



# TEMPLE RIVALS

## Content

Ritual cards

- Good (20) Value: 1-4
- Evil (20) Value: 1-4
- Neutral (10) Value: 2-4

Event cards (10)

4 game boards

- Aztec (Bonus: 2 evil points)
- Maya (Bonus: 2 evil points)
- Ancient Egypt (Bonus: 2 good points)
- Ancient Greece (Bonus: 2 good points)

4 follower markers

## Introduction

Four civilizations battle for the most followers to complete their temple the fastest. Be the first to finish and your opponents will bathe in your glory of being the biggest civilization there is with the most impressive rituals!

## Game setup

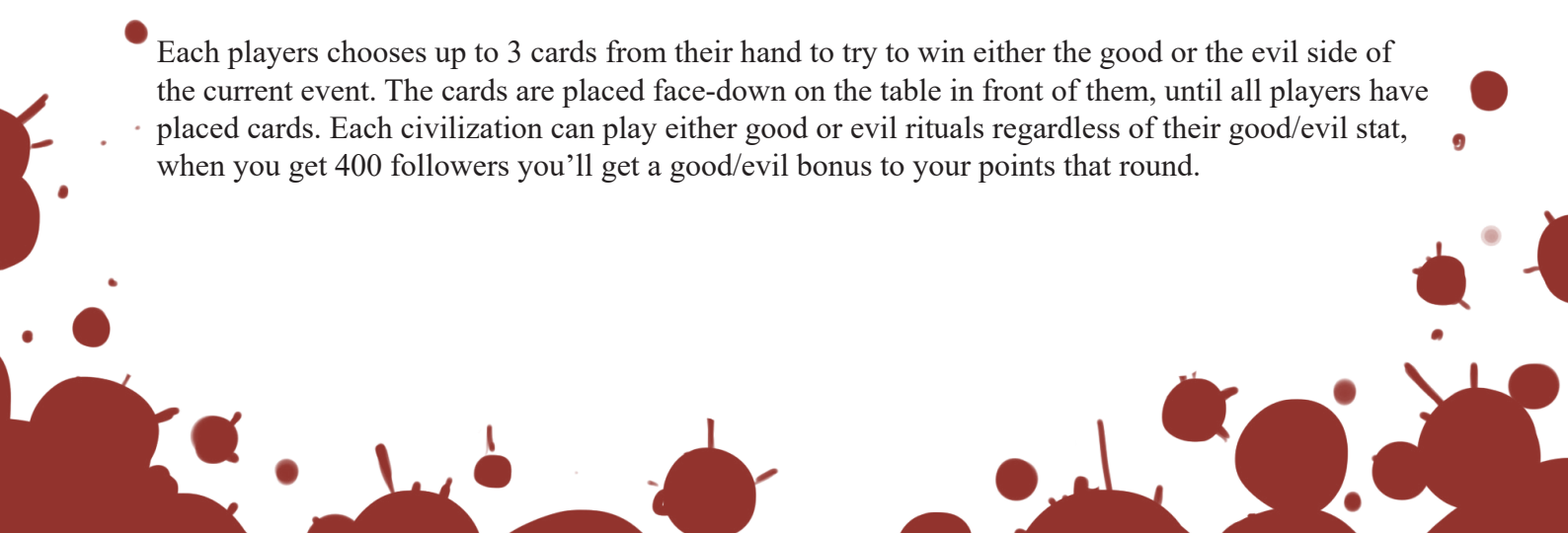
Each player randomly choose a game board with a civilization. Everyone starts with their follower marker on 100. You can never go lower than 100 followers, even if somebody tries to steal your followers early in the game.

