



PANTHEON WAR OLYMPUS



2-4
PLAYERS



20-30
MINUTES

AGE
10+

GUIDANCE

Pantheon War: Olympus 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 act as an Avatar for one of the four unique gods, each of whom bestows their powers in the form of cards.

CONTENTS

- 4 reference boards
- 35 Tokens
- Four 3-Wrath Cards
- 5 Hit Point tokens
- 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 its **REFERENCE BOARD**, and **TOKENS**, and place them 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 in your play area.
5. Your preparation area should now include (See Player Setup on the next page)
 - Reference Board
 - Chosen Wrath Card (facing down)
 - 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!

PLAYER SETUP



Starting Hand



God's Deck

POSEIDON,
LORD OF THE SEA

1 2 3 4 5 6 7 8 9 10

Player's Turn

- If you have < 2 cards at start of your turn, you draw cards to hand size of 2.
- Play up to 2 cards from your hand or activate Wrath Card.
- Discard any number of cards you like after playing your hand.
- Draw up to 4 cards unless stated.

Other player's turn:
You may play up to 1 reaction card per player, per round

Linker Card and Link Abilities
LORD OF THE DEEP

CRUSHING WAVE	Under Pressure All other players take 1 damage and unable to draw at the end of their turn.
CALL OF THE SEA	Ocean's Melody All other players must discard the top card of their deck.
GIANT SOUND	Wrath of the Kraken Target player takes extra 1 damage for each Kraken Token placed on them, (maximum of 2 damage)

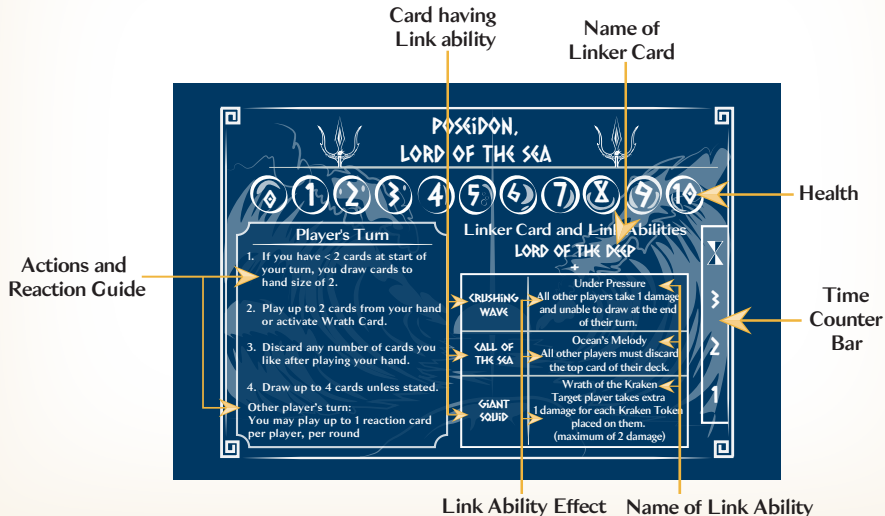
Board



Wrath card

REFERENCE BOARD

Each player has their own Board, representing their Gods' Domain. This board includes information specifics to the player's Chosen God in addition to the Action and Reaction Guide.

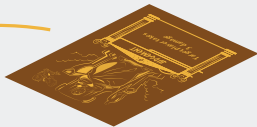


VICTORY

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 ascended to Grand Deity.

ON YOUR TURN

BATTLE PHASE

You may play up to **TWO** action cards from your hand or activating inert abilities of certain Gods. The sequence of the cards is important to activate some abilities. (See Link Cards Section.)

Other players may play **REACTION** abilities in response to your action cards played to defend themselves or sabotage others. (See **REACTION** for more information.)

All cards played this round are placed into the respective players' discard piles once resolved.

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.



DRAW PHASE

At the end of your turn, draw back up to **FOUR** cards unless stated otherwise. If your deck is empty when you need to draw, shuffle your discard pile to form a new deck.

If your hand has less than two cards at the start of your turn, you immediately draw back up to two cards into your hand.

AFTER THE DRAW PHASE, ONTO THE NEXT PLAYER

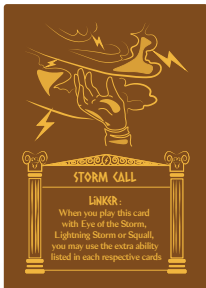
CARD TYPES

Each god has their own unique abilities and attacks, where some is infused as cards, while some are inert abilities. These are separated in the form of Action, Link / Linker, Reaction Abilities, and Wrath.

EXAMPLE



Action + Link card



Linker card



Reaction card



Wrath card

ACTION CARDS

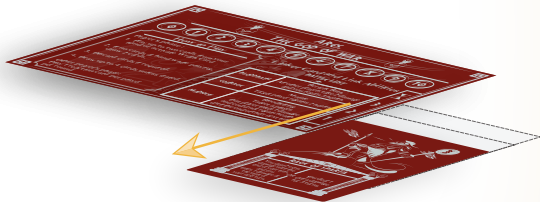
Action Cards are straightforward: simply follow the instructions printed on the card when played.

Some Action Cards feature a Time Counter (located in the upper-right corner). Place these cards on the Time Counter Bar of the board. The number shown indicates how many rounds the effect lasts. When the counter reaches 0, discard the card immediately.

Unless stated otherwise, Action Card effects begin immediately when played.



Time Counter



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.

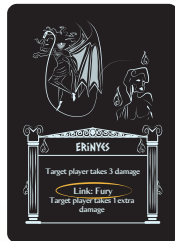
LINK ABILITIES / LINKER CARDS

Certain Action Cards feature special effects called Link Abilities. Each deck offers its own unique Link Abilities and Linker Cards, giving every deck its own style of play. To activate a Link Ability, first play your deck's respective Linker Card. The Linker Card's effect lasts only for your **CURRENT** turn and you may activate **ONE** Link Ability per turn.

