



Game Manual



Pantheon Card Game

Version February 2025



A journey home

Pantheon Card Game is more than a game—it's a window into African mythology. Meet deities, wield artifacts, and uncover history that existed long before our time.



Start simple. The Starter Kit has everything you need—two ready-to-play decks, a play mat, counters, and a coin.



Play together. Face off. Trade cards. Build community. The best way to play is with others.



Go further. Expand with booster packs, customize your deck, and find the strategy that fits you.

Ready? Pick up a deck and start your journey.

How to win

You control Pantheon—dieties and figures with unique abilities, each fighting against your friend's to prove their strength. As you take down your opponent's Pantheon, you gain victory points, and **the first to get six**, wins. If your opponent ends their turn with no Pantheon at play, you also win.

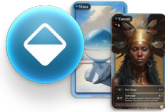
Four legions

Pantheon defeat other Pantheon using unique attacks and abilities. To use these, they need Mana cards. You'll find Pantheon and Mana assigned with four distinct legions.



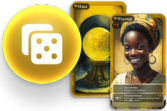
Warrior

Delivers powerful, aggressive attacks, often at the cost of high energy or self-risk.



Balance

Maintains equilibrium, redistributing game elements to neutralize opponents' advantages.



Trickster

Unpredictable, using deception and manipulation to confuse and mislead opponents.

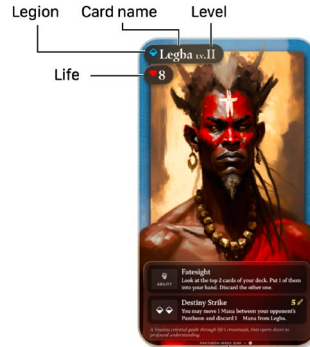


Wisdom

Utilizes foresight and knowledge, altering game mechanics for strategic resource gathering.

Which path will you take?

Parts of a card



Collector card number



Card text

Card rule

Card types

There are three types of cards in the game.



Pantheon

These are the core of your deck. Pantheon are **deities and prominent historical figures** from across Africa. Pantheon come in three types.

Level I Pantheon

The starting form.

Level II Pantheon

A stronger version of its Level I counterpart. For example, Dongo can level up to into Dongo Level II.

Village Pantheon

Prominent historical figures that add depth to your strategy.



Mana

Pantheon draw power from Mana. To attack, look at your Pantheon card's attacks and **match those symbols** to the ones on your Mana cards. When you see a ✖, you can use any kind of Mana.



Support

Support cards include Artifact and Village cards. The type is shown in the upper-left corner, with any special rules listed at the bottom of the card.

Battle zone



Deck

Each player starts with a **30-card deck**. Players know how many cards are in each deck, but the order stays hidden unless a card effect allows otherwise.

Discard pile

Each player has a separate discard pile. **All discarded cards go here** unless stated otherwise. When a Pantheon is defeated, it moves to its owner's discard pile along with all its cards assigned.

Pantheon at play

Each player can have **up to three** Pantheon at play at a time, placed side by side.

Victory board

Defeat a Pantheon, and you earn one victory point for each Mana assigned to it. Reach **six victory points** and win the game.

Hand

At the start of the game, each player **draws seven cards**. Hands stay hidden, and players cannot look at their opponent's hand unless a card effect allows it. Cards drawn always go into the hand.

Playing the game

Pantheon battles are fast, strategic, and exciting. Here's how to play

How to win

Win the game in **two ways**.

- Reach 6 victory points.
- Your opponent has no Pantheon at play at the end of their turn.

Game setup

1. **Shuffle** your 30-card deck and place it face down.
2. **Draw 7 cards**. If you have no Level I Pantheon, reveal your hand, shuffle, and redraw.
3. **Place your starting Pantheon** face down in front of you (up to three).
4. **Flip a coin**. The winner goes first.
5. **Reveal your starting Pantheon**.

Each turn

1. Draw →
2. Play →
3. Attack

1. Draw

At the start of your turn, draw one card from the top of your deck.

2. Play

Play cards by putting them from your hand into the table, as many as you want—all your cards, or none at all—and in any order. There are **three type** of cards you can play.

A. Mana

You can **only play 1 Mana** from your hand each turn.

- Chose a Pantheon on the table you'd like to give Mana to.
- Place your Mana card beneath that Pantheon to indicate it now has a Mana assigned to it.



B. Support

When you play a Support card, follow its instructions at the bottom of the card.

Artifact: Use and discard immediately. Play as many as you like.

Village: Play one per turn. Place it next to a Pantheon and discard it at the end of your turn.

C. Pantheon

Play as many as you like. You may have **up to three** side by side on the table.



I. Level up

- You can **level up** any Pantheon that has been in play for at least one turn.
- Place the **Level II** Pantheon on top of its **Level I** form.
- It keeps **all assigned Mana and damage counters** but loses any status effects like Bewildered.
- A leveled-up Pantheon **can't use the attacks or abilities** of its previous form.

