

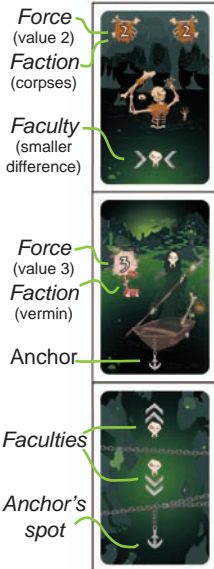


Goal of the game :

Become the Master of STYX by controlling all the “wrathful” living there (or the majority of survivors).

Components :

- 36 « Wrathful » cards, the « Wrathful » have three data :
 - Their Faction which symbolizes their membership
 - Their Force which symbolizes their degree of battle
 - Their Faculty which symbolizes their combat power
- 6 « STYX » cards, each with a different faction and force.
- 2 « Ferryman » cards, indicating the Faculty of Phlegyas. (*Detail of the **Faculties** on the back of the rule*)
- 1 game rule



Infernal river

Styx is a river that separated the earthly world from the Underworld by surrounding it.

Styx tributary of hatred, **Phlegethon** river of flames, **Acheron** river of grief, **Cocytus** torrent of wailing and **Lethe** river of forgetfulness, converged at the center of underworld to a vast marsh surrounding **Tartarus** : Titans' jail.

Popular belief says you could cross it on a boat sometimes driven by Charon, sometimes by Phlegyas but most traditions say the first was rather crossing the Acheron and the second, the Phlegethon.

Legend also has it that any part of the body that are plunged became invulnerable. Also, Thetis plunged her son Achille in this waters and that his heel remained vulnerable, the only part that was not submerged since Thetis hold him by the foot, error which will cost the Achille's life...

The oath "on the Styx" was totally irrevocable. So Zeus swore to give Semele what she wanted and despite the horror of the young woman's desire in question, which caused her death. Helios made a similar promise than Phaëton, also causing his death. It is said that Aloades, having broken an oath on the Styx, received an exemplary punishment, to remain attached back-to-back forever and ever, in the wind and darkness..

Styx in other traditions

Styx, initially only present in Greek tradition, then reappeared in the hell of Christianity, particularly in the Divine Comedy. Dante Alighieri attributed Styx custody to the ferryman Phlegyas.

It made this river the fifth circle of hell, where the wrathful and sullen remained submerged in the mud of the river as punishment ...

Factions :

Wrathful legions populate the Styx and its tributaries,
There are 6 factions that you must master :



- Brute of Styx :

Fierce, hatred and violence filled warriors.

One option: swim very fast !

- The corpses of Lethe :

Their bodies and identities are fallen into oblivion, but their complaints can sink you into limbo.



- Igneous of Phlegethon :

Living brasiers of the flame river have only one motto :

Torture and burn !

- Cocytus' Cursed :

*Once you look into their eyes, you will realize all your mistakes...
But it will be too late to repair !*



- Acheron's Toxics :

Born from the poisoned spring, these slimy beings have a fatal touch...

- Tartarus' Vermin :

To keep the most terrifying monsters trapped, you need even more terrifying monsters !

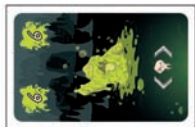


Set up :

- 1- Place « ferryman » cards one above the other by lining the meandering of the river.
- 2- Shuffle the « STYX » cards and place them side by side face-down. They form the STYX.
- 3- Each player turns over two cards from the STYX and places them with anchors facing him.
- 4- The player who drew the card with lowest force draw a third STYX card and places it with the anchor facing towards him.

Example of set up :

Two Wrathful face up



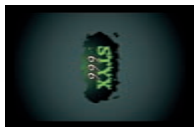
Draw Wrathfuls

Patricia



STYX

Ludovic



- 5- The last card "STYX" is placed perpendicular to « Ferryman » cards showing the anchor point : « Faculty zero ». This card is called « Phlegyas ».
- 6- Shuffle the « Wrathful » cards and place them face down in a pile near the STYX to form the deck.
- 7- Each player draws a « Wrathful » card.
- 8- Draw two « Wrathful » cards and place them face-up next to the deck.
- 9- The first player is the one who has only two « STYX » cards with anchors facing him.



Overview of each turn :

On your turn, you can :

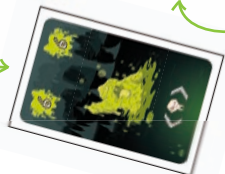
- Either draw a visible « Wrathful » card and you play a « Wrathful » card from your hand by following the rules of installation.
- Or, if you have less than 4 cards in your hand, choose to draw a face-down "Wrathful" card and your turn is over.

CAUTION: If you have 4 « Wrathful » cards in hand, you are forced to draw a « Wrathful » card visible and therefore to play one.

