

# HAND OF GODS



CULTURAL MYTHOLOGY CARD GAME

By: Matthew De Souza  
Advisor: Prof. Anthony Accardo  
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“Hand of Gods” is a strategic mythological card game that takes inspiration from many stories and folklore around the world. Each card is traditionally illustrated and colored with frames that include things from that specific gods/goddesses’ history.

Size of God Cards: 3.5 x 5 inches

Size of Item Cards: 3.125 x 2 inches

Size of Game Board: 24 x 24 inches

## COVER ART

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# BOX PACKAGING

Size of Game Box: 25 x 25 inches



# GAME BOARD

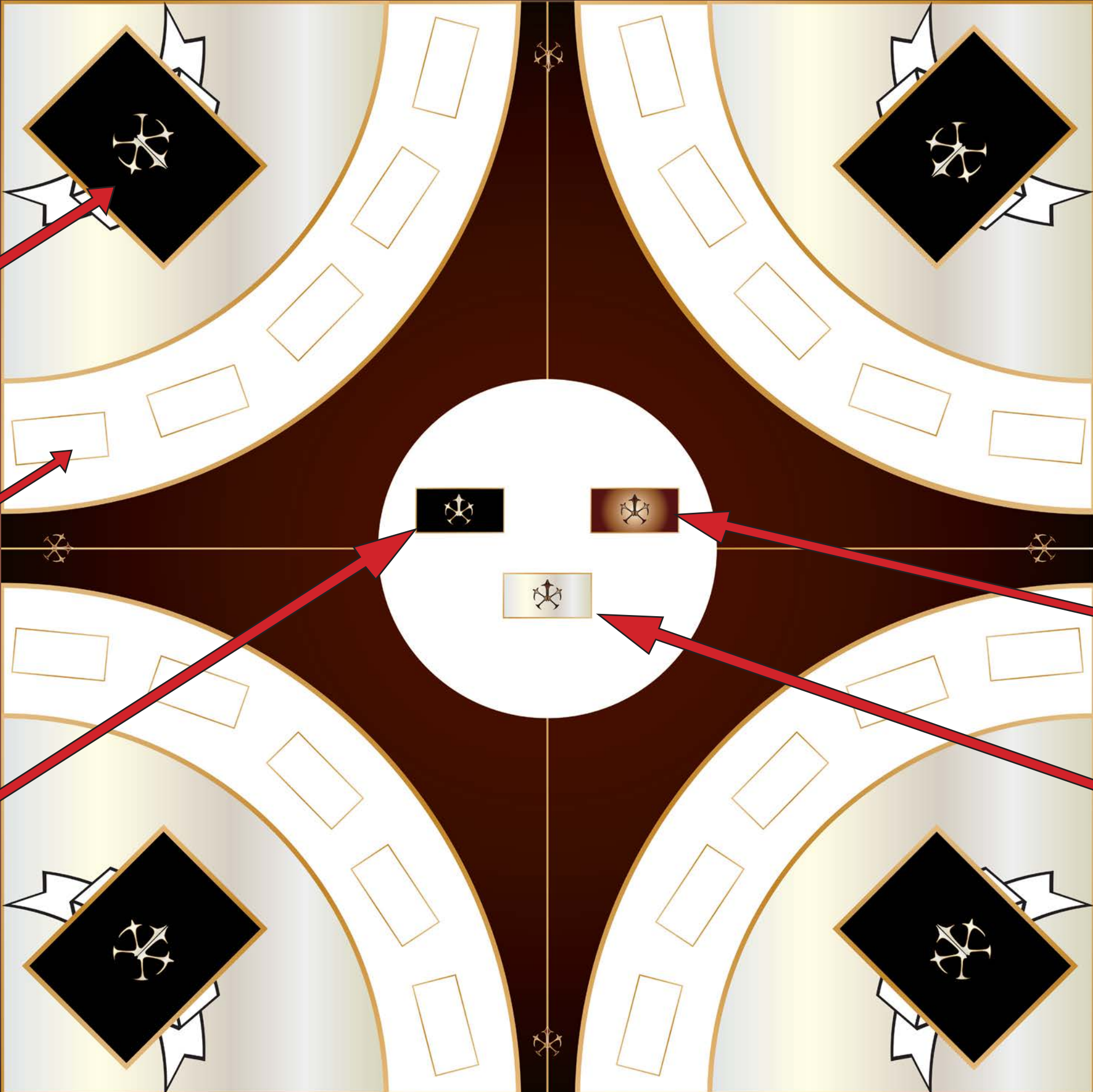
GOD CARD SLOT

ITEM CARD SLOTS

“MORTAL” ITEM CARDS DECK

“IMMORTAL” ITEM CARDS DECK

“CHARACTER” ITEM CARDS





HP 630

POSEIDON

36 ATK

Σ

POSEIDON

Element: ICE

Poseidon, the deity from greek mythology associated with the sea and rivers, was attributed with the power to generate storms, floods, earthquakes, and devastation. Despite his propensity for chaos, he also assumed the role of a guardian for sailors and was revered as the patron of horses and horse breeding due to his expertise in taming these creatures.



