





KAMIGAMI
BATTLES
RISE OF THE OLD ONES




GAME COMPONENTS

- **1 Manual**
- **22 Dividers**
- **50 Energy tokens**
(30 Five Energy and 20 One Energy)
- **18 Oversized Cards:**
 - 12 God Cards
 - 6 Temple Cards
- **192 Standard Sized Cards:**
 - 90 Warrior Cards
 - 18 Kinds, 5 of Each
 - 90 Disciple Cards
 - 18 Servitors of the Outer Gods
 - 48 Cultist
 - 24 High Priest
 - 12 Artifact Cards
- **21 Randomizer Cards**
(1 of each Warrior, and 1 of each Disciple)

GAME OVERVIEW

In this game, you will be one of the **Gods** of the Cthulhu Mythos. You will gather **Warriors** and **Disciples** and send them out to attack your opponents. Each **God** has a life force pool, called **Energy** (represented by the symbol ). By reducing a **God** to 0 , you can **Seal** that **God** away!

The game can be played as a **Free for All**, with 2 to 6 players. You win a **Free for All Match** by eliminating all of the other **Gods** or reaching 25 .

The game can also be played as a **Team Match** if you play with 4 or 6 players. A team wins together if they can eliminate the opposing team's **Main God**.

CARD TYPES

GOD CARDS:



1. Culture:

The Pantheon to which the **God** is aligned. It is used in Team Matches only.

2. Name and Title

3. Spheres of Influence:

These are the areas the **God** has influence over. These determine which **Temple/Location** can be paired with this **God**.

4. Abilities: These will be either **React** or **Act Abilities**.

5. Set and Card Number:

Useful for sorting, but otherwise has no impact on the game.

TEMPLES:



1. Sphere of Influence:

This determines which **Gods** may pair with this **Temple**.

2. Name and Title

3. Abilities:

These will be either **React** or **Act Abilities**.

4. Set and Card Number:

Useful for sorting, but otherwise has no impact on the game.

DISCIPLES:



1. Title

2. Cost:

This is the cost in Faith Points to buy this card.

3. Disciple Type:

There are three types of **Disciples**. The types are used in Deck Building when combining Expansions.

4. Abilities:

These will be either **React** or **Act Abilities**.

5. Set and Card Number:

Useful for sorting, but otherwise has no impact on the game.

WARRIORS:



1. **Primary Color:** This is the color of the card when the rules refer to a card color.

2. **Chaining Colors:**

A **Warrior** with one of these colors can be played to form a **Chain**. The **Chaining Colors** consist of a **Primary Color** and the **Chaining Colors**.

3. **Title**

4. **Cost:**

This is the cost in Faith Points to buy this card.

5. **Abilities:**

These will be either **React** or **Act Abilities**.

6. **Set and Card Number:**

Useful for sorting, but otherwise has no impact on the game.

ARTIFACTS:



1. **Primary Color:** This is the color of the card when the rules refer to a card color.

2. **Chaining Colors:**

A **Warrior** with one of these colors can be played to form a **Chain**. The **Chaining Colors** consist of a **Primary Color** and the **Chaining Colors**.

3. **Title**

4. **Cost:**

This is the cost in Faith Points to buy this card.

5. **Abilities:**

These will be either **React** or **Act Abilities**.

6. **Set and Card Number:**

Useful for sorting, but otherwise has no impact on the game.

FREE FOR ALL RULES (PLAYER VS. PLAYER)

You may play a **Free for All Game** with 2 to 6 players.

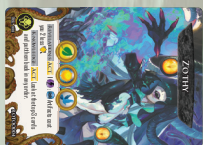
In a **Free for All Game**, all the other players will be your opponents.

