

# Fantasy Realms

## GREEK LEGENDS

### COMPONENTS

79 Cards · 6 References · 1 Score Pad · 1 Rulebook



### OVERVIEW

In *Fantasy Realms: Greek Legends*, you compete to have the strongest hand of cards, by drawing from the deck or discard pile, looking for cards that combo with each other. The player with the most total points is the winner! Every card contains the following information:

**Name** – Every card has a unique name.

**Suit** – 15 Gods , 19 Heroes , 11 Items , 12 Locations , 11 Monsters , 11 Quests 

**Base value**

**Bonus or Penalty** – Cards may have a bonus, a penalty, or both. There is a diagram above the text to help remind you of the effect, and the information is the same. (See *SCORING* on page 2 for more information.)

**Tags** – Many cards have tags (icons along the left edge).

**4** ATHENA

**4x**

**BONUS:** +4 for each Living HERO with one or more of Athena's icons. Athena may ADD one of her icons to a Living HERO.

#### Heroes only:

MONARCH



NIMBLE



STRONG



#### Heroes and Gods:

ARTISTIC



CLEVER



WARRIOR



WISE



#### Monsters only

FRIENDLY



HOSTILE



#### Locations, Items, & Gods

AQUATIC



DIVINE



PLANT



MAGIC



OTHER  
ICONS

ENDGAME



AFTERLIFE



## SETUP

Shuffle the deck of cards. Deal every player seven cards, and give them a reference card. Leave space for a discard area next to the deck, and an Afterlife area in front of each player. Choose a starting player randomly, and play goes clockwise.

*Example of game setup for 3 players.*



## GAMEPLAY

**URNS:** During each player's turn, they have a choice of drawing the top card from the deck or taking any one faceup card from the discard area. The player who goes first must draw a card from the deck.

At the end of each turn, a player must discard a card to the discard area or *their own Afterlife*.

All cards in the discard area should be spread out so that they are visible to all.

**END OF GAME:** The game ends when there are ten cards in the central discard area. The player holding the highest scoring hand and afterlife wins. In case of a tie, the hand with the lowest total base value (including afterlife) wins. If still a tie, the players share the victory.

**SCORING HANDS:** At the end of the game, add the base values, applying any Bonuses and Penalties, of all cards in your hand and afterlife. Cards only care about what is in your hand and afterlife, and ignore your opponents' cards.



Cards held by your opponents' hands or afterlives have no effect on the scoring of your hand.

These are terms that are used in the Bonus and Penalty sections of cards:

## WITH

If a card receives a Bonus **WITH** a certain other card or type of card, then it may only receive that Bonus once.

Note: In the diagram, / means OR.

**EXAMPLE:** You have Hector, and also have Ares and Apollo. you only get the +6 bonus once.

## FOR EACH

A card that receives a Bonus or Penalty **FOR EACH** of a particular kind of card may receive that Bonus or Penalty once for each card you hold of the variety named.

Note: In the diagram, | means AND.

## ADD

Certain cards say to **ADD** tags to other cards (usually Heroes). This is done during the Endgame (see below). No card may have a tag Added to it that it already has – in other words, no card may ever have two duplicate tags on it.

## REQUIRES

Some bonuses include the keyword **REQUIRES**. A bonus with this keyword is only granted if the required suit or tag is present in the hand or Afterlife.

## CLEAR

A special kind of Bonus or Penalty is the ability to **CLEAR** Bonuses, Tags, Penalties, or parts of Penalties from other cards. A card that has had its Penalty cleared still keeps its suit, base value, and Bonus. Bonus clears are optional, and occur before Penalties which can help you avoid them. Penalty clears are mandatory.

Some more complex bonuses and penalties are clarified in the FAQ.



# THE AFTERLIFE

Each player has their own Afterlife area, consisting of any number of cards face-up in front of them. Anything that refers to “the afterlife” just means your afterlife, not that of other players. All cards in the Afterlife still contribute their base value plus any bonuses to the player they belong to, and their tags and bonuses interact freely with other cards in the player’s hand as if they were included in the player’s hand. *Hermes, for example, who gets a bonus for each Location card, won’t care if some of your Locations are places like the River Styx or Persephone’s Garden that you’ve placed in the Afterlife.*

At game end during scoring, **every card in the Afterlife subtracts 10 points from that player’s score.** Many Quests and other cards require “living” Heroes, which means Heroes that are not in the Afterlife.

There are two ways that cards may end up in a player’s Afterlife area:

1. Discard. Some Locations, Gods, Items and Monsters have the text “May be discarded to Afterlife.” At the end of your turn, instead of discarding a card to the Discard Area, you may discard a card with this text to your own Afterlife. Some of these cards have bonus effects that trigger instantly when they are played to the afterlife.

*Example: Oracle at Delphi: May be discarded to Afterlife. If you do so, look at the top five cards of the deck and put any number of them on the bottom of the deck. Then put the rest back on top in their original order.*



2. Death. Monsters with the HOSTILE tag have a condition that sends Heroes to the Afterlife at the end of the game unless you meet their requirement.

For example:

- ◆ *Sirens. Endgame: Place all Heroes in the Afterlife unless you have a Hero with CLEVER*
- ◆ *Calydonian Boar. Endgame: Place all Heroes in the Afterlife unless you have three or more living Heroes.*



Additionally:

- You do not need to use a “may be discarded to the afterlife” card on the turn you acquire it.
- At the end of every turn, at least one card needs to be added to the Discard Area. After discarding a card to your afterlife, add the top card of the deck directly to the Discard Area, face up. If a card effect adds cards to the Discard Area, (such as the Cornucopia and the Fates), you do not have to add an additional card.
- If a player forgets to do this, wait until the end of their next turn, so the following player has the first opportunity to draw it.

