

# DICE FORGE REBELLION

Greetings, mortal!

A new seat is available here at the Pantheon. You have proven yourself worthy of this honor. But you are not alone here, and we get to decide who will occupy it. As you know, we gods move in mysterious ways.

You are about to compete in the second season of our legendary tournament. Our celestial islands await you! We have been creative in designing unique trials, as you will soon discover.

The tournament is about to start. Keep this guide with you. It will allow you to understand the new challenges that we have placed in your path.

We are living an endless, boring life. We hope that you will deliver us from this...

## HOW TO PLAY WITH THE EXPANSION

*Dice Forge: Rebellion* is an expansion for *Dice Forge*. This booklet explains the new rules introduced in this expansion. Although the setup changes slightly, **all rules from the base game still apply.**

*Rebellion* introduces 20 sets of alternative Heroic Feat cards that can be used with or without the expansion modules. They can be swapped in and out just like the alternative Heroic Feat cards from the base game, as long as you respect their cost and placement rules.

This expansion also includes two modules: the *Labyrinth of the Goddess* (the **Goddess module**), and the *Revolt of the Titans* (the **Titans module**).

A module is a set of components, including specific sets of Heroic Feat cards, that **must** be used together. Each module introduces new game mechanics to renew your game experience.

With the **Goddess module** (4 sets of cards), discover a mighty Goddess that challenges the power of the other gods. She gives you a Golem to help you navigate her labyrinth and collect wonderful rewards. Join her to cover yourself with glory, not to neglect the other gods...

With the **Titans module** (6 sets of cards), the tournament is disturbed by the return of the original masters of the skies. The titans offer you their power to disavow the Gods. The time of the revolt has come. To whom will you swear allegiance?

**Important! The two modules of this expansion cannot be combined.**

At game start, players decide with which module they want to play, if any. They also agree on the Heroic feat cards that they want to use to complete the setup.

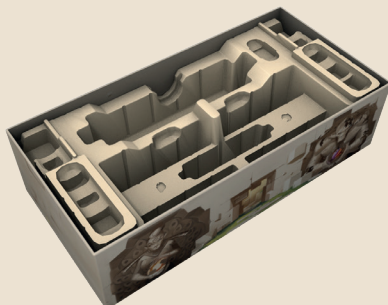
If you want to quickly experience all of the new Heroic Feat cards, for your first two plays with the expansion, use the recommended setup for each module (📍 or ▼). Each setup introduces 15 new sets of Heroic Feat cards from the expansion.



## COMPONENTS



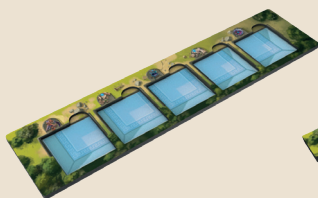
1 Rulebook



The *Underground*: 1 Game Box and 1 Plastic Tray



32 Die faces  
(20 for the *Forest*  
+ 12 for the dice)



1 *Forest* Board



1 *Forest* Sleeve  
(and elastic band)



4 Reserves  
of Ancient Shards



4 Golem Tokens  
(1 in each of the 4 colors)



4 Allegiance Tokens  
(1 in each of the 4 colors)

## SORTING

Sort the expansion as you sort the base game. Once you have opened the expansion, and *after each game*, sort the components in the following order:

- 1 Set aside the components from the base game and sort them in the base game box, the *Foundation*.
- 2 Sort out the Heroic Feat cards from the **Goddess module** (4 sets) and **Titans module** (6 sets). Then sort the other alternative Heroic Feat cards (20 sets) by cost and type, as in the base game. Place the sorted cards in their respective slots.



Goddess module cards

Titans module cards

- 3 Put the Die faces shown on the Small Case in the *Forest*. Put the starting faces for the **Goddess** and **Titans** modules in their respective slots.



- 4 Place all the tokens and the Celestial Die in their respective slots.







120 Heroic feat cards, including:  
 20 alternative sets of 4 cards each  
 16 cards for the **Goddess module** (4 sets)  
 24 cards for the **Titans module** (6 sets)



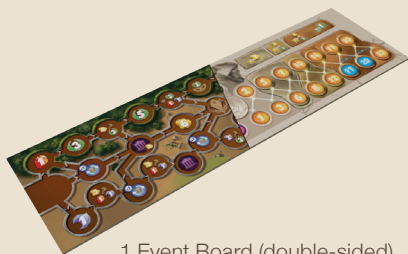
4 Resource Markers  
 (1 per player color)



1 Celestial Die



1 Active-player token.  
*Rebellion* adds even more interaction than the base game. You can use this token to identify the active player during their turn.