Setup:

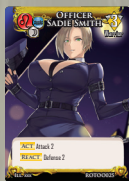
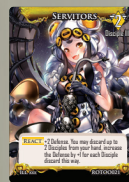
1. Shuffle all the **God** cards together and give each player 2 **Gods** at random. Determine the starting player by some random method or the owner of the game chooses who is the starting player.
2. If playing with **Temples** (see glossary for more info on the **Temples**), in turn order, players pick **Temples** based on their **God's Spheres of Influence** (See **God** card description).
3. In a **Free for All Game**, each **God** begins with 15 **Energy** and each **Temple** begins with 5 **Energy**. Put the appropriate tokens on your **God** and **Temple**.
4. Shuffle the **Warrior Deck** and deal out six different random cards to the **Hall of Heroes** (the area in the middle of the table). Suppose you draw more than 1 of the same card, stack cards of the same type together. There should always be six different card piles in the **Hall of Heroes**.
5. Shuffle the **Artifact deck** and place 3 **Artifacts** face-up under the face-up **Warrior** cards in the **Hall of Heroes**. If an **Artifact** is purchased, it is automatically replaced with another **Artifact** if there are any left in the deck.
6. Sort the **Disciple I**, **Disciple II**, and **Disciple III's** into their separate piles and place them in the **Hall of Heroes**. Each player takes 8 **Disciple I** cards and 2 **Disciple III** cards (two types of **Disciple** cards). This will be your starting **Draw Deck**. Shuffle your **Draw Deck** well, then draw five cards from your **Draw Deck** for your starting **Hand**.
7. The starting player takes the first **Turn**.



PLAYER 1 AREA



DISCIPLES



WARRIORS



ARTIFACTS



HALL OF HEROES



PLAYER 2 AREA



End of the Game:

When any **God's Energy** is reduced to 0 (**Gods** can never be reduced below 0 even if they take more **Damage** than they have **Energy**), that player is out of the game. The game still continues with any remaining players. When only one player remains, they win immediately. The game also ends if any player's **God** reaches 25 **Energy**. As soon as this happens, that player wins.

PLAYING THE GAME

Kamigami Battles is played in **Turns**, starting with the first player and going clockwise. During your **Turn**, you may play any number of **Warrior** cards and **Disciple** cards, and use your **God Abilities**, following the game rules and the instructions on the cards themselves. Some cards have abilities that contradict these rules. In all cases, the text on the cards takes precedence over the rules.

During the game, each player has their own **Draw Deck** of cards and their own **Discard Pile**. When you draw cards, always take them from your **Draw Deck**. When you discard, always put them in your **Discard Pile**.

Your **Turn** is divided into 5 **Phases**, which you must play in order:

1. Starting Phase
2. Play Phase
3. Recruit Phase
4. Discard Phase
5. End Phase

You can also use your **God Act Abilities** during any **Phase**. Unless noted otherwise, **Act Abilities** can only be used once per **Turn**, and only on that player's **Turn**.

Once you have completed all 5 **Phases**, your **Turn** is over and the player sitting to your left starts their **Turn**. Play continues clockwise around the table until the game ends.


Starting Phase

Often, nothing will happen during your Starting Phase, and it will simply end immediately and you will move on to the next **Phase**. Sometimes, you (or another player) will want to use a **God's** or **Warrior's**, or **Artifact's React** during this **Phase**.

Play Phase

You may play **Warrior**, **Artifact**, and **Disciple** cards from your hand during this phase.

Disciple Cards

When you play some **Disciple** cards, you gain **Faith Points** equal to the number shown on the  symbol. You can use these Faith Points to **Recruit** new cards for your **Draw Deck** during the Recruit Phase. You may play **Disciple** cards at any time during your Play Phase. **Disciple** cards are never part of a **Chain** (see Page 9) and there is no restriction on how many you can play.

Warrior Cards

When you play a **Warrior** card, you can use any **Act** or **React Ability** on that card. If you play a card with more than **1 Ability**, you must choose only **1** to use. The other **Abilities** on that card are ignored. You must completely resolve the **Act Ability** you have chosen before playing any other cards except cards with a **React Ability**.

Artifact Cards

When you play an **Artifact** card, you can use any **Act** or **React Ability** on that card. If you play a card with more than **1 Ability**, you must choose only **1** to use. The other **Abilities** on that card are ignored. You must completely resolve the **Act Ability** you have chosen before playing any other cards except cards with a **React Ability**.

See “**Card Abilities**” for more information.

