





HEARTBEAT OF A FICKLE GOD

The Pieces

- 4 Red Dice
- 4 Blue Dice
- 4 Yellow Dice
- 4 Green Dice
- 4 Character Cards
- Action Card Stack
- Event Card Stack
- 5 sets of vote tokens (each set containing 4)
- 5 white six sided dice
- 50 worshipper tokens

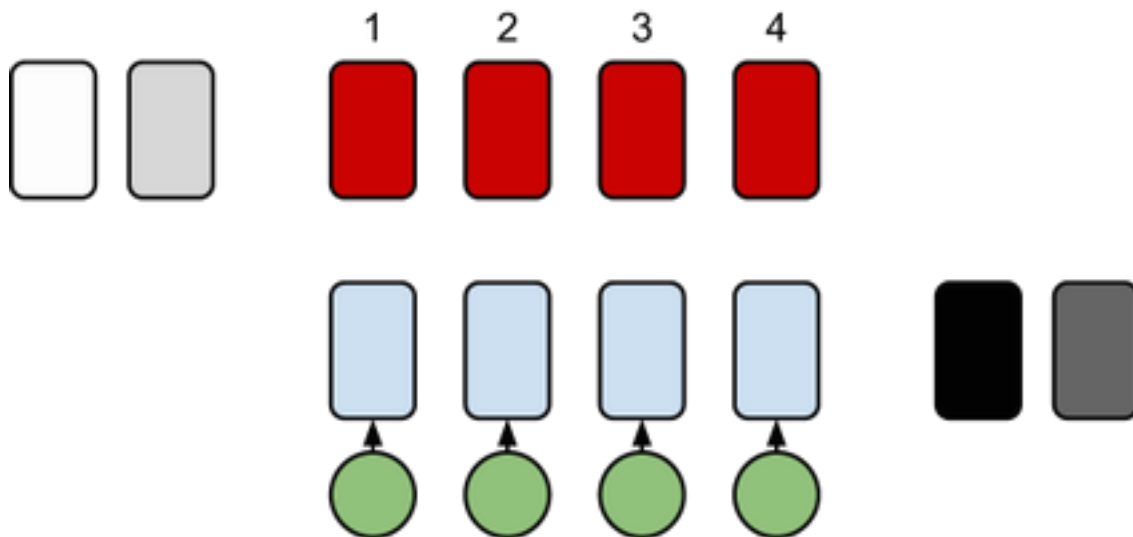
The Emotions

	Angst Toy with the anger of your people. Often actions of violence will fuel this fire, while actions of serenity will quell it.
	Fear Make your people comfortable, or scare the life out of them! Actions that threaten their security can easily bring on fear while granting them security will lower it.
	Joy Are you Dionysus? Bring your people a party or let them fall in the mud. Either way, you'd be altering their Joy.
	Pride The pivotal characteristic of most of the myths of old. Build up the confidence of your people or humiliate them. Either way, you gods can get a pretty good laugh out of it.

Player Layout

Players' hands consist of their owned action cards and unaccomplished goal cards
Players' can keep their permanent action cards, dice and tokens in front of them
Players' must keep their accomplished goals face up and visibly in front of them

Layout



Action Card Stack (light grey)

At the start of the game put the action card stack here

Action Discard Stack (white)

Put discarded action cards here when not picked from a buy or used in play

Event Card Stack (black)

At the start of the game put the event card stack here.

Event Discard Stack (dark grey)

During the resolve result phase, event cards in play are moved here face-down.

Character Slots (red)

At the start of the game, characters are placed here.

Current Event Cards (light blue)

During each turn, one player must place an event card in each of these from the action card stack

Token Pools (green)

These are the areas for players to place their voting tokens during each turn

Setup

Each player draws three goal cards, takes a six sided dice, and four voting tokens.

Place the event card stack in the black slot on the layout and action card stack in the light grey slot on the layout

Place a character on each of the red character slots on the layout. Place a yellow die with the value of one on Odysseus. Place a blue die with a value of one on Antigone.

Place a red die with a value of one on Medea. Place a green die with a value of one on Oedipus

Turns

Throughout Turn

Bargain with other players exchanging any of your assets. For example, you may offer your vote for worshiper tokens, offer some worshiper tokens for another player's action card, trade goal cards, or even trade worshiper tokens for a ride home.

Roll Phase

Roll a six sided dice. Divide the result by two rounding up and add two. Take this many worshiper tokens.

Buy Phase

During this phase, you may trade eight worshiper tokens for an action card. To do so, draw three cards from the action card stack, pick one and discard the rest into the action discard stack.

Event Phase

Draw four event cards and place them in the active event card slots.

Vote Phase

Each player selects one of their four tokens and places it in the token pile respective to the action they'd like performed. The number of the token selected corresponds to the number of an character contained in one of the character slots. This is the character the event card will affect. Players may change their vote until all players have settled.

Action Phase

Each player flips their voting token. In this stage players can play action cards in their own time. Once an action card is visible to other players, it is in play and cannot be taken back. When no player wants to play an action card, this phase ends.

Resolve Phase

Change the values of the emotions of the characters corresponding to the selected event cards and the action cards in play. Retrieve your voting tokens, put used action cards in the action discard stack and active event cards in the event discard stack. discarded cards are placed face down.

Goal Phase

Once all the emotion values of the characters have been adjusted players may take the opportunity to reveal their completed goals... and to gloat. Accomplished goals must remain face up in front of the player who accomplished them. If a player has no unaccomplished goal cards left, they win. If more than one player reaches this condition during a phase, the player with the highest amount of worshippers wins. If more than one player shares an equal amount of followers, roll six sided dice until one player has a higher number than the others. This player is the winner.