

Faith - Wild Gods

A game of the Gods

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1. Game Components

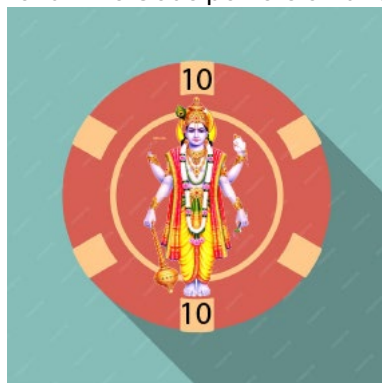
1. **Power Discs:** (2 pieces for each Belief): Markers for the Belief that the God controls, showing the symbol of that belief in its' unique colour. One is for placing on the table in front of the controlling player or in the initiative circle on the board, and the other on the board marking the level the Belief has attained. If religions are merged in a Covenant, the two beliefs Power Discs in front of the controlling player are stacked. If a player controls two Beliefs not in Covenant, the two Power Discs are placed side by side in front of the controlling player. The Power Disc has two sides, one is active and the other is in limbo. This is when the God is inactive and unable to do any actions (see the section on Direct Attacks between the Gods).



(a sample of a Power Disc)

These are 11,5-gram poker chip style discs ~ 3 cm diameter

2. **Era Indicator** (1 piece): This disc (with a symbol of a clock or father time) is placed on the board to mark the passing of Eras (cycles of play). The game starts on Era1 and is advanced at the end of each Cycle of actions (Era) at the end of the **Divine Power** phase (vi). The Era Indicator also shows when an **Evolution/Technology Event** occurs, as marked on the gameboard (On the 5, 10, 15, 20 and 25 eras)
This is a 11,5-gram poker chip style discs ~ 3 cm diameter
3. **Fertile Green Terrain** (5 pieces): hex counters showing the transformation from **Rough Terrain/Destroyed or normal hex** to Fertile/Green.
These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
4. **Rough Terrain/Destroyed/Brown** (10 pieces): hex counters showing the hex was transformed from any other terrain type to rough, by Pestilence or destruction due to war.
These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
5. **Fortifications** or temples (10 pieces) Of various architectural designs (more available in supplements)
These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
6. **Faith** (also called **Power or Population**): (85 pieces per Belief): These are the basic resource of all power in the game, Power Points and population. The counters - in 1, 3, 5, and 10 denominations (10's cannot be used on the board but can be held in a player's hand or in the bank). Each Belief has 50X1, 30X2, 20X3, 10X5, and 5X10. Faith are civilian BELIEVERS (or Population) when on the Game Board (World) and power when off the board – in the God's hand or in the Soul Bank (souls of the future and the past).
Faith can be moved from the board to your hand at anytime but can only be placed on the Game Board World in the Generation Turn of the Action Phase. Faith is the basic currency for all the Gods powers off and, on the World, (Game Board).



(example of a 10 denominated faith chip)

- These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
7. **Military units** (43 pieces per Belief): These pieces represent military strength. (10 X knights, 30 X militia) *
These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
 8. **Prophet** (1 per Belief) * 3–5-gram poker chip style disc ~ 1,5-2 cm diameter
 9. **Apostle** (4 per belief) * 3–5-gram poker chip style disc ~ 1,5-2 cm diameter
 10. **High Priest** (3 per Belief) * These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
 11. **Hero** (2 per Belief) These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
 12. **Infidels and Infidel militia** These are like the Faith chips but representing non-believing population on the world (gameboard) 90 counters (80X1 infidel chips) and 10 infidel militia chips. * These are 3–5-gram poker chip style discs ~ 1,5-2 cm diameter
 13. **Dice** One red standard six-sided die and one white standard six-sided die
 14. **The game board**

2. Introduction

Faith is existence, the lifeblood and power of even the Gods themselves. It exists in the hearts of lowly mortals living their meaningless lives on Earth and it exists in the bolts of lightning cast by the

Gods. This is a game of bargaining, trading, saving, and leveraging faith to become the one God of all the Gods.

Faith Wild Gods is a strategy game where each player assumes the role of a different God. The Gods derive power from believers in the form of Faith, each God acts, through its believers in the physical world, and in the realm of the Gods. The Gods live above the world grooming and cultivating believers, growing or dying with them. As time goes on and populations grow, trouble brews, soon the very Gods are attacking each other.

A game for 2-7+ players based on the domination of the one true God, the one who can reign over all others on the world and in the realms of the Gods. The basic game allows up to 4 players. Supplements in the form of disc/chip/counter sets are available for purchase. Players can come in and out of an existing game by starting a new belief after play has started. Gods can merge (Covenant) their beliefs and even control multiple other beliefs simultaneously.

The major Beliefs: *(imagine the cool art and symbols for each)*

- Philistines
- Israelites
- Zoroastrianists
- Amorites
- Aztec/Incan/Mayan
- Babylonian/Mesopotamian
- African/Native American/Druid
- Ancient Egyptian
- Ancient Greco-Roman - Zeus
- Nordic/Celtic/Germanic - Odin
- Confucianist/ Taoist/ Buddhist/Shinto
- Christian
- Islam
- Hindi

(4 counter-sets come with the game, additional sets can be ordered. A “design your own belief chip set portal” on the website is also available. The sets come with all the faith, military, special units and two new fortification hexes.)

There is one main playing piece in the game, these are the **Faith** representing population on the playing board (the physical world) and divine power in the God’s hands. They are the same counters, existing on the Board (World Map) and in each God’s hand, they will move in and out of play as the game goes on.

3. Set-Up

1. Each God decides the Belief she wants to represent, the God she wants to play. All Military, Special Units and Power Discs of the chosen Belief are placed in front of her. Faith chips remain in the Soul Bank.
2. 26 Infidel chips are placed on the Game Board (World) at random by rolling the 2 dice (using the red die to determine the first digit - and the white the second) and placing one Infidel Population chip on the indicated numbered Fertile Hex. For example: if a 3-3 is rolled one Infidel Faith Chip is placed in Spain on the Game Board). Hexes may contain multiple Infidel Population

chips up to the 3 maximum. If more than three are randomly determined in one hex, an Infidel Militia is placed there.

3. Each player selects her desired start Level (1-3).
4. The first initiative is assigned to the highest-level Belief, if two or more players are the same level, the youngest player among them. Her Power Disc is placed in the Initiative Circle on the Game Board and play starts as explained in **Part 5 - Game Start**.

