

Faith! Wild Gods is a competitive strategy game where players take on the role of deities vying for supremacy. You will manipulate civilizations, forge alliances, launch holy wars, unleash divine interventions and accumulate Faith -the singular resource that fuels existence in both the mortal world and the realm of the Gods- in the struggle of total domination.

Core Mechanics

- Strategic resource management: Faith is both population and divine currency.
- Dynamic negotiation and alliance mechanics: Create Covenants, break them in Schisms.
- Intense military conflict & divine interventions: Battle armies or strike with plague and lightning.
- Open table design: Players can join or leave mid-game no restart required.

Game Specs

- Players: 2-8 (drop-in/drop-out friendly)
- Play Time: 3 hours
- Age: 16+
- Game Type: Competitive, Strategic, Negotiation-Driven
- · Complexity: Medium-High

Expansions & Platform

- Additional Belief Sets (Aztec, Egyptian, Norse, Hindu, etc.)
- Online Portal to design your own Belief and order matching chip sets
- Optional card-based Divine Powers expansion (in development)

Unique Features

- Modular belief system: Start with four core religions. Players can purchase new ones or create custom Belief Sets via a companion website.
- Dual-realm gameplay: Act in the mortal world and the divine realm
- Era-based evolution: Technology and society evolve every few turns, affecting movement, battle, and more.
- Multi-path victory: Win through domination, Rapture, or tactical conversion.

What's in the Box

- 1 Era Indicator Chip
- 2 Dice
- Rules Manual & Quick Reference Sheet
- 1 Game Board (Hexed Earth map + tracker areas)
- 5 Belief Chip Sets (each with: 85 Faith chips, 43 Military units, 5 Special Units, 2 Power Discs)
- 1 Infidel Chip Set (70 Faith, 20 Militia)
- 5 Fertile Green Hex markers, 10 Brown Destroyed or toxic Terrain

Designed by Christian Courbois. Contact me on courboisxian@gmail.com to participate in game development or to see the full rules.