

# Deities: Domination

## The Story

The worlds were young, lush, and full of light. The Gods reveled, travelling through the 7 domains, free of care. The darkness started small at first. The Gods, distracted in their merrymaking, took no notice. Soon the darkness spread to all the domains and as each of the Gods attempted to fight it, their actions proved futile against what had grown to be a powerful adversary. As some Gods fell under the spell of the darkness, the once mighty pantheons splintered. It fell on smaller and smaller bands to work together. Pacts were formed, even as the battle raged on, destroying much of the 7 domains. It took the power of nearly all the Gods to defeat it, felling many of the old and the wise, and most importantly, the First of the Gods. Now, as each God regains their strength, pacts are forgotten, and bonds broken in the race to claim the empty throne.

As one of the Gods vying for ultimate power, you control a tribe on Earth. Your success rests on how you direct your tribe to work for your glory. Choose to be a kind God, blessing your tribe with good fortune, or choose to be a wrathful God, growing powerful from their fear and obeisance. Each choice carries with it, its own repercussions.

Direct your tribe to build villages, go to battle, or claim temples in your honor by cultivating Power, Growth, and Fervor. Protect them from the machinations of the other Gods, and use your power to rain destruction on other tribes. But be certain to watch out for the remnants of the darkness that once pervaded the domains. The path to complete domination is paved with difficult choices.

## Game Overview

You play as one of the Gods from the Greek, Nordic, Slavic or Celtic Pantheons. You control a tribe on earth, and the first tribe to completely capture two of six territories wins.

There are 3 primary strategies to achieve this goal:

- Growth** - Expand by creating villages and farmlands
- Power** - Go to war against the other Gods, allowing you to conquer their territories
- Fervor** - Manipulate the other Gods, and convert territories