Colors: Each **Warrior** card has a color in the top left corner. This symbol indicates the **Primary Color** of the card. There are also **2** smaller color symbols to the side of the **Primary Color** Symbol. These are called **Chaining Colors**. The **Chaining Colors** limit which **Warrior** cards you can play during your **Turn**.

You can always play any one **Warrior** or **Artifact** card during your Play Phase. But, you can only play a second (or third, etc.) card if the new card’s **Primary Color** matches **1** of the **Chaining Colors** of the last card you played. That new card will now give you a new set of **Chaining Colors**, and you can play another card that matches it. You continue until you run out of cards or simply have no cards matching the **Chaining Colors** to play.

Play Example: Alisha plays Jack Dalton from her **Hand** (a red card). Alisha then resolves the **Act Ability** on Jack Dalton (an attack). Now she checks her **Chaining Colors:** the **Chaining Colors** on Jack Dalton are green and yellow. So, Alisha could play any green or yellow card from her hand. She decides to play the yellow card, Miss Anna Stewart. After resolving Miss Anna Stewart **Ability**, her **Chaining Colors** are blue and green. Alisha may play another card, but only if its **Primary Color** is blue or green. In the end, Alisha played cards in the order shown here:



Anna
Stewart
card

Special Rule: The **Chaining Colors** do not reset if you play a **Disciple** card after a **Warrior** or **Artifact** card. After you play a **Disciple** card, you still have the same **Chaining Colors** that you had before you played that card. Note that **Disciple** cards have no color, so you can play them after any **Warrior** or **Artifact** card.

Play Example: Anja plays Jack Dalton, resolves the **Act Ability**, and then plays **2** Cultist cards. At this point, yellow and green, the **Chaining Colors** on Jack Dalton, are the only **Colors** of **Warrior** cards Miss Anna Stewart may play.

Card Abilities

Every **Warrior**, **Artifact**, and **Disciple** card in **Kamigami Battles** has one or more **Abilities**.

There are two different types of **Abilities**: **Act Abilities** and **React Abilities**. The **Ability** type is listed to the left of the **Ability** description. This indicates when you are able to play that card: **Act Abilities** can only be used during your **Turn**, while **React Abilities** can be used at any time.

Act Abilities: When you play a card in the **Play Phase** of your **Turn**, you may use 1 of that card's **Act Abilities**. If a card has multiple **Act Abilities**, choose 1 to use when you play the card and ignore the rest.

Play Example: Anne plays the Deep One, which has 2 **Act Abilities**. She chooses either to gain Draw a card **or** to Put all reveal Artifacts in the Hall of Heroes back in the Artifact deck. Shuffle the Artifact deck and refill the Hall of Heroes.

Deep One
card

React Abilities: You may play a **React Ability** only when the **Ability** allows you to do so. The Ability text will explain when that card can be played. Cards played using their **React Abilities** are not restricted by the **Chaining Colors**. When you play a card for its **React Ability**, any other **Abilities** on the card are ignored.

Play Example: Another player is attacking Isabella so she can play her Gigi Lamore: She can force the **Attacker** to **attack** a different **God**. She does not get to use Gigi Lamore's **Act Ability** to draw a card.



Attacking Other Gods and Temples

An **Attack** is a special type of **Act Ability**. **Attacks** allow you to try to reduce the amount of **Energy** that another **God** or a **Temple** has.

When you use an **Attack**, choose 1 **God** or **Temple** controlled by an opponent. You must decide to play any **React Abilities** or cards with a **React Ability** before your target plays any cards. You may play another **React** in reaction to cards played by your opponent. Any player (starting with the player being attacked may play cards with the React Defend ability after the target of the **Attack** has played all of the cards they are going to play.

Once all players have had a chance to play cards, resolve the **Attack**: Subtract the total **Defense Value** of all **Defend** abilities played from the **Attack Value** of your card. If any **Attack Value** is left, the target **God** or **Temple** loses that much **Energy**.

Play Example: Alisha plays Jack Dalton to use its **Act: Attack Ability** to attack Ian's **God**. Jack Dalton usually has an **Attack Value** of 4. Ian **Reacts** by playing an Elder Things from his hand, which has a **Defense Value** of 2 when played in this way. Ian reduces his **God's Energy** by 2, which is the difference between Jack Dalton's **Attack Value** and Elder Things' **Defend Value**. Alisha could now play another **Warrior** card if its **Color** matches the **Chaining Colors** on her Jack Dalton (yellow or green).



