

Champion of Dionysus Rules

Background

The Greek Gods are hosting a banquet at Mount Olympus and you have all been invited. Dionysus, the God of Drink and Partying, is lost in drunken debauchery and is nowhere to be found! The Greek Gods need to appoint a Dionysus stand-in who can help the Greek Gods run the best party of the eon. The Greek Gods invite all party-goers (you) to compete for Dionysus' role. Each player will receive two patron Greek Gods with special powers to use against their opponents. Each player does not know the patron Greek Gods of the other players. Let the games begin!

Objective

Outlast all other party-goers with the help of your special powers and be crowned the new Dionysus!

Setting Up

Deal every player 2 Greek God cards and 2 resource cards. Place the rest of the Greek God cards and resource cards in two separate decks in the middle of the group.

There should be 5 different resources: air, water, fire, love, and wisdom in the game set. There should also be 3 copies of each role (a total of 15 role cards).

Optional: Every time you get a resource, you can take a sip of your favorite beverage (in honor of Dionysus).

How to Play

1. Each player starts with two Greek God cards representing their special powers and 2 resource cards. The rest of the Greek God cards and resource cards are placed in two separate decks in the middle.
2. The group chooses one player to start the game.

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3. The chosen player performs one of three choices during their turn:
 - a. Take 1 resource from the resource deck. (Optional: The player takes a shot or a sip of their beverage as well).
 - b. Perform a main action OR kill action from one of their Greek God cards, using the specified resources if applicable.
 - i. If the player chooses to kill another player with 3 resource cards, the other player can potentially block the kill if they possess the correct counter action Greek God card or lie about possessing it.
 1. Other players can still contest the block and call a bluff.
 - c. Bluff and perform an action of a Greek God card not in possession, using the specified resources if applicable.
 - d. Kill any player of choice using 7 resources. When a player is "killed", they lose one role card.

If the player performs an action from their Greek God cards that requires resources, the player must put down the necessary resource cards face up. At all other times, the resources do not need to be shown to other players.

4. During this player's turn, any of the other players can call this player's bluff on a performed action (or counteraction). To do so:
 - a. One player accuses the player taking an action of lying.
 - b. The player taking the action must show one of their two Greek God cards to the group.
 - i. If the card shown is the correct Greek God corresponding to the action taken, this player puts their card face up in a separate "trash" pile and takes a new card from the Greek God pile to replace the discarded one. Then, the accuser must show and discard one of their Greek God cards, resulting in the accuser having one less Greek God card.
 - ii. If the card shown is a Greek God that doesn't correspond to the action taken, this player must discard the shown card in the "trash" pile and has one less Greek God card.
5. Then, the player to the left is the next player choosing one of the three choices from step 3.
6. Gameplay continues in the clockwise direction repeating steps 3 and 4 with each player's turn.
7. When a player is killed by another player, they must choose one Greek God card to show and discard in the "trash" pile. If the player has lost both Greek God cards, that player is out of the game.
8. Gameplay ends when only one player is still in the game with at least one Greek God card in possession.

Time to Play!