# Welcome Deity!

Before you lies a brand new world. A blank slate to shape into your glorious image. But beware! Other Deities have learned of this world and may try to claim it as their own.

# Overview

In this game, you will assume the role of a Deity. Your goal will be to Terraform the blank world with Terrain Tiles that correspond to the Element of your Deity. You must also Populate the world with Creatures and command them to War your enemies. The player who most closely matches the final product of Terrain Tiles and Creatures is the winner.

Players: **2 to 7**
Ages: **12+**
Play Time: **30 to 60 Minutes**

Created by: **Steven C. Brown**          **scbnet.8m.net**

Art Contributions from:
**https://pixabay.com**
**https://www.pexels.com**

# Table of Contents

## Game Contents

| |
|---|
| 1 Game Board |
| 14 Deity Cards |
| 76 Power Cards |
| 91 Terrain Tiles |
| 28 Creature Tokens |
| 14 Element Rings |
| 1 Instruction Manual |

### Game Board



### Deity Card



**Brimstone**

Every time you declare a War involving a **Fire Creature**, gain **1 Fire Energy**. This Energy must be spent this turn or it is lost.

**D** When a **Fire Creature** wins a War, you may downgrade by one Tier the Tile hosting the war. If the Tile is destroyed you may safely withdraw the **Fire Creature** to an adjacent Tile.

### Power Cards



**Bombard**

On your turn, Bombard a Terrain Tile with your divine might.

If there are Creatures present, spend one Energy of any type per Creature that occupies the Tile to kill that many of them.

If there are no Creatures present, spend a number of Energy equal to the Tier of the Tile. This Energy cannot match the Element type of the Tile. Lower the Tier of the Tile by one.

*(ex. 1 non-Fire Energy to lower a Tier 1 Fire Tile to Tier 0. The Tile is destroyed)*

**Fire Energy**

### Terrain Tile



 **Element Ring**

 **Creature Token**

# Setup

**1.** Lay out the game board for play onto a sturdy surface.

**2.** Separate and shuffle the Deity Cards. Deal 2 Deity Cards to each player face down (picture side down).

**3.** Separate the Terrain Tiles and place them off to the side of the game board to be played as needed. Separating the cards by Element will help speed up play.

**4.** Place the Creature Tokens in the corner of the game board with the colored stars.

**5.** Separate and shuffle the Power Cards. Deal 5 cards to each player. Then place this deck face-down onto the game board space labeled "Power Deck".

**6.** Place one Element Ring of each color onto the Tier 1 space of the Creature Tier tracker portion of the game board. The other rings will be used for scoring later.

**7.** Whoever sets up the game takes their turn first. Subsequent turns will be taken clock-wise.

Board spaces for Terrain Tile placement.

Deity's Element

Deity's Name



Creature Tier Tracker

Creature Tokens go here until put into play.

Final score tracker.

Each Deity has two skills at their disposal.

# Objective

The goal of each player is to fill the game board with Terrain Tiles and Creatures that match the Elements of their two Deity Cards. During gameplay players can only use the skills of one Deity, but both Deity Cards dealt to them are used equally when it comes to scoring.

If at the end of a round all 25 spaces on the game board are filled with Terrain Tiles, the game ends and the scoring phase begins. A round involves each player taking one turn.

# Scoring

Scoring is first calculated by individual Element. For each Element, one at a time, add up the following score and then place the unused Element Ring of that Element onto the scoring area at the bottom of the game board.

> **1 point** for each Tier 1 Terrain Tile of that Element
> **2 points** for each Tier 2 Terrain Tile of that Element
> Add up the number of Creatures in play of the associated Element and multiply that by the following:
>> **1**, **2**, **3** for Tiers 1, 2, 3 Creatures
>> **5** for Tier 4 Creatures

Once all 7 Elements have been totaled, each player will combine the score of both Elements associated with both of their Deity Cards. The player with the highest score wins.

*Notes:*
If a player has two Deity Cards with the same Element, that player will count the score of their associated Element twice.
In the event of a tie, the winner is the highest score associated with revealed Deities.

*Scoring example:*
There are seven Tier 1 Fire Tiles on the board (7 points). There are two Tier 2 Fire Tiles on the board (4 points). There are three Tier 3 Fire Creatures on the board (9 points). In total, the Element of Fire has earned 20 points.