Enhance your strategy and overcome your enemies by using these cards effectively. You can also check the Link Ability effects and the name of the Linker Card on the game board.

EXAMPLE

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



NOTES: You may check the Link Ability effects and the name of the Linker Card on the board as shown



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.



REACTION ABILITIES

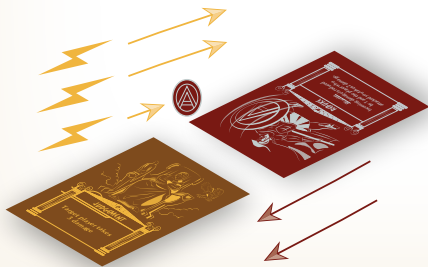
Protect yourself or your allies – or sabotage your opponents – by using Reaction cards and abilities to disrupt their plans. However, there are a few limitations you need to know:

ONE PER PLAYER PER ROUND : You may play only one Reaction card or ability per player per round.

TIMING : You may play a Reaction at any time except during your own Action Phase, unless it is classified as an **INTERRUPTION** (see Interruption on the next page).

OVERFLOW DAMAGE : If an Action card inflicts damage greater than what your Reaction prevents, any excess damage still applies to you.

EXAMPLE



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

An **INTERRUPTION** occurs when a player plays a Reaction card or ability in response to another player's Reaction card or ability. Interruptions are still considered Reactions and must follow all standard Reaction rules, with the following additional points:

REACTIONS ON YOUR TURN : You may play a Reaction card or ability during your own turn if it is in response to another player's Reaction card or ability.

RESOLUTION ORDER : When multiple Reaction cards or abilities are played, the most recent Reaction resolves first, followed by earlier ones in reverse order of play.

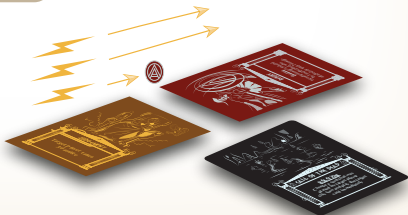
CHOICE OF TARGET : When playing a Reaction as an Interruption, you may target either player involved in the original interaction.

These rules ensure proper timing and resolution of cards during Interruptions.

EXAMPLE

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

The "Call of the Dead" card has the potential to affect either Ares or Zeus, giving Hades the choice to decide whom to target with its effects.



WRATH

Each player has three Wrath Cards in their God's deck. Choose one Wrath Card to use for the game and return the remaining two to the box.

ACTIVATION : To activate your chosen Wrath Card, discard 2 cards and end your turn. The Wrath effect begins on your next turn unless stated otherwise on the card.

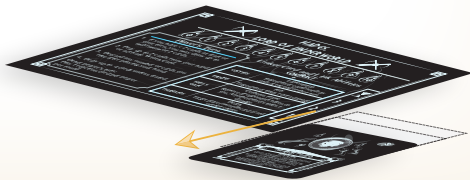
DURATION : Wrath Cards remain active for 3 rounds unless otherwise specified. Place your chosen Wrath Card on the Time Counter Bar of the board and move it downward each round.

MULTIPLE WRATHS : Different players may activate their Wrath cards in the same round.

Wrath Cards are powerful, game-changing effects, so use them wisely.



Time Counter



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



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. The Kraken token can be destroyed by playing **ONE** damage card on the tokens or by following any other specified conditions.



However, the Kraken token **CANNOT** defend against the abilities of Wrath Cards.

NOTE: Kraken token has two sides. When the side marked '2' takes damage, flip the token.

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.



HEALTH TOKEN

You place this token on top of your health bar representing the amount of your health.



NOTE: When 'Trojan Horse' is activated, the Trojan token is placed onto the health bar until it dealt damage to other players or destroyed.



FREQUENTLY ASKED QUESTIONS

Q. Will my Health Point be more than 10?

A. No, your maximum health point is 10.

Q. What if I play a card that reveals cards, does that count as my 2nd card to be 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.

Q. If the cards have different abilities written within it, which order I should be doing?

A. You may choose the abilities to be activated in any order.

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, Kraken Tokens are unable to defend against such abilities.

Q. Some abilities are activated at the start of the turn, while others do not. How can I determine when the abilities of the Wrath Card triggers?

A. Unless stated otherwise, all Wrath Cards' abilities activate at the start of the player's turn (Before any cards are played).

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.

HADES

- Q. According to Mirror Pluto, it stated “Upon Activation”, will I be able to use the abilities once I activate the card?
- A. It was a printing error in regards to this, The abilities stated will only be activated at the start of the next round once the card is activated (See Wrath Card Section)
- Q. Can I use Soul contract on myself?
- A. Yes, you can as you are also considered a “defeated players” in this turn.

POSSIDON

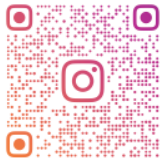
- Q. If a card was played that ‘damages all other players’ , how would my Kraken token work?
- A. Your Kraken token would be able to defend against the incoming attack from the card that damages all other players. However, please note that the Kraken token does not defend against the abilities of Wrath Cards.

ZEUS

- Q. When can I use the abilities within the Wrath Card, Jupiter Storm?
- A. Jupiter Storm has 2 abilities that varies according to whose turn was it. In regards to the Left ability, you may activate it before the start of your turn, and it **DOES NOT** count as part of your action played ; the Right ability, you may activate it during other player’s turn and it **DOES NOT** count as part of your Reaction played.

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FURTHER QUESTIONS:

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