

How to play

Resources and mana kept behind a player screen.

Player ritual, buildings and spells kept in open.

Setup:

5 of each resource + 5 per player, 2 = 15, 3 = 20, 4 = 25, place in bag.

? Remove the Epic and Large buildings of non-playing cultures

Draw 6 random resources for central pool

Draw 5 random resources per player to behind screen

? Take one mana token behind screen

Draw 2 random resources for each player to complete basic ritual

Deal 8 buildings into the central area

Win condition: Become the dominant culture. Have 10 victory points at the beginning of your turn counting both active and inactive buildings.

Turn order:

1. Count Victory Points of buildings, 10 to win
2. Collect building production
3. Maintain active buildings, can use each building's own provided resource
4. Choose 2 actions, can do an action twice
 - a. Gather resources from drawn tiles or hidden tiles, 2 in total. Replenish the center pool after each is claimed.
 - b. Spend resources on a ritual to gain mana. Can exchange 3:1 for a required resource. Can use unused provided resources.
 - c. Buy a spell for 2 mana
 - d. Cast spell
 - e. Extend ritual with random resources, no additional cost. Can use unused provided resources.
 - f. Appeal for aid, return N resources to the bag, draw N-1 random resources from the bag. Cannot use provided resources.
 - g. Buy 1 building from center of board with mana, cost on the card
5. Activate / Deactivate buildings
 - a. Activate any number of buildings
 - b. Deactivate any buildings for 1 random resource each if not just activated this turn in 5a.
6. Play area cleanup - Replenish drawn resources up to 6, and replace purchased buildings

Player:

Ritual: A sequence of resources that can be sacrificed to your god in order to gain mana. Extending a ritual by adding another random resource to the sequence of resources. You may then complete the only 1 Mana ritual or the full 2 mana ritual, the more of the ritual that is completed the more mana is received.

First extension requires matching 1 more resource.

Second extension requires matching 2 more random resources.

To successfully extend your ritual draw the random resource/s. If you can perform the new extended ritual, it is locked in place and the resources are placed in the bag. If you cannot complete the new ritual then no resources are spent but your collection phase is finished.

Spells:

Action card that does a specific type of damage on opposing players structures, causing them to deactivate.

Spells can target 2 small buildings or 1 of other sizes.

? 2 spells are needed to target an epic. (? one of each type) If a 2nd spell has not been cast before the Epic's player starts their turn the spell has no effect and is discarded.

Earthquakes target temples.

Plagues target settlements.

Buildings:

Purchase cost: The amount of mana it takes to erect a building (available buildings are in the center of the board)

Inactive value: Victory points when building is inactive (taped).

Active value: Victory points when building is active.

Inactive production: Resources received in maintenance phase when building is inactive upon player turn start.

Active production: Resources received in maintenance phase when building is active upon player turn start.

Activate cost: The cost for going from untaped (inactive) to active state.

Maintain cost: The cost for keeping the building in the active state.