# Game Flow

**1.** Each player takes their turn one at a time in clock-wise order until the game ends (as outlined in the Objective section). See Turn Taking for more details.

**2.** At any point during the game, any player can perform the following actions regardless of who's turn it is:

> **a.** Reveal one of your Deity Cards. Only one of your Deities may be revealed during the game. The second will always remain face down.

> **b.** Use a Deity action. Once your Deity has been revealed, you may use your Deity's actions at any time (based on the rules of the action).

**3.** When the Power Cards deck runs out, the discard pile will be shuffled and returned face down for players to continue drawing from.

# Turn Taking

Players will always take their turn in the following format: **Play**, **Discard**, and **Draw**.

## Play

During the Play phase of their turn, players can perform as many Actions as they want, provided they meet the requirements of those Actions. Most Actions require the player to spend Energy and/or discard cards to perform them. Spending Energy requires the player to discard a card that meets the Energy requirement.

This symbol requires 1 Fire Energy be spent.

This symbol means that multiple types of Energy can be spent based on the needs of the Action.

This symbol requires any one card to be discarded.

These symbols require 1 Fire Energy to be spent and one separate card of any type to be discarded.

On the back of each Deity Card there are five Actions that players can always perform on their turn provided they have the resources to do so.

**Terraform**. Place a Tier 1 Terrain Tile onto an empty board space or upgrade an existing Terrain Tile by one Tier. Spend matching Elemental Energy equal to the Tier being placed to perform this action. See Terrain Tile Rules for more details.

**Populate**. Once per turn, place one Creature of any Element into play onto a Tile with a matching Element. Discard any one card to perform this action. See Creature Rules for more details. *(ex. Discard one card to place a Fire (red) Creature onto a Fire Tile)*

**Move**. Move one Creature in play to one adjacent (orthogonal only) Tile. You can only move a Creature onto a space that contains a Terrain Tile. Discard two cards to perform this action. If your revealed Deity's Element matches the Creature's Element, only discard one card.

**War**. Declare War between two Creatures of different Elements that occupy the same Tile. Discard one card to perform this action. The card you discard will be added to the War Pool. See the War section for more details.

**Imbue**. Increase the Tier of one Element of Creature by one. Energy spent must match the Element of the Creature and the Tier you are upgrading to. See Creature Rules for more details. *(ex. Spend 3 Fire Energy to upgrade Fire Creatures from Tier 2 to Tier 3)*

There are two special Power Cards (**Bombard** and **Punish**) that can be used in conjunction with spending Energy to perform special actions to disrupt other players.

Actions listed on your revealed Deity card can be performed at any time in accordance to what the actions demand. Some Deity actions can be performed even if it isn't your turn.

## Discard

When a player cannot perform any more actions or otherwise wishes to end their turn, they may choose to discard any number of cards that remain in their hand. Doing so allows the player to potentially draw better replacement cards. At this point, the player can no longer take any more actions on their turn.

## Draw

To end their turn, players will always draw cards from the Power Card deck until they have 5 cards in their hand. If the player already has 5 or more cards at the end of their turn then they do not draw any more. Their turn is now over.

---

*Notes:*
Power Cards are the main deck of cards that players draw from. Anything that tells you to draw a card is referring to the Power Cards deck.
All Power Cards are single use. Once they are used, the user places them face up onto the discard pile.

---

# Elements

This game relies on seven Elements that dictate gameplay. Your Deity and what actions you take are heavily influenced by these Elements. Each Element has a specific style associated with it.

**Fire** is associated with the destruction of Terrain Tiles. **Fire** Creatures are **Red**.

**Water** is associated with blocking and preventing actions from being taken. **Water** Creatures are **Blue**.

**Air** is associated with movement. **Air** Creatures are **Yellow**.

**Earth** is associated with the growth of Terrain Tiles. **Earth** Creatures are **Green**.

**Light** is associated with life and the protection of life. **Light** Creatures are **White**.

**Dark** is associated with death and the destruction of Creatures. **Dark** Creatures are **Black**.

**Chaos** is a wild-card and frequently allows the drawing of additional cards. **Chaos** Creatures are **Purple**.

# Terrain Tile Rules

Terrain Tiles represent land used to shape the game board. There are Terrain Tiles for each of the seven Elements. Terrain Tiles have Elemental icon(s) on them that represent what Tier of Tile they are. Tiles are first placed as Tier 1 and can be further upgraded to Tier 2 (by flipping the Terrain Tile over to the side with two Elemental icons).

