

ORLOG

GAME RULES

SET UP

Each player starts with:
15 Health Tokens
6 Dice
3 God's Favor Cards

GAME PLAY

See who goes first by flipping a coin.
There are 3 rounds of rolls per player.
First person roles all their dice in a bowl or contained area. If any die does not land flat that die is rerolled.
Player selects which dice to play and which to skip. On the third round of rolling whatever is rolled is what gets played.
After all rolls are complete each player can select to play a God Favor card and **MUST** indicate which level is intended to use. (This can not be changed once it is set). Now starts the resolution phase (see back side). The player that losses all their health tokens **FIRST**, losses.



RESOLUTION PHASE

The person that roles first attacks first.
Line up chosen dice so they cancel each other out (See below for dice breakdown).
Indicate and play a God Favor (when to use instructions at the bottom right of card).
Pass out the god tokens for each die with a dotted border.
Order starting with whom went first goes:
Axes, Arrows, then Steals.
Cancel out the attacks that were defended and take away any health tokens.
Repeat till one person losses.

GOD FAVOR PRIORITY

If both players' card is used at the same time, the higher priority goes first.

DICE BREAKDOWN

 = 1 Attack | Blocked by = 

 = 1 Attack | Blocked by = 

 = Gain 1 God Token 

 = Steal 1 Opponet's God Token 