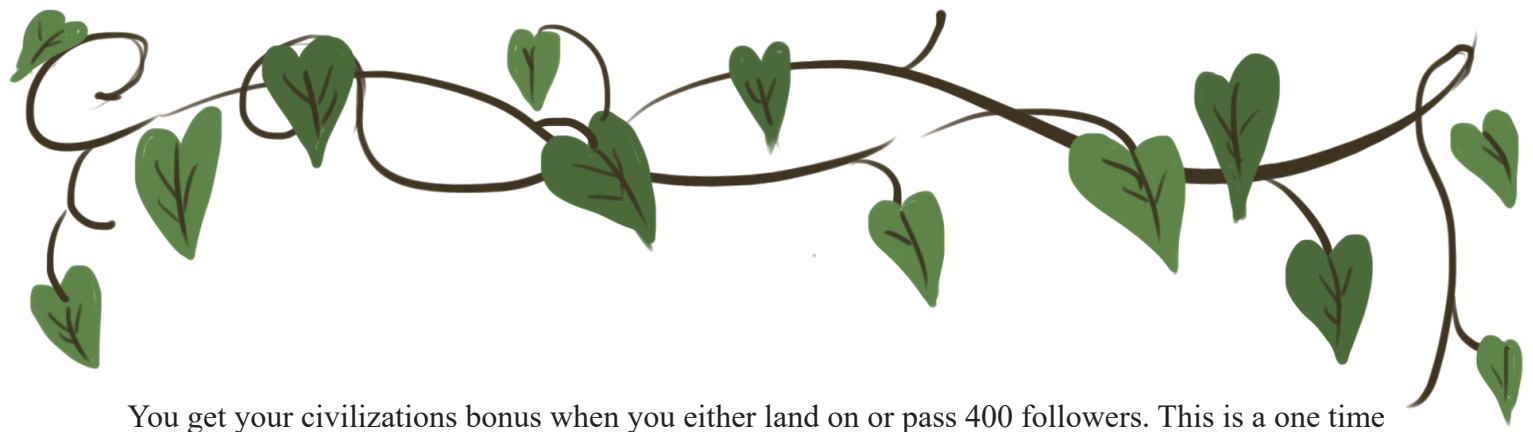
Shuffle all the ritual cards and deal each player 5 cards face-down. Place the rest of the ritual deck, which is the draw pile, in the middle of the table reachable for all players. The event cards are also shuffled and placed on the side.

## How to play

Each round starts with an event taking place, drawn from the top of the Events deck. Place it in the middle of the table for everyone to see. Each player can choose to play either the good or the evil side, or to skip the turn by not placing any cards.

Each players chooses up to 3 cards from their hand to try to win either the good or the evil side of the current event. The cards are placed face-down on the table in front of them, until all players have placed cards. Each civilization can play either good or evil rituals regardless of their good/evil stat, when you get 400 followers you'll get a good/evil bonus to your points that round.





You get your civilizations bonus when you either land on or pass 400 followers. This is a one time use bonus, that triggers the following round.

Some rituals can be combined to get an extra bonus to your combination (exs. a small feast + a bard's song gives 1 additional point to your final score.)

If you want the action on the good side of the card you have to always have at least one good card in your played cards, and similarly with the evil side. Neutral cards can be played on both sides.

1-2 players: Only good or evil action is played, depending on who has the highest value.

3-4 players: Both good and evil action is played. Evil is always acted out first.

The winner of the event is the one with the highest total value of their cards, including any bonuses if applicable. If the event has 1st and 2nd place actions, the one with the second highest value comes 2nd. If there is a tie in points between players on either the good or the evil side, only the good/evil cards are put up against each other. If there still is a tie in value, both players get the applicable action.

Some events have effects that affects cards in the player hands. These actions are not acted out until all players have drawn new cards.

When an event has been played through and all actions taken, discard the event and all ritual cards used that turn. All players fills up their hand to 5 cards from the draw pile, taking into consideration any effects the previous turn.

### **How to win**

The game ends when one (or more players) has built their whole temple with the total of 700 followers.

### **Glossary**

**Immunity:** Some event cards have opposite effects, which can not be used on the same player in the same round. If the evil effect is placed on the player who is the good side winner, the evil player has to choose another player to affect.

**Stealing:** When stealing followers from other players, you still get what the card says even if the player you choose / none of the other players has enough followers to give.