## Game Components



X	X	X
IX	IX	IX
VIII	VIII	VIII
VII	VII	VII
VI	VI	VI
V	V	V
IV	IV	IV
III	III	III
II	II	II
I	I	I
FERVOR	POWER	GROWTH



12 Natural Obstacle tiles

18 Lake tiles

20 Village tiles per color (4 colors)

12 God cards

1 Game board

9 Resource tiles

10 Temple tiles

20 Farmland tiles per color (4 colors)

6 Intensification cards

4 tracker cards

15 Pestilence tiles

6 Burnt Earth tiles

3 Meeples per color (4 colors)

15 Tokens per color (4 colors)

150 Action cards

## Step 1: Pick a God



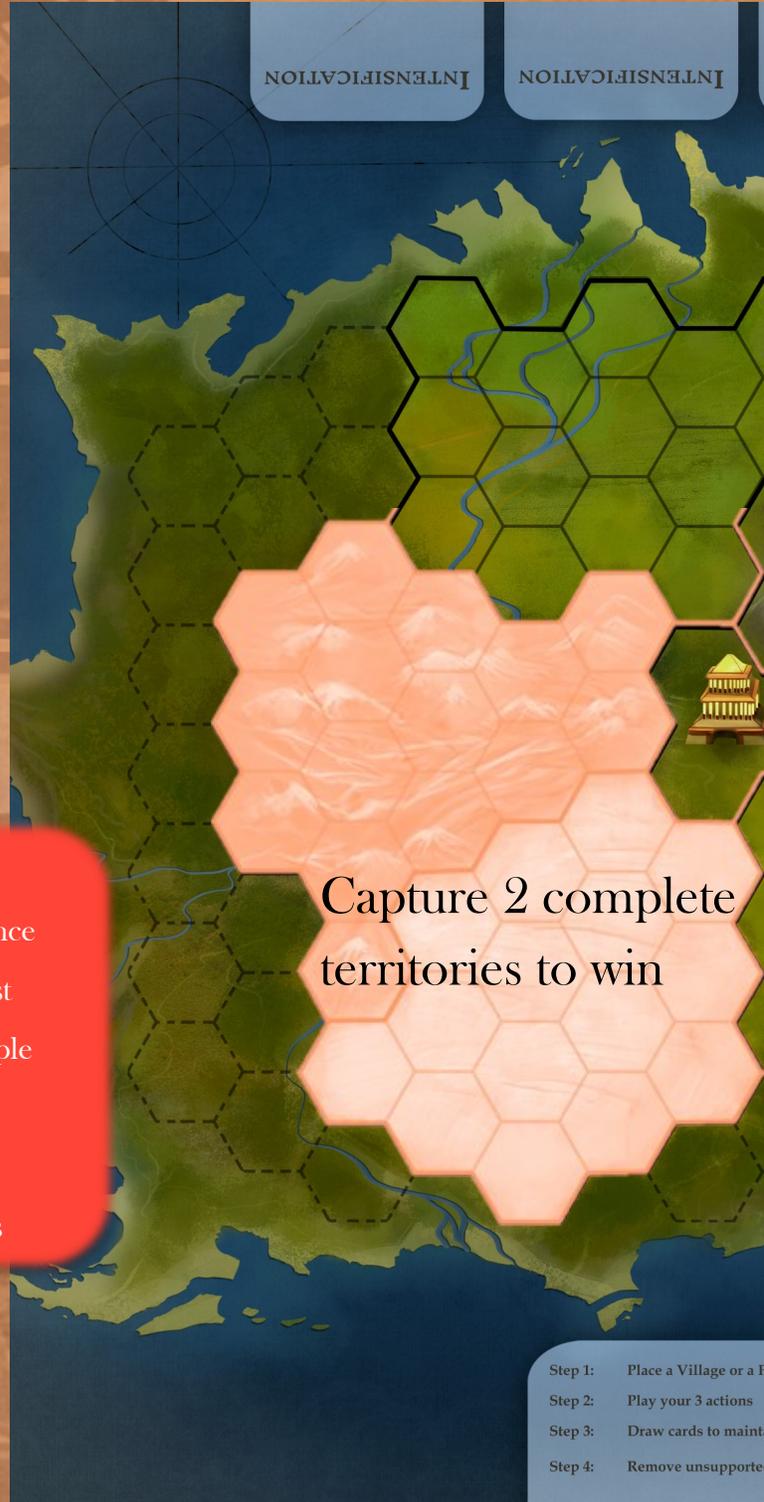
# Game Setup

## Step 2: Set your Fervor, Power, and Growth

X	X	X
IX	IX	IX
VIII	VIII	VIII
VII	VII UNLEASH DIVINE MIGHT	VII
VI	VI	VI
V	V	V
IV	IV	IV
III	III	III
II	II	II
I	I	I
FERVOR	POWER	GROWTH



Fervor, Power, and Growth are indicated in the top left corner of the card

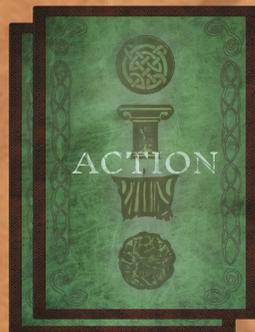


Capture 2 complete territories to win

### Actions (3 Actions per turn):

- Play a hand card
- Buy a priest
- Convert villages/ farmlands
- Build your strength
- Skip a turn (ALL 3 actions) and gain 5 power
- Discard up to 3 hand cards to pick up to 3 new hand cards
- Cure pestilence
- Move a priest
- Claim a temple
- Go to battle

## Step 8: Pick Action cards



- Step 1: Place a Village or a Priest
- Step 2: Play your 3 actions
- Step 3: Draw cards to maintain your hand
- Step 4: Remove unsupported cards

**Step 3:** Place a total of 12 obstacle tiles anywhere on the board (each player places 3 or 4)

**Step 4:** Take 5 resources + 1 Pestilence, mix, and place face down. 1 in each section



**Step 5:** Each player places 1 temple anywhere on the board, last player places 3



**Step 6:** Draw 4 intensification cards and place face down on this section



**Step 7:** Starting with the first player, each player places down a village and a farmland



## i. God cards

Shuffle and provide 3 Gods face down to each player. Each player selects the God of their choice and returns the rest to the deck. Once all players have made their choice, reveal your selection.