1 Event Board (double-sided)  
 1 side for the **Goddess module**: the Goddess Board  
 1 side for the **Titans module**: the Titans Board



3 different double-sided Treasure Tokens



4 Scepter Tokens



4 Companion Tokens



8 double-sided Memory Tokens (2 in each of the 4 colors)

**5**

Place the Resource markers from the expansion and the Reserve of Ancient Shards in their respective slots.

**6**

Put the Event Board in the matching slot.

**7**

Insert the *Forest* in the Small Case. Hold it together with the elastic band, then place it in its slot.




**3**

## REMINDER: BASE GAME CONCEPTS


**Active player:** The player whose turn it is is called the Active player. You can use the new active-player token as a reminder of whose turn it is.

**Timing Conflicts:** If there is ever a conflict between players regarding the proper order for applying simultaneous effects, resolve them in turn order, starting with the active player.

**Receiving **divine blessings**** : When you receive a divine blessing, roll both of your dice, then place them back on your Hero Inventory, showing the faces that you rolled. Apply the effects of the rolled faces, in any order.

**Receiving a **minor blessing**** : When you receive a minor blessing, roll one of your dice, then place it back on your Hero Inventory, showing the face that you rolled. Apply the effect of the rolled face.

**Forge a die face:** To forge a die face, select one of your dice and remove any side you want to replace. Then press the new die face on the empty side and place the removed die face next to your inventory. Lastly, place the die back on your hero inventory, with the newly forged side up.

**Ousting another hero** : If, as an Active player, you move your hero pawn to a portal that is already occupied by another hero pawn, you oust that hero to take their place. The owner of the hero puts their pawn back on their matching start portal and immediately receives a **divine blessing** as compensation.




## ALTERNATIVE HEROIC FEAT CARD EFFECTS




The 20 sets of alternative Heroic Feat cards from this expansion can be mixed and matched with the Heroic Feat cards from the base game. They can also be used in combination with the **Goddess module** or **Titans module**.

### MOON CARDS




**effect - activation conditions:** when you receive a **divine blessing**, a **minor blessing**, or right after you rolled the Celestial Die, but before applying its effects.


**effect:** You may spend 3  (once per card) to ignore the effect of one of your dice (including the Celestial Die). Reroll that die, then apply the new effect. Then, gain 1  or 1 .



Note: If you have multiple copies of this card, you may use them, one after the other, to reroll the same die several times. In that case, you spend 3  and gain 1  or 1  for each "The Twins" card that you use. If you reroll the same die multiple times, apply only the effect of the final roll.





Flip this card over and place it on the appropriate spot above your Hero Inventory. Take a Scepter token and place it below the 0 space.

From now on, each time you gain , you can add it to your Hero Inventory reserve as usual, or use it (partially or completely) to advance that

many spaces on the Scepter card. Any  kept on the Scepter card may be spent as usual. Consider your Scepter card as a secondary reserve.

If the Scepter token reaches or exceeds the 4th space of the Scepter course, then you may reset it to 0 to spend it like 1  or 1 . This shard can be spent to buy a Heroic feat card or pay the cost of an extra action.

If the Scepter token reaches the 6th space of the Scepter course, then you may reset it to 0 to spend it like 2  or 2 . This shard can be spent to buy a Heroic feat card or pay the cost of an extra action.

The shards that you gain through this card may be used **only during your turn**. These shards may be spent alone or combined with other shards from your reserve. You may not add them to your reserve, though.

**1** **THE COMPANION**

**effect:** Flip this card over. Take a Companion token and place it on the space.

**effect:** Move the Companion token one space forward. Once the token reaches the space, you can no longer use this effect.

At any time when you're the Active player, you may decide to gain the resources shown in the space occupied by the Companion token. If you do, set the card and token aside; they have no effect for the remainder of the game.

**3** **THE CELESTIAL DIE**

Roll the Celestial Die once and apply the effect of the rolled face (see p.18).

