RULEBOOK



Four gods have gathered to create a new world. Despite their initial collaboration and their common desire to dream up the most beautiful planet possible, tensions soon arise. As the design of this world comes into focus, certain trends emerge... Among the oceans, the forests, the mountains and the plains, some terrains seem more prevalent than others. As various races evolve and inhabit the lands, the 4 gods finally decide to show themselves to the people, as Goddess of the Elves, God of the Dwarves, Goddess of the Merfolk, and God of the Humans. Naturally, each god wishes to exert the highest religious influence on this new world. To achieve this, they seek for the people they represent to be the most populous.

But worship in the lands of the race they represent is insufficient for a god! They decide to send prophets to the other races' lands to spread their good word.

The 4 gods will engage in tense competition to achieve religious supremacy in this rapidly expanding new world.

Game components

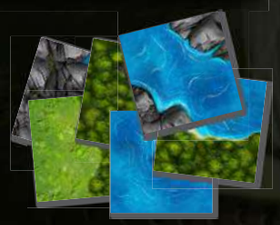
Number of players: 2 to 4

board frame with the track of Divine Influence



double-sided terrain tiles

92×



56 prophet miniatures

14× 14× 14× 14×



4× storage boxes
(one for each prophet color)



8× Legendary City tokens

normal side



destroyed side

4× rectangular cards representing the 4 gods



4× game mode tokens



Simultaneous play/Timed turns token



Visible gods/Secret gods token



3/4-player mode token



2-player mode token

1× large drawstring bag



1× 30-second sand timer



1× rulebook



Game modes

4 Gods can be played in various game modes by combining the game mode tokens. Each token is double-sided. At the beginning of the game, players decide which game modes they wish to use for their game. Or they may decide at random by flipping each token.

For the purpose of explaining the rules, the following game modes will be used:



Simultaneous play



Visible gods



4 players

Rules for 2 and 3 players and for the other game modes are explained at the end of this rulebook.

Game setup

Please refer to the setup diagram below.

1. Assemble the board frame in the middle of the table. The interior of the frame will receive all of the terrain tiles and therefore represents the World. Each player sits in front of one of the sides of the board.

2. Place the 8 Legendary City tokens, normal side visible, and the 3 chosen game mode tokens outside the board frame, near one of its corners.

3. Place the 4 god cards outside the board frame near another corner. Before each god card, place the storage box of the matching color containing 10 prophets (the prophet reserve). The number of prophets to put in the reserve is indicated by the "Number of players" token as shown on the right. You must therefore remove 4 prophets from each storage box and place them back into the game box.



4. Place all of the terrain tiles in the drawstring bag. Then each player draws 2 terrain tiles from the bag, one in each hand.

Objective of the game

To become the player with the highest Divine Influence on the World at the end of the game.

