CRITICAL HIT or HIT+EVADE.

When your hero and the Guardian die at the same time (due to the abilities of some Guardians) you still get the reward.

Guardian's attack

Each time after your attack, if you have not EVADED, roll a Guardian die to attack back. You will have one of the following results:

- RESTORE** (3): Guardian restores 3 Health, but no more than his starting health value.
- MISS** (miss icon): Guardian misses.
- HIT** (hit icon): Guardian deals basic damage to your hero.
- CRITICAL HIT** (+2): Guardian deals basic damage PLUS 2.

When the Guardian deals damage to you, flip the corresponding number of your Health tokens empty-bottle side up. When you deal damage to the Guardian, move Guardian's standee on a battle mat's track to mark his health value.

Guardian's weakness

Each Guardian has a unique ability which can be disabled. When the Guardian's health reaches his weakness value, the Guardian loses his ability. If the Guardian restores his health, the ability works again.

SUCCESS. You have defeated the Guardian. Discard the Guardian's standee and card. Then:

- Take 1 Reward card for defeating A-side Guardian/ Take 2 Reward cards for defeating B-side Guardian.
- Take the artifact and discard a God's card.
- Build a Temple. Place the Temple token on a tile you're currently on. Select one of the Temple cards and place it in the slot on a hero's mat. Receive the bonus of this Temple.

FAILURE. Your Health dropped to 0. Place the Guardian standee back on a tile with your hero. Discard the Guardian's card. Move your hero to your camp and restore all Health (flip all the bottles full side up).

A hero in his camp is immune to all negative effects and damage.

The player prepares for the Battle. He puts Lisovyk card on his battle mat with A-side up (Eclipse counter is below 5). Heracles' basic attack is 5 and he already has a Temple of Attack (+2 attack), so the player puts a damage tracker on 7. Lisovyk has 8 Health and the player puts a Lisovyk standee on "8" of the health counter.

Hero EVADES

The player rolls 5 hero dice and gets only a slavic rune of Lisovyk. Heracles doesn't deal damage but can attack again.



EVADE!

Hero MISSES

The player rolls again doesn't get any greek runes or slavic runes. That is a MISS.



MISS!

Lisovyk attacks

Guardian rolls a Critical Hit and deals 3 damage to the hero (basic attack 1 and plus 2 as critical)



The player flips 3 tokens of health to an empty side



Hero HITS

Heracles rolls 5 hero dice and gets a greek runes. Hero deals 7 damage to Lisovyk



The player moves guardian's standee on 1



THORNS (ability of Lisovyk). Heracles takes 1 damage.



WEAKNESS. As health of Lisovyk drops to 1 his ability deactivates

Lisovyk **RECOVERS 3 health** Guardian rolls RECOVER



Ability THORNS is active again

Hero makes a **CRITICAL HIT** and kills Lisovyk

The player gets a greek rune and a slavic rune. This is a critical hit and Heracles deals 9 damage. Lisovyk has only 4 health left and so he dies immediately. Heracles still takes 1 damage because of the Lisovyk's ability.



Move and battle

When you move your hero to the tile which has only the Guardian's standee on it, you can fight him on the same turn.

ARENA

The **Arena** is a second type of quest that you can get from a **God card**. Each mythology has one god that sends your hero to the Arena. On the turn that you drew this God card, you **only set up** the Arena. You will fight at the Arena on your **next turn**. It takes two turns to complete the Arena this way.

You can NOT refuse to go to the Arena. You are a HERO, for Zeus' sake!



SETUP

When you draw a God card with an Arena quest:

1. Take the **Arena mat** of God's mythology and place it near the hero's mat
2. Place the corresponding **Arena token** of the same mythology on the tile with your hero
3. Place your **hero's standee** and **god's artifact** on the slots of the Arena mat. Discard the God's card.
4. **Roll 3 hero dice** to find out who your opponents are. Take a Guardian card of matching mythology for each rune that you rolled. Place them near the Arena mat.
5. Put **the standees** of those Guardians on the Arena mat on the slots in the middle column.



If it is your **first Arena** in the game, place all Guardians' cards **A-side** up. If you already have one Arena token (this is your **second Arena** in the game) – **B-side** up.