**4** **THE MISTS**

The player that has the least in their reserve (including you) loses 5. (Any from "the Blacksmith's Scepter" does not count). Then you gain the 5 lost by the affected player.

Note: if you have less than anyone else, then this card has no effect.

Note 2: If the affected player has less than 5, then they lose as many as possible. You gain only as many as the affected player actually lost.

Note 3: If multiple players are tied for the least, all tied players lose 5 each, and you gain the total amount of lost.

**6** **THE RIGHT HAND**

Spend as much as you wish from your Hero Inventory reserve and/or from other reserves. Gain 1 for each spent this way.

**3** **THE WIND**

All players (including you) roll both of their dice, then place them back on their Hero Inventory. However, no one applies the effects of their dice.

You choose a type among the results. You immediately gain all the resources of that type among the dice results.

Note: The die faces do not show any resources, and therefore cannot be used by "The Wind" to gain resources.

Note 2: Only rewards B (light background) of die faces can be gained via this card. Rewards A (colored background) cannot be gained this way.

**4** **THE ANCESTOR**

You may immediately forge the least expensive die face that shows from the sanctuary, for free. Then, gain a minor blessing with the die on which you forged this die face.

Note: A die face shows if the symbol appears on it.

Note 2: If the Sanctuary has run out of die faces that show, then you cannot forge a die face. However, you still receive a minor blessing, with any one of your dice.

**6** **THE ETERNAL NIGHT**

All other players lose 1 and 1 from their reserve. You gain these resources.

Note: Players simply lose what they can. If a player has 0 and/or 0, then they cannot lose them. You only gain as many as the player actually lost.



## SUN CARDS

**1** **THE TREE**

No instant effect.

**effect:** Gain 3 and 1 . If you have 8 or more in your Hero Inventory reserve (and only in this reserve), gain 2 instead.

**1** **THE WOOD NYMPH**

Gain 4 , then buy any die face from the *Sanctuary*, spending its cost in and **forge** it immediately.

**1** **THE MERCHANT**

No instant effect.

**effect:** Upgrade a die face or gain 2 .

Upgrading a die face means that you can replace it with a die face from a higher pool **for free**. The level of a pool is determined by the cost of the faces that it shows, as follows:

Level 1 Pool	Level 2 Pool	Level 3 Pool	Level 4 Pool
Level 5 Pool	Level 6 Pool	Level 7 Pool (a face cannot be upgraded after this level)	

To upgrade a die face by one level, choose one of your die faces, then take a die face from the pool of the next level. You may now **forge** that die face.

Note: If the chosen face has no equivalent in the *Sanctuary*, then it is considered a level 0.

Note 2: If the pool from which you would take your upgraded die face is empty, then choose a die face from the next non-empty pool.

Special rule: If you have multiple copies of this card, you may use the upgrade action several times, but only on the same die face, regardless of the number of cards that you want to use. The number of cards that you use will determine the level of the upgrade. If you use X “The Merchant” cards for their upgrade effect, then you’ll upgrade a given die face by X levels (at once), taking the upgraded die face from the pool that is X levels higher.

**3** **THE LIGHT**

No instant effect.

**effect:** You may spend 3 to apply the effect of any die face that is currently face-up, whether on your die or that of any other player.

**4** **THE GOLDSMITH**

Gain 2 for each different Heroic feat card that you bought since the beginning of the game, including this Heroic feat.









4

## THE OMNISCIENT

8

2

Gain 2  for each die face that shows  on your dice.

Note: A die face shows  if the  symbol appears on it.



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## THE ETERNAL FIRE

10

**Immediately** take a new full turn as the active player. You're the only player to roll dice to receive a **divine blessing** at the beginning of this turn.


All Hero pawns that occupy an Island are **ousted**, including you. All **ousted** players roll their dice, but only you apply the dice effects, as if you were receiving **divine blessings**. Resolve the different **divine blessings** in turn order, starting with your own dice.

Note: If you own the "Great Bear" card, apply its  effect as soon as at least one other player is **ousted**, regardless of the number of players that are **ousted**. The  effect applies once per card "Great Bear". If you **oust** only your own Hero with "The Left Hand" card, you do not benefit from the "Great Bear" effect as it only triggers when **ousting** other heroes, or when being **ousted** by another hero.