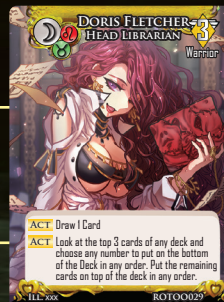
Recruit Phase

During the **Recruit Phase**, you may spend any **Faith Points** you gained during your **Play Phase** to add new cards to your **Draw Deck**. You can only use **Faith Points** during the same **Turn** you gain them. When your **Turn** ends, any remaining **Faith Points** are lost.

Faith Point Costs

The number in the top right corner of each **Warrior** card, **Disciple** card, or **Artifact** card is the **Faith Point Cost** of the card. You may **Recruit** a card by paying that many **Faith Points**.

Play Example: The cost to **Recruit** the Doris Fletcher, Head Librarian card pictured to the right would be 3 **Faith Points**.



You may **Recruit** as many cards as you wish if you have enough **Faith Points**. There is no limit to the number of cards you can **Recruit** each **Turn**.

Play Example: Alisha gained 6 **Faith Points** during her **Play Phase**. She could **Recruit** one **Warrior** card that costs 6, or **Recruit** any combination of cards with a total cost of 6 **Faith Points**, such as a **Cultist Disciple** and a **Dimensional Shambler**.



When you **Recruit** a card, put it on top of your **Draw Deck**, face down (you will draw that card at the end of your **Turn**). If the **Warrior** or **Artifact** stack you recruited from is empty, refill it from the **Draw Deck** (you may even purchase the newly revealed card, if you have enough **Faith Points**). If the new card matches an existing card, place it on top of the matching card and keep drawing until a unique card is drawn.

Discard Phase

Once you have finished your Recruit Phase, place all the cards you played this **Turn** and any cards still in your **Hand** into your **Discard Pile**, face up. You may not hold cards from **Turn** to **Turn**. If any other players played React cards during your **Turn**, they must put those cards in their **Discard Piles** at this time. You may discard cards in any order.

End Phase

Draw 5 cards from your **Draw Deck** to refill your hand.

Reshuffling Your Draw Deck

If your **Draw Deck** runs out of cards, do not reshuffle your cards right away. The next time you need to draw a card (but you cannot because there are no cards in your **Draw Deck**), reshuffle your **Discard Pile**, create a new **Draw Deck**, and draw.

GOD ABILITIES

Each **God** has their unique abilities. You may activate your **God Abilities** whenever the requirements for that ability are met, and you may activate more than one **God Ability** each **Turn**.

You may activate a **God Ability** as many times as you want as long as you can pay any required costs unless the Ability states otherwise or it is an **Act Ability**. **Act Abilities** can only be played once per **Turn**, unless they state otherwise.

Play Example: Cthulhu has 2 **God Abilities**. The first **Ability**, "The Stars are Right [ACT] Change the Chaining Colors of the last Warrior or Artifact played," may be used once during a player's turn. The second **Ability**, "The Even Death May Die [REACT] Cancel any effect that prevents a card from being Banished," may be used whenever a card is **Banished**.



TEAM MATCH RULES

4 or 6 players play a **Team Match**.

Separate the players into even teams. Each team chooses one player to be their **Main God**. All other players on the team will be **Supporting Gods**. A team can be 2 or 3 players.

Players sit around the **Hall of Heroes** such that no 2 players on the same team are seated next to one another, as shown in the illustration.



Winning Conditions:

There is only one way to win in a **Team Match**: **Eliminate** the opposing team's **Main God** by reducing them to 0 **Energy**.

Setup:

1. Separate the **God Cards** by **Culture**. Give one set of **Gods** to each **Team** randomly. If playing with **Temples** (see glossary for more info on the **Temples**), randomly pick one player and go clockwise picking **Temples** in order, based on their **God's Spheres of Influence** (See **God** and **Temple** card descriptions).