Example of play : **1-** Ludovic has the Force 3 Brute in his hand. He decided to play by drawing the Force 6 Toxic. His Brute can be played either on the Force 4 Cursed or on the Force 2 Igneous. Ludovic chooses to play it on the Igneous :

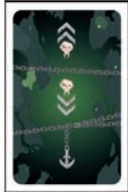


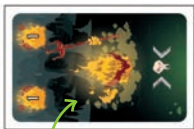
**Ludovic's
hand :**



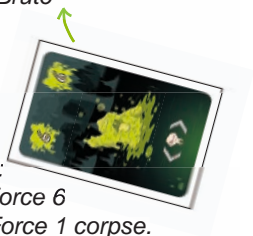
Rule of play :

- Never place a « Wrathful » card on a card which has the same faction or the same strength as him, unless the faculty says otherwise.
- Play a card respecting its Faculty (see p.12).
- After every « Wrathful » is played, move « Phlegyas » in front of the symbol of the Faculty of « Wrathful » played.
- If the « Wrathful » card placed is of the same Faction or of the same Force as « Phlegyas » do not draw but you must play a new « Wrathful » from your hand unless you don't have anymore.
- End your turn by drawing, if any remain, a « Wrathful » card from the deck to complete the visible deck.

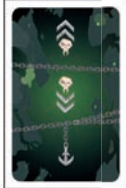
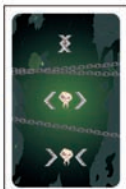




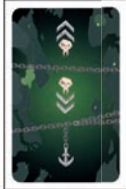
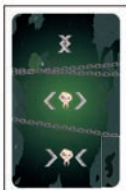
3- The played Brute has the same Force as Phlegyas. Ludovic must then play a new Wrathful : he plays his Force 6 Toxic on the Force 1 corpse.



5- Ludovic's turn is over. A new Wrathful card is placed faced-up. It is Patricia's turn.



2- Phlegyas
is moved to :



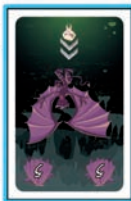
4- Phlegyas
is moved to :



6- Patricia also decided to play by drawing the Force 1 Igneous. Using the Faculty of « Phlegyas » Patricia places the Force 6 Brute, she had in hand at the start of her turn, on the Force 4 Cursed (She can not play it on the Wrathful Force 3 which is also a Brute because we do not play the same faction). Phlegyas do not move, a new Wrathful is faced up: it's the Force 5 Vermin.

- It is Ludovic's turn, who decides to draw a Wrathful card face down. Patricia do the same. Ludovic takes the risk to draw another Wrathful face down.

7- Patricia decides to play by drawing a Force 5 Vermin that she place on the Force 3 Brute (Phlegyas do not move since the faculty is the same !). Since the card played is a Vermin, so of the same faction as Phlegyas, Patricia must play again !



8



7

at this point, Patricia control 4 Wrathful and Ludovic 1,

Master of STYX :

- Once a player controls the five « Wrathful » of the STYX (When all cards are directed to him), he gains automatically and becomes **the Grand Master of the STYX !**
- As soon as there is no more deck face up, we can not play anymore, the game ends, and, the player with the most STYX cards directed towards him, become **Master of STYX.**

The other player just passed on the other side of the river, synonymous of Hell ...

8- Patricia decides to play her Force 5 Cursed on the Force 6 Brute.

10- Patricia's turn is over.
A Wrathful is flipped
(Force 4 carcass)
it's Ludovic's turn etc ...



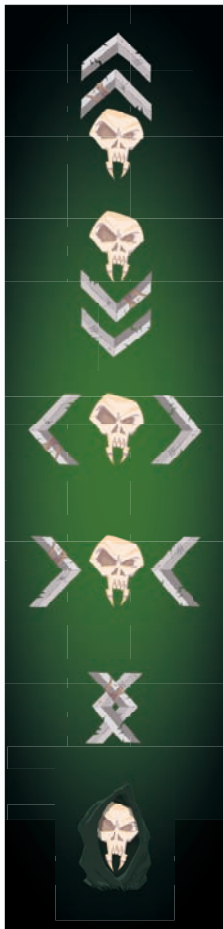
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*the game continues
until one of the two
players become ...*

9- Phlegyas
is placed on :



**... Master
of the STYX!**



Faculties :

- Bigger :

Play on the STYX's « Wrathful » with the greatest Force.

- Smaller :

Play on the STYX's « Wrathful » with the lowest Force.

- The biggest difference :

Play on the STYX's « Wrathful » with the biggest difference between his Force and the Force of your card.

- The smallest difference :

Play on the STYX's « Wrathful » with the smallest difference between his Force and the Force of your card.

- Even Force / Faction :

Play on a STYX's « Wrathful » with the same Force or the same Faction as your card.

- Phlegyas :

Play following the Faculty the « Phlegyas » card indicate.

(If there are several possibilities, it is the player's choice.)