HP 520

HADES

47 ATK

Σ

# HADES

Element: ICE

Hades, the greek ruler of the underworld and the god of the dead, held authority over funeral rituals and defended the rights of the deceased to receive proper burial. He is also the eldest of his siblings and the owner of the three-headed hound “Cerberus”. Yearning for a companion, Zeus proposed Persephone, the daughter of Demeter. Nevertheless, as she had consumed a pomegranate seed, she was obliged to spend a portion of each year with Hades.



HP 650

AMATERASU

35 ATK

樂

AMATERASU

Element: FIRE

Amaterasu, the magnificent and illustrious deity of the sun, reigns as the embodiment of both the rising sun and the nation of Japan. Within “The Grand Shrine of Ise” (her sacred site), she is revered through a mirror, which is one of the three esteemed “Imperial Treasures of Japan”. Additionally, Amaterasu has two brothers, Susanoo and Tsukiyomi no Mikoto.



HP 550

SUSANOO

42 ATK

樂

SUSANOO

Element: FIRE

Susano, the storm deity of the shinto faith, is renowned for his mischievous and occasionally destructive actions. He is the younger sibling of Amaterasu, the sun goddess. Upon descending to the mortal realm, Susano chanced upon a fisherman and his daughter, who were in the company of the formidable eight-headed serpent, Orochi. Using the sword “Kusanagi”, Susano successfully vanquished the serpent, bringing an end to its reign of terror.





HP 500

ANUBIS

50 ATK



# ANUBIS

Element: EARTH

Anubis is the Egyptian deity linked to mummification, funerary customs, safeguarding tombs, and guiding souls to the afterlife. Anubis is commonly portrayed as a black (sometimes dark blue) canine, a hybrid of jackal and dog with pointed ears, or as a robust man sporting a jackal's head. He tends to hold the golden scales used to weigh the heart of the deceased against the white feather of truth.



