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* Perform powerful heroic feats.
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GAME STORAGE
After opening the box for the first time and after each game, follow these steps to store the components in the Foundations:
1. By looking at the artwork, sort the Heroic Feat cards into piles of 4 identical cards. Then store them in their designated locations, based on their cost and type (with or without $), as follows:
2. Assemble each die (which is starting configuration according to its color*), and store the dice in their designated locations.
3. *Die colors have no impact during the game.

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The game is divided into a series of rounds. During each round, each player takes one turn as the active player, starting with the first player.

### Active Player Turn

The player whose turn it is to play is known as the “active player.” Each turn consists of four consecutive steps:

1. **All players receive divine blessings**

   All players simultaneously receive divine blessings.

   - **Notes:**
   - In a two-player game, perform this step twice.

2. **Simultaneous face replacement**

   Remove the face of each die you wish to replace, and then place the new faces in the order of your choice. (In most cases, these will consist of gaining resources.)

   - **Notes:**
   - You may spend 2 minor blessings to take one face back on the die.
   - You may spend 1 major blessing to replace your face with two faces, or a permanent effect.

3. **The active player may call for reinforcements**

   If the active player has one or more cards with reinforcement effects, he may activate each effect once in the order of his choice.

4. **The active player may perform an action**

   The active player may perform either action A or B:

   - **A – Make an offering to the gods**
     - The active player takes one or more strictly different face cards from the Sanctuary, spending the required resources for each face acquired.
     - The player may then immediately replace those new face cards in the order of his choice.

   - **B – Perform a Heroic feat**
     - The active player chooses a heroic feat that he wants to perform and spends the resources indicated next to the Heroic Feat card.
     - Note: A Heros pawn is already there; he doesn’t need to move it.
     - The active player may perform his feat in the following order:
       1. **Remove a face:**
          - The active player removes a face that he wants to replace, using the new die face as a marker.
       2. **Forging a Die Face:**
          - The active player chooses a face that he wants to replace, using the new die face as a marker.

3. **The active player may perform an extra action**

   Once per turn, the active player may perform an additional action, either A or B (See step 4, above).

4. **End of the active player’s turn**

   At the end of step 4, the active player’s turn ends (whether or not he performed an extra action).

A new turn begins. The next player in a clockwise order becomes the new active player.

### End of Round

When all players have taken their turn as the active player, the round ends. If it is the end of the final round, the game ends. Otherwise, advance the round tracker one space and begin a new round.

- **Notes:**
  - If any player's Hero Inventory is empty, the round ends immediately and the scoring phase begins.

### End of Game and Scoring Phase

When the game ends in any of the following ways, the scoring phase begins:

- The player with the most Glory points wins.
- If there is a tie for the most Glory points, the player with the most Minor Blessings wins.
- If there is a tie for the most Minor Blessings, the player with the most Major Blessings wins.
- If there is a tie for the most Major Blessings, the players with the most resources in their inventories go back to the beginning of the round and play again, repeating until there is a clear winner.

During the scoring phase, the players compare the cards in their Hero Inventory, counting the number of cards for each type of card and determining the winner based on which player has the most cards of each type. The winner is declared the champion of the game.

- **Notes:**
  - In a two-player game, perform this step twice.

### Example of a Complete Turn of the Active Player

- **Max** has three cards with effects. He decides to activate them in this order:
  - “Silver Hind” card: Max receives a **minor blessing** and gain 1 resource. He can forge the second “Guardian’s Owl” card. He decides to add 1 point to his reserve.
  - “Ferryman” card: Max receives a **major blessing** and gains 1 resource. He then repeats the procedure for his second die, scoring blessings with the face and then replacing it with a **divine blessing**. Then, he adds the newly-forged die face on his Hero Inventory, with the newly-forged die face facing up.
  - Note: Remember, in a two-player game, perform this step twice.

- **Max** decides to forge one newly acquired face on his first die and the second others on his second die:
  - He renounces a **divine blessing** and receive a **minor blessing**. The pawn in the corresponding space is currently occupied by Alex’s Hero pawn, who bought the Helmet of Invisibility.
  - Max then takes the top “Ferryman” Heroic Feat card.
  - Max does not have an instant effect, so a permanent effect is chosen.
  - Max then moves his Hero pawn to his starting portal and immediately receives a **minor blessing** and gains 1 resource. He then repeats the procedure for his second die, scoring blessings with the face and then replacing it with a **divine blessing**. Then, he adds the newly-forged die face on his Hero Inventory, with the newly-forged die face facing up.

- **Alex** has his third card ready to forge a new face on his first die. He rolls a 4. He then repeats the procedure for his second die, scoring blessings with the face and then replacing it with a **divine blessing**. Then, he adds the newly-forged die face on his Hero Inventory, with the newly-forged die face facing up.