

A PLAYER'S TURN:

1. Draw a new God Card if you have the "Playful Gods" Action Card on hand
2. Perform action(s)
Move / Build a bridge / Rotate circle / Move and swap / Card with opponent / Dispose cards
3. Pass on the "Playful Gods" Action Card as indicated on the God Card
4. Draw new playing cards so you have 5 on hand again
5. Clear your player board of any cards

FOR EXPERIENCED PLAYERS

The following extensions are recommended for players who have played the basic game a few times or are experienced board players.

You can extend the game by adding one or more of the following add-ons:

- Introduce "Ability tokens"
- Introduce "Play First"

Ability tokens

There are 5 Ability tokens – one for each of the 5 elements. Each Ability token giving the gods a special opportunity to influence the game.

A god can get an Ability token by rotating the circles so that 4 of the same element is in a line from the middle and out to ring 1.



The god picks up the Ability token and stores it visibly on his player board.

The Ability token can be used in the god's turn with the other actions.

Once an Ability token is used, it is put back next to the game so that it can be taken by a god again.



A god may only collect 1 Ability token per turn.

The same Ability token must not be played and collected again by the same god in the same turn.

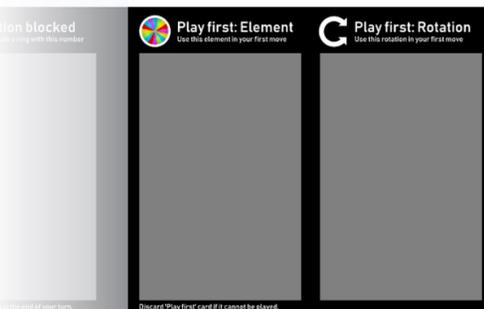
A god can only own up to 2 Ability tokens at any time.

The champion does not have to stand on a field in the strip.

You can't steal an Ability token from another god.

Expanded player board

The player board can be expanded with two additional fields. These fields are called "Play First".



If an opponent places a card on one of the "Play First" fields, this card must be played as the first card when it becomes the player's turn. The card on the player board is used to make the first move.

- Play First: Element

Here, opponents place playing cards with a specific element/color that the god MUST use to move the champion as the first action (if possible – otherwise the card will render unusable). This is true even if the champion will have to go backwards over a bridge away from the target.

- Play First: Rotation

Here, opponents place playing cards with a rotation icon that the god MUST use to rotate as the first action.

There can still only be 1 card on a player board at any time.

EXAMPLE OF A GAME BEGINNING

(only read this if you have doubt about how the game works...)

Peter, Emma and Michael are starting a game. Peter is blue, Emma is red, and Michael is green.

They put their champion on any starting field and each take a player board. They mix the stack of God Cards. They then mix the playing cards and hand out 5 cards to each player.

Peter starts, so he also gets the "Playful Gods" Action Card on hand.

1. Peter is lucky to have a water card so he can move into the arena right away on a water field. He also uses an earth card to move 1 field to the right. Due to his remaining cards, he can do no more for himself at this time, but he can put an earth card on Emma's player board to block that element. Finally, he discards 1 useless card and draws 4 new cards.



2. Emma is not allowed to use earth, so she cannot move right into the arena. Fortunately, she can rotate ring 1 (now Peter was also moved along with the ring). Now she stands in front of an aether field and she uses an aether card to enter. Fortunately, she also has two fire cards. She uses them to build a bridge on ring 2. Unfortunately, she no longer has any fire cards and therefore cannot move onto ring 2. She ends her turn by blocking rotation of ring 2 for Michael and draws 5 new cards. She also clears her playing board of any blockings.



3. Michael needs a water card. Fortunately, he has one, and therefore moves in immediately. He also has 2 air and 1 multi cards which he can use to make a bridge on an air field on ring 2 as well as move in immediately. However, ring 2 rotation is blocked, and unfortunately his only 1-card is also the multi card. He therefore chooses to wait until the next round hoping for more favorable conditions in next turn. He ends his turn by blocking Emma's use of fire cards (so she can't enter the bridge she just built).

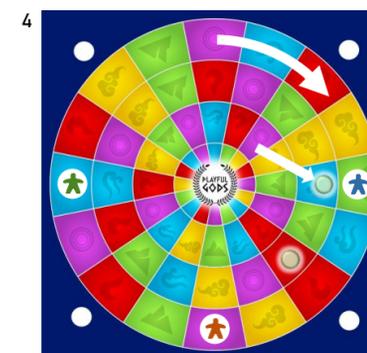
He will not use his remaining cards to block anything from Peter. Finally, he draws 2 new cards and clears his player board.



4. In Peter's second turn, he starts by drawing a God Card (because he has the Playful Gods Action Card). He draws Aphrodite so that the entire next round is played with visible cards. He uses his turn to rotate ring 1 twice clockwise to get to a water field where he builds a bridge. His rotation means Emma has moved away from her new bridge – and Peter has to come up with a new plan for how to get to the oxygen field he thought was his way into ring 2.



And so they keep trying to get to the middle, while also keeping their opponents away...