The Eclipse track doesn't affect the level of Guardians in the Arena.

This is the end of your turn.

ARENA FIGHT

If you start your turn in the Arena, you have to fight **three Guardians** next. Arena differs from the usual **Battle** with the Guardian. Arena fight is divided into **fighting rounds**. Each fighting round includes hero's attack followed by the Guardians' attacks. At the end of each fighting round you can use one **Healing potion** if you have any (see **Reward cards**). Your Arena fight continues until you defeat all the Guardians or lose all your Health.

In Arena you can NOT use **Secret cards**, **Reward cards** (other than **Healing potions**), **artifacts** and **heroes' abilities**.

First target rule

At the beginning of each fighting round, name the Guardian you wish to attack first (**Target**) and move your hero in a slot opposite that Guardian. In one attack you can deal damage to multiple Guardians, but you **MUST** attack your Target first. You can change the Target in your next fighting round.

Only the Target Guardian has an active ability and only if its standee is in a starting slot. All Guardians in NO ABILITY slots lose their abilities.

FIRST ROUND. THE PLAYER SAYS "I WILL ATTACK LISOVYK FIRST" AND MOVES HERACLES TO THE BOTTOM SLOT.



The goal

To defeat a Guardian in the Arena you have to **hit him twice** or to roll one **critical hit** (instant kill). First time you hit a Guardian, move his standee to the right slot, in the NO ABILITY area. When you hit a Guardian in a NO ABILITY slot, he dies. Remove his standee and discard the Guardian's card.

Hero's attack

Roll 5 hero dice to attack. You will have to **CHOOSE** what kind of actions you want to perform based on the options listed below. As you make your choice, place the corresponding dice near the standees to track the progress. In contrast with the Battle, each hero's/Guardian's rune you roll gives you **HIT /EVADE**.

- **Each rune of your hero's mythology is a HIT**
HIT your Target first and then distribute other HITS among all Guardians.
- **Each rune of a Guardian's mythology is an EVADE**
The Guardian with a matching rune doesn't attack you in a current round.
- **Each combination of 1 hero's and 1 Guardian's rune is a CRITICAL HIT.**
That Guardian dies immediately.
- None of the above is a **MISS**

Don't forget that your first hit **ALWAYS** goes to your **Target**, so you can NOT perform a **CRITICAL HIT** to the non-Target if you have only one rune of your hero's mythology.

Guardians' attack

All Guardians that your hero has not evaded attack one by one starting from the top slot of the Arena mat. Roll the Guardian die for each of attackers.

When a Guardian rolls **RESTORE**, move his standee left, from the NO ABILITY slot to the starting slot. But if this Guardian is on a starting slot, **RESTORE** counts as a **MISS**.

Hit, Critical Hit and Miss have the same effects as in Battle (see **Battle**).

SUCCESS. You have defeated all 3 Guardians.

- Take the **artifact** and **discard the Arena mat**
- **Return your hero** on the tile with that Arena's token.
- **Take that token** and place it on your hero's mat.
- **Build a Temple** and receive its bonus.
- End your turn.

FAILURE. Your Health dropped to 0. Set aside the Arena mat with the artifact. Discard Guardian cards and standees. Arena token stays on its tile. Move your hero to his camp and restore full Health. This is the end of your turn.

Now any hero can try to win this Arena by visiting this tile. If somebody chooses to do so, he can pass the Arena in 1 turn; the Guardians for that Arena have to be chosen again (by rolling 3 hero dice).

On his turn, the player discovers a Slavic village and draws Tryglav from a Slavic gods' deck. Tryglav has an Arena as a quest.

The player takes the Slavic Arena mat, places the Slavic Arena token on his tile and puts Heracles standee on the Arena mat in a starting hero's slot. Then he puts an artifact Dar Zoru on the Arena mat and discards Tryglav.

The player rolls 3 hero dice to define his opponents. It's Norse (Valkyrie), Greek (Harpy) and Hindu (Naga) runes. It's a first attempt to pass Arena for this player, so he puts all Guardian cards with A-side up. At last he takes standees of those Guardians and puts them on a starting Guardian's slots. That is the end of his turn.



