



2 PLAYERS | 15-20 MINUTES | 10+ YEARS

CONTENT

- 20 cards (creatures / environments)
- 2 cards of reference.

INTRODUCTION

Get the most powerful pyramid of creatures and you will be the most acclaimed god to win the game.

SET UP

- Randomly draw 4 environment cards.
- Deal 3 cards to each player.
- Make two even decks of the remaining cards, with the creatures face up.

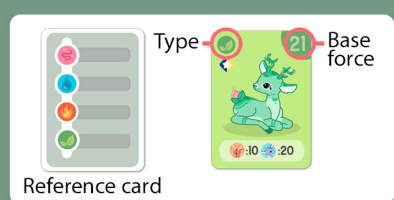
PLAYER TURN

- PLAY A CREATURE
- CAPTURE A CREATURE
- CLAIM AN ENVIRONMENT

PLAY A CREATURE

At the same time we will play a creature card from our hand in our play area face down and both players will turn it at the same time.

Both creatures are compared and the player who has played a creature of the strongest type according to the hierarchy (reference card) will win, if the type matches, the higher base strength will win.



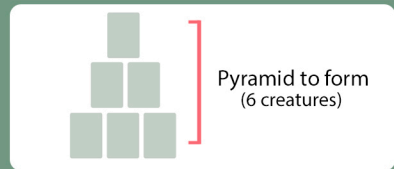
In the reference card we can see the power we will have when playing a creature.

We take into account the power of the cards and see what powers are activated. The winner of the trick will be the first to **CAPTURE A CREATURE** by choosing one of the two visible creatures from the decks, the other player will be obliged to take the creature from the other deck, except if he has played a plant creature that we will see later on the power of it.

If the creature played in our pyramid meets an environment card (objective), we can **CLAIM AN ENVIRONMENT** immediately, in case of a tie, it will be taken by the winner of the trick. There are environment cards with objectives at the end of the game.

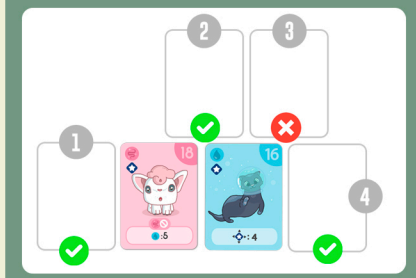
PLACEMENT RULES

When we play a creature in our play area in addition to facing the opponent's active card, the creature we play will form our pyramid, which we must empower to win. When we play a card it must be adjacent starting from the base. In the case of wanting to play it on the top line, the card must have a base of two cards.



The pyramid is made up of 6 creature cards. A base of 3 cards, an intermediate line of 2 cards and at the top 1 card crowning the pyramid.

As long as you comply with the placement rules, the placement order is free. In this example, the third creature has three possible locations.

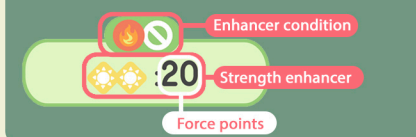


Option 1 or 4 are correct because they would form the maximum of 3 cards from the base of the pyramid. Option 2 is correct because it has two cards as a base, however option 3 is not possible because a second card would be missing as a base.

In addition to the placement rules, we will have to take into account the condition of the enhancer of our creatures and their enhancer, in order to increase the strength of our pyramid.

CONDITIONS AND ENHANCEMENTS

The condition must be met to be able to activate the enhancer and in the case of fulfilling the enhancer, as many force points as indicated will be added.



In the example, in order to empower our creature with 20 pf, we must play at least two daytime creatures; however, if we play a fire creature, we would not meet the condition and the power-up would be canceled.

ICONOGRAPHY

Each card is made up of different conditions and power-ups represented with different iconography. Here are some examples:

CONDITIONS

- Requires 2 adjacent plant creatures
- Does not allow water creatures in the pyramid
- Does not support adjacent nocturnal creatures

ENHANCERS

Each power-up has the strength points it grants indicated and they grant them for each type in our pyramid, for adjacency, special ability or penalties that will subtract strength.

- For every water creature
- For each adjacent fire creature
- Subtract 5 power points for each nocturnal creature.
- Add up the base strength of adjacent creatures.

Copy the base strength, type, and buff of one of your creatures.

The card must occupy the top to obtain the strength points indicated

10 power points with the indicated fire creature, 20 pf for the water creature and 30 pf for both.

ENVIRONMENTS

- Have as many water creatures in our pyramid as the environment claims
- Have as many daytime creatures in our pyramid as the environment claims
- Have one creature of each type, magic, fire, water, and plant

There are environment cards that will be taken into account at the end of the game, they are those crowned with this symbol:

- This environment is obtained by the one with the most magic creatures in its pyramid
- This environment gets the one with the most twilight creatures in its pyramid
- This environment is obtained by the one with the most tailed creatures in its pyramid
- This environment gets the one with the most horned creatures in its pyramid

POWERS

In the reference card we can see the power of each type. **Clarification:** Plant cards are only burned if the opponent plays a fire card and their number of fire creatures is greater than the number of water creatures as defense. When a plant creature is burned, it is flipped over and will only return to play if a water card is played later.

The game ends when the sixth creature is played and the endgame environments will be reclaimed.

SCORE

- Add up the base force of the creatures.
- Add the enhancers that are met.
- Add the completed environments.
- Subtract the penalties.