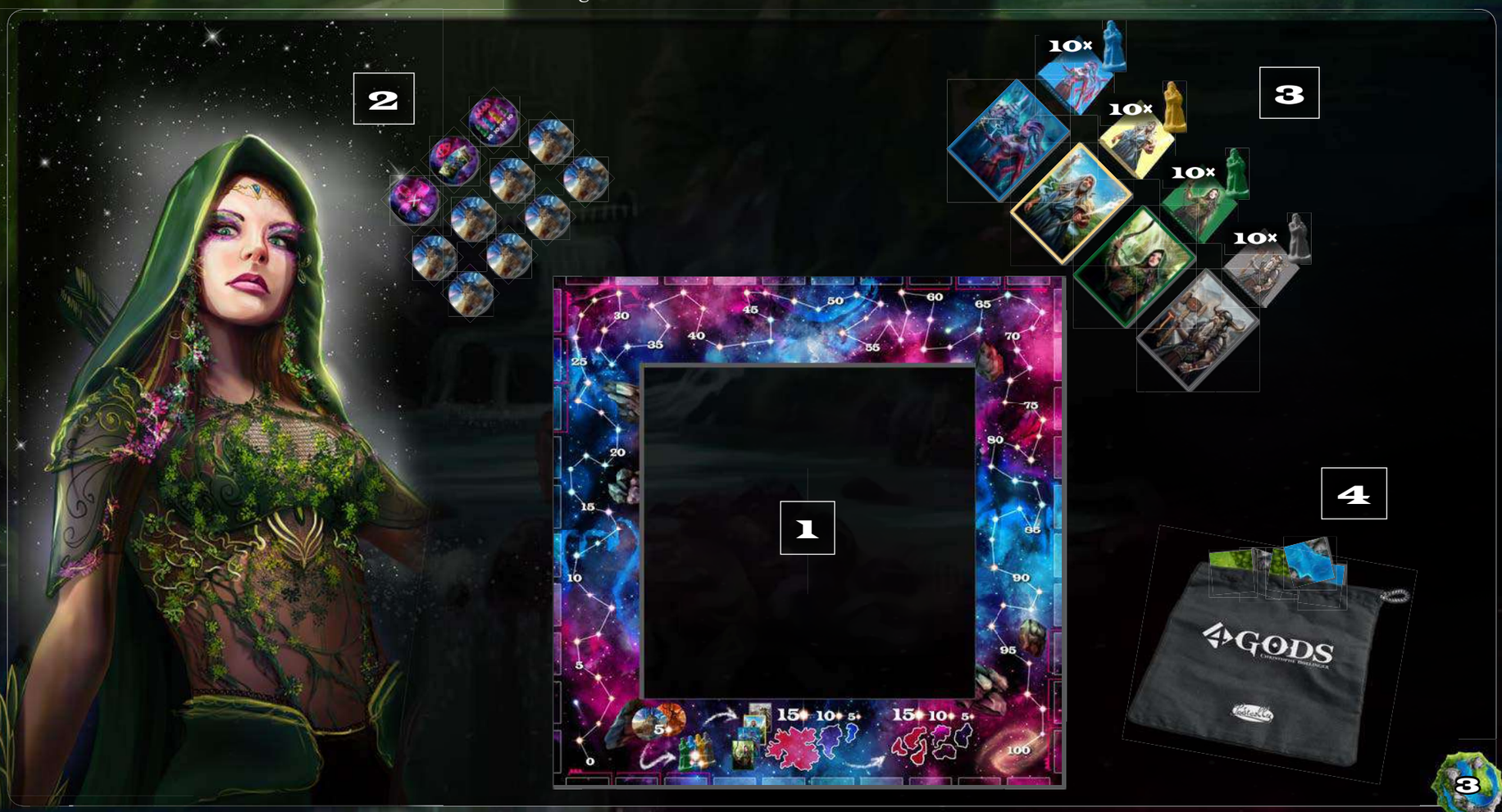
Players earn Divine Influence points (DI) at the end of the game based on the god they selected, the Kingdoms under the influence of their prophets, and the Legendary Cities they built or destroyed through cataclysms!

Start of the game



Since we decided to play in the "Simultaneous play" mode, there are no game turns or order of play in the game. Players all play at the same time until the end of the game, using the actions listed below.

Therefore, game play starts as soon as all the players announce they're ready, each with a terrain tile in each hand.



Possible actions

Players can play the following actions as many times as they wish and in any order they wish, as long as they obey the rules described below:



Placing a terrain tile in the World

Place a terrain tile from your hand in the World, with either side up, according to the following rules:

- The newly placed terrain tile must touch at least two straight edges already present in the World. A 'straight edge' can be the frame border or the side of a previously placed terrain tile.

As a result, the terrain tiles placed at the beginning of the game will need to go in the corners of the frame. Frame corners are not reserved for use by any player in particular. Players are free to place their terrain tiles wherever they wish in the World, as long as they touch at least two straight edges.

Note: Legendary City tokens are circular, therefore they do not count as a straight edge to which a terrain tile could be attached.

- The newly placed terrain tile must respect the 'puzzle' layout of the World under construction, meaning that all sides of the new tile in contact with existing terrains must connect to compatible lands: sea, plain, forest, mountain. The sea must touch the sea, the plain must touch the plain, etc.