Next turn the player starts an Arena battle.

FIGHTING ROUND 1.

Hero's attack. The player claims Valkyrie as his Target, moves Heracles standee to the upper slot and rolls 5 hero dice. Result – 1 Greek, 1 Hindu, 2 dark and 1 Egyptian runes. The player chooses to assign Greek and Hindu runes to **EVADE** attacks from Harpy and Naga.

Guardians' attack. Valkyrie is the only Guardian that can attack. Guardian die shows a **MISS**, but Valkyrie is a Target and her ability is active (**MISS = HIT**). Valkyrie deals 3 damage to Heracles.

Hero has 4 Health left. After the round 1 the player uses Healing potion and recovers 3 Health to Heracles. (Heracles has 7 Health left)

FIGHTING ROUND 2.

Hero's attack. Target – Valkyrie. Roll: 1 Norse, 2 Greek, 2 Egyptian runes. The player chooses to make a CRITICAL HIT to Valkyrie and spends one Greek and one Norse rune. One more Greek rune the player uses to HIT Harpy. Harpy goes to No Ability zone.

Guardians' attack. Harpy rolls RECOVER and moves back to the starting slot. Naga rolls HIT and deals 1 damage to Heracles. (Heracles has 6 Health left)

FIGHTING ROUND 3.

Hero's attack. Target – Harpy. Roll: 1 dark, 1 Egyptian and 2 Norse runes (Harpy has ability that forces you to roll one die less when you try to hit her). Heracles MISSES.

Guardians' attack. Harpy rolls HIT and deals 2 damage. Naga rolls HIT and deals 1 damage.

The player decides to use his last Healing potion and recovers 3 Health (Heracles has 6 Health left)

FIGHTING ROUND 4.

Hero's attack. Target – Naga. Roll: 2 Greek, 1 Norse, 2 dark runes. The player chooses to split the damage and assigns one HIT to Harpy and one HIT to Naga. As a result, both Guardians move to No ability zone.

Guardians' attack. Harpy rolls CRITICAL HIT and deals 4 damage. Naga rolls MISS (Heracles has 2 Health left).

FIGHTING ROUND 5.

Hero's attack. Hero's attack. Target – Harpy. Roll: 1 Norse, 1 Egyptian, and 3 Greek runes. The player decides to make a CRITICAL HIT to Harpy and spends 2 Greek runes. Harpy dies. Last Greek rune he spends to HIT Naga and she dies as well.

ROUND 1

ROUND 2

ROUND 3

ROUND 4

ROUND 5



The player returns Heracles to the game board and puts him on a tile with the Arena token. Then he takes the Slavic Arena token (now he is half-way to finish the Path of Champion), artifact Dar Zoru and builds a Temple...



REWARDS FOR COMPLETION

	ARTIFACT	TEMPLE	REWARD CARDS	SECRET CARDS	ARENA TOKEN
QUEST	•	•	1 for first attempt		
BATTLE	•	•	1 for A-side 2 for B-side		
MISSION	•		2	2	
ARENA	•	•			•

HERO'S MAT



ABILITY
REQUIREMENTS
SPECIAL ABILITY

Heracles has to build 3 temples of Attack to unlock his special ability.

Each hero has **Attack** and **Health** starting values. Attack defines the amount of damage you deal in a Battle. Health defines how much of incoming damage you can take.

Heracles has 5 attack points and 7 health points from the start.

In the bottom part of the hero's mat, you have slots for your **artifacts**. When you get an artifact, put it in the leftmost empty slot. The number of slots is your maximum capacity for artifacts. The more artifacts you have the slower your hero becomes (see **Artifacts**).

On the right side of the mat you have 5 slots for your **active Temple cards**. When you build a Temple, chose a temple card and place it here to receive the temple's bonus.

Now that you know the basics, let's look at the hero's mat. Each hero has one **ability** and one **special ability** which can help him in his adventures.

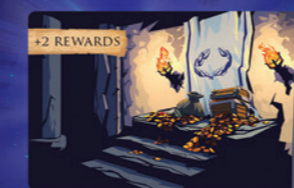
You can use your ability from the start of the game. However, the special ability can only be unlocked after you build 3 temples of the required type.

