Holy Rule Book

Gods of Recreation

Welcome, young gods, to the aftermath of the apocalypse. The previous gods have slaughtered one another, leaving behind a barren wasteland. As their descendants, it is up to you to repair the world they destroyed. However, be wary of your fellow deities, for there can only be one ruler of the gods

Getting Started

To begin the game, shuffle the fate cards and place them to the side. This will be your fate deck. Keep an empty space for discarded fate cards. Keep an empty space available to represent the vault. Everyone must take a god card and take a moment to look at it. Each god card has a win condition and special ability. The win condition tells you how to gain faith points. The first person to get 8 faith points wins. If nobody has 8 faith points after 8 rounds of turns, the god with the most faith points wins. If two or more people have the same number of faith points, then all players must roll a dice. The person with the highest number wins. Each god also comes with a special ability. Refer to the card as to when you may use this ability.

Each player starts with 5 wealth tokens and a temple. Every player must place their avatar and temple on the board. It doesn't

matter where you place your avatar or temple, but remember you want to be strategic in order to win.

Terminology

Avatar - The avatar is a human representation of the player's god. They cannot be killed. If they are defeated in combat, then they are pushed to another tile that the winning player chooses. They are immune to diseases and plagues. This means that if an avatar is on a disease or plague tile, then the plague or disease is still in play. It just won't kill the avatar. The sky god has the special ability to purify disease or plague tiles with their avatar. An avatar is equivalent to three followers during combat and purify situations.

Tiles - This is the land you can change. In order to own a tile, you must have an avatar or follower on that tile.

Tile Types:

- Forest tile - If defending from another player of this tile, then you may reroll 1's
- Mountain - If there is a follower or avatar on this tile, then you gain one gold at the end of your turn. The number of wealth tokens you gain depends on the number of followers on the

mountain. For instance, if you have 2 followers on a mountain tile, then you gain 2 wealth tokens.

- Sea - This tile allows you to teleport to another sea tile. This tile's ability is used during the movement phase.
- Barren - A blank tile. Any player who moves either a follower or an avatar on a barren tile may convert that tile to a tile type of their choice.

Follower tokens - These tokens represent your followers. In order to get more followers, you need to give 2 wealth tokens to the vault or wealth god. You may sacrifice followers to gain a temple or spread a disease. If you get rid of a follower token, then you may place them on a pile outside of the board, so that you may reuse them when needed. Each player has 10 followers max, except for the life god who has 16 followers max.

Wealth tokens - As the name suggests, these represent your wealth. You may gain wealth through various means. You may gain wealth by having followers on a mountain tile. Another way to gain wealth is through the combat phase: For every follower you kill during the combat phase, you gain a wealth token from the vault. However, if you initiate a combat phase and you lose, then you lose a wealth

token depending on the number of followers you lost. You cannot engage in a combat phase for wealth if you do not have enough wealth tokens per follower that you wish to use. For instance, if you have two wealth tokens and three followers that you wish to engage in combat, then you would not be able to initiate combat to gain wealth tokens. However, in this situation, you can still initiate combat for a tile. Temples also generate wealth tokens. They give you 1 wealth token per turn.

Temple token - The temple token generates 1 wealth token per turn. Everyone starts with 1 temple at the beginning of the game. This temple can still be destroyed or captured by another player. In order to gain a temple, you have to sacrifice 3 followers. The max number of temples for each god is 8. To capture an enemy's temple, you must have a follower or avatar on the tile with the temple, with no other player's followers or avatar on that tile. You may also engage in combat for the tile with the temple. If the trickster god takes over a temple that is not theirs, then it is automatically destroyed.

Vault - All wealth tokens that are not being used are placed in a pile outside of the board. This is the vault. If the wealth god is not in play, then players give wealth tokens to the vault for followers.

Disease tokens - The disease tokens depict the diseases that spread throughout the board.

Plague tokens - Like the disease tokens, the plague tokens depict the plagues on the board. Only the death god summons plagues.

Purify - This is the term used when you want to get rid of a disease or plague.

Combat - This is the term used when you want to challenge another player for a tile or wealth.

Convert - This is when you change a tile type.

How to Play

Once every person has placed their temple and avatar on the board, the players can decide who goes first. The trickster god is able to view the top card of the fate deck at this time. Players will then go counter clockwise around the board. Each turn consists of five phases.

First phase: Mustering

During this phase, you may use the wealth tokens that you have and exchange it for followers. The wealth tokens you exchange for followers goes to the wealth god. However, if there is no wealth god in play, then the wealth tokens go to the vault. This phase is optional. If you do not have any gold, then you may skip this phase.

Second Phase: Movement

This phase is when you may move your avatar and followers. Each player is allowed to move one space in any direction. The sea god and his followers are the only ones capable of moving two spaces in any direction. The temple god is the only one who can move a temple one space in any direction. This phase is optional.

