

# OH GODS! *VERSION 3.1*

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You all want the favor of the gods! Bring their idols to your altar, revere them for what they represent, and you'll become the most powerful priest or priestess.

**Goal:** Amass the most points by making sets of three or more gods with a common element.

**Set-up:** Shuffle the deck, deal six cards face-down to each player.

In the first hand, determine which player goes first by mutual agreement. In subsequent hands, the player who scored lowest in the prior hand goes first. If two players scored equally low, the player with the lower running total goes first.

**Turn sequence:** Act Twice – Draw to Six

**Act** – each action is one of the following:

1. Play one card from your hand, or
2. Form a set, or
3. Steal a god, or
4. Discard up to two cards from your hand

**Play a card:** There are two kinds of cards – god cards and special cards. When a god card is played, it is placed face-up in front of the player; this space is the player's altar. Special cards are either played and discarded, or remain in play (as directed by the card).

**Form a set:** A set is three or more god cards which all have one element in common – either a domain, a pantheon, or *Ruler*. For example, three Greek gods could form a set, as could three gods of healing. The points on each god can be different – three gods with Healing (4), Healing (6), and Healing (3) can form a set.

When forming a set, you must announce the common element of the set. For example, "I'm making a set of Healing". Then remove your set from your altar and put it face-down next to you, keeping each set separate from the others, so you can correctly tally your points at the end of the hand.

**Mastery:** The player who first forms each domain set in a hand gains the mastery card for that domain. These cards provide additional play options for their holder.

**Steal a god:** To steal a god, your altar must contain at least two gods with the same pantheon or domain as

the god you wish to steal from another altar. Give another player two *other* gods from your altar (not the matching ones), and take the god card from their altar – unless they play Block or other card which stops you.

**Discard:** Place one or two cards on top of the discard pile.

**Draw** – If you have fewer than six cards in your hand, draw until you have six cards. If there are insufficient cards remaining in the draw deck, draw the remaining cards.

**Final Round:** When one player forms a fifth set, or draws the last card in the deck, the final round begins. All other players get one last turn each, then sets are scored. No player may score a sixth set.

**Scoring:** Players receive points equal to all elements common to all cards in each set.

**Example 1:** A set contains three gods which all have the Sun domain; two have Sun (5) and one has Sun (4). The set is worth 14 (5+5+4).

**Example 2:** A set contains four gods which are all Norse (2). The set is worth 8 points (2+2+2+2).

In addition, any set with five or more cards gets an additional five points.

All players total the value of their sets, and add it to the prior hand's score. Reshuffle all the play cards and deal a new hand. Remove all Mastery cards from play, as they are once again available for claiming.

At the end of three hands, the player with the highest score wins. If two or more players are tied, they all win.

**Special Notes:**

**Ruler:** Rulers of the gods cannot be removed from a player's altar except via scoring.

Free Actions (cards and abilities) do not count as one of your two actions; however, the same Free Action may not be taken more than once in the same turn.

Some special cards instruct the player to move gods, but do not use the word, "steal"; these cards are unaffected by counter cards which refer to stealing.

Immortalized: You do not have to decide which domain or pantheon the card represents until you form a set. This card cannot represent a *Ruler*.