TEMPLES

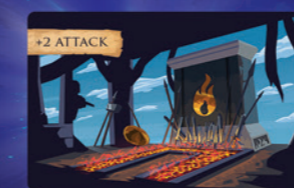
At the end of your turn, if you managed to complete a Quest, pass the Arena or defeat a Guardian, you can build one of your temples on a current tile. Choose one of your temple cards and place them on your mat. Immediately receive the bonus from this temple.

THERE ARE 5 TEMPLE BONUSES IN TOTAL

TEMPLE OF REWARDS



TEMPLE OF ATTACK



TEMPLE OF HEALTH



TEMPLE OF SECRETS



MARKET



Temple of Health. Add 3 full Health tokens to your Health. It increases your Health value by 3.

Temple of Attack. Add 2 to your damage. Move the Damage marker on your battle mat 2 spots to the right.

Temple of Rewards. Take 2 Reward cards from the Reward deck.

Temple of Secret. Take 2 Secret cards from the Secret deck.

Market. Take 1 Reward card and 1 Secret card. From now on, Market allows you to sell and exchange artifacts during your turns.

- Sell artifacts. You can sell any artifact for 2 Reward cards (it doesn't matter if it is on A or B side). Place this artifact (and all other artifacts sold or used) near the game board. This is the **Artifact market**. This artifact is available now to be exchanged by every player who has a Market. Shift your remaining artifacts to the left, so you don't forget your new Movement speed.
- Exchange artifacts. If there are artifacts on the Artifact market, you can pick any one by replacing it with one of yours once per turn. When you take an artifact, consider it as new (A-side up).
- Superartifact. As long as you have the Market, you can exchange 3 artifacts of the same mythology to get a superartifact of that mythology. Each superartifact can be claimed only once.

You can spend your turn to move your hero to an empty tile and build a Temple there.

You can NOT use any Secrets and Rewards after you built a Temple

ARTIFACTS

There are 3 types of artifacts: active, passive and superartifact.

Active artifact has 2 sides: **A** and **B**. When you get an active artifact, place it A-side up. When you use it – flip it to the B-side. After the second usage, put this artifact next to the board, it becomes the **Artifact market** space. You and other players can exchange them if they build the Market (see Temples).

You can use each of your active artifacts only once per turn.



Passive artifact has 2 identical sides with an ∞ symbol on them. You can place it with any side up. The effect of this artifact is permanent and works as long as you have it.



Superartifact is a combination of active and passive artifacts. One side is **A**, another is **∞**. When you get a superartifact, place it with an A-side up on your mat. When you use it – flip it. After that you gain a permanent bonus which works as long as you have this superartifact.

To get a superartifact you need the Market. Then, you can collect and exchange 3 artifacts of the same mythology to get the superartifact of that mythology. Your artifacts go to the Artifact market.

Each **A**-side of a superartifact is a unique and powerful ability. The **∞**-side is the same for all superartifacts and allows you to unlock the Holy Hill faster:

- The Path of Wealth – collect 7 gold
- The Path of the Champion – 1 Arena token
- The Path of Faith – build 4 temples
- The Path of Harmony – discover ANY 5 different villages



HERO'S SPEED

When you get an artifact, place it on your hero mat in an empty slot. Fill those slots starting from the leftmost.

The more artifacts you have the slower your hero becomes.

- 0-1 artifact – your basic speed is 3
- 2 artifacts – your basic speed is 2
- 3 artifacts – your basic speed is 1

The number of slots define the maximum amount of artifacts that you can have.

When you receive the 4th artifact, you have to discard any one artifact or sell one of them for 2 Reward. You can sell artifacts only if you have the Market built. The only way you can keep the fourth artifact is if you build the Market immediately after receiving that artifact. Then, you must sell at least one artifact at the beginning of your turn before taking any other actions.

REWARD CARDS

When you use any of the Reward cards (except the Dark rune), **discard** them. You can use **each type** of Reward card only **once per turn**.