5

## THE ABYSSAL TRIDENT

12

Spend all of the  from your Hero Inventory reserve (but not from any other reserves) and **forge** a die face from the Temple (Sanctuary or Garden) on one of your dice, for free.

Note: Die faces that could be acquired due to the effects of Heroic Feat cards that are available for this game cannot be chosen with this card.

Note 2: You can use "The Abyssal Trident" card even if you have 0  in your reserve.

6

## THE LEFT HAND

8



Note: If you own the "Great Bear" card, apply its  effect as soon as at least one other player is **ousted**, regardless of the number of players that are **ousted**. The  effect applies once per card "Great Bear". If you **oust** only your own Hero with "The Left Hand" card, you do not benefit from the "Great Bear" effect as it only triggers when **ousting** other heroes, or when being **ousted** by another hero.



## HYBRID CARDS

5

## THE FIRST TITAN

20

Choose an available Heroic Feat card with a cost of 1  or 1 . Perform that Heroic feat without moving your Hero Pawn to the portal. The card's effects are applied as normal.

Note: If there are no more available Heroic Feat cards with a cost of 1  or 1  then "The First Titan" card has no effect.

Note - **Titans module**: Completing this Heroic feat may activate the Rebellion zone effect if the player is in this zone and if the activation conditions are met.

5

## THE GODDESS

18

Place your dice on your Hero Inventory on the die faces of your choice. Apply the effects of the chosen faces, as if you were receiving a **divine blessing**.



## THE LABYRINTH OF THE GODDESS



Mortal... please read this missive. But make sure that my divine colleagues never get their hands on it.

It looks like the other gods forgot to call me when designing the trials of this tournament. For this new season, I, Hera, will take matters into my own hands.

There are more rewards in my labyrinth than the other gods can imagine. And now, mortal, I'm opening its gates for you. These rewards are yours to take. May you put them to good use.

I'm giving you a stone golem as an ally. Only the golem can explore my lair. Guide it to me, and I'll shower you with glory!

### SET UP

- 1 Set up the *Foundation*, the *Temple* and the *Islands* as in the base game.
- 2 Place the *Underground* between the *Foundation* and the *Islands*.



**3** Place all the cards from the **Goddess module** on their respective spots around the Islands board, forming stacks of identical cards (the number of cards in each stack depends on the number of players, as in the base game). Each card must be placed on a spot that matches the cost of that card.

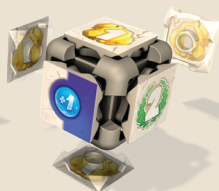
**4** Add the sets of cards of your choice in each empty spot. If this is your first game with this module, and if you want to discover the expansion step by step, add sets of cards from the base game that you already know. **If you want to discover the new alternative cards instead, use the recommended discovery setup (alternative cards are marked with a 📍).**

**5** Each player prepares their dice as follows.

**Bright Die:**

5x 

1x 



**Dark Die:**

4x 

1x 

1x 

**6** Remove the *Forest* from its Case and place it on the *Underground*. Set the Small Case aside.

**7** Prepare the Golem tokens that match the players' colors and the Treasure tokens. Use the Event Board on its **Goddess side**. Place the Golem tokens on the starting space and the Treasure tokens face up (highest value up) next to the *Underground*.

**8** The rest of the setup remains unchanged.






## HOW TO PLAY WITH THE GODDESS MODULE

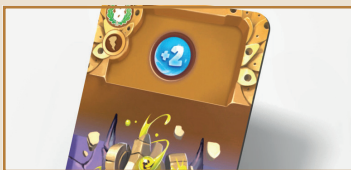
In the **Goddess module**, you play with the Goddess board, which represents a labyrinth that your Golem token will explore to find resources and other rewards. Choose the best path to receive the best rewards, and complete the labyrinth for extra Glory Points! But make your way carefully, as there is no going back... Base game rules still apply, with the following changes.

### THE GODDESS BOARD

Your Golem token marks your advance on the Goddess Board. That token will go forward or backward depending on the cards' or die faces' effects. Each space of the Goddess board features a reward. When your Golem token moves on the Goddess Board more than one space, **always resolve the effects of each space before moving to the next.**

If your Golem token faces an **intersection** on the board, you get to choose where it goes next.