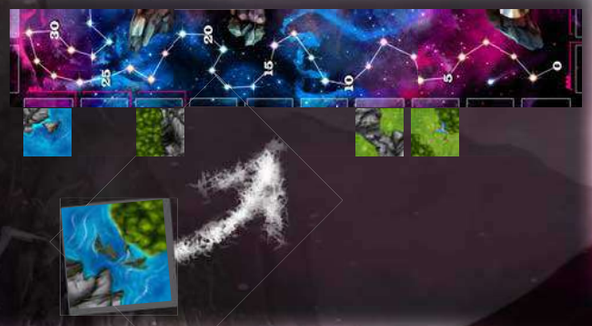
In the diagram below, every terrain tile and every Legendary City placements are legal except for A, B and C, which violate the rules.



Discarding a terrain tile to your personal discard row

Outside the World frame, each player has at their disposal a discard row that can accommodate 10 tiles. If you need to free your hands to execute other actions, and if you cannot or do not want to place a terrain tile in the World, you may discard the tile from your hand to the discard row in front of you. However, your personal discard row is limited to 10 terrain tiles (in the case of a 4-player game). When that limit is reached, you may no longer draw additional tiles from the drawstring bag.

Place the discarded tile in your personal discard row, touching one of the available discard slots in front of you. Choose which side of the tile you wish to show face up. You may discard two tiles in a row or simultaneously—one from each hand as always.





Drawing a terrain tile from the drawstring bag

Drawing a terrain tile from the drawstring bag is a frequently-occurring action. You must have both of your hands free to be able to draw from the bag. One hand holds the bag while the second draws a tile from it, without looking inside the bag of course. You may draw two tiles, putting one in each hand, or only one tile if you prefer.

Warning: If your personal discard row is full (10 tiles with 4 players), you may no longer draw from the bag, even if both of your hands are free.

Switching the visible side of a terrain tile already in a discard row

You may turn a terrain tile over to change its visible side, in your personal discard row or the discard row of any other player. You may do so as many times as you wish with as many tiles as you desire. One of your hands must be free for you to be able to perform this action.

Turned over tiles must stay in the discard row where they reside, in contact with the board frame. If you bring the tile towards you when you turn it over, allowing it to travel above the World below, then your action is regarded as actually drawing the tile from the discard row; you didn't just turn it over (see action below "Drawing a terrain tile from a discard row").





Drawing a terrain tile from a discard row

If at least one of your hands is free, you may draw an interesting tile from either your personal discard row or that of any other player. Just take the tile in hand. However, if you cannot immediately place this terrain tile in the World, it must go into your personal discard row, and not back to the discard row of the player you took it from.

Rare case: If you cannot place the terrain tile in the World and if your personal discard row is full, you may discard the tile back to the discard row of the player you took it from. If this row has since become full also, discard the tile to the drawstring bag.

Choosing a god

We have decided to play with the "Visible gods" mode, as indicated by the token shown on the right. Therefore, any time during the game, any player who has not yet chosen his god may take a god card along with the matching reserve of prophets, placing it in front of them below their personal discard row. They clearly announce out loud which god they have chosen to incarnate: Goddess of the Merfolk and the seas; God of the Dwarves and the mountains; Goddess of the Elves and the forests; or God of the Humans and the plains. They will keep this god until the end of the game. It can never be changed.







Placing a prophet

You may only place a prophet in the World once you have chosen to incarnate a god. You may place a prophet whenever you place a new terrain tile in the World, and only then. Take a prophet from your reserve and place it on the new tile in any of the terrain types present on the tile. Be careful not to place the prophet across two terrain types.

If you are the Goddess of the Merfolk, it doesn't mean you are limited to placing your prophets in the sea. In fact, your goal is to place your prophet in the Kingdom that seems the largest to you and the least occupied by competing prophets—whether it be a Kingdom of sea, plain, forest or mountain—so that you may maximize the number of Divine Influence points earned at the end of the game.

Definition: A Kingdom consists of a contiguous zone containing the same terrain type, spread across a series of connected adjacent terrain tiles.

If your prophet reserve is empty, you may migrate (move) one of your prophets already in the World to the newly placed terrain tile. You may not however migrate a prophet away from a Legendary City.

Building a Legendary City

You are eligible to build a Legendary City once you have chosen a god to incarnate.

Up to 8 Legendary Cities can be build, corresponding to the 8 round Legendary City tokens that were placed next to the board during game setup.