4. Game Basics

a. Object of the Game

The objective of the game is to be the dominant religion on the board and in the realm of the Gods. This means having the most Population/Faith Power chips in hand and on the board (usually over 200) or being the last living God.

b. Phases/Cycles/Turns of Play

The game is set up in eras which repeat themselves through time, like the seasons, the years and the centuries.

Each Era is comprised of Phases and Turns as below:

- 1) **Reproduction Phase** - where your believers thrive, and their populations grow
- 2) **Negotiation phase** - where you plot, plan, threaten, and ally for domination
- 3) **Power Generation Phase** – where you earn your power from faith - to be used to generate more believers, to rain righteous fury on your enemies, or to be saved for later use
- 4) **Initiative Phase** – where you gamble to outwit the other Gods to gain advantage
- 5) **Individual Actions Phase** – where each god gets her turn at action on the world by conducting the following actions:
 - a) **Placement** – where you scatter new populations of your believers in the world
 - b) **Military Formation/Mobilization** – where your populations create military might to crush the infidels and believers of other faiths
 - c) **Conversion and slaughter**– where the Gods cause chaos in the populations of the world
 - d) **Movement and battle**– where the military might of your faith marches on the enemy and your populations move and expand
- 6) **Divine Power Phase** – and finally where the Gods get directly involved in the world through plagues, lightning bolt smites, and even directly challenge and attack another God.



c. The Map/Gameboard

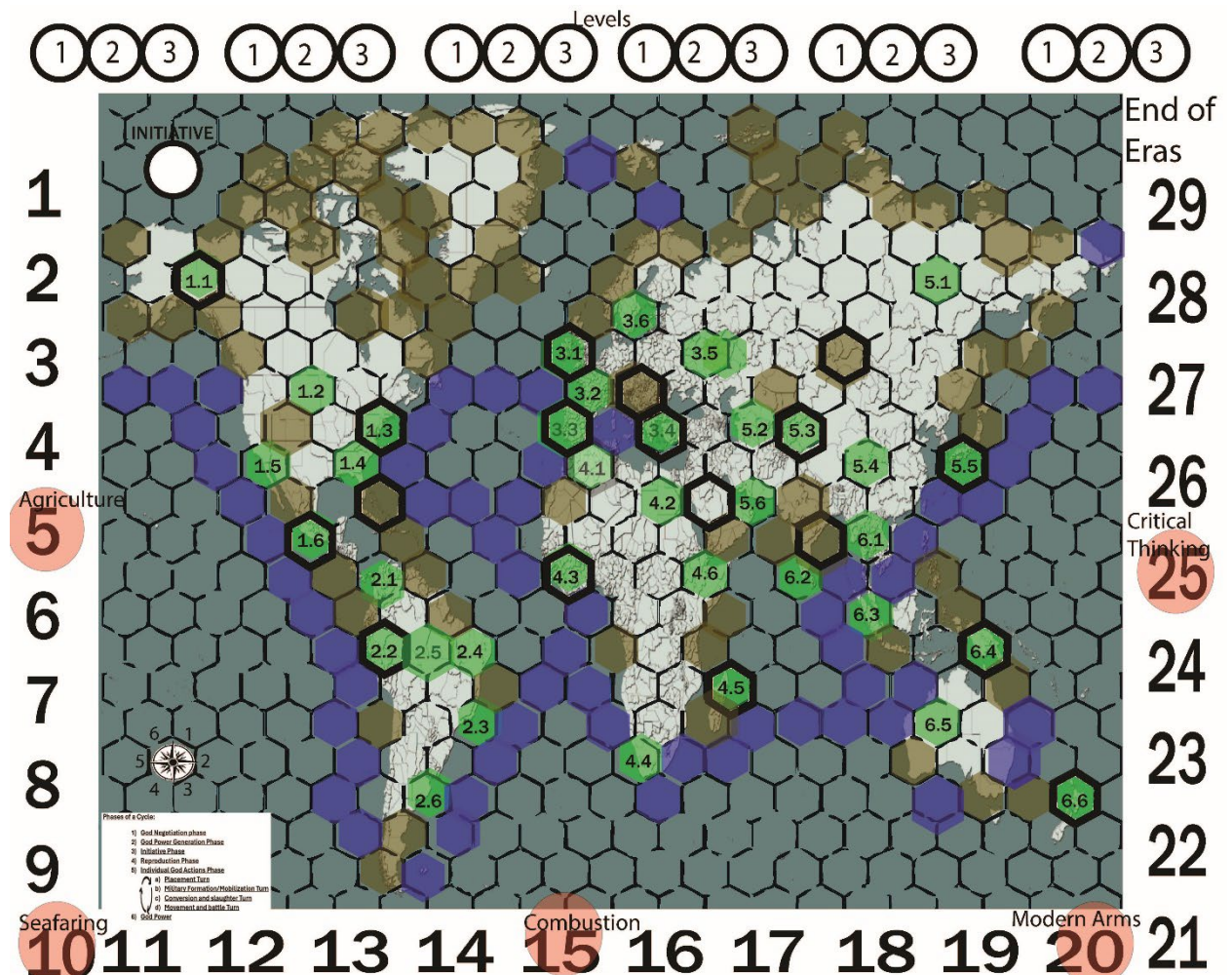
The game board represents the world where the Gods battle it out for domination, with 36 numbered Fertile green hexes, a mixture of standard and rough terrain, blue seaway hexes, and impassable sea hexes.

Level indicator - The game board has circle to place the player's Control Disc on its Level of Belief, from 1-3. Each of players places one of her Control Discs in the circle of the chosen Level. Over the progression of the game the player changes the level accordingly. **If more players are active keep track of their level on a piece of paper near the board.**

Initiative indicator - The game board has a circle to place the Control Disc of the winner of the Initiative Phase for each Cycle.

Era Indicator – The progression of eras is marked by numbers running along the edge of the map. The Era Indicator Disc is used to mark the stage of the game play and is moved up by one at the end of each completed Era up to the End of Eras in Phase 30.

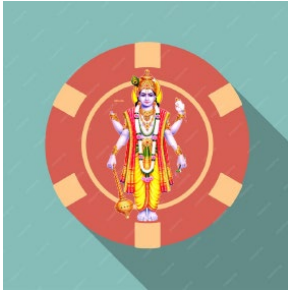
Random Movement Chart – to determine random retreat of Infidels by rolling a die



d. Faith

Faith can also be referred to as Power, Faith chips, Power Points or Population. These are the main commodity and fuel of the game.

These chips represent both the God's power in the realm of Gods and on the world (Game Board) as basic units of population of that belief. They can exist in one of three forms: In the Soul Bank (the inactive souls of past and future), in a God's "Hand" (Faith generated God Power), or on the World (Game Board) as population. Usually, they are referred to as power when off the Game Board (World) and as Population on the world (Game Board).



