

# FAVOR of the GODS

## GAME RULES

### CONTENTS:

|                      |                     |                 |
|----------------------|---------------------|-----------------|
| 1 Gameboard          | 2 extra worker dice | 30 Player cards |
| 5 Player Temple Mats | 80 temple cards     | 15 God cards    |
| 5 dice of each color | 60 offering cards   | 20 favor tokens |
| 5 Player markers     | 100 resource cubes  |                 |

### OBJECTIVE:

Promote your village to become the next great society by gaining the favor of the Gods. Whichever society has the most favor from the Gods will have the power to rule over the rest. Points are gained by building temples, presenting offerings, and completing a secret objective from the Gods, themselves.

### BEGINNING THE GAME:

Set the board in easy reach of all players and place the resource cubes close to the play area. Supply each player with three dice of their color, 2 player markers of the matching color, a Player Temple Mat, and 2 basic temples. Place the two basic temples on your player mat in the appropriate numbered spaces. Place the Sundial near the board. Each player should place one of their player marker on the scoring track at Zero, and the other on the Sundial turn order track. Set the Sundial to 1:00.

Stack the temples according to their God and Type near the board. Shuffle the offerings and turn over the first 5 near the "Temples/Offering" space on the board. Shuffle the Player cards and place them face down near the "Player Card" section of the board. Shuffle the God cards and place them near the board. Shuffle the "Gods Quest" cards and secretly deal 1 to each player.

### THE BOARD:

The Board is made up of 7 areas where you may send your units (dice). Each spot may only hold a limited amount of units and once those spots are taken, no other units may be placed their or moved from there unless a special card/temple permits such an action or until the end

of the phase. Many spots on the board will require a specific number of YOUR workers in order to obtain the resource. Each player starts the game with a Player Temple Mat that includes 1 temple. Units may be sent to the Player Temple Mat in order to pray for assistance from the Gods.

## PHASES OF THE GAME:

### OVERVIEW:

The game is played over 12 Social Structure Rounds. Each Social Structure phase will consist of Gathering Workers, Delegating Roles, Prayer, Collecting Resources, and Building/Offering. At the end of the 5th Social Structure phase, a God may choose to reward those who have worshiped them...or punish those who have not. After the God has carried out his whim, the next round begins.

### SOCIAL STRUCTURE ROUND

During each Social Structure Round your workforces will be gathered and assigned tasks to help glorify the Gods. Resources will be gathered, Temples will be built, and offerings made. Prayers at the temples may also aid in your quest.

#### 1. GATHERING WORKERS

Each player will roll all of their dice to determine the amount of workers their society will have to help glorify the gods. Each dice is one unit and the number on the dice is the number of workers in that unit. It takes less time to rally a small group, so the player with the lowest total workers (lowest total dice roll) will be the start player and continuing to the player with the highest work force (highest total dice roll) going last. Place the player markers on the turn order track in player order for this turn.

#### 2. DELEGATING ROLES

Now that the number of workers has been established, it is time to delegate roles to each unit, remembering that certain areas on the board will require more workers to obtain and return with the desired resource. Each player will send units to any area that still has an open space. This will continue beginning with the first player and continuing until all players have placed according to their turn order and then returning back to the first player. This will continue until all units have been placed. After a unit is placed on the board it cannot be moved or changed unless a card or temple allows it. Units may also be assigned to stay in their town and pray at the temples, these units will ignore the number of workers they have and instead will be re-rolled during the Prayer phase to determine which God was prayed to.

When delegating roles it is important to consider how many worker are needed to gain this resource (as noted on the board). You may add additional units and add the total workers if space at this location is still available and the units are not assigned elsewhere.

## PRAYER

While all the workers are collecting resources, Units may stay in town to pray at the temples you have built. Players must take all units Delegated to the Player Temple Mat and roll them-- the total number rolled from these dice determines which temple's prayers were answered by the Gods. Each temple will offer a specific response from a God that is applied to the game as soon as it is determined. If a number is rolled where there is no temple, then the Gods have ignored your request for help and no action is taken.

Certain temples will also offer a "Favor Token" along with the aid of the God. When these temple's prayers are answered, immediately apply the effect of the temple AND immediately reward the player with a Favor Token which can rotate any unit you control up or down one number and can be used at any time.

## COLLECTING RESOURCES

After the Gods have answered prayers of the temples, your workers may return back to your town with the appropriate resources. (NOTE: Resources are not to be gathered until AFTER the effects of the Prayer phase, as this can greatly affect what resources are collected)

Look at the location where your units are, collect the appropriate resources (according to the current number of YOUR workers at each location), and return both the units and resources to your town.

## BUILDING TEMPLES AND CREATING OFFERINGS

At this point your townspeople may come together to build new temples and/or create offerings to the Gods.

**BUILDING TEMPLES:** In order to build a temple you must first have acquired one during a Collect Resources phase of the game. If you have the resources required to build the temple, you may use those resources (return to the supply) to create a temple worthy of a God. These temples are grandiose and will take up two slots on your temple mat. Place the temple in the appropriate spaces corresponding to the numbers on the upper right and left of the temple tile-- these are also the numbers that will cause a God to answer your prayers for this temple when rolled on the dice Delegated to pray at the temples. Two buildings cannot occupy the same space, so if another building overlaps (has a same number slot) as your building you may either: A= destroy the other building to make room (return to the temple pile it came from. Points for building this temple and offers previously made there are not affected), or B= not build the new temple. Each temple built also gains favor from the Gods in the form of a specific point value earned once the temple is constructed.