2. Each player chooses 1 **God** from the pile given to their **Team**. The rest are set aside. Once everyone has selected their **God** card, reveal them at the same time.

3. Each **Main God** player receives 20 **Energy** (using the **Energy Tokens**), **Support Gods** each receive 10 **Energy**. Put the appropriate tokens on your **God** and **Temple**.

4. Shuffle the **Warrior Deck** and deal out 6 different random cards to the **Hall of Heroes**. If you draw more than one of the same card, stack cards of the same type together. There should always be 6 different card piles in the **Hall of Heroes**.
5. Shuffle the **Artifact** deck and place 3 **Artifacts** face-up under the face-up **Warrior** cards in the **Hall of Heroes**. If an **Artifact** is purchased, it is automatically replaced with another **Artifact** if there are any left in the deck.
6. Sort the **Disciple I**, **Disciple II**, and **Disciple III's** that you have chosen into their separate piles and place them in the **Hall of Heroes**. Each player takes 8 **Disciple I** cards and 2 **Disciple III** cards (two types of **Disciple** cards). This will be your starting **Draw Deck**. Shuffle your **Draw Deck** well, then draw five cards from your **Draw Deck** for your starting **Hand**.
7. Randomly choose which **Team** will play first. The game starts with the **Main God** of the chosen **Team**.

GAME PLAY

Game play proceeds the same as in **Free for All** except as noted below.

SEALING A GOD

In a **Team Match**, a **Support God** can be **Sealed** if their **Energy** is reduced to 0 (**Gods** can never be reduced below 0 even if they take more **Damage** than they have **Energy**).

If your **God** is **Sealed**, you must immediately discard all cards you have in play and any cards in your **Hand**. Then, reshuffle your **Discard Pile** and **Draw Deck** to create a new **Draw Deck**. Do not draw any cards at this time.

A **Sealed God** is treated as if they were **Out of Play**. They cannot be the target of any **Abilities** or effects.

If your **God** is **Sealed** at the beginning of your Starting Phase, you gain 1 **Energy**. If this brings your total to 5 **Energy**, your **God** escapes from the **Seal** and you come back into the game. Immediately draw 5 cards from your **Draw Deck** and begin your **Turn** as usual. If you still have less than 5 **Energy**, the rest of your **Turn** is skipped: you don't get to take any actions.

Remember: The **Main God** on each team cannot be **Sealed**: if this **God** is reduced to 0 **Energy**, their **Team** loses the game!

End of the Game:

As soon as either **Main God's Energy** is reduced to 0, that **God** is **Eliminated**, the game immediately ends, and that **Team** loses: the other pantheon now rules the Planes.

COMBINING EXPANSIONS

If you have multiple sets of **Kamigami Battles**, you can mix them together to create a much more varied game. We do not suggest just shuffling them all together, but you may if you want to. Here are our suggestions for combining sets:

For **Gods**, you can just shuffle them together and deal them out randomly for **Free For All**. For **Team** play, each **Team** would randomly get one **Culture** to choose their **Gods**. After **Gods** are selected, then players could choose from all available **Temples**.

Warrior deck: choose 6  Warriors and 3 each of    and  Warriors. You can use the randomizer deck provided with each core set and expansion or choose specific cards.

Artifact deck: Shuffle all the **Artifacts** you have into one deck or limit it to just certain sets. It is suggested that it should be at least 12 **Artifacts**.

Disciples: Choose one Type I Disciple, one Type II Disciple, and one Type III Disciple or your decks. To make the starting decks, each player receives 7 Type I **Disciples** and 3 Type II **Disciples**.

GLOSSARY

Abilities: **Abilities** are listed in the bottom portion of **Disciple, God, Temple, Artifact** and **Warrior Cards**. They can be either **Act** or **React Abilities**.

Act: **Act** is a type of **Ability** on **God, Warrior, Artifact**, and **Disciple** cards. You may play **Warrior, Artifact** and **Disciple** cards from your hand during your **Play Phase** to use their **Act Abilities**. If the card has 2 or more **Act Abilities**, you must choose one of them to use when you play the card. All other **Abilities** on that card are ignored. Each **God** and **Temple Act Ability** can only be used once per **Turn**.