All players begin the game with differing amounts of Power, Growth, and Fervor. Keep track of your Power, Growth, and Fervor with the tracker cards.

Each God has 2 abilities. The base ability is always available for all the Gods, whereas the divine might can only be accessed by maintaining 7 power or more.

## ii. Action cards

### First Round:

At the start of the game, each player picks 8 Action cards. After selecting one card to keep, each player will pass the remaining cards to the player on their left until everyone has selected 6 Action cards. The rest go into the discard pile.

### All subsequent rounds:

At the end of your turn, pick up cards to always maintain 6 cards in your hand. If you have less than 6 cards prior to starting your turn, draw cards to maintain 6 hand cards before starting your turn.

### Card types

#### Benevolent cards

Increase Growth, mine hidden resources, build villages or farmlands, cure pestilence

#### Malevolent cards

Destroy your own villages or farmlands to gain Power and Fervor, kill priests from other tribes, or expend Power and Fervor to destroy the villages or farmlands of the other tribes.

#### Tribe cards

Played permanently on yourself, tribe cards give you special powers or ability to perform special actions.

#### Battle cards

Build strength for a battle by spending Power and playing Battle cards face up. Unless specified on the card, Battle cards stay with you unless lost in battle.

#### Miracle cards

Miracle cards are designed to prevent or mitigate the effect of battle. Miracle cards spend Fervor, and help players in battle by providing an enhancement to their defense/ offense.

#### Manipulation cards

Manipulation cards force other players to take certain actions, such as fighting a battle with you, skipping a turn etc. and cost Fervor.

Your initial Fervor, Power, and Growth



This is your base ability

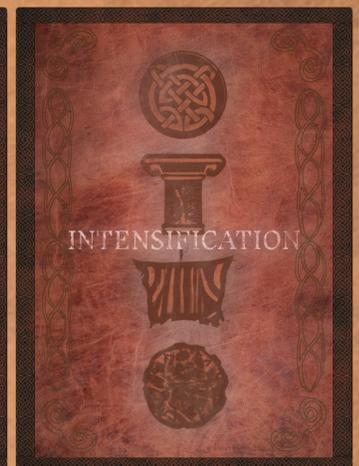
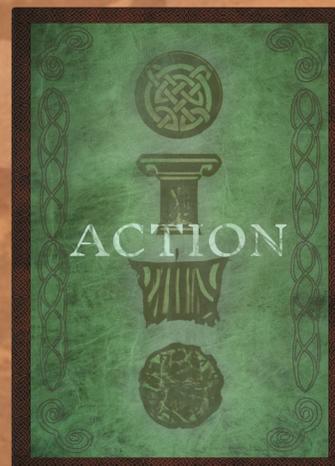
Divine Might is an additional ability that is accessible only when you maintain 7 Power or more

## iii. Intensification cards

Shuffle the intensification cards and place 4 cards face down on each of the 4 intensification sections of the board, at the start of the game. One card will be revealed for every territory completely captured by a player. Intensification cards have a permanent effect on game play after they have been revealed:

- ◇ Place two tiles of villages/farmlands placed at the start of every turn
- ◇ Remove pestilence from the board
- ◇ Remove natural obstacles. This does not affect territories that have been claimed.
- ◇ Players not adjacent to each other may go to battle
- ◇ No longer need to maintain 7 power to access divine might
- ◇ Max out one of Power, Growth, or Fervor for rest of the game

The intention of these cards is to alter the speed and game play. For longer games, choose to skip these cards.



## iv. Game Play

### Each round:

At the beginning of each turn, choose to place a farmland or village on the board. These new farmlands/villages must be adjacent to your already existing farmland/village.



Farm and village tiles

Villages are supported by farmlands or resources. After the placement of a village/farmland, each player may perform up to 3 actions per turn. If you cannot support all your villages at the end of your 3 actions, remove them from the board.

### Actions are:

Each of the above represents a single action unless otherwise noted.