HP 580

HORUS

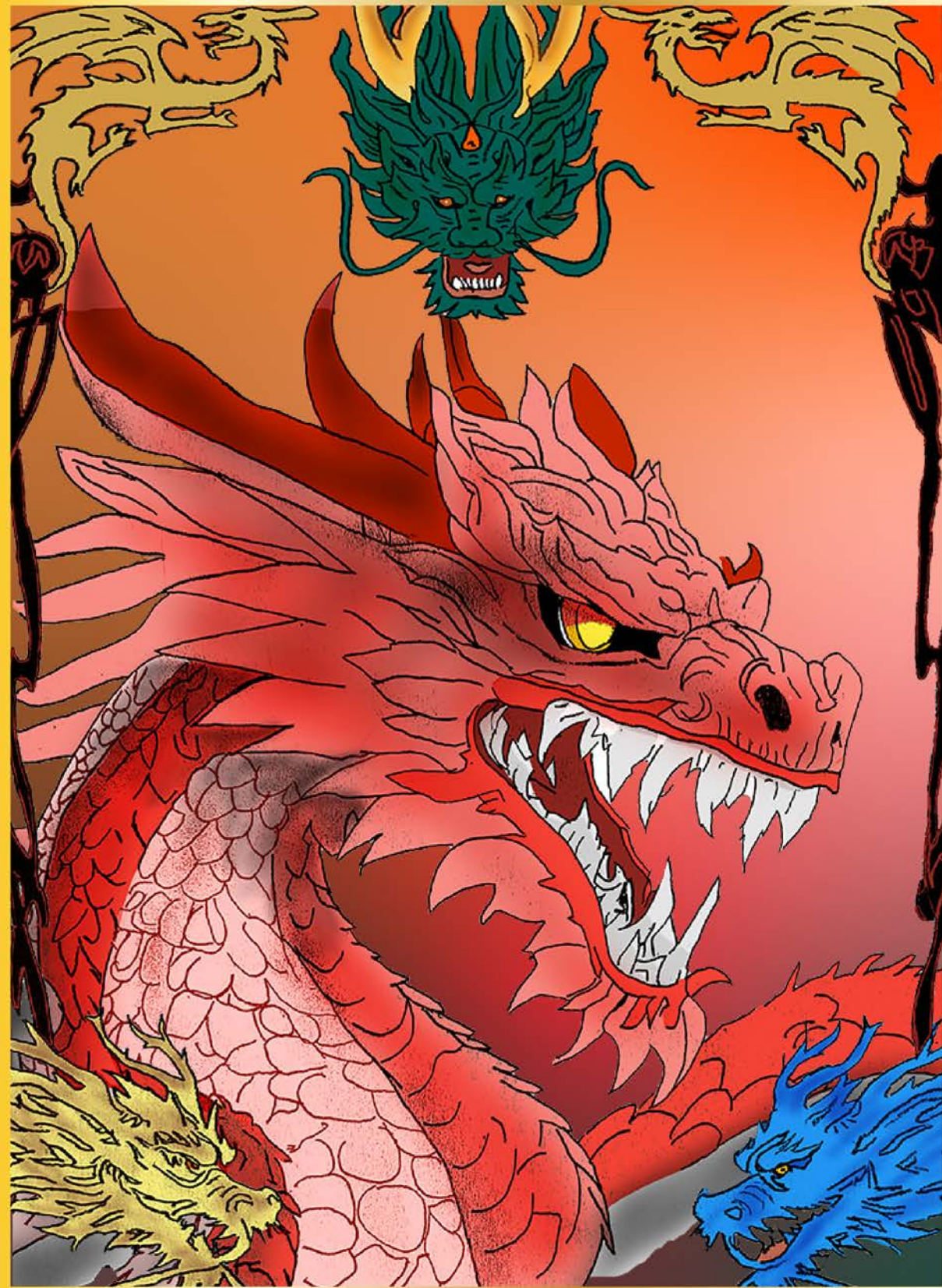
40 ATK



# HORUS

Element: EARTH

In ancient Egyptian mythology, Horus was a deity depicted as a falcon. His right eye symbolized the sun or morning star, representing strength and essence. Horus was the son of Osiris and Isis, and the nephew of Set, who was Osiris' brother. After Set killed Osiris and challenged Horus' rightful claim to the Egyptian throne, a fight ensued. Eventually, Horus emerged victorious, avenging his father's death and assuming the role of ruler.



HP 800

LONG WANG

20 ATK

市

# LONG WANG

Element: FIRE

Long Wang, the “Dragon King” in Chinese mythology, is the ruler of the seas. He is a guardian deity who governs dragons, sea creatures, the oceans, and the weather.

Long Wang can appear in two forms: a dragon form and a human form as a fierce warrior lord. In his human form, Long Wang is adorned in royal robes and has red skin to symbolize his ferocity. When in his dragon form, his scales may vary in color.



市

BIXIA

Element: FIRE

Bixia, a prominent figure in Chinese mythology, holds the esteemed position of a fertility goddess. She is not only responsible for the break of dawn but also serves as a protector of both mothers and young children. Known by her full name Bìxiá Yuánjūn, which translates to “Her Majesty of the Blue Dawn,” she is revered as the original ruler of the vibrant clouds that adorn the sky during sunrise. Throughout the Qing and Ming dynasties, Bixia Yunjun held great significance as a deity.

HP 760

BIXIA

22 ATK



HP 670

CAMAZOTZ

31 ATK

X

# CAMAZOTZ

Element: EARTH

Camazotz, known as the “Bat God” is a prominent figure in ancient mayan mythology, representing death and sacrifice.

This divine being, associated with the underworld, holds great significance and influence in mayan culture. Bats, considered as gateways to the dark realm, are closely linked to Camazotz, adding an element of mystery and strength to his persona.



HP 600

AH PUCH

38 ATK

X

# AH PUCH

Element: EARTH

Ah Puch, a deity in mayan religion and mythology, is known as the god of decay, darkness, and death. Among the death gods, depictions of Ah Puch in mayan art shows him as a skeletal figure with protruding ribs and a deaths-head skull, or as a bloated figure representing decomposition. His name, meaning flatulence or stench, earned him the title “The Stinking One” also due to his foul smell.



HP 700

ODIN

27 ATK



ODIN

Element: ICE

Odin, the leader of the Norse pantheon, is known as the father of Thor and Baldr. The wolf and the raven are also creatures closely linked to him. Odin is revered as the most powerful magician among the gods and is closely associated with the mystical runes. In appearance, he is depicted as a tall, elderly figure with a long beard and only one eye, having sacrificed the other in pursuit of wisdom. He is commonly illustrated wearing a cloak, a wide-brimmed hat, and wielding his spear "Gungnir".



HP 720

THOR

25 ATK



# THOR

Element: ICE

Thor, the Norse deity, holds dominion over thunder, the sky, and agriculture. He is the offspring of Odin, the supreme deity, and Odin's partner Jord. Thor's role includes safeguarding "Asgard", the realm of the gods, where the legendary "Yggdrasil" tree stands, as well as "Midgard", the realm of humans. In numerous tales, Thor finds himself engaged in conflicts with giants or his archenemy, the midgard serpent Jörmungandr.



## Mortal Item Cards

### (Potion of Asclepius)

Heal +50 of current God Card on play.

(1 Use)



### (Luck of Ganesha)

Skip the next player's turn.

(1 Use)



### (Potion of Asclepius) (Enhanced)

Heal +100 of current God Card on play.

(1 Use)



### (Luck of Ganesha) (Enhanced)

Skip the next two player's turns.

(1 Use)



### (Shield of Achilles)

Gain 1 turn of Invulnerability.

(1 Use)



### (Warcry of Ares)

Increase current God Card ATK by +8.

(1 Use)



### (Favor of Aphrodite)

Make two plays in a single turn.

(2 Uses)



### (Wind of Fujin)

Exchange current God Card for another in your deck.

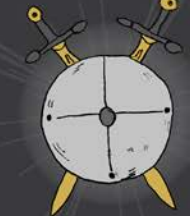
(1 Use)



### (Protection of Freya)

Current God Card takes Disadvantage dmg.

(3 Turns)



### (Hand of Osiris)

Take a single Character Item Card from the deck. Can be used or saved.

(1 Use)



## Immortal Item Cards

### (Curse of Hecate)

Current God Card in play loses -20 health.

(3 Turns)



### (Elixir of Asclepius) (Enhanced)

Heal +200 of current God Card on play.

(1 Use)



### (Trickery of Loki)

Current God Card ATK raises +50. Current God Card receives +20 dmg from all players.

(2 Turns)



### (Blessing of Kali)

Increase current God Card ATK by +20.