Some spaces on the Goddess board are **Treasure Halls** . If you are the first player to reach a Treasure Hall space, take one of the available Treasure tokens of your choice from next to the Underground. Gain the highest reward of the token (front side) and flip it over, face down (which shows a lower value). That token is placed on the Treasure Hall. From that moment on, that token works as a normal space of the Goddess Board for the remaining of the game.




Example :


**Max** performs the Heroic feat card "The Great Golem". He applies its effects which lets him move his Golem token forward two spaces on the Goddess board.



First, he moves his Golem token forward one space and applies the effect of that space, which lets him roll the Celestial Die once. He rolls the Celestial Die and gets the  result. **Max** adds **12**  to his reserve.






















Then, he moves his Golem token forward a second space. The Golem faces an intersection. **Max** chooses to move onto the Treasure Hall space. As he is the first player to reach this Treasure Hall space, he chooses a Treasure token and scores the reward that is showed on its front side: . Finally, he flips the Treasure token over and places it on the Treasure Hall space, beneath his Golem token.

When your Golem token reaches the **Goddess space** (i.e., the last space), you immediately gain **15** . **That player can no longer move on the Goddess Board for the remaining of the game.** The cards' or die faces' effects that would allow their Golem to move on the Goddess Board no longer apply.

If you are the first player to reach the Goddess space, you also gain another reward:  (see Goddess, p.11).

### EFFECTS OF THE GODDESS BOARD

-  Gain **1** 
-  Gain **1** 
-  Gain **6** 
-  Gain **3** , **1**  and **1** 
-   Gain the amount of  shown.  No effect.
-  All players (except you) lose **2** . You then gain the total amount of lost .
-   Roll the Celestial Die the number of times shown, resolving its effect (see p. 18) after each roll.



## EFFECTS OF THE GODDESS BOARD

- You may immediately **forge** a die face from the Sanctuary if you spend the required .
- You may immediately **forge** a die face from the Sanctuary if you spend the required -2 .
- Choose a resource among the shown ones, and gain it.
- You may spend 6 to gain 6 (once).
- You may spend 2 to gain 8 (once).
- Gain 1 for each die face that you have **forged** (count the number of discarded die faces that you have).

## TREASURES AND TREASURE HALLS BOARD

- Treasure Hall (see rules p.10)
- (front) Gain 4
- (back) Gain 1
- (front) Gain 4
- (back) Gain 1
- (front) Gain 10
- (back) Gain 2

## THE GODDESS SPACE

- Gain 15
- Place your dice on your Hero Inventory on the die faces of your choice. Apply the effects of the chosen faces, as if you were receiving a **divine blessing**.

## GOLEM DIE FACES

The Golem die face is a new type of die face that allows you to move your Golem token forward on the Goddess board.

Move your Golem token **forward** one space and apply the effect of that space. You can never move backward on the Goddess board with a Golem die face.

Bonus Effect: When receiving **divine blessings**, if you roll the die face and the die face simultaneously, you get to roll the Celestial Die once and apply the effect (see p. 18), in addition to the die faces' effects.

Note: You trigger this effect even if you already are on the last space of the Goddess Board. Even if you can no longer move, you still get to roll the Celestial Die once and apply the effect.

## MOON CARDS

**2** THE MOON GOLEM

Take a die face from the *Forest* and **forge** it immediately on one of your dice.

**5** THE GREAT GOLEM

Move your Golem token two spaces forward on the Goddess Board and apply the effects of each space, in order.

## SUN CARDS

**2** THE SUN GOLEM

Take a die face from the *Forest* and **forge** it immediately on one of your dice.

**3** THE TIME GOLEM

Move your Golem token two spaces backward on the Goddess Board and apply the effects of each space, in order.

Note: If you pass through an intersection while moving backward, you are allowed to choose a different path than you chose originally.



## REVOLT OF THE TITANS



At last, we are free! We titans see the light again. The time for revenge has come.

Your so-called gods locked us away to steal our Pantheon from us. The very place in which they offer you a seat today. How ironic.

Soon, we will take back what is ours. In the meantime, let's have some fun with this tournament. You could say that, thanks to us, the tournament will be a little... disturbed.

If you want your seat in the Pantheon, we're going to help you. Our ancient energy source is more powerful than the usual shards, and will aid you in performing unbelievable heroic feats that will anger the gods and delight us at the same time.