Activation Cost: An **Activation Cost** is any cost that must be paid for an **Act** or **React** action to take effect. It is separated from the rest of the power by a colon, ":". This **Activation Cost** is paid even if a **React Ability** cancels the **Ability**.

Adjudication: **Adjudication** is a type of action. When any ability requires **Adjudication**, reveal the top card of your **Draw Deck**. The Ability will explain what happens if a specific type of card is shown. Put the revealed card on your **Discard Pile** after resolving the **Adjudication**.

Artifacts: **Artifacts** are a type of card. There are 3 **Artifact** piles in the **Hall of Heroes** at the start of the game. You may **Recruit Artifacts** during your **Recruit Phase**. You may play **Artifact** cards during your **Play Phase** to use their **Act Abilities**. **Artifacts** have five possible colors: Blue, Green, Red, White, and Yellow.

Artifact Deck: The **Artifact** deck consists of all the **Artifacts** players decide to play with, but it is suggested that it should be at least 12 **Artifacts**.

Attack: **Attack** is a type of **Act Ability**. When you declare an **Attack**, choose a **God** or **Temple** controlled by an opponent. That **God** or **Temple** takes damage equal to the **Attack Value** minus the total **Defense Value** of **React** cards played.

Attacker: The **Attacker** is always the card whose **Act** is used to create the **Attack**. **Gods, Warriors** and **Disciples** can be **Attackers**.

Attack Value: The **Attack Value** of an **Attack** is the total of the **Attacker's Attack Value** plus any modifiers to **Attack**.

Banish, Banished or Banishing: When a card is **Banished**, it is removed from play and put aside in the **Netherworld**. Only cards or abilities that reference the **Netherworld** can affect cards in the **Netherworld**.

Chain: A **Chain** consist of the current player's **Warriors** or **Artifacts** played.

Chaining Colors: The **Chaining Colors** dictate which cards can be played after the last **Warrior** or **Artifact** played. To play an additional **Warrior** or **Artifact** during your **Play Phase**, you must match the **Chaining Colors** of the previous **Warrior** or **Artifact** played. If a card **Ability** changes either the **Primary Color** or **Chaining Color**, that card's color change remains until the end of the **Turn**.

Color Symbol: The **Color** symbol of the card defines it for purposes of game play. When a rule references the **Color** of a card, it is always referring to the card's **Primary Color**. There are 5 **Colors** in the game: **Blue, Green, Red, White** and **Yellow**.

Culture: Each **God** belongs to a **Culture** that dictates which team a **God** may play on in **Team Matches**. The **God's Culture** has no effects in the game otherwise.

Draw Deck: Each player has a **Draw Deck** that contains their **Warrior**, **Artifact**, and **Disciple** cards. When your **Draw Deck** is empty, and you need to draw or reveal a card, reshuffle your entire **Discard Pile** and make it your new **Draw Deck**.

Defense: **Defense** is a type of **React Ability**. When your **God** or **Temple** is attacked, you may play cards with **React Defense** from your hand to reduce the damage. At the end of the **Attack**, the defender's total **Defense Value** is subtracted from the total **Attack Value**. The difference is the amount of **Energy** lost by the target **God** or **Temple**. All **Defense** cards you play are put into your **Discard Pile** during the next **Discard Phase**.

Discard Phase: During the **Discard Phase**, you must discard all the cards in your hand and any cards in the **Play Area**. Any effect that happens at the beginning of the **Discard Phase** would occur before discarding any cards. If an effect refers to the end of your **Discard Phase**, it would occur after all cards are discarded, but before you move to your **End Phase**.

Discard Pile: During your **Discard Phase**, you must place all cards you played this turn, along with all cards remaining in your hand, face-up, in your **Discard Pile**. If your **Draw Deck** runs out of cards, reshuffle your **Discard Pile** and make a new **Draw Deck**.

Additional Rule: The **Discard Pile** is available information. You may look through any player's **Discard Pile** at any time, but the cards' order must remain the same.

Disciple: **Disciple** is a type of card. **Disciple** cards have **Abilities**, such as producing a **Faith Point** or protecting your **God** somehow. **Disciples** have a rating of I, II or III which is used for deck building purposes. It does not have any bearing in actual game play.

