

# Spheres of Life

## Gods & Myths



### Expansion Rulebook

## Thank You!

Thank you for playing the **Spheres of Life: Gods & Myths** expansion!

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## Important - Read this First!

- 1) This is an expansion. So you will need the Spheres of Life: Mythical Forest to play the expansion.
- 2) Before learning the rules of the expansion, learn the rules of the base game (rule version 1.5).
- 3) There are 4 key components in the expansion - **Mythical Creatures, Godly Heroes, Godly Abilities**, and the **Dawn Phase**.
- 4) **Before using the expansion**, separate the Godly Heroes (8) from the Main Deck.
- 5) Add in everything else in the Main Deck: 5 Dawn Phase Cards, 24 Animal Cards, 18 Ability Cards.

\*The 4 mentioned components are interchangeable (i.e., you can use only one, two, or three components if you like).

### - Godly Heroes -

The expansion has 8 new heroes - the **Godly Heroes**. In short, the Godly Heroes are stronger than the regular heroes, but mechanically they are the same. You can identify Godly Heroes by the word "God/Goddess" in their name.

Key Notes:

- 1) When Playing with the expansion - each player gets **two Heroes**. One regular Hero and one Godly Hero.
  - 2) The God of Wind substitutes the Windmaster.
- \*That means if someone chooses the God of Wind - this Player will have two Godly Heroes.

### - Mythical Creatures -

The expansion has a new class of Animals - the Mythical Creatures:

- 4x3 **Noble Creatures**
- 4x3 **Corrupted Creatures**

#### How to identify Mythical Creatures?

Mythical Creatures have blue and red identifiers, just like Noble and Corrupted animals, but Mythical Creatures have an added eye symbol (👁️) on top of the regular animal symbol. Mythical Creatures also have a **set bonus** described at the bottom of the card.

#### How does it work?

- Just like in the regular Animal Cards, Players can collect and **bank a full set** of Mythical Creatures as their **Bonus Action**. Read more about banking sets in the main rules (version 1.5).
- In contrast to regular Animals - the Mythical Creatures have a set bonus that provides a powerful effect (see respective effects on the cards).
- When banking the set, the Player **gets the set effect** but does not get the points (unless points are mentioned in the respective effect).
- A Player can bank only one set (regardless if it is a regular Animal or Mythical Creature) during their turn in the same Dream Phase. Still, a Player can perform another (different) Bonus Action before their turn.
- Incomplete sets cannot be banked. You can see the set bonus and how many cards are in a set on the respective cards.

## - The Dawn Phase -

The **Dawn Phase** introduces a new Phase in the Game. It is a chance to end the Game early or an opportunity to balance the scales.

In contrast to regular Phases, the Dawn Phase is triggered at random - when the Dawn Phase Card is picked up from the Main Deck. There are 5 Dawn Phase Cards in the expansion.

### Triggering the Dawn Phase

In Short, the Dawn Phase begins when the Dawn Phase card is picked up in any form from the Main Deck.

When anyone draws or puts on the Table the Dawn Phase card - show it to everyone immediately.

Now set this card aside next to the regular Phase Cards, and finish the current Phase as normal.

After the current Phase ends, the Dawn Phase will begin - starting with the Player holding the regular Phase cards.

### The Dawn Phase is triggered. What now?

1. Players take turns starting from the Player who holds the Phase Cards (i.e., who began the Round when the Dawn Phase was triggered).
2. Now, each Player can sacrifice up to 5 cards (+ one Hero Card - read more a bit below). Players can choose to sacrifice no cards but no more than 5.
3. Each Player takes turns and tells everyone how many cards they are sacrificing. Then, put the cards on the table - backside up.
4. When all Players have done this, reveal the sacrificed cards and count the total points (read more in the next page).
5. **If the total points reach or exceed 10 points - game ends instantly.**
6. If the points are less than 10 points, each Player still can sacrifice **one unused** Hero Card. Each Sacrificed Hero card will add +5 points to the total Sacrificed card pool. This is done in the same sequence starting with the Player holding the Phase Cards. If the points reach 10 points, the game ends.

**7. If the Sacrificed card pool does not reach 10 points**, the game continues normally by passing on the Phase Cards to the next Player and starting the next respective phase.

9. If the Dawn Phase does not initiate the end of the game, remove the Dawn Phase Card from play. Used Dawn Phase card can no longer be activated in this playthrough.

**All Sacrificed cards will go to the discarded deck** after the Dawn Phase ends, regardless of its outcome. \*The Sacrificed Hero Cards- flipped over.

### Counting points during Dawn Phase

1. Noble Animal cards give points as per usual (i.e., as written on the cards below (i.e., 1,4,9 points).
2. Each Ability Card (**including Godly Abilities**) give a negative point.
3. Each Corrupted Animal gives a negative point. **In the Dawn Phase, Corrupted animals don't multiply the set bonus** (i.e., two Corrupted Bear cards will give negative two points, instead of four).
4. A Sacrificed Hero card gives + 5 points. Only unused Hero Cards can be sacrificed.

### Important notes:

1. Dawn Phase cards are not allowed to be held in Hand, stolen, gifted, exchanged, or discarded.
2. To prevent cheating, in the rare case a Player is found to hold the Dawn Phae in their Hand, this player automatically gets -50 points per each Dawn Phase card.
3. **The Dawn Phase cannot be triggered** in these circumstances:
  - During the LAST Dream.
  - During the **First Day** Phase of the game.
  - When dealing the initial 3 cards (before starting the game).
  - If another Dawn Phase card was picked up in the same Round.

### **Therefore, if a Dawn Phase card is picked up:**

- 1) In the LAST Dream - ignore it.
- 2) In any other of the mentioned circumstances - shuffle the excess Dawn Phase cards back in the Main Deck.

## - Godly Abilities -

The expansion includes two (x3) new regular Abilities and **six pairs of Godly (Prolonged) Abilities**. The Prolonged Abilities work differently from the regular abilities.

In total, you will find 18 ability cards:

- 2x3 Regular Abilities
- 6x2 Prolonged Abilities

Just like the regular Abilities, Prolonged Abilities have a pink frame, but you can differentiate them with the **Hourglass symbol** (⌚) on the corners of the cards.

### How do the Prolonged Abilities work?

- Prolonged abilities have an **ongoing effect**.
- Prolonged Ability Cards are activated as a **Bonus Action** During the Dream Phase - just before their Action.
- Players can activate one Prolonged Ability Card during a single Dream Phase.

- When used, the Prolonged Abilities are activated and openly put on the Table, next to the respective Player's Hero Card. When a Prolonged Ability is in activated form, **it is called "In Field"**.

- **No more than two** Prolonged Abilities can be activated in the Field of a single Player.

- While in the Field, the Prolonged Ability takes effect unless expressly stated otherwise by an ability and/ or other effect.

- When a Prolonged Ability Card is deactivated, it is then sent to the Discard Pile.

- Unused Prolonged Ability Cards **do not give a negative point** at the end of the game as do the regular Ability Cards.

### How can Prolonged Abilities be deactivated?

- 1) By a **block Ability** (e.g., Apple of Life), even if the Godly Ability prevents the use of Ability Cards.
- 2) When specifically stated to block, deactivate, and/ or remove a Prolonged Ability.