

GODS

Translation by Steve Cox Nov 2001
[My comments are shown like this]

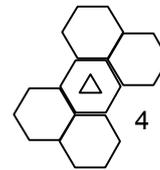
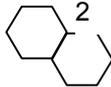
GODS is a game [by Michael Schacht] for 2 to 4 gods of 12 years and above, game length ca. 45 minutes. It is best played with two or three. Artwork: Hans-Jorg Brehm.

Components: 72 hex cards (24 temples, 32 tribes, 11 wastelands, 2 extra actions, 2 whirlwinds, 1 game end), 12 victory point cards, 8 nation cards, 50 energy crystals and 60 god markers.

Game concept: After the great Flood the gods recreate the Earth from scratch. They form the surface according to their will and populate it with tribes of different nations. With temples the gods try to win over the various tribes for themselves, or dispute their ownership with others. The tribes are characterised by extreme fickleness: no sooner has a god built a new temple in their neighbourhood than they all convert to his religion. Whoever is particularly successful will manage to win three of the same tribe and found a nation. Only in this way can one end up the victor in the game.

Preparation:

- Plenty of room is needed.
- A start player is determined.
- At the start, each player gets 2 energy crystals. The remainder are put to one side as a stock.
- Depending on the number of players, the start setup is as shown below:



These cards make up the nucleus of the playing area, which has no boundaries.

- All of the hex cards except the temples are shuffled and put to one side as a draw pile.
- The game end card is shuffled into the bottom 3 cards of the deck so that no-one knows where it is.
- The victory point and nation cards are placed within easy reach.

Course of the game:

Play proceeds clockwise. The start player begins.
A player's turn proceeds as follows:

- 1) **Gather strength:** Take 3 crystals from the stock. However one can have no more than 12 - excess crystals are forfeited. The crystals are held openly.
- 2) **Lay out cards:** The top 2 cards are taken from the draw pile and laid out beside it face up - this is the "display". If there are already cards in the display, it is made up to 2 cards.
- 3) **Two actions:** 2 actions must always be taken.
The following possibilities are available:
 - a) Place a tribe.
 - b) Place a temple.
 - c) Play other hex cards.
 - d) Take an extra action.
 - e) Position wasteland.
 - f) Discard a card.

These actions can be performed in any order.
Most actions cost crystals.
If you don't have enough crystals, you can't do the action.
One action must be paid for before the next can be done.
- 4) **Next player.**

The actions in detail

a) Place a tribe.

If you place a tribe in the playing area, it must adjoin at least one card that is already there. A god marker is then placed on the tribe. The colour of the marker shows which religion the tribe professes. This depends on the immediately adjacent cards:

- If **temples of only one religion** border the tribe, the tribe adopts this religion.

After the tribe is placed it adopts the religion of the red god and gets a red god marker.

- If **temples of different religions** border the tribe, it does not get religion. No marker is placed on it.

After the tribe is placed it does not fall under the influence of any religion, because it borders temples of different religions. The tribe gets no marker.

- If **no temples border the tribe, but other tribes all of which have the same religion** do, the tribe adopts their religion.

After the tribe is placed it comes under the religious influence of the other tribe, because there is no adjacent temple and no [adjacent] tribe of another religion. It therefore also gets a red marker.

After the tribe is placed it does not come under any religious influence because both of the adjacent tribes are of a different religion. It does not get a marker.

- If there is neither an adjacent temple nor an adjacent tribe, it doesn't get a marker.

Placing a tribe costs 1 crystal for each directly adjacent card.

In the preceding illustration, the placement costs 2 crystals, because it borders on 2 cards.

b) Place a temple.

If you place a temple in the playing area, it must adjoin at least one card that is already there.

In all cases, the placing of a temple causes all of the directly adjacent tribes to change their religion immediately.

The tribes get markers in the colour of the temple. Other players' markers are removed and returned to those players' stock.

Placing a temple costs 3 crystals for each directly adjacent card.

After the red temple is placed the adjacent tribes change their religion. The blue markers are removed and replaced with red ones. Placing the temple costs 6 crystals, because 2 cards border it.

c) Play other hex cards.

- Wasteland: If you place a wasteland in the playing area, it must adjoin at least one card that is already there. Wastelands can be used for blocking, or to protect your own cards.

You get 1 crystal from the stock for laying it.

- Whirlwind: With this card you can take a wasteland of your choice from the playing area and replace it somewhere else. Afterwards the card is placed on the discard pile.

The card costs nothing.

- Extra action: If you take this card you can take an extra action later. The card is placed face up in front of you until you use it. Then it is placed on the discard pile.

The card costs nothing.

d) Take an extra action.

If you have taken an extra action card you can play it later. Playing the card does not count as an action. Playing the card lets you take another action. It is then placed on the discard pile.

e) Reposition wasteland

In the same way that the "whirlwind" allows, you can take a wasteland of your choice (from the playing area) and replace it somewhere else.

This costs 2 crystals.

f) Discard a card.

Take a card from the display and place it on the discard pile.

You can do this if you don't want to leave a particular card [eg. that you can't afford yourself] for an opponent.

Or if you don't want to or can't take a different action.

Or if you want to save crystals for your next turn.

Each of the 5 options a) to f) counts as an action, except d).

Found a nation: If a god has managed to indoctrinate 3 tribes of the same card colour with his religion, he immediately gets a 2 victory point card in that colour from the stock (if any are available) and a nation card in the same colour, which he lays openly in front of him.

Victory points are awarded for both of these at the end:

2 victory points for the victory point card and 3 victory points for the nation card.

Example: 2 green tribes have the religion of the blue god. 1 green tribe has the religion of the yellow god. The blue god places a temple there. As a result, the 1 green tribe changes its religion (its marker is exchanged). Now there are 3 tribes of the same colour and the same religion. The blue god immediately gets a corresponding victory point card and nation card, which he places face up in front of him.

Each colour has 8 tribes. It is therefore possible to found at most 2 nations for each [*but see below*]. The tribes don't have to be next to each other to found a nation. They can be spread across the whole playing area.

If tribes change their religion and a god no longer has 3 tribes of a founded nation professing his religion, he must return the corresponding nation card to the stock. The nation disintegrates.

He keeps the victory point card.

Game end: There are three possible ways for the game to end:

- The "game end" card is turned over. The game ends **immediately**.
- A player has 3 different coloured nation cards and it is his turn. He can then **choose to end the game immediately**.
- A player has 4 nation cards of any colour and it is his turn. He can then **choose to end the game immediately**.

'The game ends immediately' means that the player whose turn it is forfeits all unused actions.

All players now count up for themselves how many nation cards they have (3 points for each) and add the points for victory point cards (2 points each).

The player or players who have built the most temples get [!] 4 victory points taken away from each of them.

The winner is the player who now has the most points.

If there is a tie, it is broken by the player with the most crystals.

Note:

- Cards cannot be placed on top of each other.
- If a player runs out of markers, the tribe remains unclaimed.
- If you run out of temples, you cannot build any more.
- If there are no more victory point cards of a particular colour left, you don't get one.

Tactics: To protect a tribe of your religion from interference by an opponent, you should build other cards around it. In that way the cost of building a temple there quickly becomes very high. Wasteland is very useful for this and also yields a crystal. But wasteland can be moved again. The most effective "building technique" is the row (see below). This is the quickest way to bump up the "building cost".

Red places a tribe next to his temple and then a wasteland next to the temple. If another player now wishes to take over the tribe and wants to place a temple to do it, it already costs him 6 crystals.