- ◇ Play a hand card –Tribe, Malevolent, Battle etc.
- ◇ Buy a priest *for 3 Fervor*
- ◇ Move the priest
- ◇ Convert villages/ farmlands of other tribes *for 2 Fervor per tile*
- ◇ Claim a temple: *4 Fervor* for regular temples, *8 Fervor* for central temple. If a temple is occupied already, lose a priest AND spend 4/8 Fervor to claim the temple
- ◇ Discard up to 3 hand cards to pick up to 3 new hand cards as *1 of the 3 actions*
- ◇ Skip a turn (ALL 3 actions) and gain *5 power*
- ◇ Go to battle for *3 power*
- ◇ Play a battle card face up for the cost indicated on the card
- ◇ Cure pestilence to lake for a cost of *3 fervor per tile*

At the end of your turn, if you have played any hand cards, pick up new cards from the deck to always maintain 6 cards on hand.

The turn passes to the next player.

## Fervor, Priests, Temples, and Pestilence

- ◇ Buy a Priest for 3 fervor. Every tribe can buy a maximum of 2 Priests (exception: Gods with special abilities). When you buy a priest, they can start at any tile you control
- ◇ Priest can move to any property on your tribe land as 1 action of the 3 in your turn
- ◇ Convert adjacent enemy tribe villages and farmlands to your own tribe by using 2 fervor
- ◇ If you uncover pestilence, priests can cure pestilence by expending 3 fervor per tile that is infected. When cured, pestilence is converted to lakes
- ◇ Pestilence doubles every round at the end of the player's turn, so 1 becomes 2, 2 becomes 4, 4 becomes 8 etc. The player who uncovers Pestilence can place the new infected tiles in any direct direction adjacent to the uncovered Pestilence tile. Pestilence cannot spread beyond one territory (so when you add tiles, you must add it within the territory pestilence was initially revealed). Pestilence can destroy all temples, villages, and farmlands but cannot spread over natural obstacles. Pestilence spreads at the end of every turn of the player that uncovered it. If the Intensification card gets rid of all obstacles, pestilence spreads to that tile the next turn.



- ◇ A temple can be acquired by spending 4 fervor. If a temple has already been claimed, you may capture it in battle. Or, sacrifice a priest + 4 fervor to reclaim it. Each temple you control generates 1 fervor each round. The central temple costs 8 fervor to acquire, and generates 3 fervor per round for the person controlling it. The Central temple can also be captured in battle or by sacrificing a priest + 8 fervor

## Growth, Villages, Farmlands, and Resources

- ◇ Villages can be supported by farmlands or through resources. Gold can support 4, copper can support 3, and iron can support 2 villages. Each farmland can support 1 village. Lakes do not support any villages
- ◇ Once a tribe is adjacent to a hidden resource, the resource is opened. To mine the resource, a player can use the *Terra Magicis* Action card or expend 4 growth to mine the resource

*Hint: If you add more villages than you can support at the start of your turn, you can use Malevolent actions and destroy your own villages as one of your 3 actions to increase Power or Fervor*

## Power and Battle

You can only go to battle with another player when they are adjacent to you, and you may only claim territory adjacent to you when win the battle. This holds true until the *Fire of the Skies* Intensification card is revealed.

- ◇ Each player can collect and lay down battle cards on themselves by expending the necessary power each round. You continue to keep these cards unless you lose them in battle to the opposing player
- ◇ Certain battle cards can only be played once during battle and must be discarded after. The rest of the battle cards stay with you after your battle if you win
- ◇ You may incite a battle during your turn with another God by spending 3 power. This counts as 1 of the 3 actions
- ◇ **Battle sequence:** Each player counts the strength on their side. The defending player may play a Miracle card out of turn. The attacking player may play a miracle card to counter, and so on, until no other miracle cards are left to play. All miracle card effects are factored in. The God with the highest strength wins, unless that strength is negated by a miracle card. Certain miracle cards may only be played by the defending player, as indicated
- ◇ If the **attacking player wins**, they can claim 3 villages or farmland tiles adjacent to them from the defending player, or 1 temple tile
- ◇ If the **attacking player loses**, they must hand over 2 battle cards of their choice to the opposing player
- ◇ If 2 Gods have **equal strength** on the battlefield, and no other card can be played, the God that incited the battle must hand over one of their battle cards to the defending player. No tiles are lost/gained
- ◇ For the attacking player, "miracles" count as an action. However, a defending player can play their miracle cards out of turn without it counting as an action