Third Phase: Conversion/Combat/Purify

The third phase allows you to convert the tiles that your avatar and followers are on to whatever you choose. The combat aspect comes into play when you challenge another god and their followers for a tile or wealth.

Aspects of Combat:

- You can only engage in combat if a player moves their avatar or followers to a tile that another god's avatar or followers are on.
- For every follower used, there is one six sided dice roll. The max number of followers attacking and defending is 8. If there is not enough dice, then reuse the same dice.
- The players roll their dice and then compare. Each player lists the numbers they got from highest to lowest. The players' highest numbers are then compared. The higher number wins. For example, if an attacking player rolls a 6 and the defending player rolls a 5, then the attacking player wins and the defending player's follower is killed. If for the next highest set of numbers, the attacking party has a 4 and the defending player has a 6, then the defending party wins and the attacking

player's follower is killed. If there is a tie, then the defending party wins.

- If one party has less dice to roll, they can continue to roll their die so long as their follower lives. For example if someone attacked with three followers and the person defending has one follower, and then the attacker rolled a 4-3-1 and the defender rolled a 5, one of the attacker's followers die and the defender can reroll their die to contest the 3 and the 1. If the defender then rolls a 2 in this scenario, they die since it is lower than a 3.
- If the defending party has more than 8 followers on their tile, then they will win, but the attacking party still has the chance to decrease their numbers.
- If a player is on a forest tile and defending, then they can reroll 1's. This means if you land on a 1 then you can reroll the dice to increase your chances of winning.

Combat is optional. During this phase, a player can also purify a tile of a disease or plague. You may purify a tile by moving to a tile with

a disease or plague. The same rules for combat can be applied to purification, but instead of enemy followers, you have to deal with the level of the disease. When purifying, the max number of followers you may use is 6. You cannot engage in combat and purify a tile on the same turn.

Fourth phase: Building/Sacrifice

In this phase, you get to exchange followers for a temple or sacrifice them in order to create a disease. It costs 3 followers to create a temple; If you wish to exchange followers for a temple, then the 3 followers must be on the same tile. If you choose to sacrifice followers for a disease or plague, then you may place the disease or plague anywhere on the board. The max number of diseases that can be summoned is 8 per god. The max number of plagues that can be summoned by the death god is 8. It is up to the players to keep track of the level of the disease as it spreads around the board. Keep in mind that once the disease or plague is on the board, it can affect everyone.

Aspects of the Disease/Plague:

- The number of followers sacrificed is the level of the disease. The max level of a disease is 6. For every sacrificed follower of the death god,

the disease gains 2 levels. A disease created by a death god is called a plague. Use plague tokens. The plague's max level is also 6.

- The player can place the disease or plague anywhere they want immediately after the sacrifice.
- The number of followers on a disease tile decreases depending on the level of the disease. For instance, if there was a level 3 disease on a tile with 4 followers, then 3 of those 4 followers would be killed.
- When a disease is first played, then it takes effect immediately, killing followers instantaneously. After that, the disease only takes effect at the end of each round.
- Diseases spread around the board at the end of a round. The movement of the disease depends on the roll of a six sided dice.
    - 1 - move right
    - 2- move left
    - 3 - move up
    - 4 - move down

    - 5 - stays
    - 6 - roll again
- A disease nullifies the abilities of any tile. However, it does not nullify the effects of a temple. A plague nullifies both the abilities of tiles and the benefits of temples.

End of Round

If there is a disease or plague, then this disease or plague spreads after everyone has taken a turn. If the disease or plague spreads to a tile that has followers, then the number of followers that are killed depends on the level of the disease or plague. If a disease or plague lands on another disease or plague, then it adds on to the level of the disease or plague. However, the level of the disease or plague cannot go over 6. For example, if a level 4 disease or plague and a level 3 disease or plague end up on the same tile, then it will only increase to a level 6 disease. If a disease lands on a plague, then it only adds on to the plague.

After this, everyone calculates how many faith points they have gained. The faith points are not cumulative. This means that for each round you would not add on to the faith points you had previously. For example, if in one round a player had 3 faith points

and in another round they had 4 faith points, then this does not mean that they have 7 faith points. They would have 4 points, since that is the new total of that round. The only exception is the trickster god who does add faith points cumulatively.

After calculating faith points, a fate card from the fate deck must be drawn. The first person to take a turn is the first person to draw a card from the fate deck. The order for drawing a fate card is also counter clockwise. The fate deck has an effect on everyone. The fate card comes into play in the following round. Remember that the trickster god is able to view the top card from the fate deck at the beginning of the round, and may also choose to move that card to the bottom of the deck.