(example of a Faith Chip, working in the 1 denomination)

The same counters are used to count unspent God Power in the realm of the Gods (in your Hand) and to show population on the World (Game Board).

Faith chips can be held in hand from turn to turn. Gods do not have to disclose how many points or Faith they hold in their “Hand.”

These counters are in 1, 2, 3, 5 and 10 denominations (10's obviously cannot be used on the board but only as Believer points in “the Hand” or the bank).



Faith chips have two sides representing Working (or Pacified) and Unrest.

The two sides are in effect only while on the Game Board and have no meaning when they are God Power Points in a player's “hand” or in the soul bank.

(example of a Faith chip in Unrest, reverse side)

Faith in Hand: Faith chips a player possesses, but not on the world or Game Board or in the Soul Bank. This amount can be held in secret and can be spent or traded with other players for favors or to buy other units, initiative, or so forth. A player can hold the faith chips of another belief in her hand. A God can use other players Faith in his or her hand to pay for actions in the Divine Power Phase. Holding another players Faith in hand also can be used as a tactic to prevent another player from winning. Faith in player's hand can be traded freely with other players but cannot be exchanged for faith chip of another belief via the Soul Bank.

TIP: Faith can be exchanged, traded, sold, lent, borrowed between player's hands at any time. Faith chips of one belief may become more valuable to some players. You can keep other player's Faith chips in your hand. You can also loan faith at an interest rate or for specific favours.

On the Game Board (World) Faith (Population) can move during **Movement and Battle Turn** of the **Action Phase**. They can move 2 hexes if in working state and 1 if in unrest. The movement allowances double after the 15th Era due to Technological development.

Faith (Population) can also affect battles but only if they are 3 or more in working state stacked in the hex being attacked or in an attacking hex. For every 3 working (pacified) civilian chips one Battle Strength point is added to the military strength (Battle Strength) in either defence or offense.

Faith chips are awarded at the beginning of the game and each following Era in the **Power Up** phase.

e. Units

1. Military Units

There are 4 kinds of Military Units: Militia, Knight, Fortification and Hero (also considered a Special Unit).

These chips are created/bought by the Gods during the **Mobilization** turn of the Action Phase in each Era. These are purchased by trading Population (Faith) in a green/fertile hex, at the following rate:

- 2 faith can be converted to one Militia
- 3 faith chips can be converted to one Knight
- 4 faith + 1 Militia chip can be converted to one fortification or Hero/General*

All the Faith used in the trade must be in the green/Fertile Hex where the new Military Unit will be created. All Faith used in the trade are re-deposited into the Soul Bank, spent. The new Military Unit is placed in the green/Fertile Hex of the trade.

Military counters have two sides representing Ready and Broken. Ready means the units are in full strength and ready to fight and move. Broken is a weakened, low strength or lost in morale with the limited Battle strength and movement allowance.

Value of Military Units (Ready / Broken)

Knight: battle strength 2/1 - movement 2/1

Militia: battle strength 1/0 - movement 1/1

Fortification: battle strength 4/2 - movement 0/0

Hero: battle Strength 4/cannot be broken - movement 2/cannot be broken

Battle strength is amount of points a unit can provide for an attack or defence. So, an unbroken Calvary unit adds 2 points to an attack or defence, while a broken one only adds 1.

Movement is the number of hexes a unit can travel in one **Movement and battle** turn. Note that its movement is also affected by being broken. A fortification can never move.

The Hero Unit is also considered a Special Unit. More is explained about these units in the **Special Units** section.

2. Special Units

High Priests: *Battle strength 3/cannot be broken, movement 2/cannot be broken* – a high priest un-breaks any of its own military units in any hex she passes through or is in and pacifies all its own population (Faith) chips in any hex she passes through or is in. The counters should be turned over in real time as it happens. High Priests are created during the **Divine Power Phase** at a cost of 10 Faith.

A High Priest may also be used to convert 1 faith (population) to its own belief in the hex where it is present in the **Conversion and Slaughter** phase.

Prophet: *Battle Strength 5/cannot be broken, movement 3/cannot be broken* – a prophet un-breaks any of its own military unit in any hex she passes through or is in and pacifies all its own population (faith) chips in any hex she passes through or is in (just like the High Priests). The counters should be turned over in real time as it happens.

A Prophet may also be used to convert any faith or unit (including special units EXCEPT PROPHETS) to its own belief in the hex where it is present in the **Conversion and Slaughter** phase.

The Prophet is created during the **Divine Power Phase (Action in the Divine world)** at a cost of 20 Faith.

Martyrdom: If a prophet is killed by military action or an attack by a God, all population (faith) and Military Units (knights, militia, heroes, fortification), and Apostles (all chips except Prophets) **in that hex and adjacent hexes** are immediately converted to the belief of the dead prophet.

TIP: Sometimes it might be profitable to kill your own Prophet.

Hero/Generals: *Battle Strength 4/cannot be broken, movement 2/cannot be broken* – a Hero un-breaks any of its own military unit in any hex she passes through or is in and pacifies all its own

population (faith) chips in any hex she passes through or is in. The counters should be turned over in real time as it happens.

A Hero may also be used to convert any one faith population chip, Knight or Militia from another belief to its own belief in the hex where it is present in the **Conversion and Slaughter** phase.

No two Heros can occupy the same hex at any time. If two Heros are in the same hex in the Divine Power Phase of an Era one must die. If the Heros are two of one Belief, the controlling God decides which is removed. If two heroes of different Beliefs are in the same hex at the end of the Era, the controlling Gods can negotiate which dies. If they cannot agree they roll a dice each. Any other God can wager, secretly under his/her palm from his or her hand to add to the amount rolled (all wagered Faith go to the soul bank after). The highest die roll+points placed by other players wins and survives the other is removed from the board.

A Hero is created during the Mobilization Phase at a cost of 4 Faith Population + 1 Militia

Apostle: *Battle Strength 1*/0 movement 5/1* – An Apostle (think also as a spy/missionary/diplomat) may be used to convert any one faith population chip, Knight or Militia from another belief to its own belief in the hex where it is present in the **Conversion and Slaughter** phase.

***Assassinations:** An apostle may also assassinate any unit (Military or special) in the hex where it is in the Movement and Battle Turn of the Action Phase. “Any Unit” includes those of the same faith. A single die is rolled by the God conducting the Assassination and it is successful on any result except for a 1. If a 1 is rolled the Apostle is removed from the game but the victim remains unaffected. On a roll of 2-6 the target of the assassination and the Apostle are both destroyed and removed from the board.