(3 Use)



### (Sacrifice of Tezcatlipoca)

Give up all 'saved' item cards. Cannot pickup or use any item cards.

(2 Turns)



### (Wraith of Shiva)

Current God Card in use instantly faints.

(2 Uses)



# Character Item Cards

By picking up the “Hand of Osiris” Card in the “Immortal Deck” you are allowed to randomly select a “Character Item”.

**(Mirror of Amaterasu)**

All damage taken by Amaterasu, 50% is reflected back onto the attacker.  
(Curses aren't affected)


(6 Uses)



**(Bian of Bixia)**

Sacrifice -10 HP but gain +30 ATK.  
(Effect lasts permanently)


(3 Uses)



**(Totem of Camazotz)**

Deactivate another player's Character Item effect.


(5 Turns)



**(Trident of Poseidon)**

Attacking a single God Card will cause every other God Card on the field to lose -10 HP.


(5 Turns)



**(Kagutsuchi of Susanoo)**

Susanoo's ATK raises by +50 each turn.  
(Effect lasts permanently)


(2 Turns)



**(Medallion of Long Wang)**

Upon activation heal +30 HP each turn.  
All incoming dmg is reduced by -10.


(8 Turns)



**(Bident of Hades)**

All God Cards on the field cannot heal.  
(Includes healing from Character Items)


(3 turns)



**(Eye of Horus)**

Choose a player, then decide who that player should attack on their turn.


(2 Uses)



**(Gungnir of Odin)**

Channel Odin's authority. Attack any God Card 3 times.  
(Can attack more than 1 God)


(2 Uses)



**(Scepter of Anubis)**

Anubis rejects death and revives with 50 HP.

(2 Uses)



**(Hammer of Thor)**

Upon attacking a God Card, choose to remove any 1 saved item card in that player's deck.  
(Character items are unaffected)

(5 Uses)



**(Dagger of Ah Puch)**

A God Card attacked by Ah Puch becomes cursed. Cursed Gods will lose -20 HP each turn for 5 turns.

(2 Uses)



# HOW TO PLAY

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1. **DISTRIBUTE GOD CARDS** evenly amongst all players. (2-4). The 12 God cards will be shuffled and randomly picked up. Do not reveal your character cards to your opponents.
2. **TAKE 2 MORTAL ITEM CARDS** from the deck and place each of them in one of the 5 item slots on the board. These are your starting items and can be used once the game begins.
3. **DECIDE** amongst each other who shall go first. Each player will be taking turns in a clockwise fashion.
4. **BEGIN THE BATTLE** and choose what God Card the player wishes to put in the war. Place the God Card into your single main slot. The element that God possesses will determine how much damage the player can do.  
*(Check the next slide for more information)*
5. **CHOOSE AND PICK UP** either a *Mortal* or *Immortal* item card from the separate decks at the end of each players turn. Once picked, that item card cannot be used until your next turn.  
*(Immortal item cards cannot be traded or discarded)*
6. **REMEMBER** that you are able to attack one player and use one item card that you have saved in the item slot. Once used, return it back into the bottom of the deck.
7. **PLAYER MUST USE** one of their saved item cards. If a player has the maximum capacity of item cards, they **MUST** use one of their saved cards OR trade it in for a new item card at the end of their turn.  
*(Every player is allowed only a maximum of 5 item cards)*
8. **YOU ARE ALLOWED** to trade a *God's Item Card* with another player if they agree to it. However, that will use up both your turn and that traded player's turn as well.

# ELEMENTS

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**ALL GOD CARDS** will have an element emblem displayed on the back of the card. This dictates their damage type. Each pantheon of Gods are associated with a single elemental type:

## FIRE

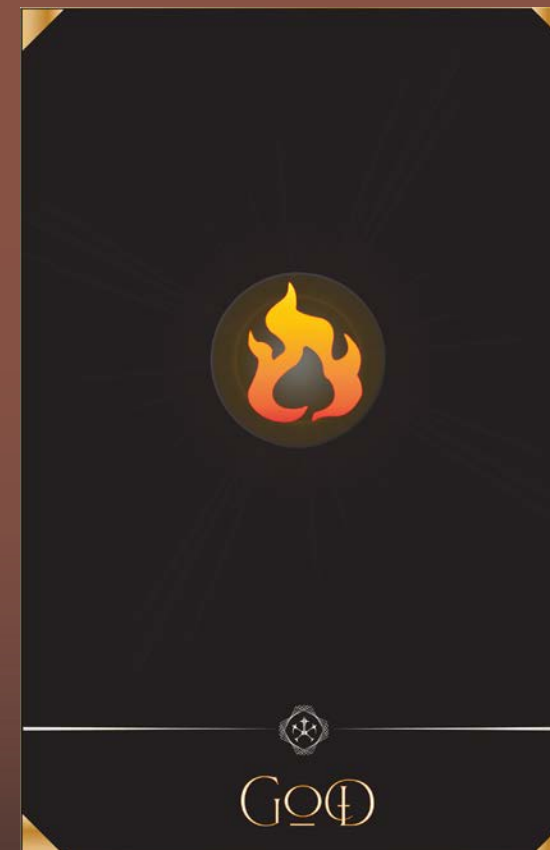
JAPANESE PANTHEON  
CHINESE PANTHEON

## ICE

GREEK PANTHEON  
NORSE PANTHEON

## EARTH

MAYAN PANTHEON  
EGYPTIAN PANTHEON



# OFFENSIVE

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## ATTACKING

Every God Card has an ATK. The number displayed on the Card is their “BASE” damage. This is the number of damage they will do the opponents HP if they are of the same element and aren’t effected by the use of items.

