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Thankyou! Peter (Universal Head)

v1

Feb 2020

Game: **GOD OF WAR: THE CARD GAME**

Publisher: **CMON (2018)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



GOD OF WAR

THE CARD GAME




SETUP

Each player chooses a hero and takes its **dashboard**, **starting cards**, and **hero standee**. If you choose *Freya*, also take both Freya tokens. Return unused dashboards, starting cards, and standees to the box.

Shuffle your starting cards and place the deck facedown next to your dashboard.

Place a **rage tracker** on the 0 slot on your dashboard's **rage ability track**.

Shuffle the **quest cards**, draw 3, and place them faceup in an inverse pyramid.

Lay out the pack of **scene cards** that matches the bottommost quest card's number: create the top row, faceup left to right as indicated by the position of the  on the card **sequence**, then lay out the bottom row in the same way.  indicates the front side of the card and  indicates the back side.

Shuffle the **final boss cards**, draw 3, and lay them out above the top layer of the pyramid. Return all remaining quest and final boss cards to the box.

Shuffle the **upgrade cards** and form a facedown deck near the scene cards.

Place faceup decks of the **stun**, **poison** and **shatter crystal cards** near the scene cards.

Create pools of **damage**, **stun**, **death**, **hand limit**, and **common tokens** within reach of all players.

Place the enemy die near the play areas.

The player who most recently played any *God of War* game takes the first player token and places their standee facing any scene card in the bottom row. The other players then follow in clockwise order placing their standees. There can be at most 2 standees lined up facing each scene card.

PHASES OF PLAY

The game is played over a series of **rounds**, each of which consists of 4 **phases**:

1. PREPARATION

Each player draws cards from their deck up to their hand limit (which starts at 7).

If you have no cards in your deck, shuffle your discards to form a new deck and continue drawing.

2. ACTIVATION

Starting with the first player and going clockwise, each player performs this phase, which consists of 2 steps:

1. HERO ACTIVATION

The hero may in any order:






MOVE

A hero can **move** to any column with at least 1 free space. **Heroes may only move once per turn**, either before, after, or in between playing action cards.

Each column has 2 spaces for heroes: 1 in the front position next to the scene card and 1 behind the position. When moving to a different column with an **ally** (any hero other than yourself), you may choose to occupy the front or back position. If a column has only 1 hero on it, that hero is in the front position. You may choose to swap positions with another hero in the same column instead of moving to another position.

PLAY ACTION CARDS

You may play as many **action cards** and **sets** as you wish (and/or are able). After resolving each action, discard the played cards and/or sets into your action pile. Players may openly discuss that cards they have and plan their actions together.



There are 5 types of action cards:  **melee** (red),  **ranged** (yellow),  **defense** (blue),  **special** (purple), and  **number** (black).

Some cards have a combination of types; some are **wild** and show different options of actions. Whenever you play a wild card you must announce which option you are choosing to use.



A **melee**, **ranged**, or **defense** action *must* be accompanied by 1 or more **numbers** on their own card or in a combination of cards (**action sets**). The action's **strength** is the combined value of the played numbers.



Melee and ranged cards are played during the hero activation step, while defense cards are played during the scene activation step. Special cards can be played at any time during any turn.

ATTACK



To **attack** an enemy, a **hero must occupy a space on the same column as the target**. **Melee**  attacks can only attack enemies on the bottom row, and **ranged**  attacks can target enemies on the top or bottom row.

After playing an attack, **roll the enemy die: the difference between the attack's strength and the result is the damage dealt to the enemy**. Track damage by placing **damage tokens** on top of the enemy.

Damage is cumulative. When an enemy accumulates damage equal to or greater than its **health**  , it is defeated. If the scene card with the enemy shows  , trigger its flip condition. Otherwise, place a **death token** on the enemy as a reminder that it no longer activates.

Enemies protected by **armor**  do not take any damage until it is destroyed. A hero must perform a single attack with a strength equal to or greater than the armor value (do not roll the enemy die). When the armor is destroyed, place a **common token**  in the enemy as a reminder that subsequent attacks affect it normally.

USE RAGE ABILITY

Each attack a hero performs (or cards featuring ) **increases that hero's rage by 1** (whether the attack caused damage or not). Rage is tracked on your dashboard using a **rage tracker**  .

When the tracker reaches the last rage slot, your rage ability becomes ready to use. At any point during your turn, you may use a ready rage ability to perform its effect and return your tracker to the 0 slot.

INTERACT

A hero on the matching column's space can discard the listed requirements to trigger the effect of an **interaction spot** on a scene card. Interacting with scenes does not increase a hero's rage.