TIP: An Apostle and a Prophet moving together are a travelling nuclear bomb, if the Apostle assassinates the Prophet in the right place.

To create an Apostle: 1 faith (population) can be converted for one Apostle during the Mobilization Phase

Fortifications *Battle strength 4/2 movement 0/0* – These permanently stay where they are built and protect any player who is attacked in the hex where they are built.

Fortifications are created during the Mobilization Phase at a cost of 4 Faith Population +1 Militia

f. Evolution/Technology Development

Evolution/Technology indicates natural human improvements that happen as time progresses without the influence of the Gods.

The number of Era already played is kept track of on the Game Board by moving the Era Indicator chip. Every 5 Cycles special technological improvement happens as that affects the game:

- Agriculture/Farming- On the 5th era - The maximum faith (population) value in any given hex increases from a maximum of 3 to a maximum of 5, for all Beliefs of level 2 or 3. Note that Beliefs in Level 1 still are restricted to a maximum of 3 population (Faith) per hex.
- Maritime Technology - On the 10th era - Any Belief that is level two or three may use the light blue seaway hexes for movement. Dark blue sea hexes can never be used for movement.
- Transport (Combustion) - After the 15th Era all movement power doubles for all units belonging to a God of level 2 or 3,
- Modern Arms - After the 20th Era all military offensive strength doubles for level 2 or 3 military units – Note: This applies to offensive, not defensive points.

- Renaissance/Critical Thinking – On the 25th Era and at every Era after, all level one players lose all faith on the board, they are all changed to infidels. Players of level two roll a die, if a 1 or 2 is rolled they lose all faith on the board, they are all changed to infidels. And for all players on level 3, if a 1 is rolled the God loses all faith on the board, they are all changed to infidels.

g. OTHER BASICS

Populations limits: Any hex can contain a maximum of 3 value population (faith) for the first 5 Eras, this increases up to 5 after the introduction of Agriculture as outlined in the explanation of **Evolution/Technology** Phase. Special Units and military units do not count toward population limits and can move through hexes even if occupied by other populations and or units/special units (if they do not choose to do battle).

Mixed hexes - A hex may contain population faith/special/ or military units of different beliefs and units may move through hexes occupied by other Belief's units or population (faith).

Natural reproduction of population (faith) occurs in the Reproduction Phase - Each 2 stacked working (not in unrest) faith will generate one new one from the bank. **Covenants can use the population of both the beliefs to create new populations of either. Populations of different beliefs cannot create new population even if they are controlled by the same God (not in Covenant).**

Reproduction and Mobilization (creation of Military units and Apostles) can only occur in a green fertile hex. Both can occur in a green hex created by placement of a green hex counter by a God creating **Abundance** (see **Divine Power Phase**).

Natural Pacification – Populations (Faith chips on the Game Board World) are automatically pacified (turned on to the pacified side) in the Reproduction Phase if an unbroken military unit of the same faith is in the same hex or if two or more pacified population (faith) chips are in the same hex.

Faith chips can be held from turn to turn. Gods do not have to disclose how many points remain in their “hand”.

No unit, special unit or Faith (Population) may move into a Seaway Hex (light blue) until after the 10th era technology of Maritime is attained. After the 10th Era units of a level of 2 or 3 may use the blue Seaway hexes for movement.

A God may take Faith (population) from the Game Board (World) into his/her hand at ANY time, when needed.

Players may control two beliefs at once in two ways: As Covenant (the Power Discs are stacked and the two beliefs act as one) or as two separate beliefs, where the act as two, each playing their own Phase and turns, but controlled by one player.

Two players can control one belief, or two beliefs together, either in a Covenant or not.

*The parts marked in **GREEN** are Advanced Rules*

5. Game Start – First Era

The first Era starts late in the regular play cycle, skipping Phases 1-4, starting in Phase 5 after this Game Start process outlined here. All other Eras start in Phase 1.

Each player receives the appropriate amount of Faith chips from the soul bank according to the starting level chosen in the Set-Up (Section 3):

Level one = start with 10 Faith to the Player's Hand

Level two = start with 5 Faith to the Player's Hand

Level 3 = start with 3 Faith to the Player's Hand

These amounts are taken from the soul bank and given to each God (Player).

So, with the Era indicator Disc on the Era 1 indication circle on the Game Board, the player with Initiative (as determined in Set-Up) starts with **Phase 5 -Action Phase**. Play continues to the next player clockwise. After finishing Era 1 play begins with Phase 1 on Era 2. (i.e. in Era 1 play starts on phase 5, phases 1-4 being skipped and Initiative being determined as in the Set-Up section 3).

6. Gamplay (in detail)

a. The Cycle of an Era

i. Phase 1 Natural Pacification and Reproduction Phase

Inifidel Reproduction: 5 new infidels are added to the world every new Era at random fertile (green) hex as determined by a dice roll as in **Set-Up (Section 3)**. **If an Inifidel population centre is at maximum 3 or 5, then an infidel militia unit is produced in that hex.** *Natural Pacification – All infidel Populations (Faith chips on the Game Board World) are automatically pacified (turned on to the pacified side) in the Reproduction Phase.*

If a player has Jihad from the previous **Divine Power Phase**, the player who has the **Jihad** can place the 5 new infidels where he/she wants.

Individual Belief Reproduction: Each God, in order according to the Initiative from last era, checks his civilian hexes to see if any population counters should revert from unrest to pacified due to natural pacification. (Natural Pacification – Populations (Faith chips on the Game Board World) are automatically pacified (turned on to the pacified side) in the Reproduction Phase if an unbroken military unit of the same faith is in the same hex or if two or more pacified population (faith) chips of the same faith are in the same hex. The affected population chips are flipped to pacified state.)

The God then checks if reproduction can occur and places the new population counters from the bank.

Each 2 stacked working (not in state of unrest) faith (population) will generate one new one from the bank. Newly formed Natural Reproduction Population (Faith) always starts in a state of **Unrest**. Example: 5 working population (faith) in one hex will naturally create 2 new Population (Faith). As the hex is at its maximum population limit the newly formed Faith can be placed in an adjacent hex (as decided by the controlling God), the green fertile hex creating the new population must be full in order to place new ones on an adjacent hex. **Covenants can use the population of both the beliefs to create new populations of either.** Populations of different beliefs cannot create new population even if they are controlled by the same God (not in Covenant).

Reproduction can only occur in a green fertile hex.