When it’s their turn, the player will call out who they wish to attack. The enemy they have attacked will have to deduct the necessary number from their HP (Hit Points).



## ELEMENTAL ADVANTAGE

Every one of the 12 God Cards are associated with an element. This dictates how much damage you do to another God on the field. If your associated element is super effective against another, you will do added +10 dmg to that God Card’s HP.

*Example: (36 BASE dmg + Elemental Advantage (+10) = 46 dmg)*

## ELEMENT AFFINITY:



# DEFENSIVE

## HIT POINTS (HP)

Every God Card has an HP number. The number displayed on the Card is their “BASE “ HP and showcases how much damage they can take before “death”. Once that God Card’s HP hits “0”, they can no longer be played on the field and have to be removed.

The number of HP is determined by that specific God Card, therefore the HP count will differ.

The only way to recover HP is through the use of “Mortal” and “Immortal” item cards.



## ELEMENTAL DISADVANTAGE

Every one of the 12 God Cards are associated with an element. This decides how much extra damage that God Card takes. If the God Card has an elemental disadvantage to their opponent, then their damage will be reduced by -15. This also factors into the effects that some “Mortal” and “Immortal” item cards possess.

*Example: (36 BASE dmg + Elemental Disadvantage (-15) = 21 dmg)*

## ELEMENT AFFINITY:



# GAMEPLAY



# HANDBOOK

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## POSEIDON

Poseidon, the deity from Greek mythology associated with the sea and rivers, was attributed with the power to generate storms, floods, earthquakes, and devastation. Despite his propensity for chaos, he also assumed the role of a guardian for sailors and was revered as the patron of horses and horse breeding due to his expertise in taming these creatures.



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## HADES

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## HAND OF GODS

HANDBOOK

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## THOR

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## AMATERASU

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## AH PUCH

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## CAMAZOTZ

Camazotz, known as the Aztec Bat God and Mayan Bat God, is a prominent figure in ancient Mayan mythology, representing the powerful deity of death and sacrifice. This divine being, associated with the underworld, holds great significance and influence in Mayan culture. Bats, considered as gateways to the dark realm, are closely linked to Camazotz, adding an element of mystery and strength to his persona.



樂

## SUSANOO

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## ODIN

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☠

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## LONG WANG

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## BIXIA

Bixia, a prominent figure in Chinese mythology, holds the esteemed position of a fertility goddess. She is not only responsible for the break of dawn but also serves as a protector of both mothers and young children. Known by her full name Bixiá Yuánjūn, which translates to "Her Majesty of the Blue Dawn," she is revered as the original ruler of the vibrant clouds that adorn the sky during sunrise.



This handbook will contain these short character bios and the "How To Play" section.



FRONT



BACK



# THE PROCESS



## PROJECT PROPOSAL

### Project Overview

Mythology has been thrown around in the gaming world extensively over the years. Sometimes history and mythology are intertwined to offer an original experience that takes cues from both to create a fantastical world that is also somewhat grounded. Gamers, virtual and physical are attracted to the fact that they are also learning something palpable about history while playing a game. However, a negative impact is that most of the time those games are filled with historical inaccuracies and changes, made only appeal to consumers. While this may be fine and preferable to make the game/media more entertaining, most people wouldn't do the research to find the real story. This also extends to the design of the deity and the things associated with them. "Hand of Gods" is a card game that will provide an accurate depiction of these deities in a fun and enjoyable manner while also socializing in-person with friends and family.

### Mission Statement

My mission is to create a realistic and accurate interpretation of different mythological deities and incorporate them into a card game that is both entertaining and informative.

### About Me

I chose this topic because I've always been fascinated with reading mythological stories and folklore from different cultures. As someone that has traveled to both Greece and Egypt, I got to see firsthand the architecture and original depictions of those famous beings. Years later, with so much media coming out about these same figures with different interpretations, spins, and backgrounds, I decided to do the same but based off the real stories spoken in lore (the same goes for sculptures and art depicting how they physically looked).

Board games were also a tool of connection and social interaction between myself and my two siblings a lot when we were younger and did not have access to virtual gaming like the playstation or gameboy. We owned games such as Monopoly, Dominos, Uno and Warri.

For the creation of "HAND OF GODS," I drew inspiration from popular card games such as "Pokemon" and "Yugioh." In order to devise the rules and game mechanics, I sought influence from both "Monopoly" and a digital game known as "SMITE."

# PROJECT RESEARCH

This research was gathered from wiki's and other digital websites. I've converted most of my reasearch into boards on trello. These contain screenshots, links, summaries, inspirations and all of my sketches. Below are some screenshots from the website.

