

Divine Intervention

A CLASSICAL MYTHOLOGY GAME BY EMEHLIA NELSON

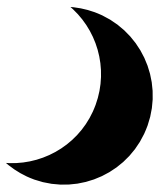
THE GOAL OF THIS GAME IS TO EARN THE FAVOR OF ARTEMIS, THE GODDESS OF THE HUNT. PLAYERS START OFF AT THE ISLAND OF DELOS AND MUST MAKE THEIR WAY TO MOUNT OLYMPUS TO WIN.

HOW TO PLAY:

EACH PLAYER PICKS A GOLDEN ANIMAL PIECE TO MOVE AROUND THE BOARD. PLAYERS WILL TAKE TURNS ROLLING THE DIE AND MOVING THE NUMBER OF SPACES SPECIFIED BY THE DIE.



IF THE PLAYER LANDS ON A LOCKED HEART SPACE, SOMEONE TRIED TO SEDUCE THEM AND THE PLAYER LOSSES A TURN.



IF A PLAYER LANDS ON THE CRESCENT MOON SPACE, THEY MUST PICK AN ORANGE CARD FROM THE DECK. THE CARD SPECIFIES A SCENARIO, AND HOW ARTEMIS WOULD HAVE RESPONDED. THE PLAYER THEN FOLLOWS THE DIRECTIONS THE CARD GIVES, MOVING FORWARD OR BACKWARD DEPENDING ON THE DIVINE INTERVENTION.

THE FIRST PLAYER TO REACH MOUNT OLYMPUS IS THE WINNER OF *DIVINE INTERVENTION* AND SUCCESSFULLY WON ARTEMIS'S FAVOR.