Each God then takes a turn in clockwise order starting from the Initiative holder. Except for a God in **Limbo**.

ii. Phase 2 Negotiation Phase

Players can leave the room to discuss options and refresh. Remember that Gods are all powerful so do not be shy. You can exchange Faith with other Gods, trade things, buy and sell initiative or

military, Special units etc. Be creative! This is also when a God, or the Gods) may make rules or laws. Or they may declare red lines or ultimatums.

TIP: This is a game of negotiation, deals, alliances, and betrayals. Be sure to use this Phase to discuss and plot your way to winning.

The Evolution/Technology Event is announced and explained if it is the 5th, 10th, 15th or 20th or 25th Cycle.

- Agriculture/Farming- On the 5th era - The maximum faith (population) value in any given hex increases from a maximum of 3 to a maximum of 5, for all Beliefs of level 2 or 3. Note that Beliefs in Level 1 still are restricted to a maximum of 3 population (Faith) per hex.
- Maritime Technology - On the 10th era - Any Belief that is level two or three may use the light blue seaway hexes for movement. Dark blue sea hexes can never be used for movement.
- Transport (Combustion) - After the 15th Era all movement power doubles for all units of level 2 or 3,
- Modern Arms - After the 20th Era all military offensive strength doubles for level 2 or 3 military units – Note: This applies to offensive, not defensive points.
- Renaissance/Critical Thinking – On the 25th Era and at every Era after, all level one players lose all faith on the board, they are all changed to infidels. Players of level two roll a die, if a 1 or 2 is rolled they lose all faith on the board, they are all changed to infidels. And for all players on level 3, if a 1 is rolled the God loses all faith on the board, they are all changed to infidels.

The Negotiation Phase is also the time to announce **Covenants, Schisms** of existing covenants and foundation of **New Beliefs** or **Raptures**. This is the time that a player can quit (**Rapture**) or sell/give her belief to another player (**Proselytize**), a new player can join in the game, a player can start a new belief to play in tandem with her original belief, can merge two beliefs she controls (Covenant) or break them apart (Schism).

Players may control two beliefs at once in two ways: As Covenant (the Power Discs are stacked and the two beliefs act as one) or as two separate beliefs where they act as two, each playing their own Phase and turns, but controlled by one player.

Second beliefs can be sold or given to other players, new or existing.

Rapture - A player may choose to abandon her position. All the Belief's faith are added to his/her hand. All Special Units and military units are removed from the board (Fortifications remain). The Power Disc is removed from play. If the player has more than 200 Faith points in her hand, she wins. If not the game proceeds without her. She may come back in as a new player, as below.

Starting a new Belief (new player) – A new player can join in and starts as per rules for starting the game for a new player. The new Belief comes in as a separate Belief controlled by the new player. This can happen in any Era in the Negotiation Phase.

Starting a new Belief (a second one for an existing player) – An existing player can start a new belief controlled by her and will play as if it was sitting to his/her right (if you have the chip extra set, if not please order now). The cost of adding a new belief is 40 faith points and is done in the Negotiation Phase. The two Power Discs are placed side by side in front of the controlling player and he/she plays them one after another according to his/her decision of the order.

Proselytizing a Belief- A player may choose to give his belief to another player. She can give or sell the belief and its entire position (all faith, population, units and special units on the Game Board go to the player accepting the merger). The player accepting the second belief must pay 50 faith to the

Soul bank. The player selling or giving the belief may (after accepting payment for the belief) keep all faith chips in his/her hand and come in again as a new player (as per set-up in the rules).

TIP: Another tactic for a quick win is 2 allied players have one **Proselytize** their belief to another and then merge them in a **Covenant**.

Players can also change the status of the two beliefs controlled by them in this Phase:

Covenant – Merging two beliefs, this costs the God making it 20 Faith paid to the Soul Bank, from the board and/or hand. All special/military units and faith (population) and faith in “hand” act as if they are one belief until the Belief is split. The two Power Discs are placed in front of the player stacked. The two beliefs are considered the level of the lowest merged. The Power Discs are stacked on the Level Indicator on the Game Board.

TIP: Merging two religions in a Covenant is a good way to win the game by reaching the 200 Faith in hand and on the Game Board (World).

Schism! Breaking up a Covenant- The God who controls the two beliefs in a covenant can separate the two by unstacking them. This costs 5 Faith. The Power discs are now placed side by side in front of the player. Each belief is played separately by the one player, one after the other.

For a God controlling two beliefs the two Power Discs are placed in front of the player unstacked.

So, players can have two beliefs at the same time (either combined in a Covenant or separately, and new players can join in after the game has started or leave the game in one of two ways.

EXAMPLE: A player can Proselytize his/her religion to another player and/or abandon it in a Rapture and come back into the game as a new player joining the game as described in **Starting a new Belief (new player)**. As in start-up she simply chooses which level to join in and is awarded Power/Population as per the START-UP(Set-Up) section (Level one = 10 Faith, Level two = 5 Faith, Level 3 = 3 Faith). She also has the Faith points kept in her hand from the **Proselytizing** or having a Rapture.

EXAMPLE: A player playing two beliefs can sell one to another player as **Proselytizing** a Belief above. The player taking over the religion pays 50 Faith chips to the Soul Bank and how ever much the payment was agreed upon to the God selling the belief.

NOTE: Covenants and Schisms can be used as tactics to win the game.

iii. Phase 3 Power-Up (Power Generation) Phase

Every Era, in this phase, each God, in order of Initiative, takes a turn to generate new Faith that goes into his/her hand. Faith received from the Soul Bank to the player's hand are computed as follows:

Level 1 Receives one faith + 3 for every Faith (population) chip flipped to Unrest on the board

Level 2 Receives two + 2 for every Population (Faith) chip flipped to Unrest on the board

Level 3 Receives three + 1 for every Population (Faith) chip flipped to Unrest on the board

By flipping population units, it means the player can flip any Pacified Faith (population) chip on the world (Game board) to Unrest and receive one new Faith from the soul bank.

Note that if a special unit is in the hex of the flipped Population (Faith), it reverts to pacified immediately after the God collects her new Faith, so in effect costs nothing.

After receiving new faith from the Soul Bank, the player goes back and checks Population (Faith) that can be turned back over into a state of Working due to the presence of a Special Unit.

TIP: Keep a special unit (Prophet, High Priest, or Hero) that automatically pacifies population in a green hex with maximum population to generate new faith for free. The player flips them to generate a new Faith Chip and flips them back over after.

iv. Phase 4 Initiative Phase

Gods bid for the order of action. The bidding process is conducted to determine who moves first in the remaining Phases of the Era (and the beginning of the following Era) until the next Initiative Phase.