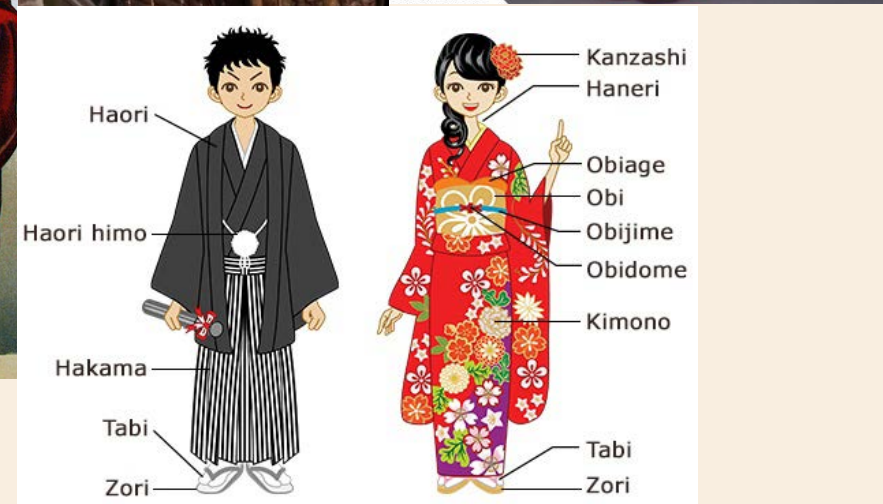
<https://trello.com/b/yna7Xbxd>

The screenshot shows a Trello board with several cards and attachments. The cards are organized into columns: Norse, Egyptian, Mayan, Japanese, Chinese, and SKETCHES. Each card contains digital research images, descriptions, and links. Attachments include character art and card frames. The SKETCHES card shows drawings of characters and card frames.

QR CODE TO WEBSITE:



# CLOTHING INSPIRATION



# WRITINGS/ SYMBOLS

To create a sense of authenticity, I used real ancient alphabets, writings, symbols, and hieroglyphics in my character art and card frames. I made sure all of the writings are correctly spelled and contained meanings to that specific god/goddess.

**Katakana**

* w	r	y	m	h	n	t	s	k	
ン	ワ	ラ	ヤ	マ	ハ	ナ	タ	サ	カ
n	wa	ra	ya	ma	ha	na	ta	sa	ka
	リ		ミ	ヒ	ニ	チ	シ	キ	イ
	ri		mi	hi	ni	chi	shi	ki	i
	ル	ユ	ム	フ	ヌ	ツ	ス	ク	ウ
	ru	yu	mu	fu	nu	tsu	su	ku	u
	レ		メ	ヘ	ネ	テ	セ	ケ	エ
	re		me	he	ne	te	se	ke	e
	ヲ	ロ	ヨ	モ	ホ	ノ	ト	ソ	コ
	o(wo)	ro	yo	mo	ho	no	to	so	ko

**Runic Alphabet**

ƿ	ᛒ	ᛞ	ᛞ	ᛞ	ᛞ	ᛞ	ᛞ
A	B	D	E	F	G	H	
ᛚ	ᛚ	ᛚ	ᛚ	ᛚ	ᛚ	ᛚ	ᛚ
I	I/Y	K	L	M	N	O	
ᚷ	ᚷ	ᚷ	ᚷ	ᚷ	ᚷ	ᚷ	ᚷ
P	R	S	T	U	V/W	Z	
ᚦ	ᚦ	ᚦ	ᚦ	ᚦ	ᚦ	ᚦ	ᚦ
TH	EI	NG					

**Hieroglyphs**

A	B	WO	KH	K	N
H	I	G	P	F	TH
M	S	J	Y		SH
D	Q	R	T		L

**Seal Script**

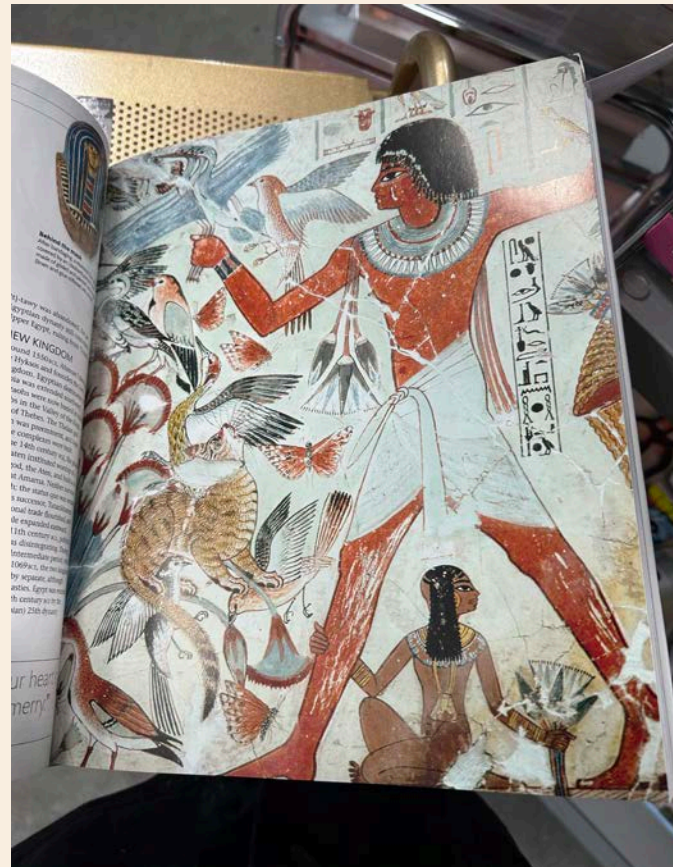
	oracle bone jaguwen	greater seal dazhuan	lesser seal xiaozhuan	clerky script lishu	standard script kaishu	running script xingshu	cursive script caoshu	modern simplified jiantizi
rén ("nin) human	人	人	人	人	人	人	人	人
nǚ ("nra?) woman	女	女	女	女	女	女	女	女
ěr ("nha?) ear	耳	耳	耳	耳	耳	耳	耳	耳
mǎ ("mra?) horse	馬	馬	馬	馬	馬	馬	馬	馬
yú ("gha?) fish	魚	魚	魚	魚	魚	魚	魚	魚
shān ("srān) mountain	山	山	山	山	山	山	山	山
rì ("nit) sun	日	日	日	日	日	日	日	日
yuè ("not) moon	月	月	月	月	月	月	月	月
yǔ ("wha?) rain	雨	雨	雨	雨	雨	雨	雨	雨
yún ("wan) cloud	云	云	云	云	云	云	云	云