## Burnt Earth

Burnt earth can be played on any tile, barring the central temple. If played on an unoccupied territory, costs 2 power, occupied territory (any player), 4 power, and temple (occupied or not by any player) 8 power. Burnt earth completely eliminates a tile from the board. It also acts as a natural barrier, and cannot be built over or crossed. You can use the "Burnt earth" card against pestilence to prevent its spread.



Burnt earth tile

## v. Generating Fervor/ Power/ Growth

**Fervor:** Fervor is generated by capturing and owning temples. Fervor can also be generated by utilizing Benevolent/Malevolent cards

**Power:** 5 Power is generated every time you skip a turn. Power can also be generated by utilizing Benevolent/Malevolent cards

**Growth:** Growth cannot be generated in a steady manner similar to Fervor or Power. Instead, each player gets to place a village or a farmland as an automatic step at the start of every turn

Further, for every completely captured territory, the player gets +2 Fervor, Power, and Growth at the start of their turn each round.

## vi. Winning the game:

The first God to completely control 2 territories of the board wins. Once a territory is completely captured, it is sealed and cannot be targeted by other players. Every time a territory is completely captured, reveal one of the intensification cards.

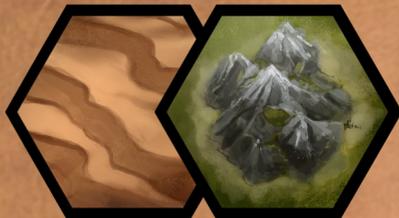
## vii. Other Rules and Hints:

If all villages and farmlands are destroyed for a player, you may restart your tribe in any position on the board.

When you opt to "Skip a turn", you forego play for a turn and cannot place a village or farmland, however, you may still claim any growth/fervor/power that may accumulate due to special powers, temples or other sources of automatic growth.

Only battle cards and tribe cards may be played face up. All other cards must be held in your hand.

# Tiles Overview



6x Desert tiles (Natural obstacle)

6x Mountain tiles (Natural obstacle)

Natural obstacles cannot be crossed.  
Tribes must build around these



6x Burnt earth tiles

Requires the *Burnt Earth* Action card to be played



10x Temple tiles

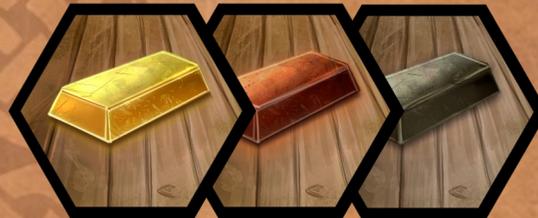
Acquire an unclaimed temple for 4 fervor. Each temple you own generates 1 fervor at the start of each turn. Spend 4 Fervor + Lose a Priest to take an already claimed temple.



20x Village tiles (4 colors)

20x Farmland tiles (4 colors)

Place a village or a farmland at the start of your turn. Remove all your unsupported villages at the end of your turn



2x Gold tiles (Resource)

Supports 4 villages

3x Copper tiles (Resource)

Supports 3 villages

4x Iron tiles (Resource)

Supports 2 villages

Natural resources are hidden (placed face down) at the start of the game. When you get adjacent to it, they open up to reveal the hidden resource. Natural resources can be mined with 4 Growth, or with the *Terra Magicis* Action card



15x Pestilence tiles

18x Lake tiles

At the start of the game, 1 pestilence tile is mixed in with the resource tiles and placed face down on the board. Once revealed, pestilence doubles at the end of the turn of the player that revealed it. Pestilence is cured by a priest adjacent to the pestilence, curing each tile for 3 Fervor. When cured, pestilence is replaced by a lake. If pestilence is not cured, it doubles every round until an entire territory is covered.

# Board layout example



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