When you use **Attack Potion**, move the damage marker to the right by 1. Every time this turn you attack during the Battle or Final battle, that is the amount of damage you inflict. Keep the Attack Potion in front of you in order to remember that its effect lasts only one turn. At the end of your turn, move the damage marker one step back and discard the card. If you get an extra turn (by using Timewalk secret card), this potion can NOT be used again; discard it before starting the extra turn.

When you use **Healing potion**, flip 3 empty 1-health bottles on your hero's mat. Discard the card.

Keep the **Gold cards** hidden in your hand. When you collect 10 gold in total (or 7 if you have a superartifact on ∞-side), you have completed the Path of Wealth. Reveal them only after you reach the Holy Hill.



The Dark rune card. Use it in a God's Quests to transform a dark rune to any other rune. Do NOT discard the Dark rune card when you use it. Instead, place it near your hero's mat face up.

Each time you use dark rune, add 1 to Eclipse track, up to the number 10. If the round marker is already on 10, the dark runes do NOT move it farther.

Dark runes and the Dark hero card
The first player who uses a Dark rune in the game takes the Dark hero card. When another player collects **more Dark rune** cards before him than the player with the Dark hero card, he becomes a new Dark hero and gets the Dark hero card. The unused Dark runes that players have in their hands do not count.



If you have the Dark hero card at the end of the round 10, you move to the Holy Hill and control Cthulhu (see End of Adventures).

SECRET CARDS

Secret cards help your hero and slow down the pace of your opponents. You can use secret cards whenever you want on your turn, but before you build a Temple. When you use a secret card, discard it after playing its effects.

You can NOT use secrets during your Arena fight
You can NOT use secret cards after you have built the Temple.
You can NOT target heroes in their camps.

The secret cards with **"Golden"** in the title give you an instant win against a specific Guardian. You can discard it when you battle the Guardian (including the Battle for the Holy Hill), the Battle counts as a win, receive all the benefits.

Here are explanations to some secret cards:

Doppelganger. You play this card not on your turn but as a reaction to other player's secret. Discard Doppelganger and the opponent's secret card.

False Prophet. When you play this secret, choose any adjacent Temple. Look at this Temple's owner's mat. Choose one bonus from the active Temple card area there and receive it immediately.

New Faith & Vandalism. "To destroy a Temple" means to return the Temple token from the board back to its owner. This token can be built in the future. Similarly, return the active Temple card back to its owner's hand. This card can be used again; its owner will receive the bonus again. When you destroy the Temple, the opponent does not lose the bonuses he received, except for Attack bonus and Market trading ability.

Timewalk. This secret gives you an extra turn. You can use it, for example, after you found and set up the Arena quest to immediately start fighting. If you decide to use Timewalk during Final battle rounds when attacking the Monster/Contender, you have to let him finish his counterattack, before attacking again (also with counterattack).

Trap. Leave one Health token on the opponent's mat full-bottle side up, flip the others empty-bottle side up.
Voodoo Doll. Give this card to the chosen opponent to remember its effect. On this opponent's next turn, they have to discard the Voodoo Doll and end the turn immediately.

Some secret cards have a range of action of 2 tiles away or less. It means, that you can target one or more heroes who are currently two tiles away or adjacent to you. You can NOT target a hero in his camp, even if he is within range.



END OF ADVENTURES

The Final battle begins in 2 cases: **hero breaks the Seal** (and captures the Holy Hill) OR **the round 10 ends**, which means, you have reached the Eclipse and Cthulhu appears.

To break the seal you have to complete one of the goals of the Adventures:

- The Path of Wealth – collect 10 gold.
- The Path of the Champion – pass two Arenas.
- The Path of Faith – build 5 temples.
- The Path of Harmony – discover 5 different villages except the Dark ones.

If you have completed one of the paths you can capture the Holy Hill.

HOW TO CAPTURE THE HOLY HILL

1. At the start your turn, if you are not engaged in a Battle or Arena, move your hero to the Holy Hill tile. Show other players that you have completed one of the Paths.
2. Flip the village token and the Seal token together. Instead of drawing a God card, you have to Battle the Guardian of the revealed mythology by the usual **Battle rules**. Discard the village token. Flip the Guardian card to **side (B)** and place it on your Battle mat. Start the Battle.