Eliminated: A **God** is **Eliminated** when their **Energy** is reduced to 0 in a **Free for All** or in a **Team Match** if they are the **Main God** for their team. If a **Supporting God** is reduced to 0 in a **Team Match**, they are just **Sealed**.

End Phase: During the **End Phase**, you must resolve any effects that happen during your **End Phase**. These effects must be used before your opponent's **Starting Phase**. Any effects that may be used during your **End Phase** that are not used before your opponent begins their **Turn** will be lost.

Energy: **Energy** is the life force of a **God** or the power of a **Temple**. If your **God** runs out of **Energy** in a **Free For All Game**, you are immediately eliminated. **Gods** can never be reduced below 0 even if they take more **Damage** than they have **Energy**. In a **Team Match**, a **Supporting God** is **Sealed** if they run out of **Energy**. Certain **God Abilities** require you to pay **Energy** to activate them. If your **Temple** is reduced to 0 **Energy** it is destroyed and is turned face down.

Faith Points: **Faith Points** are used to **Recruit** new **Warriors**, **Artifacts** and **Disciples** during the **Recruit Phase** as well as pay some **Ability** costs. Usually, **Faith Points** are produced by **Disciple** cards, but some **Warrior** and **Artifact** cards can produce **Faith Points** as well.

Free For All: **Free for All** is a style of play where players play on their own against all their opponents. You win a game of **Free for All** by either reaching 25 **Energy** on your **God** or by **Eliminating** all of your opponent's **Gods**.

God: Your **God** is your avatar in the game. In a **Team Match**, each team has 1 **Main God**. All the other **Gods** on that team are **Supporting Gods**.

God Ability: Every **God** has unique abilities. You may only activate these abilities when it is allowed by the **Ability** itself. You may activate your **God Ability** as many times as you can pay the costs of the ability unless stated otherwise, or it is an **Act Ability**.

Hall of Heroes: The **Hall of Heroes** is the name used for the card piles in the center of the table. There are piles of **Disciple**, **Artifact**, and **Warrior** cards in the **Hall of Heroes**.

Netherworld: The **Netherworld** is an area where cards can be sent. No cards begin the game in the **Netherworld**. Cards in the **Netherworld** are not “in play” and cannot be targeted by any **Ability** or effect. Cards in the **Netherworld** cannot be recruited with **Faith Points**. Once a card has been put into the **Netherworld**, it will remain there for the rest of the game unless another card’s **Ability** states otherwise.

Phases: A **Turn** is comprised of 5 **Phases: Starting Phase, Play Phase, Recruit Phase, Discard Phase, and End Phase**.

Play Area: A player’s **Play Area** is the area where **Warriors, Artifacts** and **Disciples** are played either during their **Turn** or an opponent’s **Turn**. All cards in the **Play Area** are **Discarded** to the **Discard Pile** during the **Discard Phase** unless stated otherwise.

Play Phase: During the **Play Phase**, you may play any **Act Abilities** from your **God**. You may also play **Disciples, Artifacts** and **Warriors**, following their rules, and use 1 **Act Ability** from each card you play. Any effect that happens at the beginning of the **Play Phase** would occur before playing any cards. If an effect refers to the end of your **Play Phase**, then it would occur after all cards are played but before your **Recruit Phase**.

Protect: **Protect** is a type of **React** ability. You can use this ability when another **God** or **Temple** (such as your teammate) is attacked. It works the same as **Defense**. You may not use a **Protect** ability for yourself. All **Protect** cards you play are put into the **Discard Pile** during the next **Discard Phase**.

Primary Color: Each **Warrior** or **Artifact** card has a color symbol in the top left corner. This symbol indicates the **Primary Color** of the card. There are also 2 smaller symbols to the side of the **Primary Color**. These are called the **Chaining Colors**. You can only play another **Warrior** or **Artifact** card if its **Primary Color** matches 1 of the **Chaining Colors** on the card you just played. That new card will have its own **Chaining Colors**, which will limit what cards you can play next. If a card **Ability** changes either the **Primary Color** or **Chaining Color**, that card’s color change remains until the end of the **Turn**.

