



**Glory of Gods** has five extensions to vary your games of EPHYRAN.

Each of them is made to be played individually! However, you can still try to experience several extensions together....

## ZEUS, HERA, APOLLO, ARTEMIS:

**the war of siblings** (Team Play Mode)

*Zeus and Hera, brother and sister (but also husband and wife) joined forces to build a more prestigious city of Ephyran than the one of Apollo and Artemis, also brother and sister...*

### **Material:**

*4 new god cards: Zeus, Hera, Apollo and Artemis replace the 4 gods of the basic game (Poseidon, Gaia, Eole and Hephaestos).*

### **Explanations:**

Each player receives randomly (or chooses) one of the 4 god cards.

Zeus and Hera will team up against Apollo and Artemis. Players sit alternately around the table, so the teams play in turn. Each team will have to build a common city (only 2 cities will be built), but each player will have his own hand.

Each team receives 1 Dionysos card + 9 cards, which are mixed and then divided to randomly form the hands of the two teammates.

The game then proceeds as a classic game.

**Note:** in this play mode, the gods have no assigned Territory so the points won't be doubled for a particular Territory! Therefore, you must do your utmost for the whole city!!!



## **HERMÈS: the messenger of the gods**

*Hermes is sent by Athena to deliver her message of peace to the other gods. During his passage, he took the opportunity to give a hand for the realization of the city.*

### **Material:**

*The Hermes card*

### **Explanations:**

The player on the first player's left takes the Hermes card and places it next to his god.

The owner of the Hermes card can, in turn, play 2 actions instead of one. Whether he has used his "bonus" action or not, at the end of his turn, the player completes his 5 cards hand and gives the Hermes card to his left neighbor, who can do the same when his turn comes.



## **ARÉS: the avenging god of war**

*Ares sends his vulture to take revenge and recover what was lost...*

### **Material:**

*The Ares card + 4 vulture tokens*

### **Explanations:**

The Ares card is placed in the center of the table and each player receives 1 vulture token.

Once per game, players can appeal to Ares for him to send his vulture to take any card located in the discard pile. At any time, the player who wishes to use this power puts his vulture token on the card of the god Ares and then takes in the discard pile the card he wishes to get back.

He places it in his hand and must, in return, discard one of his own to always have only 5 cards in hand!

This action can replace the draw action and in this case the player does not have to discard a card.



## **APHRODITE: the goddess of love**

*Aphrodite sends her nymphs to spread some love on the construction site...*

*But it disrupts the building of Ephyran and blocks its progression.*

### **Material:**

*The Aphrodite card +  
12 love tokens*

### **Explanations:**

The player on the first player's left takes the Aphrodite card and places it next to his god.

Each player receives 3 love tokens symbolizing the Aphrodite nymphs.

The owner of the Aphrodite card may, in addition to his normal action, send a nymph to an opponent's Territory by placing one of his love tokens on the **red** side, on the last card of the opposing Territory of his choice. At the end of his turn, the player gives the Aphrodite card to his left neighbor.

The Territory visited by the nymph will be blocked for 2 turns:

- After his 1<sup>st</sup> turn, the love token is turned over, back to the **pink** side
- After the 2<sup>nd</sup> turn, he is discarded for good.





It is possible to make a nymph leave faster.

- If the love token is on the **red** side, by sacrificing the zone of the Territory on which the love token is + a Hecate reinforcement card of one's hand. The player completes his hand immediately and can then play his turn normally.
- If the love token is already on the **pink** side, the player sacrifices the area of Territory on which the love token is.



## HADES: the god of the underworld

*Hades, the god of the underworld, decided to sow discord to prevent the construction of the city of Ephyran. He comes to help the god who asks him and provides him with his powers. But nothing is free with Hades!*

### **Material:**

*The card Hades +  
8 underworld tokens*

### **Explanations:**

The card Hades is put at the center of the table, at the players' disposal.

The 8 underworld tokens are placed next to each other, face down.

At the end of his turn, after he has played his action, any player can decide to take the Hades card instead of drawing a card. He then places it in his hand and will thus have only 4 cards to build his city.

Starting on the following turn, when a player has Hades, he can:

- either play normally a Territory or a reinforcement card,
- or discard one of his cards in the Tartarus (the 2<sup>nd</sup> discard pile) to draw one of the underworld tokens. Then, he checks its effect, chooses an opponent and uses its power immediately. The underworld token is then discarded and can no longer be played.



To finish his turn, there are 2 possibilities:

- either the player wishes to keep Hades: his turn ends immediately and the player does not draw another card. As long as he keeps Hades, he will have less and less card to complete his city!
- or the player does not wish to keep Hades (or if he only has Hades in his hand): he puts it back in the center of the table at all the players' disposal. He then completes his 5-card hand to continue building his city.

### ***The underworld token:***



***Exchanging 2 gods :*** enables the exchange of the gods of 2 players (including oneself).



***Steal 1 random card to an opponent (except Dionysos):*** allows you to draw a card into an opponent's game, consult it and give him one of the cards in your hand (his included).



***See the game of an opponent and steal the card of your choice:*** enables you to see the game of an opponent and to choose the card that interests you. You must give him one of the cards in your hand (his included).



***Force an opponent to change his hand (except Dionysos):*** force an opponent to discard all his hand (except Dionysos) into Tartarus and re-draw 5 new cards.





**Cursed Territory (-3):** this token has to be put on an adverse Territory for it to become cursed and lose 3 prestige points. Works like magic tokens.



**Cursed Territory (-2):** this token has to be put on an adverse Territory for it to become cursed and lose 2 prestige points. Works like magic tokens.



**Poison:** this token has to be put on an adverse Territory. The poison causes the death of the creature present on the Territory. Works like magic tokens.



**Backfire:** the player who draws this token must designate an opponent who will also draw an underworld token and apply the effect against him.



## HEKATE: the goddess of darkness

*Thanks to her magic, Hecate can do extraordinary things...*

### **Material:**

*The Hecate card  
(or Hecate badge)*

### **Explanations:**

The owner of this card has a unique power. Hecate allows him, once in a game, to pick the card of his choice in Tartarus.

- If you have several Hecate cards, you can give one per player
- If not, you can also decide to mix it in the middle of the draw pile to let the chance decide

The Hecate card is an exclusivity to thank the contributors who have helped financing the game on Kickstarter.

For the others, you can try to get the Hecate badge that has the same power!

