

Space Gods

A Deck Building, Resource Management Game for 2-4 Players Designed by David Bagwell and Jennifer Wilde.

In the distant future we've learned to travel the vast expanse of Space. In doing so, we've also learned that Space is ruled by 4 Almighty Space Gods: Aneras, God of Air, Giya, God of Earth, Foitya, God of Fire, and Neyro, God of Water. Now, our goal is to please these Gods to by conquering the planets in their name. To do so we must have Faith, perform Sacrifices, make Donations and use our Production to sway Demigods, Mystics, Artisans and Scribes to our side.

Objective

Conquer Planets in the name of the Space Gods to earn Victory Points (VP). Be the Player with the most VP when the Game ends to win.

Components

- 4 Alignment Trackers
- 4 Starting Hero Decks of 16 Cards
- 4 Hero Decks (1 of each Element) of 13 Cards
- 4 Core Planet Cards
- 1 Planet Deck of 12 Cards
- 1 Secret Objectives Deck of 11 Cards
- 4 Kinds of Player Tokens
- 4 Kinds of God Tokens
- 4 Kinds of Resource Tokens

Setup

- Place the 4 Core Planet Cards where they're accessible.
- Shuffle the Planet Deck and reveal 6 cards, then set aside the rest.
- Separate each Hero Deck into 2 groups, 1 containing all the Cards of Power 2 and 3, and 1 containing all the Cards of Power 4 and 5. Shuffle each of these groups and then place the group containing the Cards of Power 2 and 3 on top of the group containing the Cards of Power 4 and 5. Then reveal the top Card of each deck to form the Shop.
- Provide each Player with a set of Player Tokens.
- Provide each Player with an Alignment Tracker, and use two Player Tokens to keep track of that Player's Alignment. Each Player's Alignment starts in the middle of both Alignment Tracks.
- Provide each Player with a Starting Hero Deck and shuffle them.

- Shuffle the Secret Objectives Deck and deal 1 Card to each Player, then set aside the rest.

Gameplay

Players go clockwise around the table taking Turns until the end of the Game.

On each Player's Turn they do the following Actions in order:

1. (Optional) Discard or Banish.
2. Draw Cards.
3. (Optional) Discard or Banish, if they haven't already done so this Turn.
4. Perform 1 of the following:
 - Collect Resources
 - Recruit a Hero
 - Conquer a Planet

Each of these Actions are described in more detail below.

Discarding

The Player may Discard any number of cards from their Hand into their Discard Pile. Discarding can only be performed once per Turn and cannot be performed on the same Turn as Banishing.

Banishing

The Player may remove any number of Cards from their Hand. These Cards are set aside and are no longer used in the Game. For each Card that is Banished, the Player updates their Alignment Tracker by shifting it 1 space away from the Element of the Banished Card. Banishing can only be performed once per Turn and cannot be performed on the same Turn as Discarding.

Drawing Cards

The Player Draws Cards from their Hero Deck until they have 5 Cards in their Hand. If a Player's Hero Deck is ever empty they flip over their Discard Pile and shuffle it to create a new Hero Deck.

Collecting Resources

The Player selects 1 of the 4 Core Planets and takes Resource Tokens equal to the Number and Types specified in the white box in the bottom left of the Card. For example, selecting Psietsy provides 2 Faith Tokens and 1 Sacrifice Token. They then also get Resource Tokens equal to the Number and Type specified in the gray box at the bottom of any Planet Cards they

have Conquered. For example, if the Player has also conquered Psietsy, they also get 1 more Faith Token.

Recruiting a Hero

If the Player is in alignment with a Hero in the Shop (their Alignment Tracker is currently shifted towards the Hero's Element) and can pay the Hero's Resource Cost, listed on the left or right side of the card, they can recruit that Hero. They return the Resource Tokens equal to the Cost to the Supply, then take the Hero and put it face down on the top of their Hero Deck.

Each Hero has a Type and Power Level, specified at the top of their Card, and an Element specified at the bottom which are used when Conquering Planets.

Conquering a Planet

A Planet can be conquered if it had not already been conquered, and the Player can Play Cards from their Hand that satisfy the Planet's Conquering Requirements, specified in the box at the top of the Card.

For example, Psietsy can be Conquered by Playing any number of Demigod Heroes such that their Power adds up to at least 5, any number of Mystic Heroes such that their Power adds up to at least 5, and any number of other Heroes such that the remaining Power adds up to at least 4.

After the Cards have been Played, place a God Token on the Planet for each God who had the most Heroes used to Conquer it. This signifies that the Planet was Conquered in the names of those Gods. The Player then updates their Alignment Tracker by shifting it 1 space towards the Elements of those Gods. If the Planet was Conquered for Gods of opposing Elements, the Track for those Elements remains unchanged.

The Player who Conquers a Planet places 1 of their Player Tokens on it to signify they were the one who Conquered it, and all Played Cards go into the Player's Discard Pile.

Artifacts

Some Hero Cards are not actually Heroes, but rather Artifacts, Artifacts do not have a Hero Type and can be counted towards any Hero Type for the purposes of Conquering a Planet.

End of the Game

The Game ends when all 4 Core Planets have been Conquered. Reveal each Player's Secret Objective Card and add up all their VP.

Players earn VP for the following:

- The number of VP specified in the Star of each Planet they conquered.

- The number of VP specified on their Secret Objective Card if it was satisfied.
- 3 VP if the Player is in Alignment with the Element of the God who had the most Planets Conquered for them.
- 5 VP for each Alignment Track that is 3 spaces away from the middle.

The player with the most VP wins.