**OFFERINGS:** In order to gain further favor with the gods, offerings may be made at their temples. In order to create an offering, you must first have acquired an offering card during a Collect Resources phase of the game. If you have the resources required to create the offering you may use those resources (return to the supply) in order to present this offering to the God's Temple. Specific Gods desire specific offerings and you will only gain favor (points) if you present the correct offering to the correct God--offerings come in colors which must match the color of the God's temple. In order to present an offering and gain favor, you **MUST** have a temple of that color at the time the offering is presented. Each offering is also tailored to a specific temple for that God...if you present the offering to the corresponding temple (match the temple name on the top of the offering to that temple in your Player Temple Mat) you will receive double the favor from this God (double points for the offering).

## ENDING THE SOCIAL STRUCTURE ROUND

After all phases of the Social Structure Phase have been completed, advance the Sundial 1 hour. When the Sundial reaches 12:00, complete all aspects of this round (including the Gods React card) and do final scoring.

## OTHER ASPECTS OF THE GAME

### CARDS

#### MARKET DECK

Market deck cards may be acquired by placing a unit on a Market space on the board. These cards allow you to affect the game in a variety ways. Each market deck card may be played on either the holder of the card or any player in the game, and may be played at any time (except when a card or temple power is being resolved). These cards are instantaneous and a one-time use.

To play a card you must vocally declare your intention by saying, "Agora!". Upon hearing this, all play will instantly stop until the effect of the card has been resolved. Once the card is resolved, play will continue exactly where it was left off. When a card is declared, you must play a card. In the event that more than one person vocally declares a card at the same time, the cards will be resolved in player order.

The market deck cards are limited in their power, and can not affect something that has already taken place (ie- if you play a card that allows you to swap the location of 2 dice on the board, you cannot tell someone to put back the resource they have already collected, although you can still swap the places of the dice so that you may collect that resource as well. please note: a unit can only be used to collect once per round...if you already collected a resource from this unit, swapping it with another unit will **NOT** allow you to collect another resource with this unit.) A player may immediately declare a card in response to a market deck card which was just played, but they may not play that card until the effects of the previous market deck card have been concluded.

## THE GOD'S DECK

Occasionally the Gods will decide to intervene into the lives of humans in order to reward their followers, or punish those who have not shown them respect. After the Social Structure Phase has been completed 4 times (the end of the 4:00, 8:00, and 12:00 rounds), draw the top card of the God's Deck cards and follow the instructions on the card. Which God is looking to be praised and will appear on the card? Hopefully one that you have been worshiping! Occasionally you will receive a time when the Gods have ignored you and nothing happens...be thankful, it could have been a lot worse!

## GOD'S QUEST DECK

At the start of the game each player will randomly and secretly receive a card from the God's Quest deck. These cards will each provide a way for that player to gain bonus points at the end of the game by excelling in their specific quest. These cards are not revealed until the end of the game during final scoring.

## FAVOR TOKENS

Certain temples (usually numbers 7-12 on the Temple Mat) will provide you with a Favor Token when the prayer is answered. These Favor Tokens may be used to either increase or decrease the value of any single unit for your town (either on the board, or Temple mat). Multiple units may receive Favor Tokens in a single round, but a Favor Token may only affect one unit. A single unit may receive multiple Favor Tokens at one time.

## 6:00 BONUS

When the Sundial turns to 6:00, each player (who does not already have 5 Units) will receive an additional unit at the start of the 6:00 round.

## SACRIFICE

A player may increase the potency of their prayer through a sacrifice of resources. By sacrificing (returning to the supply) a Gold or a Diamond, you may adjust your prayer dice up one point or down one point in an effort to use a temple on a different number slot. You may sacrifice multiple resources on one turn (ie: sacrificing 3 gold will allow you to move a prayer dice showing 5 to be moved to temple slot 8 or 2). Sacrifices may be made after the prayer dice has been rolled.

## SCORING

As Favor (points) are earned from the God's, move the appropriate player's marker on the Favor Track. Points earned from building temples and making offerings are immediately

recorded on the Favor Track and cannot be taken away if the temple is later destroyed. Points gained from Temple powers and/or cards are also immediately recorded. If a Temple power and/or card causes points to be removed, the player's token is immediately decreased by the appropriate number of Favor (points). A player's score may never go below zero. Points from God's Quest cards are not recorded on the scoring track until Final Scoring at the end of the game.

## ENDING THE GAME:

Once the Sundial is on 12:00, the Social Structure Round has been played, and the third card from the God's Deck has been pulled and resolved, Final Scoring will begin.

## FINAL SCORING

Favor (points) for building Temples, offerings, and from Temple powers and cards should already be attributed to the Favor track. If they have not, make sure to do so now.

Favor is gained from resources still held by the town in the amount of 1 point for every 3 resources your town holds of each singular type (ie: 1 point for 3 wood, 1 point for 3 gold, 0 points for 2 wood and 1 gold). Add this to your total Favor on the Favor Track.

Favor will also be gained for your town in the amount of 1 point for every 3 Favor Tokens you have acquired but not used. Add this to your total Favor on the Favor Track.

You will also gain Favor (points) according to how well you have completed the secret mission of your God. Reveal your secret mission tally the total Favor you have earned. Add this to your total Favor on the Favor Track.

Favor will be deducted for each uncompleted offering and/or temple your town still holds, each uncompleted temple your town still holds. The more offerings/temples you have promised the Gods and never delivered, the more punishment they will descend upon you. Take the total number of uncompleted Offerings and Temples and square the number to determine the total favor deducted from your Favor Track. (ie: 1 offering = -1 point. 2 offerings = -4 points. 1 temple + 2 offerings [3 total] = -9 points. etc...)

## WINNING!

The winner of the game is the player whose town has gained the most Favor of the Gods after all scoring and Final Scoring has taken place. This town has the backing of the Gods and with that power will rule over all the land!