React: **React** is a type of **Ability** on some **Warrior, Artifact, Disciple**, and **God** cards. You may use a card that has a **React Ability** anytime the card **Ability** allows, even if it’s your opponent’s **Turn**. If a **React Ability** would negate another card’s **Ability**, any **Activation Costs** are still paid but the **Ability** does not resolve.

Recruit Phase: During the **Recruit Phase**, you may purchase face-up cards from the **Hall of Heroes**. There is no limit to the number of cards you may buy and any cards that are purchased are placed on top of your **Draw Deck**. Any effect that happens at the beginning of the **Recruit Phase** would occur prior to purchasing any cards. If an effect refers to the end of your **Recruit Phase**, then it would occur after all cards are purchased, but before your **Discard Phase**.

Reincarnate: When a card is **Reincarnated**, the card is placed back into the pile where the card originated (**Warrior Deck** for **Warriors, Artifact Deck** for **Artifacts**, and the corresponding **Disciple Stack** for **Disciples**). If the card is returned to the **Warrior Deck** or the **Artifact Deck**, the stack of cards should be shuffled.

Round: A **Round** consists of all player's **Turns**. It begins with the first player's **Starting Phase** and ends with the last player's **End Phase**.

Sealed: In a **Team Match**, if you control a **Supporting God** and your **Energy** is reduced to 0, your **God** is **Sealed**: You must discard all of your cards and reshuffle your **Discard Pile** and **Draw Deck**. As long as your **God** is **Sealed**, you take no actions and you cannot be the target of any **Ability** or effect. Each **Turn**, you gain 1 **Energy** until you reach 5 **Energy**, at which point your **God** escapes the **Seal** and you return to the game.

Spheres of Influence: A **God's Spheres of Influence** determine what **Temples** they may control. The **Temple** chosen must match one of the **God's 3 Spheres of Influence**. There are 6 **Spheres of Influence**: Sun, Moon, Life, Death, War and Peace.

Starting Phase: During the **Starting Phase**, you must resolve any effects that happen in your **Starting Phase**. While there are no actions to resolve specifically in your **Starting Phase**, if an effect is said to happen at the beginning of the **Starting Phase** it would occur before any other effects. If an effect is supposed to occur at the end of the **Starting Phase**, then it would occur after other effects. The priority of effects in the current **Starting Phase** starts with the active player.

Supporting God: **Supporting Gods** are only used in a **Team Match**. A **Supporting God** is not **Eliminated** when reduced to 0 **Energy**, but is instead **Sealed**.

Team Match: In a **Team Match**, either 4 or 6 players are paired into two teams. One player is the **Main God** for their **Team**, and the other players are the **Supporting Gods**. **Gods** for each **Team** should be chosen from one **Culture**. The game ends when the opposing **Team's Main God** is **Eliminated**.

Temples: **Temples** are your **God's** place of worship. They can be attacked instead of an opponent's **God** and their **Energy** is reduced as in a normal attack. A **Temple** with 0 **Energy** is destroyed and turned face down.

Turns: A player's **Turn** consists of 5 **Phases**. Once a player completes their **End Phase**, their **Turn** is complete. When a card refers to a **Turn**, it means at any time in a **Turn** unless it states otherwise.

Warrior: **Warriors** are a type of card. There are 6 **Warrior** piles in the **Hall of Heroes** at the start of the game. You may **Recruit Warriors** during your **Recruit Phase**. You may play **Warrior** cards during your **Play Phase** to use their **Act Abilities**. **Warriors** have 5 possible colors: Blue, Green, Red, White and Yellow.

Warrior Deck: The **Warrior Deck** is made up of only **Warriors** and is constructed from all the **Warriors** included in The Rise of the Old Ones, or a custom set of **Warriors** chosen by the players. It should consist of 18 Different **Warriors** and should contain 5 of each **Warrior**. The size of the starting deck should be 90 cards. This deck will always remain face down and is shuffled at the beginning of the game. If the deck is depleted of **Warrior** cards, the **Hall of Heroes** is not refilled.

Play Testing:



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