# MOOD BOARD

This mood board was taken from Pinterest.

Through the mood board, I was able to get inspiration for patterns, hairstyles, colors, and clothing.

# LIBRARY RESEARCH



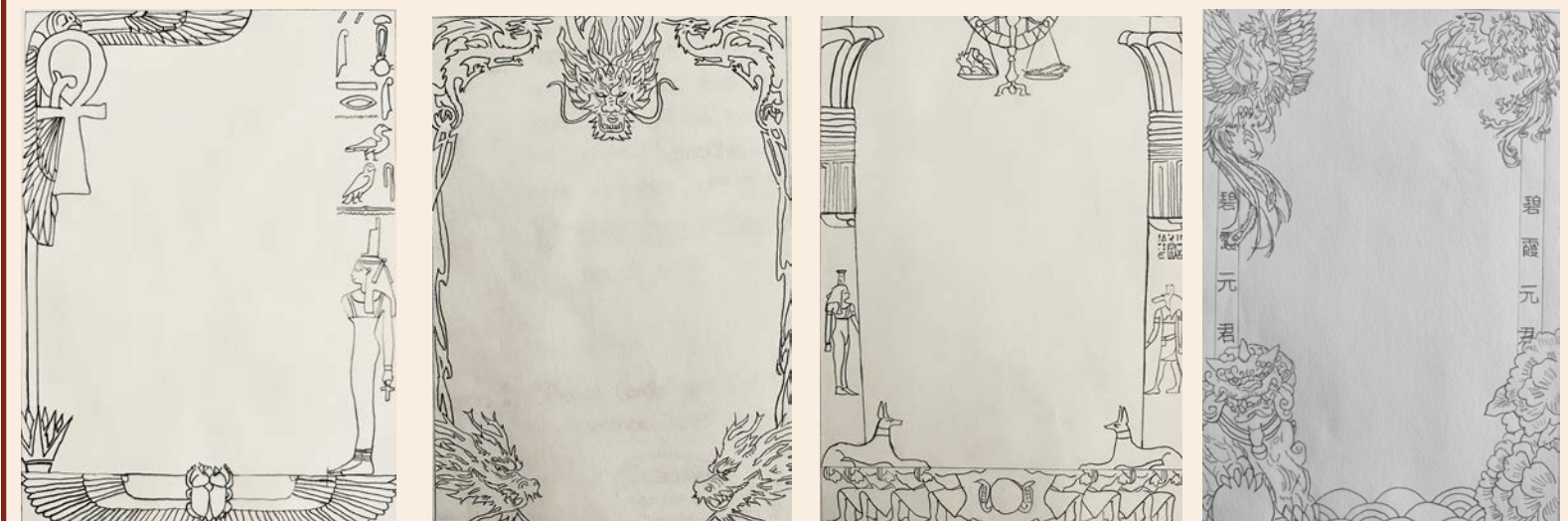
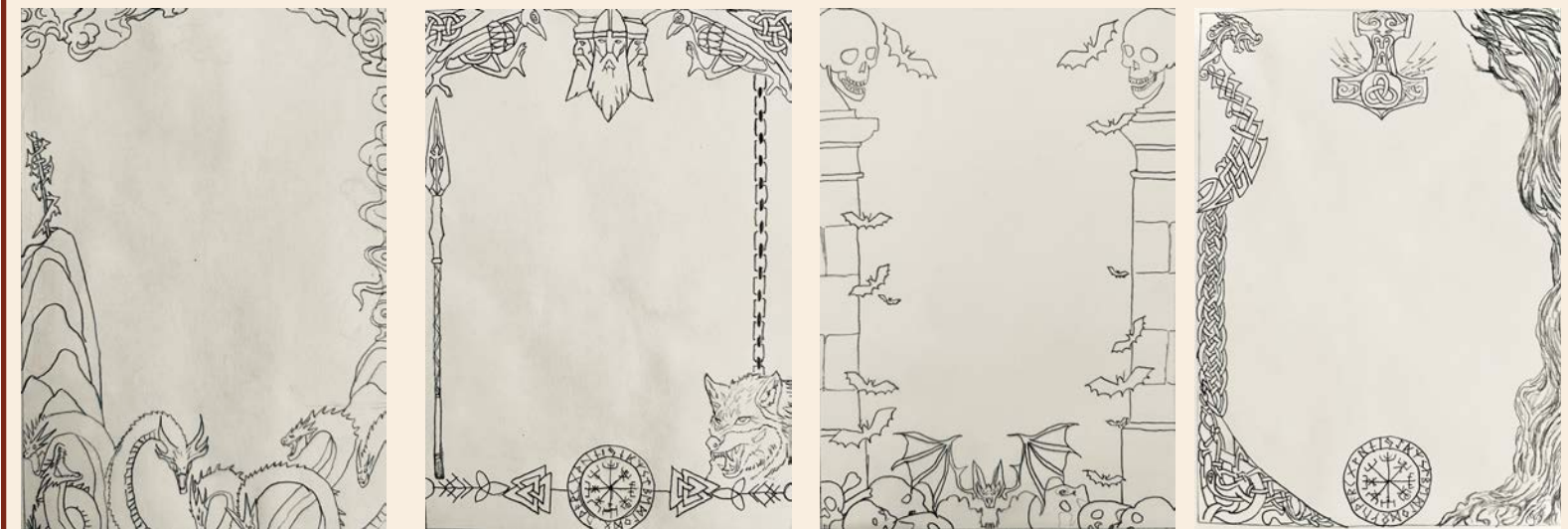
# MUSEUM RESEARCH



