

DEUS EX MACHINA

Players 2-4 Time 20' Ages 8+

Assume the role of a legendary hero, and with the help of your comrades and the Gods of Olympus, attempt to defeat mythical monsters and accomplish difficult quests in order to conquer the then-known Ancient World!!!

The game is played with 45 cards which are explained below:

4 Legendary Hero Cards:

Each card is 2-sided, one colored (Strong side) and one in grayscale (Weak side).

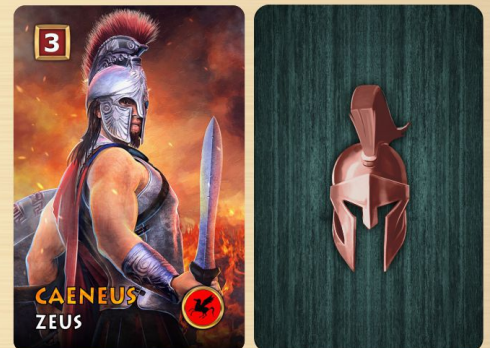
The card states the hero's name, the Olympian god that favors them, and their Might (top left red square) and Cunning (top right blue circle) attributes, which are used to resolve the Quests. They are visible to all players and are flipped upside down when used.

The Heroes are Hercules, Theseus, Perseus and Jason.



8 Comrade Cards:

There are 8 Comrade cards in the game. Each card states their name, the Olympian god that favors them, a Quest area color/symbol, and their Might (top left red square) and Cunning (top right blue circle) attributes, which are used to resolve the Quests. There are always 2 Comrade Cards face up, and once a player uses one, it is discarded and a new one is drawn face up to replace that card. If the Comrade deck is depleted, shuffle the discarded Comrade cards and then draw a new one.



21 Quest Cards:

There are 5 categories of Quests, as shown by their color/symbol. These cards state the name, the required Might (top left red square) and Cunning (top right blue circle) attributes, the color/symbol category (bottom left) and the victory point value (bottom right). At the start of the game the Quest deck is shuffled and 3 are drawn face up for all players. Once a player resolves a Quest, they take the card adding it to their collection, and the card is replenished with a new Quest card from the deck.



4 Objective Cards:

Each card lists 4 Quest colors/symbols that players must resolve as well as the necessary victory points to collect in order to win the game. Victory points vary depending on the number of players per game.

The first player to resolve 4 Quests and gather the required victory points stated on their objective card, waits for the current round to end and then declares that they have won the game.



8 God Cards:

These cards aid the players in resolving the Quests.. Initially 4 cards are drawn face up and are replenished as they are used, until the deck is depleted. For each God card a player uses, they add the card to their collection and suffer a -1 victory point penalty at the end of the game. There is no limit to how many God cards a player can use throughout the game; the only limit is one God card per turn. These Gods are:

Zeus: Gives +1 to any attribute of Hercules, Oedipus and Caeneus.

Athena: Gives +1 to any attribute of Theseus, Ariadne and Sisyphus.

Hermes: Gives +1 to any attribute of Perseus, Orion and Cadmus.

Hera: Gives +1 to any attribute of Jason, Medea, and Mestra.

Ares: Gives +1 Might to all legendary heroes.

Hades: Gives +1 Cunning to all legendary heroes.

Hephaestus: Reverses the stats of a Quest card. For example the Minotaur has a requirement of 3 Might and 5 Cunning, so Hephaestus switches it to 5 Might and 3 Cunning.

Poseidon: Changes the color/symbol of a Quest card. For example, if a player has a blue color/symbol in their collection, they can change it to whatever color/symbol they want at the end of the game with the help of Poseidon.



PLAYING THE GAME

The youngest player plays fist and the rest continue clockwise. Each round the player tries to resolve (if successful) a Quest card or they choose to pass. The round ends when all players have played once.

PLAYER ACTIONS

Each round the player controls their Hero, an available Comrade Card of their choice and, optionally, a God Card to resolve a Quest card. In order to do so, they must accumulate attributes (Might & Cunning) equal to or greater than the Quest Cards requirements.

In this attempt they add the attributes of their Hero and Comrade, and if they use a God Card, the God's special ability is taken into account. If the sum total for each attribute is greater or equal than the requirements of the Quest Card, the player has successfully resolved the Quest, and takes the card, adding it to their collection. Afterwards, the Hero Card is flipped over, the Comrade Card is discarded, and any used God card is also added to the player's collection.

ATTENTION: Whenever a player resolves Quest, then their Hero always flips over, regardless of the side it was (Strong-colored or Weak-grayscale)

PASS

If a player passes, then if they wish they can flip their Legendary Hero card, and it is the next player's turn to play.

SETTING UP THE GAME

- Each player chooses a Legendary Hero Card and places it in front of them with the Strong (colored) position face up.
- Each player randomly draws an objective card. The player keeps this card hidden until the end of the game.
- Shuffle the Comrade Cards and draw 2. Place them face up next to the respective deck.
- Shuffle the Quest Cards and draw 3. Place them face up next to the respective deck.
- Shuffle the God cards and draw 4. Place them face up next to the respective deck.



2 PLAYERS GAME SETUP (JASON vs HERCULES)



WINNING THE GAME

When a player has resolved all 4 categories (symbol/color) of Quests listed on their hidden objective card, as well as accumulated the required amount of victory points, they declare that they are the winner of the game, once the current round is over. The required Points to claim victory are:

19 VP in a 2 player game.

17 VP in a 3 player game.

14 VP in a 4 player game.

ATTENTION: Each God card used by the player deducts one victory point.

In case of a tie, the winner is the player who used the fewest God cards, and in case the players have used the same number of God cards then the winner is the youngest player.

Example

Jason chooses to resolve the Lernaean Hydra Quest card which has a requirement of 3 Might and 5 Cunning.

Jason has 1 Might and 4 Cunning, so he cannot defeat the Lernaean Hydra on his own.

He uses the Caeneus Comrade card who has 3 Might and 0 Cunning, and together they have 4 Might and 4 Cunning, yet they still can't defeat the Lernaean Hydra.

Because Caeneus has the same color/symbol as the Lernaean Hydra, he receives a bonus of +1 extra in an attribute of his choice and adds it in his Cunning. Now together with Jason they have accumulated 4 Might and 5 Cunning which is enough to defeat the Lernaean Hydra.

- The Lernaean Hydra Quest card comes into the player's collection and a new Quest card is drawn face up to replace the Quest card pool.

- Caeneus' card is discarded and renewed by a new Comrade card.

- Jason's card flips from Strong side (colored) to its Weak side (grayscale).

- The player did not use any God cards so the 4 God cards remain as they are.



Tactical Partnerships

a) As we saw in the example, a Comrade adds +1 to any attribute they want, as long as it has the same color/symbol as the card of the Quest they attempt to resolve .

b) In case a Hero and his Comrade have the same favored God then the Hero adds +1 to any attribute they want.

c) In case a Hero and/or a Comrade choose a God that favors them, then each one gets +1 to any attribute they want (God attribute). Have Fun!!!