FAILURE. If you failed to defeat the Guardian, the Seal stays closed. Leave the Guardian's standee on the Holy Hill tile, place the Seal token underneath it and move your hero to his camp. Restore your health. End your turn. Other heroes **who have completed a Path** may battle that Guardian on their turns. If they win, they proceed to step (3).

SUCCESS. Continue to (3).

3. You have broken the Seal. Discard the Guardian's standee and card. Receive 2 reward cards. There's no artifact and no Temple.
4. This is the end of the Adventures chapter. Proceed to the Final battle setup.

THE ECLIPSE AND CTHULHU

When the Eclipse marker reaches "10", the last round of Adventures begin. At the end of this round, the Dark Hero's Monster, Cthulhu, appears and breaks the Seal. When it happens:

1. Discard the Seal and a village token from the Holy Hill tile.
2. Summon the Cthulhu. Place the Cthulhu on the Holy Hill.

If there is no player with the Dark hero card (nobody used dark runes during the game), all players lose.

3. Player with the Dark hero card places his hero's standee on the Holy Hill tile. The speed limit is irrelevant.
4. Player with the Dark hero card proceeds with the **Final battle setup** (next chapter).



FINAL BATTLE

OVERVIEW

The defending hero on the Holly Hill tile is called Contender. To any other hero we will refer as attacking hero. When the Final Battle begins, move the round marker to slot "I". The game continues in the usual turn order starting with the **new first player**. Move the round marker forward every time the turn order reaches the first player again. After the end of round V, the game immediately ends and the current occupant of the Holy Hill becomes the King of the Hill.

FINAL BATTLE SETUP

This setup is basically the **first turn of the Contender** in round I. In rounds II to V the Contender will be able to make other actions. (see **Contender's turn**)

1. Place the **first player token** (the Sun) near your camp.
2. Place the **round marker** on the slot "I".
3. Summon your **Monster** to the Holy Hill. Take the Monster mat of your mythology and its standee. Place the mat near you and place the standee on the Holly Hill tile near your hero. If the **Cthulhu** appeared, the **Dark Hero** takes the Cthulhu's mat, and token. Place the health tokens on a Monster's mat equal to the total amount of players multiplied by 10:

- 5 players – 50 Health
- 4 players – 40 Health
- 3 players – 30 Health
- 2 players – 20 Health

4. Remove all village tokens from the map.
5. All Battles and Arenas stop immediately. Discard the Guardian standees and cards. The heroes who were on the Arenas, return to the tile with that Arena's token. Discard all Arena tokens, artifacts and put away Arena mats.
4. Read your **Monster's ability** and take corresponding amount of special tokens. **If you have only 2 players, monster abilities don't work.**

IMPORTANT!

Only the hero who breaks the Seal can summon a **Monster**.



When using the Monster's ability, remember:
A hero in his camp is immune to the effects and damage from cards and Monster abilities.

Cthulhu's ability

Cthulhu's ability gives the Dark hero an opportunity to control one hero's actions during that hero's turn. The controlled hero has all his usual bonuses and abilities, speed, health tokens. His **attack value increases by 3**. At the start of his turn, the controlled hero moves toward any other hero on the map (except those in their **camps**). Then, the controlled hero attacks by rolling **hero dice** once. If he rolled only his rune, it is a **HIT** – deal damage equal to the attack value. His rune and target's rune – **CRITICAL HIT** – attack value plus 2. The target does not counterattack. If there are no targets within reach or the Dark hero decides not to attack another hero, the controlled hero performs an attack against himself. If he rolls 1 rune of his mythology – **HIT**, 2 runes – **CRITICAL HIT**.

If he misses, nothing happens. Return the mind control token to the Monster mat. End the turn.

During this turn, the player to whom the controlled hero belongs does nothing.

ATTACKING HERO VS. MONSTER

To remove the Contender from the mountain, you have to defeat him in battle. But to attack the Contender, you must beat his Monster first. While the Monster is on the Holy Hill, the Contender stays inactive and immune to attacks and secret cards.