## Restrictions

There are some restrictions on the placement of Terrain Tiles.

**1.** New Tier 1 Terrain Tiles can only be placed onto an empty game board space.

**2.** A maximum of 13 Terrain Tiles of any given Element can be placed. (The game comes with 13 of each)

**3.** A Terrain Tile cannot be placed or upgraded adjacent (orthogonal) to a Terrain Tile of an opposing Element.

**Fire** and **Water** both oppose each other.
**Air** and **Earth** both oppose each other.
**Light** and **Dark** both oppose each other.
**Chaos** opposes every other Element and they all oppose **Chaos**.

*Notes:*
You are allowed to place/upgrade Terrain Tiles of Elements that do not correspond to your Deity's Elements.
Any action that downgrades, damages or destroys a Terrain Tile below Tier 1 removes the Terrain Tile from the game board. Any Creatures that occupied that Tile are removed from play.

# Creature Rules

There are seven types of Creatures for you to utilize during the course of the game, one for each Element. They are separated by color: **Red (Fire)**, **Blue (Water)**, **Yellow (Air)**, **Green (Earth)**, **White (Light)**, **Black (Dark)** and **Purple (Chaos)**.

Creatures do not belong to any specific player, regardless of who placed them. Creatures in play count towards score at the end of the game for all players with a matching Deity Element. Up to 4 Creatures of any given Element can be in play at one time.

Creatures must be Populated onto game board spaces with a Terrain Tile on them. Creatures can never Move onto a space that lacks a Terrain Tile. If a Terrain Tile is destroyed, all Creatures on it are removed from play (but can be Populated again later). Any number of Creatures can occupy the same Terrain Tile, even Creatures of differing Elements. Creatures do not War each other unless instructed to do so.

## Creature Tiers

Each Element of Creatures begin the game on Tier 1 of the Creature Tier tracker. Creatures belonging to that Element do not have any special abilities at this point and only count as 1 point towards Deity's with a matching Element. Using the Imbue skill, players can spend Energy to increase the Tier of an Element of Creatures all the way until Tier 4. Increasing the Tier bestows special abilities onto all Creatures of that Element as well as causing them to be worth more points when the game ends.
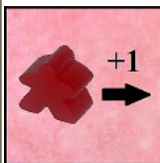
At **Tier 2**, Creatures belonging to this Element can be moved one additional space each time a player with a matching revealed Deity's uses the Move skill on them. Tier 2 Creatures are worth 2 points each.
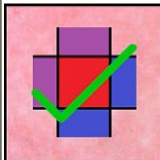
At **Tier 3**, Creatures remove Terrain Tile restrictions on and adjacent to their location for their specific Element. Tier 3 Creatures are worth 3 points each.

At **Tier 4**, only revealed Deity's with a matching Element may Move these Creatures. Tier 4 Creatures are worth 5 points each.

*Note:*
Creatures can be used to protect Terrain Tiles from some harmful actions such as a Bombard card. But be careful about placing multiple Creatures on the same Terrain Tile. It will make it easier for them to all be destroyed.

# War

War is a battle between two Creatures of different Elements that occupy the same Terrain Tile. When a player declares war, they must choose which two Creatures will be fighting.

## War Pool

The War Pool is a collection of face down cards that can be used to empower Creatures to be victorious in their battle. The player declaring the War places one card face down to start the War Pool. This card also counts as the cost required to use the War action.

All others players may choose to donate one of their cards, face down, into the War Pool. If they donate a card in this manner, they may draw a replacement card from the Power Deck. Once all players have finished their donation, the War Pool cards are revealed. Energy cards that match an Element of the Creatures in battle will empower those Creatures. Prismatic Energy cards do not help either side.

The strongest Creature wins the War and removes the other Creature from play. See the following list to determine which Creature is strongest. In the event of a tie, both Creatures remain in play.

> **(1-4)** Creature strength starts off matching their Tier.
>
> **+2** strength for Creatures fighting on an Element matching Terrain Tile
>
> **-2** strength for Creatures fighting on an Element opposing Terrain Tile
>
> **+1** strength for each matching Energy in the War Pool