2. SCENE ACTIVATION

Reveal the top card from the **upgrade deck** and place it faceup near the scene. Check the **runes** on the card and activate each scene card with a matching rune. If multiple cards have a matching rune, resolve activation from left to right, starting with the top row, then the bottom row.

Whenever a rune is activated, look for enemy stats and activation boxes with colors that match the rune's. When a scene card with an enemy is activated, that enemy attacks. Runes within boxes do not activate enemy attacks (unless stated otherwise).

If there is more than 1 hero in the targeted column, only the hero in the front position takes the attack.

Heroes may play a defense card or action sets to defend themselves. **The enemy causes damage equal to the difference between the enemy's attack strength and the hero's combined defense strength**. Track damage by placing **damage tokens** on the hero's dashboard. Some attacks may trigger effects listed on the scene cards; if a hero defends all incoming damage, these effects are not triggered.

When a hero accumulates damage equal to or greater than their health, they are **knocked down**. Place their standee on their dashboard. The hero is out for the remainder of this scene. Knocked down heroes don't occupy any spaces in the scene and no longer get a hero activation. A scene activation step still takes place for knocked down heroes.

If all heroes are knocked down, the game ends in defeat.

3. EXTRA SCENE ACTIVATION

Players reveal the top card of the upgrade deck and activate scene cards with a matching rune.

4. UPGRADE

All players discard any cards left in their hands.

Starting with the first player and going clockwise, **each player** (including knocked down heroes) **must choose 1 revealed upgrade card** and place it on top of their deck. Players may freely discuss who gets what; if there is a dispute, the first player decides.

Players may remove a card from their discard pile (and from the game) instead of getting a new one. Status cards (stun and poison) and shatter crystals can also be removed from a player's discard pile in this manner; if so, return them to their respective decks.

Place any unselected upgrade card facedown on the bottom of the upgrade deck.

Once taken by a player, the runes on upgrade cards no longer have any effect.

Pass the first player token to the next player clockwise.

STUN AND POISON


An attack does not have to deal damage in order to stun the target. When enemies attack, poison and stun aren't applied unless the attack deals damage.

Stun and poison cards are only removed from a player's deck at the end of the quest or during the upgrade phase.




Place a **stun token** on the enemy as a reminder. When a stunned enemy activates, it removes the stun token instead of performing its activation.



If an enemy attack with  deals any damage to a hero, the hero must take a stun card and place it on top of their deck. In future turns, whenever a stun card is drawn, it must be discarded immediately.




If an enemy attack with  deals any damage to a hero, the hero must take a poison card and place it on top of their deck. In future turns, whenever a stun card is drawn, it must be discarded immediately, the hero takes 1 damage, and draws a new card.

FLIP CONDITIONS

Flip a card when its **flip condition** is met. Any damage tokens on the card are placed back on it after it has been flipped. Any other tokens are returned to the pool.



Determines the group of cards to be flipped. The  line represents the scene cards and their positions in the scene's lineup. White (front side) and red (back side) diamonds indicate which cards must be flipped, and empty diamonds indicate the cards that remain in place.



Flips after the enemy on this card is defeated.



Flips after the enemy on this card performs its attack.



Flips when all the enemy's armor has been broken.




Flips when an upgrade card with a matching rune is revealed during the scene activation step.


SCENE ELEMENTS

Instruction boxes contain special rules that affect the scene; some have an icon connecting it to an enemy.



After flipping a scene card, its back side may show **reward boxes**. The hero that triggered the flip condition immediately reads and follows the instructions.

Some scenes feature cards marked with  to track enemy health. Use these cards to hold the damage tokens for those enemies.



Areas used to hold and track  tokens.

SHATTER CRYSTAL

Shatter crystals  are resources that can be used in combat and to achieve quest objectives. Whenever you acquire a , take a shatter crystal card and place it on top of your deck. They are only removed from your deck at the end of a quest or during the upgrade phase.

HAND LIMIT

Players start the game with a hand limit of 7 cards. A change in the hand limit is tracked by the double-sided hand limit tokens:



indicates an increase of 1 to the hand limit.



indicates a decrease of 1 to the hand limit.

COMPLETING QUESTS

When an active quest's winning conditions are met, discard all scene cards in play, remove all damage from heroes (including knocked down heroes, who can participate in the next quest normally), and remove all stun, poison, and shatter crystal cards from the heroes' decks. Return all rage trackers to 0.

After the first quest is complete, players must decide together the next quest from among the 2 above it in the pyramid. Take the matching scene and perform its setup, and check any special rules and winning and losing conditions.