Starting from the player to the left of the Contender, each attacking hero can only move in the direction of the Holy Hill and attack the Monster or – if the Monster is dead – the Contender.

If any hero dies, he returns to his camp and restores his health. A hero in his camp is immune to all the effects and damage.

ATTACKING HERO'S TURN

At the start of his turn, the attacking hero has to move according to his speed toward the Holy Hill. Remember, that you can discard artifacts to increase your speed (or trade them if you have built the Market). If you start your turn or end your movement in a tile adjacent to the Monster /Contender, you attack. You cannot move after attacking. Unlike usual Battle, both opponents roll their dice at the same time.

Hero's attack

You have 1 attack each turn. To attack the Monster, roll 5 hero dice. As in Battle, it is only necessary to roll 1 rune of your mythology and 1 rune of opponent's mythology to get the effects. If you roll more than one, the effect is the same.

You will have one of the following results:

Hero's rune – HIT

Deal damage to the Monster equal to your current attack value. You are free to use your artifacts and rewards to increase your damage.

Hero's rune AND Monster's rune – CRITICAL HIT

Deal damage to the Monster equal to your current attack value PLUS 2.

None of the above – MISS

Monster's counterattack

The player with the Monster rolls the **Monster die** at the same time as the hero rolls his dice. You will have one of the following results:



Monster blocks 5 damage.



All heroes on an adjacent tiles to the mountain take 3 damage.



All heroes on an adjacent tiles to the mountain take 3 damage.



Attacking hero takes 7 damage.



Attacking hero has 1 Health left.



Attacking hero has to discard 1 artifact. The Contender decides which one. If attacking hero has no artifacts, instead he takes 7 damage.

CONTENDER'S TURN

Starting from the round II, the Contender can use his Monster's ability during his turn.

Each Monster has a unique ability that has to be used by the player. If there are no targets for that ability, the player does nothing.

The Contender can NOT heal the Monster by using Healing potion



Death of the Monster

If Monster's health drops to 0 during hero's attack, the Monster is defeated. The effect of the **Monster die** is still applied.

Remove the Monster's mat and the standee.

ATTACKING HERO VS. CONTENDER

ATTACKING HERO'S TURN

Without the Monster, all attacking heroes can attack the Contender straight ahead. When you attack the Contender, he gets a counterattack afterwards. Every player has only one attack per turn. Both sides use Hero dice to attack. First, the attacking hero rolls the hero dice and the effect of the roll is applied. Then, the Contender rolls Hero dice and applies the effect.

All the dice combinations work the same for attacking heroes and the Contender. "Hero's rune" refers to the rune of the hero that belongs to the player who is rolling the dice.

Hero's rune – HIT

Deal damage to the Target equal to your current attack value.

Hero's rune AND Target's rune – CRITICAL HIT

Deal damage to the Target equal to your current attack value PLUS 2

None of the above – MISS

When you kill the Contender, send him to his Camp, move your hero to the Holy Hill. This is the end of your turn. The first player token stays with the player who broke the Seal. The turns and rounds continue as usual. The player to your left goes next.

From now on, all other players attack you to win the game.

CONTENDER'S TURN

On his own turn, the Contender can attack any adjacent hero once **WITHOUT** that hero counterattacking (name your Target before you roll for attack). If the Contender was beaten, this rule applies to the new occupant of the Holy Hill, when he/she attacks, the opponent does not counterattack.

The Contender may use a Healing potion (Reward card) to heal himself during his turn.

END OF ADVENTURES

The game finishes when the round V ends. The hero standing on the Holy Hill is crowned and receives the eternal glory and devotion. **All hail the King of the Hill!**

Good luck and let the best hero win!

CREDITS

Creative director: Vitaly Tkach

Head of game design: Denis Antonenko

Game designer: Anton Kalikin

Graphic designer: Sasha Ten

Artists: Alex Chichkan, Victor Zakharchenko, Nestor Guk, Igor Chyzhov

3D artists: Anton Malov, Ruslan Cherevychnyi

Logo design: Daria Brisanyuk

WORLD OF MYTHOLOGY

KING OF THE HILL