Example:

If you have Shango Level II in hand and Shango Level I at play, you can place Shango Level II on top of it. It keeps any existing damage but gains its new attacks and abilities.



II. Village Pantheon

- As a **Village card**, these take up one slot next to your Pantheon.
- **Only one Village** can be played per turn.
- Unlike Support cards, **these stay in play** until defeated or replaced by another Village card.



III. Pantheon abilities

- Some Pantheon have special **abilities** they can activate before attacking.
- **Use as many abilities as you like** before declaring an attack.
- **Abilities are not attacks**—you can still attack after using them.



Types of abilities:

- **Always on** – Active as long as the Pantheon is in play.
- **On defeat** – Triggers when the Pantheon is defeated (after all effects from the attacking Pantheon and any card assigned to it).
- **On play** – Can only be using during the turn the Pantheon enters play from your hand.

3. Attack

An attack **ends your turn**, so be sure to play all your cards before you strike. Pantheon attacks are listed at the **bottom** of each card.

1. Check Mana requirements

Each attack has a Mana cost. Your Pantheon must have enough assigned Mana to use it.



- This attack is called **Fast Charge**
- Yansan needs **1 Mana of any kind** to use this attack
- Fast Charge does **1 damage** to an opponent's Pantheon you pick.
- This attack is called **Updraught**
- Yansan needs **2 Mana** assigned to use Updraught: **1** lightning bolt Mana, and **1 of any kind**.
- Updraught does **6 damage** to an opponent's Pantheon you pick.
- The attack Updraught also has a **special effect** you must follow after applying damage.

2. Choose your target

Pick an **opponent's Pantheon** to attack.



3. Apply damage

If your attack's damage meets or exceeds the target's Life, that Pantheon is **defeated**.

- If the attack **doesn't** defeat the Pantheon, place **damage counters** on it to track the remaining Life.
- Once the total damage **matches or exceeds** the Pantheon's Life, it is defeated.



When a Pantheon is **defeated**:

- Move it and all its **assigned cards** (Mana, Support, etc.) to its owner's **discard pile**.
- The attacking player **claims Victory Points** based on the defeated Pantheon's assigned Mana.

Note: If you do not attack, **draw a card** instead.

Advanced rules

Taking a mulligan

If a player has no Level I Pantheon in their opening hand, they must reveal their hand, then shuffle and redraw as normal.

What counts as an attack?

An attack must have:

Cost	Name	Effect
Mana required to use it.	The attack's title.	Damage or another action.



Abilities are not an attack.

Revelation may not deal damage but is still an attack.

Dual Bond assigns Mana, but it doesn't count as an attack.

If an effect modifies attacks, it only applies to the attack number **indicated in yellow with a ⚡**, not the attack's effect, or Abilities.

Full details on attacking

For most attacks, the order of actions doesn't matter. However, for more complex attacks, follow these steps:

I. Choose an Attack

- Select one of your Pantheon's attacks.
- Ensure it has enough Mana assigned to use the attack.
- Announce the attack.

II. Check for effects that may prevent the attack

Some attacks or abilities may alter or cancel your attack. For example, if an opponent's ability states, "If this Pantheon is attacked, flip a coin. If tails, the attack does nothing," resolve that effect now.

III. Perform any required actions before attacking

Some attacks require an action to activate. For example: "Flip a coin. If tails, this attack does nothing." If the attack is stopped, your turn ends.

IV. Deal damage, then apply effects

Calculate and place damage counters based on the attack's damage and any modifiers. Then, apply any effects that happen with the attack (such as healing, moving Mana, or Bewildered).

V. If you don't attack, draw a card instead

If you choose to not attack, or are unable to due to Mana constrains, you must **draw a card** instead. This **does not** apply when an effect of a Pantheon or card states that your turn must end.

Calculating Damage

Follow these steps in order:

1. Start with the **base damage indicated in yellow with a ✂**.
- If it the attack or ability spells out "put X damage counters", simply put those damage counters on the affected Pantheon. This is not affected by any effect from Pantheon or any other card.
2. If the attack's **base damage is 0✂**, **stop here**—it does no damage.
3. **Apply any effects that modify your Pantheon's attack damage** (e.g., "This Pantheon's attacks do 1 more damage this turn".)
4. **Apply opponent's defensive effects** (e.g., "This Pantheon take 2 less damage from attacks from your opponent's Pantheon".)
5. **Convert final damage into damage counters.** Once damage is applied, if the **target Pantheon's damage equals or exceeds its Life, it is defeated.**

Your turn **ends** after attacking.

Bewildered effect

This is a temporary effect that **prevents a Pantheon from attacking**

or **using any ability.**

- Turn the Pantheon **180°** to indicate it is **Bewildered**.
- At the end of each player's turn, **flip a coin for each Bewiledered Pantheon**, moving **left to right**. If heads, the Pantheon recovers.
- **Leveling up** also removes this condition.