# CHARACTER THUMBNAILS



# CARD FRAME THUMBNAILS



# ITEM THUMBNAILS

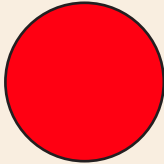
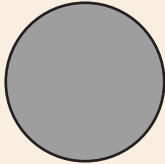

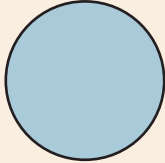

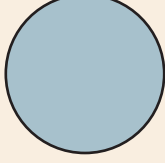
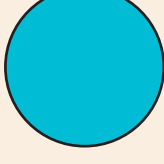
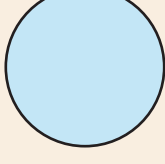
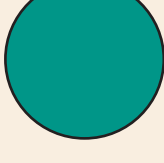
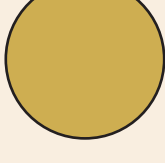
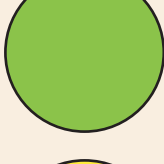
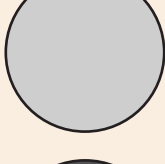
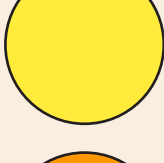
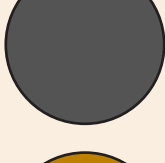
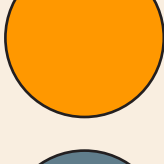
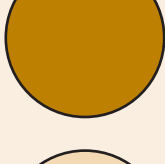




# HANDBOOK ART THUMBNAILS



# STYLE GUIDE

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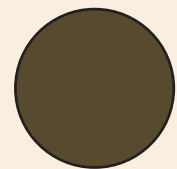
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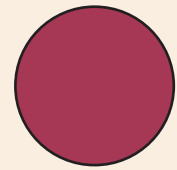
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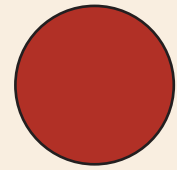
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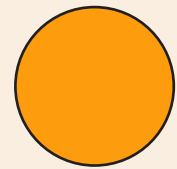
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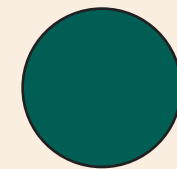
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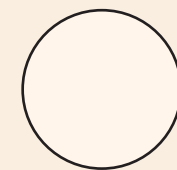
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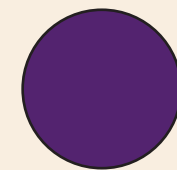
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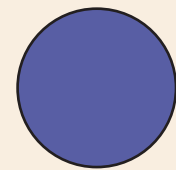
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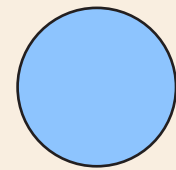
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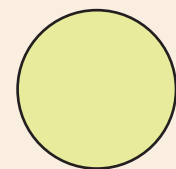
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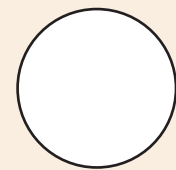
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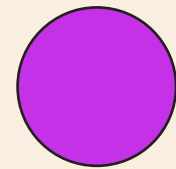
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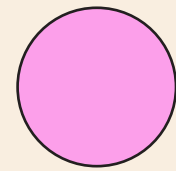
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## FONTS

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- Minion Pro
- Qene-G
- Ny Maya
- Runic Sans Inline
- Hieroglike
- Fast Monk \_ Ink Regular
- Ancient Geek
- JayCons

These fonts were taken from Adobe Fonts and FontSpace.

# MATTHEW DE SOUZA

Instagram:

Matt\_D\_Art

Email:

matthewdesouza13@gmail.com

Portfolio:

<https://matthewdesouza13.wixsite.com/matthedesigner>

Linkedin

Matthew De Souza

Thank You!