Go, mortal, have a taste of that infinite power. Don't listen to the gods and their empty promises. We will show you how generous the titans can be.

Choose your allegiance wisely. Such is the price of your place in our home.

### SET UP



Set up the *Foundation*, the *Temple* and the *Islands* as in the base game.



Place the *Underground* between the *Foundation* and the *Islands*.



**3** Place all the cards from the **Titans module** on their respective spots around the Islands board, forming identical stacks of cards (the number of cards in each stack depends on the number of players, as in the base game). Each card must be placed on a spot that matches the cost of that card.

**4** Add the sets of cards of your choice in each empty spot. If this is your first game with this module, and if you want to discover the expansion step by step, add sets of cards from the base game that you already know.  
**If you want to discover the new alternative cards instead, use the recommended discovery setup (alternative cards are marked with a ▼).**

**5** Each player prepares their dice as follows.

**Bright Die:**

5x 

1x 



**Dark Die:**

4x 

1x 

1x 

**6** Each player takes a Reserve of Ancient Shards and place it below their Hero Inventory. Each player also takes a resource marker in their color and places it on the starting space ("0") of their Reserve.



**7** Remove the *Forest* from its Case and place it on the *Underground*. Set the Small Case aside.

**8** Prepare the Allegiance tokens that match the players' colors. Use the Event Board on its **Titans side**. Place the Allegiance tokens on the starting space.

**9** The rest of the setup remains unchanged.

Titans module cards

Alternative cards marked with ▼





## HOW TO PLAY WITH THE TITANS MODULE

In the **Titans module**, you can choose to swear allegiance to the gods or to the Titans to benefit from their respective powers. You can try to satisfy them both, but you might end up losing everything in the process.

Some Heroic feat cards and die faces allow you to show your loyalty to the gods or to the Rebellion that was launched against them. The Titans give you access to a unique resource that allows you to perform Heroic feats more easily and cover yourself in glory when you perform them. The gods improve your **divine blessings** by giving you more gold and Glory Points. However, be careful, as at the end of the game, Heroes will be rewarded or punished depending on their allegiance.

Base game rules still apply, with the following changes.



### THE TITANS BOARD

Each player has an Allegiance token that moves on the Titans Board. Its position marks where the player's loyalty lies – to the gods, or to the Titans' Rebellion.


#### MOVING ON THE TITANS BOARD

The Titans Board is divided in two parts: Rebellion on the left side, Loyalty on the right side. During the course of the game, Allegiance tokens will move back and forth from one side to another.

Players gain:



- Loyalty  to move towards the Loyalty side;
- Ancient Shards  to move towards the Rebellion side.

#### Loyalty

Loyalty is your allegiance to the gods. It is not a resource and cannot be kept in your reserve. When you **gain** Loyalty, you **must move** your Allegiance token to the right, as many spaces as  that you gained.

#### Ancient Shards

The Ancient Shards represent your allegiance to the Titans. It is also a new type of resources with its own reserve (that reserve works exactly like the Hero Inventory reserve).

Ancient Shards may be used as  or  to perform Heroic feats and/or to take an additional action. When you **gain** one or several Ancient Shards, a) you add these resources to your reserve of Ancient Shards and b) you **must move** your Allegiance tokens to the left, as many spaces as the number of Ancient Shards that you gained (even if your reserve is full).

#### Main Path and Special Paths





Usually, when players move their Allegiance token to one side or the other, they follow the main path.

However, the Titans Board also features special paths (marked in blue). When the Allegiance token of a player arrives on an intersection with a special path, the following rules apply:

- If the arrow depicted on the special path follows the direction in which the Allegiance token was moving (to Loyalty or Rebellion), then the Allegiance token **must** take the special path.
- Otherwise, if the arrow depicted on the special path goes against the direction in which the Allegiance token was moving (to Loyalty or Rebellion), then the Allegiance token remains on the main path.



Example:

**Alex** receives a **divine blessing** and rolls for:  and . He adds 1  and 1  to his reserves, then moves his Allegiance token one space toward the loyalty side of the Titans board.



Since his Allegiance token was on a space with a special path marked with an arrow that points to the Loyalty side, he must take that special path.