"Up to" vs. "any amount"

- **"Up to X"** (e.g., *Heal up to 3 ♥ Life or Put up to 2 Mana from the discard pile into your hand*) means you can pick **any number between 1 and X**.
Note: When drawing cards (*Draw up to X cards*), you **can** choose **0**.
- **"Any number" or "Any amount"** (e.g., *Remove any number of Mana from this Pantheon*) allows you to **pick 0**.
- **"You may"** actions are always **optional**—you can choose to skip them.

Drawing more cards than remaining in deck

If a card instructs you to **draw or examine** more cards than what's left in your deck, just use whatever is left.

Simultaneous victory

Winning happens when:

1. You reach **6 Victory Points**.
 2. Your opponent has **no Pantheon at play** at the end of their turn.
- If **both** players meet a winning condition at the same time, **Sudden death** begins.
 - However, if you meet **both** conditions and your opponent meets **only one**, you win outright.

Sudden death

Each player plays a **new game**, but with one key difference: The **first player to defeat an opponent's Pantheon wins**, regardless of the Mana is assigned to it.

Set up as normal and flip a coin to decide who goes first. If another tie occurs, **keep playing Sudden Death rounds** until there's a winner.

Deck Building

Creating your own deck adds strategy and personalization to the game. Follow these guidelines:

- Your deck must have **exactly 30 cards**—no more, no less.
- You can include up to **2 copies of any card** (except regular Mana which has no limit).
- Your deck **must** include at least **one Level I Pantheon**.

Getting started

Building a deck is both challenging and rewarding. Start by modifying a pre-made deck. Stick to **30 cards** and keep these tips in mind:

- **Limit yourself to one or two Legions** for a focused strategy.
- **Include 6 to 8 Mana cards** for a consistent flow of power.
- **Use 10 to 12 Support cards** (like Sun Disc or Higher Sacrifice) to help search for key cards.
- **Fill the rest with Pantheon cards.**

For better consistency, include **two copies of key Pantheon cards**. If a Pantheon has a **Level II form**, add **two copies of it** as well.

Each deck reflects your playstyle. As you gain experience, you'll find the right balance of Pantheon, Support, and Mana to fit your strategy.



Glossary

Ability

Pantheon can have Attacks and Abilities. These take action before your attack.

Artifact card

A type of support card. Follow the instructions, then discard it.

Assign

Placing a card from your hand onto a Pantheon at play.

At play

Cards on the table are **at play**. Pantheon and Mana cards must be at play to be used. Your deck and discard pile are **not** at play.

Attack

- a. When your Pantheon fights your opponent's Pantheon.
- b. The actions listed on a Pantheon card describing its attack effects.

Attacking Pantheon

The Pantheon performing an attack. If you choose an **attacking Pantheon**, you **cannot switch** to another Pantheon that turn.

Bewildered

A temporary effect that prevents a Pantheon from attacking or using any ability.

- Turn the Pantheon **180°** to indicate it is **Bewildered**.
- At the end of each player's turn, **flip a coin for each Bewilded Pantheon**, moving **left to right**. If heads, the Pantheon recovers.

Leveling up also removes this condition.

Damage

The usual result of an attack. If a Pantheon's accumulated damage **meets or exceeds its Life**, it is **defeated**.

Damage counter

A marker that's placed on your Pantheon to indicate it has taken **1 damage**. These remain even after leveling up.

Defeated

A Pantheon is defeated when its damage exceeds its Life. Move it and all assigned cards to the discard pile. The opponent gains **Victory Points** equal to the Pantheon's assigned Mana.

Defending Pantheon

The Pantheon receiving an attack.

Discard pile

Where all discarded cards go, always face-up.

Life

A Pantheon's ♥ Life value determines how much damage it can take before defeat.

Level I Pantheon

A Pantheon that can be played directly from your hand.

Level II Pantheon

A Pantheon that must be played on top of a **Level I Pantheon**.

Mana card

Provides fuel for a Pantheon to attack.

Pantheon

Prominent figures of history, religion and mythology. Found in **Level I**, **Level II** and **Village Pantheon** cards.

Sudden Death

If both players win at the same time, play a short game for the **first to defeat an opponent's Pantheon**, instead of Victory Points.

Support card

A special card that grants advantages. See **Artifact card**, **Village card**.

Target Pantheon

The Pantheon receiving an attack.

Victory Points

Earned when defeating a Pantheon. Gain **1 Victory Point per Mana assigned** to the defeated Pantheon.

Village card

A Support card similar to an Artifact, but **only 1 can be played per turn**.

Village Pantheon

Takes the place of a **Village Card** but remains in play until **defeated or replaced**.



Feedback is a gift.

Help us make Pantheon a
better game experience for
everyone.