

Illustration of Parallel World

Description video [HERE](#)



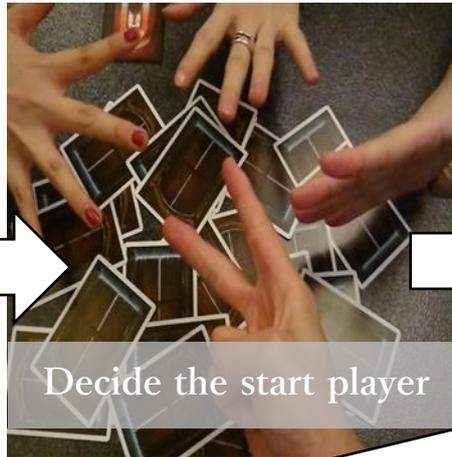
You are one of the lazy gods who wants to lead an idle life without governing if possible.
In this game, lazy gods fight for the right to rule the countless worlds.

Victory condition of the game

- You win if the Governable World Count (= life point) of all other players becomes zero
- You win if your Governable World Count is the largest when all the world of ends (6) are placed in a field

※The Governable World Count; 8 for 4 players, 10 for 3 players and 12 for 2 players are given at first time.

(Adjust the counter to the preset Governable World Count and place it within reach)



Fun①
Chicken game fighting for peace and happiness so as not to turn over the World of End

Three types for the World cards

Total: 24

For the World of Peace

Nothing happens but stay in the field

Total: 6

For the World of End

The Governable World Count decreases by the number of "World of Peace" piled up in the field

Total: 2

For the World of Happiness

The Governable World Count of other players decreases by the number of "World of Peace" piled up in the field

Fun②
Activate special ability of the God card!
Feel exhilarating if you do it well!

Activate the effect of God card at good timing

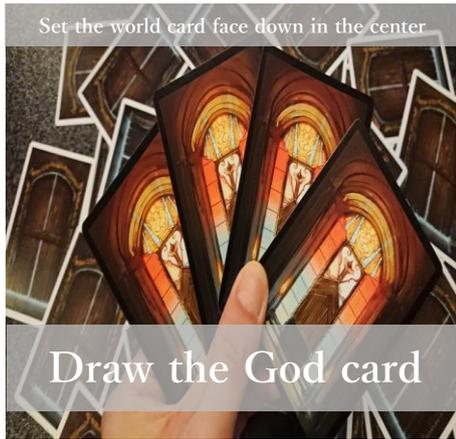
Finally...

One player is left and other player's Governable World Count has become zero

Winner is a player with the Governable World Count remained

All the World of End cards (6) are lined up in the field

Winner is a player whose remaining Governable World Count is the largest



- Set the World cards in the center facing down randomly and mix well.
- Each player draws one card with the God card faced down.
- Return the unused God card to the box.
- Check the picked God card and put it within your reach.

【①Point for more enjoyable game】

There are 4 types of God cards for the starter, 5 types for the extension vol.1.
You can enjoy the game for more if you grasp what kind of God there is (see card list).



- From the start player, turn over the World card clockwise.
- Turn over cards more than that of the player on the right.
- For multiple cards, turn over a card one by one, not at the same time.

【②Point for more enjoyable game】

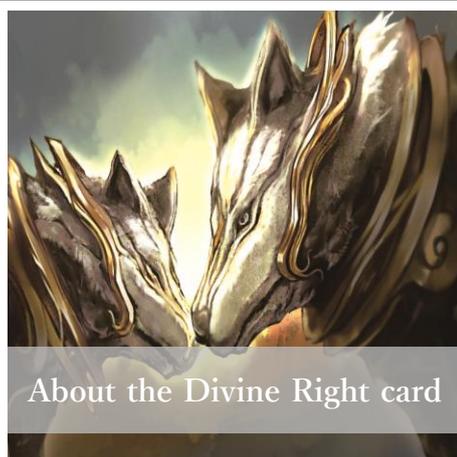
You have to judge whether you should attack or guard while you constantly check how many "the World of End" and "the World of Happiness" are left in the field.
If you can infer what type of God card other players have and make a decision, you are on intermediate level.



- When you turn over "the World of End", restart from you.
(The same for "the World of Happiness")
- If you turn over "the World of End" in a situation where no "the World of Peace" is in the field, decrease the Governable World Count by 1 bigger number than the number of "the World of End" already in the field.

【③Point for more enjoyable game】

Turning over "the World of End" right after turning over "the World of End" again is called "Reincarnation" which is a case to avoid.



- The extension vol.1 onward, the Divine Right card is added.
- The Divine Right cards are used mixed with World cards.
- Turning over the Divine Right card is not counted as a World card.
- The Divine Right card can be used by player who turned over.
- The timing to activate the Divine Right card depends on the cards.

【④Point for more enjoyable game】

Even after running out of the effect of the God card, the Divine Right card can make the following fights advantageous.