Bidding begins with the last turns initiative winner. This God gambles a chosen value of faith, from his/her hand and/or the board (population), he/she wishes to bid by placing the stack in front of him on his Power disc.

The next player, going around clockwise, does the same either matching, dropping out(pass), or matching and raising. Think poker.

If all match, the starting player must either raise or drop out. Then the bidding continues.

The last player in, then gains the initiative and places his/her Power Disc in the Initiative indicator on the board.

All bid amounts ARE SPENT at the end of the bidding process and placed in the soul bank.

If there is somehow an unresolvable bidding process the initiative is resolved in the following order (inclusive):

A: The lowest level religion gets initiative

B: The youngest player gets initiative

The winning God's power disc is placed in the initiative holder place, and she goes first following players clockwise.

If in Renaissance (after cycle 25) all level one players lose all faith on the board, they are all changed to infidels. Players of level two roll a dice and if a 1 or 2 is rolled they lose all faith on the board, they are all changed to infidels. And if level 3 if a 1 is rolled they lose all faith on the board, they are all changed to infidels.

V. Phase 5 Action Phase

1) Generation/Placement – The God can place any amount of faith from his hand on the board on any hex, up to the maximum allowed (3 or 5). She can place as many as she wants from her hand on the board/map or keep as many in her hand as she wants. This is the only time Gods can place Faith directly on the world as population. If the player has faith chip of another player in his/her hand, she may also place those on the board as well. These may be placed on any hexes occupied by other belief population and or units/special units up to the maximum population limit.

TIP: If you have another player's faith in your hand, make them pay to put population on the Game Board (World).

After the player with the initiative for the Era finishes all her Generation, the next player clockwise repeats the action until the last player, then the player with initiative starts the Mobilization turn as below.

2) Mobilization/ Military Formation/ –

Each player takes a turn to create military units in order of initiative clockwise.

Creation of military can only occur in a green/fertile hex.

Working civilian population (Faith) chips can be exchanged for military units at the following rates of exchange:

- 1 faith can be converted to one Apostle
- 2 faith can be converted to one Militia
- 3 faith can be converted to one Knight
- 4 faith + 1 Militia chip can be converted to one fortification or Hero

*Note: Faith (population) in a state of unrest cannot be used to exchange for mobilized units.

All exchanged Population (Faith) are deposited in the Soul Bank (spent).

Then we move to the next turn, starting with the player holding initiative for the era and proceeding clockwise.

3) Conversion and slaughter/Pogrom

Military and Faith (Population) may destroy Population (faith) chips of another belief in the same hex. This is called slaughter and can be provoked by a God in this turn.

During the phase each God, by turn according to initiative, decides if he wants to convert or slaughter in hexes in which there are Faith (population) of another belief. It is not obligatory.

Military Slaughter

Any military unit in a hex can slaughter one population Faith in the same hex. Each military unit can do this once per Era in the **Conversion and Slaughter** phase. All faith (population) in the hex immediately goes into unrest even those of the belief that ordered the slaughter. The victim of the slaughter is removed from the game and deposited in the Soul Bank (spent).

Civilian Slaughter/Pogrom

A god may also order civilian population (faith) to slaughter **civilian faith, prophet or apostle** of another belief in the same hex. 3 stacked **pacified/working** faith of the same religion can slaughter any one other faith chip, prophet or apostle in the same hex. They can do this once per Era in the **Conversion and Slaughter** phase. All Faith chips in the hex immediately go into unrest even those of the belief that ordered the slaughter. The victim Faith (population) chip, Apostle or Prophet is removed from the Game Board (World).

TIP: Do not start aggressively slaughtering and converting other beliefs too quickly or you will cause general war and mayhem

Conversions

The God may also choose to perform conversions:

- A Prophet can convert any one military or special unit (EXCEPT another Prophet) or population (faith) chip in the same hex from another belief to her own,

- A High Priest or a Hero can convert one enemy population (faith), Knight, or Militia in the same hex to his own belief,
- An Apostle can convert any one population, Knight or Militia in the same hex from another belief to her own.

The converted population must be in the same hex as the special unit. Each special unit can do this once per Era in the **Conversion and Slaughter** phase.

4. Movement and battle

The time when great armies march against enemy believers and population migrates to new lands.

If a player controls the Infidels through **Jihad** from the previous **Divine Power Phase**, he/she moves and performs battles for the infidels first. Then, or if no one has Jihad, the player with Initiative starts movement and battle first, followed clockwise by each player and movement rules.

Stages of the Movement and Battle Phase:

1. Movement of units.

The God takes his turn at moving all units he or she wants to on the Game Board world. Every type of unit moves according to its movement allocation indicated. Any unit can move up to the maximum movement limit in Game Board hexes.

Tip: Start with one side of the board to keep track of which units have moved, and which are yet to be moved). Remember to stop your units in attack position.

Movement Allowances:

Population (faith chip): movement 2/1 (Pacified/Unrest)

Knight: movement 2/1 (Ready/Broken)

Militia: movement 1/1 (Ready/Broken)

Fortification: movement 0/0

Hero: movement 2/cannot be broken

Prophet: movement 3/cannot be broken

High Priest: movement 1/cannot be broken

Apostle: movement 5/1 (Ready/Broken)

NOTE: ALL MOVEMENT ALLOWANCES DOUBLE AFTER THE DISCOVERY OF COMNUSTION IN THE 15TH ERA

Some hexes affect movement as follows:

- A Faith population cannot move into or through a hex already holding the maximum population (3 or 5)
- All Units and Faith (population) entering a Brown, Natural Defensive Position, or Fortress (terrain) hex must stop, regardless of remaining movement allowance.
- Units and Faith (population) moving into a hex to conduct battle may not continue movement after the battle
- Units and Faith (population) can pass through populated hexes regardless of which belief the population, unless restricted by terrain or maximum population limits.

Units or Faith (population) do not have to move their maximum movement allocation.

Make sure to consider that a Profit, Hero or a Highpriest passing through a hex with a broken military unit makes them unbroken (ready).

Make sure to consider that a Profit, Hero or Highpriest passing through a hex with a civilian unit in state of unrest pacifies them

All movement must be concluded before Battle Resolution begins.

Once all units are moved the player announces that he/she is done moving and continue to next stage, Battle.

2. Battle

TIP: Do not start aggressively attacking other beliefs too quickly or you will cause general war and mayhem.

After moving the player addresses each battle he or she wishes to engage in one by one.