Then flip the unchosen quest card to its back and check its **hindrance** effect. This will only be in effect during the second quest, though any permanent effects will affect the rest of the game.

Once the second quest is complete, players must choose any 1 of the 3 available **final bosses**. Flip the 2 remaining final bosses and apply both of their **hindrance** effects.

Players win the game if they defeat the final boss.

SOLO PLAYER MODE

When playing solo, your hero will always be *Kratos*: use his dashboard on its solo player side, and his standee only. *Atreus* and *Mimir* play as your companions: use the solo player sides of their dashboards.

Mimir and *Atreus* have 2 unique abilities, each with 2 options. Each ability can only be used once per quest (except when refreshed by *Kratos*' rage ability), and their use is tracked by placing **common tokens**  on the corresponding slots.

GOD OF WAR

THE CARD GAME

1. PREPARATION

All players draw cards up to their hand limit (starts at 7).

2. ACTIVATION

Starting with the first player and going clockwise, each player performs these 2 steps:

1. HERO ACTIVATION

MOVE

Move to any column with a free space. **Heroes may only move once per turn.** Each column has 2 spaces: 1 in the front next to the scene card and 1 behind. You may swap positions with another hero in the same column instead of moving.

PLAY ACTION CARDS

Play as many **action cards** and **sets** as you wish and/or are able. There are 5 types of action cards: **melee** (red), **ranged** (yellow), **defense** (blue), **special** (purple), and **number** (black).

A **melee**, **ranged**, or **defense** action *must* be accompanied by 1 or more **numbers**, either on their own card or in a combination of cards called **action sets**. The action's **strength** is the combined value of the played numbers.

Melee and ranged cards are played during the hero activation step. Defense cards are played during the scene activation step. Special cards can be played at any time during any turn.

ATTACK

The hero must occupy the same column as the target. **Melee** attacks only target enemies on the bottom row, and **ranged** attacks target enemies on the top or bottom row. After playing an attack, **roll the enemy die: the difference between the attack's strength and the result is the damage dealt to the enemy.**

An attack does not have to deal damage to **stun**.

An enemy with damage equal to or greater than its **health** is defeated. Flip the enemy scene card if it shows or place a **death token** on the enemy.

If an enemy has **armor**, a hero must perform a single attack with a strength equal to or greater than the armor value (do not roll the enemy die). Place a **common token** on the enemy when the armor is destroyed.

USE RAGE ABILITY

Each attack a hero performs (or cards) increases that hero's **rage** by 1 (whether the attack caused damage or not). When the tracker reaches the end, you may use a rage ability and return your tracker to 0.

INTERACT

A hero on the matching column's space can discard the listed requirements to trigger the effect of an **interaction spot** on a scene card.

2. SCENE ACTIVATION

Reveal an **upgrade card** and place it faceup near the scene. Activate each scene card with a matching **runes**. When a scene card with an enemy is activated, that enemy attacks. Runes within boxes do not usually activate enemy attacks. Only the hero in the front position takes the attack.

Heroes may play a defense card or action sets to defend themselves. **The enemy causes damage equal to the difference between the enemy's attack strength and the hero's combined defense strength.** If a hero defends all incoming damage, any effects triggered by those attacks are not triggered.

A hero with damage equal to or greater than their health is **knocked down**. If all heroes are knocked down, the game ends in defeat.

3. EXTRA SCENE ACTIVATION

Players reveal the top card of the upgrade deck and activate scene cards with a matching rune.

4. UPGRADE

All players discard any cards left in their hands.

Starting with the first player and going clockwise, **each player** (including knocked down heroes) **must choose 1 revealed upgrade card** and place it on top of their deck.

Players may instead remove a card from their discard pile and from the game (status cards and shatter crystals return to their decks).

Pass the first player token to the next player clockwise.

ICONS



Indicates the enemy's melee attack targeted column(s).



Indicates which scene cards are flipped.



Flips after the enemy on this card is defeated.



Flips after the enemy on this card performs its attack.



Flips when all the enemy's armor has been broken.



Flips when an upgrade card with a matching rune is revealed during the scene activation step.



Increase the hand limit by 1.



Decrease the hand limit by 1.



Place a **stun token** on the enemy. When a stunned enemy activates, it removes the stun token instead of performing its activation.



If this enemy attack deals any damage, the hero must place a **stun card** on top of their deck. In Whenever a **stun card** is drawn, it must be discarded immediately.



If this enemy attack deals any damage, the hero must place a **poison card** on top of their deck. Whenever a **stun card** is drawn, it must be discarded immediately, the hero takes 1 damage, and draws a new card.