

Osami Okano



# Mythologien in der Welt

In Mythologies of the World (Mythologien in der Welt) you'll pay tributes to collect various gods from Greek, Norse and other mythos. There's a knack to paying tribute successfully, but you'll also have to keep an eye on what your rival tribute payers are doing. Try to come out on top of the competing offers and collect as many gods as you can!



Number of players : 2-5 (3 or more is recommended)

Play time : 15 minutes

Age : 8 years and up

## CREDITS

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# Components

**Mythology Cards x50** (10 each of 5 mythologies)



Greek Mythology   Norse Mythology   Egyptian Mythology   Mesopotamian Mythology   Hindu Mythology



**Tribute Tiles x35** (7 each of 5 color)

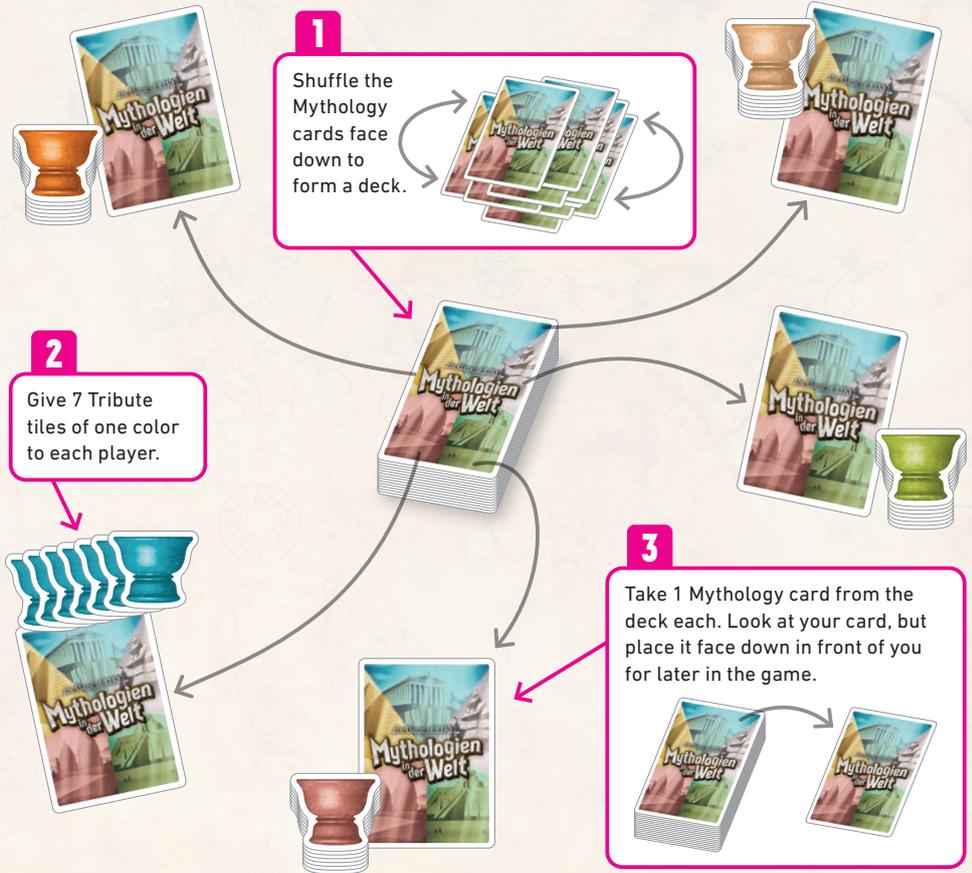


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**This Rulebook**

# Game Setup



**Info**

You may look at the card at any time, but make sure no other players can see it!

# How to Play

- 1 Turn over Mythology cards from the deck equal to the number of players +1. This area is called the Field.

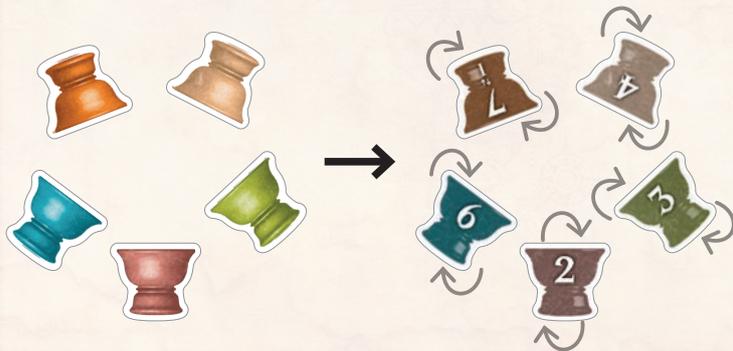


## Info

In a 3-player game you'll turn over 4 cards, or 6 cards in a 5-player game.