## ENDGAME

The game ends when there are ten cards in the discard area. Then players take endgame actions and tally up their total points. Often, the timing of clearing and certain actions may make a difference—in those cases, players take the following steps in order. Within each step, players make take actions in whatever order they wish.

1. Activate any bonuses that CLEAR anything. Using these bonuses is optional.
2. Activate any penalties that CLEAR anything (if these penalties have not already been cleared in step 1).
3. Activate any bonuses that ADD tags. A card may not have more than one of the same tag. Tags that were Cleared in step 2 may be restored in step 3.

*Example: If Theseus has his tags stripped away by Circe during phase 2, Athena could still ADD a tag to him in phase 3.*



4. During this phase, check to see if there are any penalties with this symbol  that move cards from your hand to your Afterlife. If there are any, activate them one at a time, in whatever order you wish.

*Example: You have three heroes, one of whom has NIMBLE , plus the Medusa.*

*Medusa has the penalty "Endgame: All Heroes go to Afterlife unless a living Hero is CLEVER  or NIMBLE .*

*You may find that Heroes in the Afterlife score more for you than they would alive; if so, you could have two Heroes face the Medusa and be killed, before the third Hero with NIMBLE  defeats her.*



5. Add up your score, remembering to subtract 10 from the total for each card in your Afterlife.

# SCORING EXAMPLE



(+12 for one pair of Heroes)  
6+12=18



(+ 10 since Heroes > Gods)  
3+10=13



(Strong)  
10



(adds value of one card in afterlife):  
6+6 (Pomegranate) = 12



(No penalty since Hippolyta has Strong)  
18



(meets all requirements in hand and Afterlife):  
+28



(clears penalty on Pomegranate)  
4

HERA	ARACHNE
18	13
HIPPOLYTA	ORPHEUS
10	12
ANTAEUS	APOTHEOSIS
18	28
	MOLY
	4

AFTERLIFE



(penalty cleared by Moly)

6



(+5 since 1 pair of god & hero)

0+5=5

AFTERLIFE	
POMEGRANATE	RIVER STYX
6	5
(2 CARDS IN AFTERLIFE)	
-20	
— TOTAL —	
92	

## FAQ

**Does Argo count its own Aquatic tag when multiplying?** Yes. In a hand with Argo, Poseidon, and three Heroes, Argo would be worth 2x3x5 or 30 points.

**Is using a bonus mandatory?** No, using a bonus is always optional. For instance, you can choose not to use the Helm of Hades to save a Hero if you would prefer to see the Hero in the Afterlife. Likewise, if you have the Charmed Bridle and a monster that would kill all your Heroes, you can choose not to use the Bridle to remove the monster's penalties. However, you must choose whether a Bonus is active or not just once during the proper phase – you can't use it to save some Heroes from the Monster's penalty and doom others.

**What about Heroes defeating monsters? Is that mandatory?** Heroes want to save their own lives, even if they're too late to save the other Heroes. If they have the ability to defeat a Monster, they must. But, the order in which the Omega phase resolves may change which heroes can defeat which monsters.

**So how exactly does the Omega phase work?**

During Phase 4 at the end of the game, you must choose each card in your hand with an Omega symbol in the icon line, one at a time, in whatever order you wish.

You may also choose what order a Monster faces Heroes; as soon as a Monster faces a Hero with the icon needed to defeat it, it will stop attacking. (See the example on page 8.)

When you choose to activate the Calydonian Boar or the Lernaean Hydra, it will immediately check to see if there are sufficient living Heroes or icons on living Heroes to stop it.

**Does Circe's penalty trigger even if she is in the Afterlife?** Yes.

**Can Moly cancel the -10 penalty for being in the Afterlife?** No

**Can cards with multiple tags count more than once for the bonuses of other cards?**

Yes.

*For example, Poseidon reads "+5 for each other AQUATIC tag and for each Monster." Since the Sirens are an Aquatic Monster, they will give Poseidon +10.*



Some cards, such as Persephone, give bonuses for Pairs of cards. Persephone's bonus reads "+6 for each pair of one other card in  and one other . May be discarded to .

 These bonuses are still granted even if both of the things they are seeking are on the same card – for instance, Persephone would still get her bonus if there was only one card in the Afterlife, and it was the only card with the  tag (such as the Cornucopia).

Also, even though Persephone says "one other card," she still gets her bonus even if she herself is not in the Afterlife area. The word "other" simply means not to count Persephone herself when checking for pairs. Likewise, although Jason and Sappho refer to "other living Heroes," they can still get their bonus even if they themselves are in the Afterlife.

## REMEMBER:

When at least one card is placed into the Afterlife, at least one card must be added to the Discard Area.

### ENDGAME STEPS

Game ends when there are 10 cards in the Discard Area. Take these steps to score your hand. You may take actions within each step in whatever order you wish.

1. OPTIONAL: Activate BONUSSES that CLEAR
2. MANDATORY: Activate PENALTIES that CLEAR
3. Activate BONUSSES that add tags (A card may not have more than one of the same tag)
4. Activate any penalties with this symbol 
5. Subtract 10 for each card in your afterlife.

### SUITS



### TAGS



### OTHER ICONS



### CREDITS

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