PLAYFUL GODS

Design by Søren Brandborg – www.brandborg.dk – v4.2



2-6 players 20-45 min Age 10+

Take the role of a Greek god, and manipulate the elements to propel your champion to victory in a race to Olympus

ABOUT THE GAME

Players take the roles of competing gods, vying to overcome their rivals by influencing the fate of their champion.

Use your godly powers to play elemental cards, allowing you to move your champion, build bridges to higher levels, rotate the arena, and block the actions of other gods.

Playful Gods is a fast, fun family game that offers room for strategic thought. You will need to make tough choices in every turn between pushing towards victory or slowing your rivals.

COMPONENTS

- A** Game board and the rings
The arena consists of 3 rings that can rotate individually in 3 different levels. Outer is ring 1, middle is ring 2 and inner is ring 3.
- B** Start
The champions start at their own starting field outside the actual arena.
- C** Goal
The entire fixed center of the arena is the goal for all players. The champion who comes in first will win the game.

- D** Player board
Each god has a player board in front of him. Here, opponents can place one of their own cards to:

 - **Block Element:**
If an opponent places an element card here, the god must not use that element to move or build a bridge their next turn.
 - **Block Rotation:**
If an opponent places a rotation symbol card here, the god must not rotate the specified ring in their next turn (element / color doesn't matter).

- E** Element cards / Playing cards
There are 5 kinds of cards that match the elements on the rings. Air, Fire, Earth, Water and Aether.



Each card represents an element (color). Some cards also have an icon showing if you can rotate with the same card (see description of rotation under "Actions"). The player must choose whether to use the card as an element or as a rotation.



There are also a few multi-cards that can be used instead of any other element card.

- F** Bridges
The green discs represent a bridge to the next level/ring. The bridge is laid on a field to indicate that a player can move from one ring to another. They are placed on the adjacent field you want to move into (see description of bridges under "Actions").

- G** Action Cards & God Cards
The thick "Playful Gods" Action Card is given to the player who starts the game. The action card determines when and how often to draw the God Cards. Read on the Action Card how this is used and passed on.



A new God Card is drawn when the turn comes to the player sitting with the Action Card - before the turn of the player (though not in the very first round).

When a God Card is drawn, this should be read aloud to all players.

The Action Card is passed on as indicated on the God Card. The Action Card is kept on hand. Game play moves clockwise, regardless of who has the Action Card.

With 2 players, a new God Card is drawn every second turn.

- I** Used cards
The used cards are placed in a pile next to the game. These are mixed and reused if all cards are used.

SETUP

1. Place the three rings on the board **A**.
2. Each player chooses a color and finds their
 - player meeple and put it on a starting field **B**.
 - player board **D** and place it in front of them.
3. The playing cards **E** are shuffled, and each player gets 5 cards in their hand (hidden from the opponents).
4. All green bridges (transparent discs) **F** are placed next to the game.
5. The stack of "Playful Gods" cards **G** are mixed and placed next to the game.
6. Give the "Playful Gods" Action Card **H** to the starting player.
7. Each player is given a guide entitled "Actions".

HOW TO WIN

The first Greek god to move his champion into the center of the arena wins the game. The other champions are sent to the underworld where Hades is waiting for them ...

ACTIONS

Each god typically has 5 cards on hand at the start of a turn. The god must use 0-5 of the cards in a turn. The cards on hand can be used for one or more of the following actions:



Move

A player can move his champion to an adjacent field by using 1 card with the same element as the field being moved to.

Only one champion can stand on one field at any time.

A field may only be moved to if it is freely available. Fields on the same ring as the player are always free, but it will require a bridge to move onto another ring (except ring 1).



Build a bridge

Players can use 2 cards with the same element/color as the adjacent field on the next ring, to build a bridge. Once the player has paid, a bridge (transparent green disc) is immediately added to the field on which the bridge was built. NOTE: The player still needs an extra card to move his champion to that field.

Bridges remain on the board and can be used by other champions also.

It does NOT require a bridge to enter the arena on ring 1.

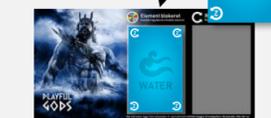


Rotate a circle

Some cards have indicated a rotation icon with a number. The number represents a ring. Ring 1 is outer ring and ring 3 is closest to target.

Gods can choose to use a card with a number and rotate the corresponding ring one field in any direction.

The element/color of the card does not matter when rotating.



Place a card with an opponent

A god may choose to place a card on one or several opponent's player board.

Here you can block the use of an element/color or rotation of a specific circle in the opponent's next turn.

There is a maximum of 1 card on any player board.



Move and swap

Two champions cannot stand on the same field.

The champion moving (black) into another champion's (gray) field will automatically take over the field.

The champion standing on the field moves to the attacking champion's original place.

This can happen on the same ring or between two rings.



Dispose cards

Gods can dispose up to 2 useless cards in each round - hoping to draw some more useful cards afterwards.

A card is only useless if the champion cannot move to an adjacent field of the same element/color. (rotation does not matter)

The turn ends immediately with this action.

