

# FAVOR OF THE GODDESS

Game for 2-4 player

Time: 45 min.

Age: +10

## IDEA OF THE GAME

The players are supplicants of the Goddess, struggling to perform rituals in her name in order to earn her favors and be accepted at her side. They will have to work together, but at the same time ensure that only one will be chosen in the end.

## OBJECTIVE

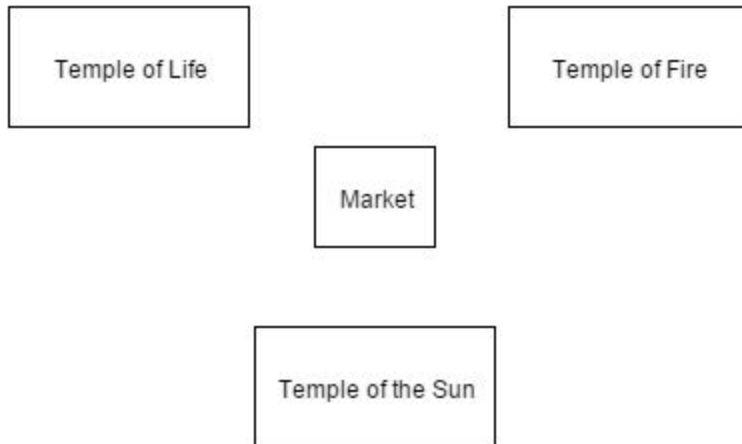
- players play resources to perform rituals in temples in order to get the attention of their god
- as they score points of each ritual they move their pawns closer to their God on the score track
- the first to reach god (reach 42 favors) wins

## COMPONENTS

- Box
- 3 temples flip card boards representing the templates
- 1 card representing resource market
- 1 pawn players to move between temples
- Colored resources for performing a ritual: 25 yellow for Gold, 25 red for Blood, 25 blue for Water
- 3 spare resources
- 45 ritual cards
- score tracker board
- 4 pawns for the score tracker, one for each player

## PREPARATIONS / SETUP

- Arrange temple cards on the table. Start the game with Life, Sun, Fire. Each temple has 3 slots for possible resources necessary for performing a ritual.



- Each player is given 2 ritual cards. The rest of the ritual cards are put face down in a pile. 2 of the cards are put face up and they will represent the card markets. during the game there will be also a drop pile.
- Each player is given 6 resources, 2 of each, to start the game.
- First player is randomly selected. The game will play clockwise.

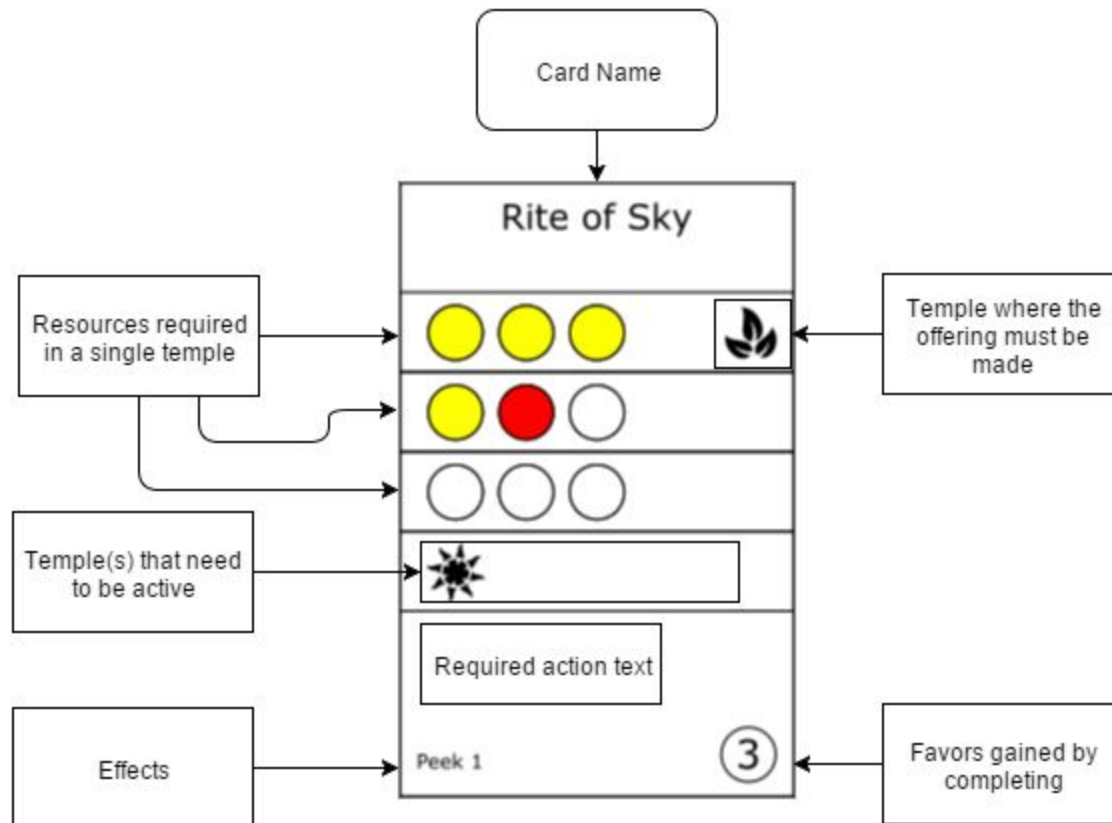
## TURN

1. Draw ritual cards up to the hand limit (2), from deck or card market (face up cards) OR
  - 1.a. Discard one card face down and draw another (exchange cards phase)
2. Draw 1 resource of your choice
3. Commence any rituals whose conditions are already met with the current board layout
4. Move priest pawn to one temple or to the resource market
5. Interact with the priest's location :
  - 5a. Temple - possible actions
    - Switch existing resources with your own OR place own resources on empty slots with the possible effects
      - Activate temple :
        - Resources are discarded
        - Temple card is flipped over
        - Draw a resource of your choice
      - Commence ritual
      - Nothing (no conditions are met)
  - 5b. Market
    - Draw a resource

## RITUALS

If the resources are placed in their proper places the current player may commence one of his rituals that has its resource placement satisfied.

1. Reveal the ritual to be completed
2. Perform the required action (chant, recite, hold hands etc.)
3. Complete the required effects, if any.
4. Place the completed ritual face up on your side
5. Move your pawn the number of received favors up the scoring table (including effects, etc.)



## WINNING

- When a player reaches 40 favors, each other player gets another round, in succession.
- After this round, the score is counted.
- If more players are tied for 40, they all win.
- Each winner is granted a wish (that will be accomplished by the other players)

**CREDITS**

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**VERSION**

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