First the player decides to use an Apostle for an **Assassination**, if she chooses. (See Below and in the explanation for Special Units).

The player making the attack chooses the first battle to be fought and shows the hex and belief to be attacked. The attacker then counts his/her Battle Strength. Remember that **you attack all the units and population (faith) in the hex, except your own**. You can use attack force of all your units in the attacked hex and/or adjacent. You do not have to use all. But you must announce all the units attacking and count all their strength together. Three stacked civilian population chips (faith) of the same belief add one point to the Battle Strength number. Any different belief units in the attacked hex may also declare their strength points to the defender OR the attacker OR they may stand aside. The total Battle Strength of the attacker is declared.

Then the defender's Battle strength is computed. But only those units and population in the attacked hex can be used.

The following point are used to compute Battle Strength:

Knight: strength 2/1(defence only) (Ready / Broken)

Militia: strength 1/1(defence only) (Ready / Broken)

Fortification strength 4/2 (defence only) (Ready / Broken)

General or Hero: Strength 4/cannot be broken– a general/Hero un-breaks any military unit in his hex

Prophet: strength 5/cannot be broken

High Priest: strength 3/cannot be broken

Apostle: Has the power for Assassination during the Battle Turn (see below)

For every 3 working (pacified or in unrest) Civilian Units/Population of the attacked belief - one strength point is added to the military strength (defence or offense) if they are in the hex being attacked (defenders) or in the hex from where an attack is being made (attackers).

Any military unit of any other Belief may decide to participate, and on which side, to lend her Battle Strength of units present on the attacked hex, or she can abstain from the fight.

Civilian, Military, Natural Defensive Positions and Fortress contribution to Battle Strength

A hex with thick borders (Natural Defensive Position) or a fortress construction gains the additional 4 points for defence only – this is cumulative so a fortress on a Natural Defensive Position will add 8 pts to the defender's roll.

Armies of God

All the Battle Strength points are added up for each side and are announced. Each participant (Attacker & Defender) then can take an undisclosed amount of the God Power Faith from their "Hand" and place it under their other palm placed flat on the table in front of them. This is the Gods tipping the scales by sending Armies of God to the battle.

The Defender(s) do the same.

Attacker Roll: The attacker rolls the die and adds the total Battle Strength of attack to the number rolled and displays the Armies of God counters hidden beneath her palm adding this to the total.

Defender roll: The defender rolls the die and adds the total Battle Strength of defence to the number rolled and displays the Armies of God counters hidden beneath her (their) palm(s), adding this to the total.

Battle Resolution

The attacker rolls the red die and exposes the number of points she added through armies of God hidden under her hand. The total is computed and announced.

The defender then does the same also exposing her hidden Armies of God and adding up the total plus the roll of the whit die.

-If attacker's Battle Strength + die roll amount + Armies of God is double or more the defenders = ALL DEFENDERS in the attacked hex are eliminated – faith chips (population), special units and military units. All return to the Soul Bank. The fertile hex is destroyed, and a Brown Rough Terrain chip is placed on it.

Any amount of the attacking units (Military or Special) that are involved in the attack can move into the taken hex.

-If attacker's Battle Strength + die roll amount + Armies of God is more than the defenders ALL DEFENDERS in the attacked hex are broken or flipped to unrest or broken (except for those special units that cannot be broken) AND must move one hex in any direction (chosen by the unit/faith owner) – the force may be split (Infidel units move randomly according to a die roll and the random movement chart on the Game Board). Even units or population (faith) of a belief that did not participate in the defence must retreat.

All attacking Special and Military units that are involved in the attack may move into the taken hex.

-If the Attacker's Battle Strength + die roll amount + Armies of God is less than half the defenders ALL ATTACKERS are eliminated. All return to the Soul Bank.

-If attacker's Battle Strength + die roll amount + Armies of God roll is less than the defenders ALL ATTACKING units and faith are turned over to broken AND remain where they attacked from.

In all Battles ALL civilian units in a hex or an adjacent hex where a battle is taking place are flipped to state of Unrest, unless a special unit affects them.

Attacking Infidel only controlled hexes – This is done in the same manner as an attack on another player. All infidel unit's defence strength in the attacked hex is counted. Armies of God of any other player can be added to the defence strength. The player to the right of the attacking player rolls the die for the infidels. In the case that a player has a Jihad he/she controls and rolls for the Infidels.

Assassination

Apostles may also commit assassinations in this phase. They choose any special unit chip in the hex where they are as a target (Hero, High Priest, Apostle or fortification), both the attacking Apostle and the target are removed from the game. An apostle that already was used for a Conversion cannot be used for an assassination in the same Era. A single die is rolled by the God conducting the Assassination and it is successful on any result except for a 1. If a 1 is rolled the Apostle is removed from the game but the victim remains unaffected.

TIP: Use the assassination before the battle to weaken the defence.

The player then addresses the next place of attack, repeating the process for each attack

After the last attack the player announces her turn over and the next player starts with Movement Turn of the Action Phase.

vi. **Phase 6 Divine Power Phase (Action in the Divine world) Divine Intervention (Intervention/ Miracles, and Direct Attacks)**

On the final phase of an era each God can choose **ONE** of the following **Interventions/Miracles** (per Era) in phase 5. (NOTE: This could also be done with cards, that would allow for interesting expansions with new Divine Powers)

These are the direct powers the Gods manifest from the heavens on the world or on each other.

- **Direct Attack** on another God (see below) variable cost
- **Renaissance** - Level Up, cost 20 Faith – The God moves his level indicator up one
- **Lightning Bolt/Smite**- cost 5 Faith: destroy any one civilian faith (population), military, or special unit on a roll of anything except 1 on a die. If a 1 is rolled, the points are still banked, and the attacked unit remains on the board. Fortifications and Heros hate lightning.
- **Plague**- cost 20 Faith: destroys all counters in one hex and the hex is marked with a brown rough terrain counter if it is not brown already.
- **Miracle** - Create a Prophet for a cost of 20 Faith (placed anywhere on board)
- **Calling** - Create a High Priest, cost 10 Faith (placed anywhere on board)
- **Pestilence** - cost 10 Faith - stops reproduction or mobilization in any hex (turns the hex from a green hex to a brown hex by placing a brown rough terrain counter on the hex). All faith (population) go into state of unrest and all military units are turned over to broken.
- **Abundance** - To Make Fertile/Remove Pestilence at cost of 15 Faith - starts reproduction or mobilization in any hex (turns it from a brown or normal hex to a green by placing a green marker or removing a brown on the hex). All faith (population) goes into state of pacified and all military units are turned over to ready state.