## EFFECTS OF THE TITANS BOARD

The position of your Allegiance token on the Titans board has two effects: one during the game, and the other at the end of the game when calculating your final score.

### In-Game Effects

Depending on where their Allegiance token lies on the board, players can benefit from effects. The Titans Board is divided in different zones. Each zone triggers special effects that players can use as long as their token is in that zone and if they meet the required activation conditions.

### LOYALTY AREAS

Effects granted by the gods apply depending on your dice results when you receive a **divine blessing** or a **minor blessing** with **your own dice**.



**effect - activation conditions:** when you gain when receiving a **divine blessing** or a **minor blessing**.

**effect:** add 1 extra to your reserve.



**effect - activation conditions:** when you gain when receiving a **divine blessing** or a **minor blessing**.

**effect:** add 1 extra and 1 extra to your reserve.



**effect - activation conditions:** when you gain when receiving a **divine blessing** or a **minor blessing**.

**effect:** add 1 extra to your reserve.

Note: Always consider the effect of the zone where your token is **when** you apply the die face effect.

Note 2: When you receive a **divine blessing**, apply the effect each time that you meet the activation condition, i.e. twice if both of your dice meet that condition.

Note 3: Converting resources into thanks to a "Sentinel" or "Cyclops" card does not trigger the effect.

Note 4: You cannot use gained through or effects to apply the "Cyclops" card effect.



Example:

**Max** receives a **divine blessing** and rolls and . **Max** applies the effects of the first die, . He adds 1 to this reserve and moves his Allegiance token one space to the right (to Loyalty). He does not benefit from the effect because he's not in the matching zone when applying the die face.



Then, **Max** applies the effects of the second die, . He gains 1 , 1 , 1 , and 1 . He also gains 1 extra and 2 extra because he is now in the and zone, and meets their activation conditions.

## REBELLION AREAS

Effects granted by the Titans apply depending on your Heroic feats.



**effect - activation conditions:** When you are the first one to perform a Heroic feat in this game.

**effect:** Gain 3 🌿.



**effect - activation conditions:** When you're not the first player to perform a Heroic feat and if you did not perform it during this game.

**effect:** Gain 2 🌿.



**effect - activation conditions:** When you are the first one to perform a Heroic feat in this game.

**effect:** Gain 5 🌿.



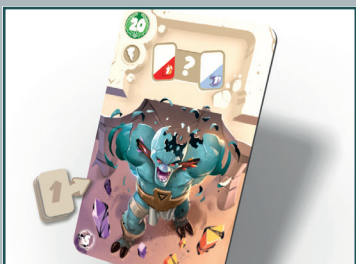
**effect - activation conditions:** When you're not the first player to perform a Heroic feat and if you did not perform it during this game.

**effect:** Gain 3 🌿.

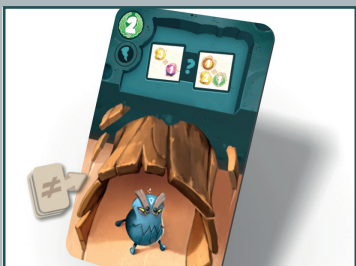


Example:

**Alex** receives a **divine blessing** and rolls 1 and 2. He gains 1 🌿 and 2 🔥 and moves his Allegiance token one space to the left (to Rebellion). He is now in a new zone and benefits from the 🌿/🔥/🌿 effect.



He performs the Heroic feat "The First Titan". As he's the first one to do so, he gains 5 🌿.

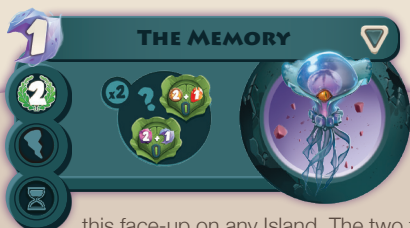


Then, he chooses to perform the heroic feat "The Dogged" thanks to the First Titan's special effect. He gains 3 🌿 because he did not perform that Heroic feat until now, and because he's not the first one to perform it. He then immediately applies its effect, and **forges** the 🌿/🔥 die face on one of his dice.

### End Game Effects

When calculating your final score, add 🌿 (loyalty zone) or subtract 🌿 (rebellion zone) the number of Glory Points indicated by the space occupied by your Allegiance token.