- 2 Each player chooses 1 Tribute tile and lays it face down in front of them. Once all players have chosen their tiles, turn them over at the same time.



- 3 Next, starting with the player that laid the most valuable Tribute tile and continuing in descending order, everyone takes a Mythology card. The 'most valuable' tile is the one with the highest number on it. (Exceptions: see Tribute Standoffs and Tribute Swaps) The first player that's able to take a Mythology card takes 2 cards instead of 1. Lay the card(s) you took face up in front of you so the other players can see what you have.



## Taking God of Destruction Cards

The God of Destruction cards (Cerberus, Jörmungandr, The Sphinx, Kali, and Pazuzu) are gods of both calamity and protection. If you take a God of Destruction card, you must immediately choose a face up Mythology card in the Field and discard it.



## Info

If this means there are now no Mythology cards left on the Field on your turn, you cannot take any cards this time. Similarly, if you take a God of Destruction card but there are no Mythology cards left on the Field, nothing happens.

## Info

Any unclaimed Mythology cards are put face down to one side to form the discard pile. They will not be used again this game.



- 4 Keep your used Tribute tiles face up in front of you so that the other players can see them. These will not be used again this game. Now return to Step 1 and repeat!



# Tribute Standoff and Tribute Swaps

When you compare the values of your Tribute tiles in Step 2, the following situations have special rules.

## ► Tribute Standoff

When 2 or more Tributes of the same value have been played it is called a Standoff. In a Standoff, all players that chose the same number tile are overlooked by the gods and can't take any Mythology cards this turn.



### Info

In a 5-player game, the Tribute tiles 2, 5, 5, 7, and 7 were revealed. The players that laid the 5s and the 7s are excluded this round, so only the player that laid the 2 tile takes 2 Mythology cards.



If all players reveal the same Tribute number, all players are excluded this round, meaning no one can take any Mythology cards and they are all discarded.



## ► Tribute Swap

If the numbers 1 and 7 are revealed together, a Swap occurs—the values of 1 and 7 are exchanged. This means that the 1 tile becomes the highest value and the 7 tile becomes the lowest. The values of the other numbers do not change.



### Info

If the Tribute tiles 1, 2, 3, 6, and 7 are revealed, a Swap occurs because there is 1 of each 7 tile and 1 tile. The swapped values mean that 1 is now highest and 7 is lowest, while the other values remain unchanged. Mythology cards are now taken in this order: 1 → 6 → 3 → 2 → 7

### Info

In a 4-player game when the tiles 1, 4, and 7 are revealed, it looks like a Swap should occur, but because there are two 1 tiles they are excluded in a Standoff. Only the 4 and 7 remain. In this instance, the player that laid the 7 tile goes first and takes 2 Mythology cards.



## End of the Game

The game ends when you have repeated Steps 1-4 in How to Play seven times, and you have no Tribute tiles remaining.

### Tip!

You'll only have 1 Tribute tile left to choose from in the 7th round, so a few rounds before the end, you might want to start thinking about which Tribute you want to leave for last!

# Winning the Game

Turn over the Mythology card you took at the very start of the game and add it to the rest of the Mythology cards you collected. Then, the player that collected the most cards of the same mythos (color) is the winner!



## In Case of a Tie

**1** If 2 or more players have the same number of a particular mythos, the player that has both the Ruling God and the Ruling Goddess in that mythos wins.

**1**



**2** If no players have the ruling mythos pair, then the player with the Ruling God wins. The Ruling Goddess card only has an effect when paired with the Ruling God. It has no effect on the outcome of the game by itself.

**2**



**3** If no players have the Ruling God in that mythos, then decide the winner based on second-most collected mythos cards. Use the Ruling God and Goddess tiebreakers in this case as well.



**4** If it is still a tie, use the third-most collected mythos, then the fourth and fifth. If there is still no winner after checking all the mythos colors for the tiebreakers, then all the players win.



**3**

**4**