- **Apotheosis** - Take away any other Gods faith or population (Faith chips on the board) anywhere on the board at a cost of 3/1 (all chips are consumed and banked)
- **Divine Judgement** - (see below) variable cost – Calling a conference of the Gods to punish those who misbehave
- **Jihad** – A player can take control of the Infidels for the entire next Era. The God declares a Jihad and places 10 Faith in front of him/her on her Power Disc. Every other God then can bid and wager to try to win the attempt (as in the rules for Initiative). The winner places one Infidel Militia chip from the Soul Bank on his/her Power Disc in front of her. Over the entire next Era, he/she controls the Infidels and moves the infidel population and militia as wanted. Movement and attacks are performed first, before the first player in the Action Phase.

All these powers can be paid for by Faith from the player's hand and/or removed from the Game Board (World). A Player holding Faith of another Belief CAN use these Faith chips to pay for any of these Action EXCEPT for attacking or defending a direct attack on another God (see below).

TIP: Always use an action in this Phase, if you lack the resources (faith) or see nothing beneficial to you, you can always sell or give a Direct God action as a favour to another player. You can **Smite** someone at the request of another God, in exchange for a future favour or payment.

TIP: Creating a fertile hex using the **Abundance** God Power in a remote (even a Seaway) hex may be a good tactic. Then use that location to build strength unmolested.

Direct attack on another God

The attacking God challenges her opponent to mortal divine combat. The cost to the challenger is an immediate loss of one level (move the Power Disc of the attacking God down one and keep at one, if at one). The attacking God voices the challenge and wagers a chosen secret amount of Faith under her palm face down on the table in front of her. The attacking God may NOT use the Faith points of the God being attacked.

The defending God puts the amount of Faith she wants to use to defend herself under her palm face down in front of her on the table. The Faith of the attacking God cannot be used to defend,

Any other God can add faith to either side, publicly – tilting the scales by putting her faith next to the hand she supports.

The attacking God rolls one die and adds the amount wagered to his number, from himself and his allies. The defender rolls two dice, also adding the amount of faith wagered on her behalf.

If the attacker is twice or more the defender's = the defender the god is destroyed. All faith (population) on the board are turned to infidels and all units and special units except for fortifications are removed from the board. All Power discs and faith in the God's Hand are returned to the bank. The Belief is no more.

If the attacker has more = the defending God is sent to Limbo, he/she loses any actions in the entire next era. Her Power Discs are flipped to the state of limbo. This means she can do nothing for the **entire** next era except defend herself passively (no movement, placement of population, no Conversion and Slaughter, no movement and battles, no Interventions) – only rolling the dice for already existing defences that are attacked *and defending other Direct Attacks. The power disc in front of the player is flipped.*

If the defender has a higher count than the attacker's = the attacking God is sent to Limbo, he/she loses any actions on the next era. Her Power Discs are flipped to the state of limbo.

This means she can do nothing for the next era except defend herself passively (no movement, placement of population, no Conversion and Slaughter, no movement and battles, no Interventions) – only rolling the dice for already existing defences that are attacked *and defending other Direct Attacks*. *The power disc in front of the player is flipped.*

If the amounts are the same nothing happens, and all faith is returned to those who wagered them and the game proceeds as usual.

All wagered Faith in all results besides absolute equality is banked and deposited into the Soul Bank.

TIP: Keep some faith in your hand for attacking/defending against Direct Attacks during the turn!

Divine Judgement

Any player can convene the Gods to punish another for inappropriate actions – she must name the God called for punishment and the crime(s) she is accused of. The accuser makes her case about any broken deal, unpaid debt or rule broken or whatever. The accused then has her chance to refute the argument.

If no agreement is found and one party wants to continue with the process, then all Gods starting with the one who calls the Divine Judgement wagers an amount of faith from the Game Board (World) and/or her hand by secretly placing them under her palm in front of her. Each of the players clockwise then also place several Faith chips under their palm in front of them declaring which side they are wagering for.

Resolution:

- If the amount wagered for the accuser is more than the amount the accused God has wagered in defence (and those wagered by other players for her) - her Power Discs are flipped over, and she is in the state of limbo. All wagered amounts are put back into the soul bank. The losing God loses any actions on the next era, this is what being in limbo is like. Her Power Discs are flipped to the state of limbo. This means she can do nothing for the **entire** next era except defend herself passively (no movement, no initiative bidding, placement of population or mobilization, no Conversion and Slaughter, no movement and battles, no Interventions) – only rolling the dice for already existing defences that are attacked *and defending other Direct Attacks from other Gods*.
- *If the amount wagered against the accused God is less than her defence all wagered faith of the attackers and those who contributed to the attack are banked. The defender keeps those she wagered (and those of other Gods wagered to defend her) and play continues as usual.*
- *If the amounts are the same - the God who called for the Divine Judgement gets all the faith wagered by all the players and play resumes as usual.*

And Last in the **God Power Phase**: Check if two heroes are in one hex, if so, described in Special Units section (Section 4 e) under Hero.

If a God was in limbo during this Era and has served his/her sentence of one Era, her Power Disc is flipped back over, and she plays as normal beginning with Phase 1 of the next Era.

The era indicator Disc is moved forward, and the next era begins

7. Victory: Ending and Winning the game

Any player wins the game by proclaiming Victory, claiming to have 200 faith on the board and/or in his hand. Players controlling two beliefs must count each one separate. Covenants are counted as one.

Once Victory is proclaimed, the other players can either contest the Victory claim, if all Gods accept defeat and the game is over with a clear winner.

If any other player contests the claim of victory, all the chips on the Game Board (World) and in her hand are counted. The sum is announced. If the player that announced victory does not have 200 or more, all her Faith (population) chips from the Game Board and hand are banked, the God and the belief are dead, and play continues without them. If she indeed has over 200 the victor is proclaimed.

A Player playing two Beliefs counts each as separate.

A Player playing a Covenant (merged Beliefs) can count them together.

Victory can be Declared at any time during game play. Victory can also result from a Rapture proclaimed in the Negotiation Phase.

TIP: A good tactic is a player controlling two beliefs can merge them in a Covenant and then to declare victory.

If no Player/God claims Victory, the game ends after the 30th Era. All Gods count *all their Believers on the board pacified or in unrest*, the God with the largest population Faith count on the world wins. Faith points in the hand do not count toward victory in this ending scenario.

TIP: In Era 28 and 29 the idea is to put a much Faith from your hand and or Soul Bank onto the Game Board (World)

The age of the Gods is over. The God of all Gods is victorious!