## MOON CARDS



Place this face-up on any Island. The two tokens must be placed on two different Islands.

**effect:** Take from the reserve the 2 Memory tokens matching the color of this card. Choose a face on each token (2 + 1 or 2 + 1 ) then place it with

**effect - activation conditions:** When you perform a Heroic feat on an Island that includes one of the tokens matching this card. That token is then discarded.

**effect:** Gain the reward showed by the token.

Note: If some other tokens of other color are on an island (belonging to you or an opponent) you can still place one of your tokens on the same island.



No instant effect.

**effect:** Receive a **minor blessing**. Moreover, if you gain or with this blessing, move the Allegiance tokens of every other players one space to the left (to Rebellion) on the Titans Board.



Choose a die face among the die faces available in the *Forest* and **forge** it immediately on one of your dice.

## SUN CARDS



Choose a die face among the die faces available in the *Forest* and **forge** it immediately on one of your dice.



No instant effect.

**effect:** Gain 1 or 1 .







That player must immediately **forge** that die face on one of their dice. They cannot remove it until the end of the game.

**effect - activation conditions:** Each time that the effects associated to this card are activated.


**effect:** Apply the effects of **both dice** of the bearer of the die face as if you were receiving **divine blessings**.

## DIE FACES EFFECTS

 **Goddess Module:** Move your Golem token one space forward on the Goddess Board and apply the effect of that space. If you roll this die face and the die face  when receiving **divine blessings**, apply the Bonus Effect (see p.11).


 **Goddess Module:** Move your Golem token one space forward on the Goddess Board and apply the effect of that space. If you roll this die face and the die face  when receiving **divine blessings**, apply the Bonus Effect (see p.11).



 **Titans Module:** Gain 1  and 1 .

 **Titans Module:** Gain 1 .









 **Titans Module:** Gain 3  and 1 .



 **Titans Module:** Gain 2 , 1  and 1 .






 **Titans Module:** “The Mirror of Misfortune” is available in 4 colors. Each die face is associated with a Heroic feat card of the same color. Each card has two effects that give a reward to 2 different players: the die face bearer and the card owner.




Effect 1) You (die face bearer) gain 1  or 1 .



Effect 2) The owner of the matching card activates the  effect of their card.


 +  Effect 1) You (owner of the  +  die faces) gain 1  or 1  and 1  or 1 .

Effect 2) The owner of each matching card activates the  effect of their card. If the same player owns both cards, they activate the  effect of their card twice. As a result they gain the die results twice.


 +  Effect 1) Effect 1) You (owner of the  die faces) multiply the reward that you chose by three. (3  or 3 .






Effect 2) The owner of the matching card activates the  effect of their card and multiplies the reward that they chose by three (3  or 3 .






 **Titans Module:** there are 4 different “Chaos” faces. Each die face shows a Reward A (colored background) and a Reward B (light background). The “Chaos” die face  effect changes depending on the die face with which it is paired on the second die result. You gain the Reward A or the Reward B, but never both.

Reward A: If your other die gives you a resource that matches the color of that die face , gain the Reward A (colored background).

Blue:  / Red:  / Yellow:  / Green: 

Reward B: If your other die gives you a resource that does not match the color of that die face , gain the Reward B (bright background).

  Reward A: Gain 2  and 3  / Reward B: Gain 2 


  Reward A: Gain 2  and 3  / Reward B: Gain 2 


## THE CELESTIAL DIE


 Gain 12 .

 Gain 5 .

 Gain 3  and choose among 3 , 1  or 1  and gain this resource.

 Apply the effect(s) of one of your opponents' dice, or one of your own dice.

 Choose a die face from one of your dice, place it face-up and apply its effect.

 Upgrade one of your dice face by two levels at once. See the Merchant card p.6 for details about upgrading die face.



## A WORD FROM THE DESIGNER

Releasing a game is always a trial in a designer's life. However, it is also the ideal occasion to thank you all, you, players from all around the world, who share the same passion that drives us, the passion of gaming. I wish you a lot of beautiful games, full of emotions and unexpected twists.

-Régis Bonnessée

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# Dixit



3-6  
8+  
30'



# MYSTERIUM



10+  
2-7  
42'



# SHADOWS

AMSTERDAM



10+  
2-8  
30'



14+  
2-4  
60 min



# Seasons