At any time, any eligible player may decide to build a Legendary City, by taking one of the Legendary City tokens still available outside the World and placing it in the World according to the following rules:

- The newly placed Legendary City must touch at least two straight edges already in the World.

Reminder: A 'straight edge' can be the frame border or the side of a previously placed terrain tile.

- A Legendary City is circular, and therefore does not provide a straight edge to which another Legendary City or a terrain tile can be attached.
- You must place a prophet of your color on the newly placed Legendary City. The prophet must come from your reserve, unless it is empty, in which case you may migrate one of your prophets from another terrain tile in the World (but not from another Legendary City).

For each Legendary City under your control at the end of the game, you will earn 5 points of Divine Influence.

But beware! Their description as legendary could be foreboding, as it was for Pompeii and Atlantis. A divine cataclysm could very well erase them from the map and make them truly legendary!





In the example shown, Legendary City A was built legally since it touches at least two straight edges.

However, Legendary City B is not a valid construction as it touches only one straight edge. Legendary City A does not provide a straight edge for the construction of Legendary City B.

Destroying a Legendary City

You may choose to destroy a Legendary City once you have chosen to incarnate a god.

If you have a terrain tile in hand that, if placed in the World in the spot of the Legendary City, would respect the land compatibility rule with the adjacent terrain tiles already in the World, then you may unleash your divine power and trigger a natural cataclysm that destroys the City. Announce out loud the color of the prophet present on the Legendary City you plan on destroying.

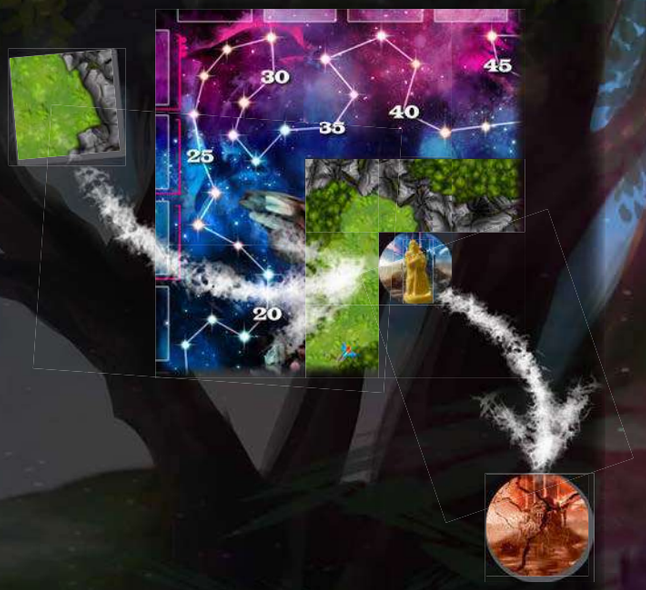
Note: You may not destroy one of your own Legendary Cities!

Show that the terrain tile in your hand matches the terrain tiles adjacent to the City. Once the match is verified, remove the destroyed Legendary City from the World and place it before you, destroyed face visible, below your discard row, then place the terrain tile in the Legendary City's spot. The destroyed Legendary City will earn you 5 points of Divine Influence at the end of the game, rewarding you for a cataclysm that will enter the history books and make the city truly legendary!

The prophet that was on the Legendary City is permanently removed from the game. Its owner does not get it back.

Then, if you wish, you may place one of your own prophets on the newly placed terrain tile.

To limit the risk of destruction, it is very important that construction of Legendary Cities be carefully considered and done sparingly. Of notable importance, there are two instances in which you can be certain that your Legendary City is protected from destruction:

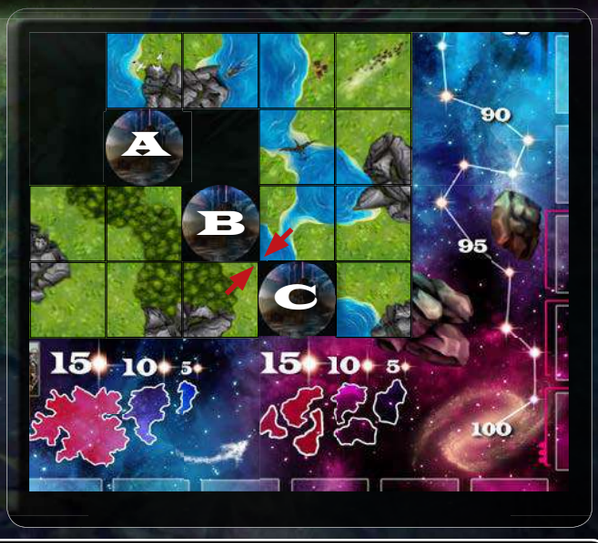


- If the Legendary City is bordered by all possible terrain types: sea, mountain, plain and forest, it can never be destroyed as no terrain tile exists that contains all 4 terrain types.

For example, Legendary City A in the example shown at right is protected.

- If the Legendary City is bordered by two terrain tiles that meet at a corner with two different terrain types.

For example, Legendary Cities B and C at right are protected, because they are bordered by two tiles that meet at a corner (between B and C) with sea and plain. No terrain tile could be placed legally in their spot, therefore they cannot be destroyed.





End of the game

The game ends when one of the following conditions is met:

- The World is filled with terrain tiles and Legendary Cities.
- The terrain tile drawstring bag is empty. The player who draws the last tile from the bag must announce it.
- All players pass, meaning that all players are out of actions they wish to perform or can perform (extremely rare occurrence).

If the game ends normally, when the World is full or the drawstring bag is empty, players have at their collective disposal another 30 seconds times the number of players to perform any actions they wish. With 4 players, players therefore have 2 minutes at their collective disposal, which they can all use to try to complete the World or destroy Legendary Cities.

Turn the sand timer over 4 times, or use a smartphone timer if you have one at your disposal.

When the time has elapsed, players can no longer perform any actions and move on to counting points of Divine Influence.

Counting points of Divine Influence

Use the prophets left in the game box at the beginning of the game as score markers. Place one of each color on the "0" star of the score track that goes around the World. For each scoring step below, advance the prophet of the corresponding color on the score track.

Note that the 4 scoring steps are illustrated on the board frame.





Legendary Cities

Each player earns 5 DI (points of Divine Influence) per Legendary City they control, meaning it contains a prophet of their color. As each Legendary City is scored, return its prophet to its owner's reserve.

Each player earns 5 DI per Legendary City they have destroyed, meaning they have its token in front of them.

Prophets and Kingdoms

Reminder: A Kingdom consists of a contiguous zone containing the same terrain type, spread across a series of connected adjacent terrain tiles.





The forest Kingdom shown on the right consists of 3 terrain tiles containing forest terrain that is all connected in one contiguous area. For a Kingdom to be valid, it must contain at least two terrain tiles. Remove any prophet located on terrain consisting of a single tile as they do not constitute a Kingdom. Such prophets earn no Divine Influence for their owner.

Please refer to the illustration below for examples of scoring with prophets.

In each Kingdom, determine which player has the most prophets. This player earns as much DI as there are unoccupied terrain tiles in the Kingdom, meaning that only tiles that do not contain a prophet on the Kingdom's terrain type are counted to determine the number of DI points awarded.

If two or more players are tied for the highest number of prophets, each earns the DI as determined above for that Kingdom.

Other prophets in the Kingdom earn no DI.

Score each Kingdom this way, removing all prophets from the Kingdom once its Divine Influence points have been awarded, until all Kingdoms are scored and there are no more prophets in the World.



Example:

A: The mountain Kingdom in the northwest is comprised of 6 terrain tiles. Only the gray player, God of the Dwarves, has a prophet in this Kingdom. The gray player therefore earns 5 DI. Remove the gray prophet from the mountain.

B: The great plain that touches the western border of the World is comprised of 12 terrain tiles. It contains 2 yellow prophets and 1 prophet each in the green, blue and gray colors. The God of the Humans (yellow player) has the most prophets and earns alone: 12 (tiles) – 5 (prophets occupying tiles) = 7 DI. Remove the 5 prophets from the plain and return them to their owners' reserve.

C: The mountain Kingdom in the southwest is comprised of 9 terrain tiles, containing only one green prophet and one blue prophet. The blue and green players therefore earn 7 DI each (9 – 2). Remove the two prophets from the World.

Gods controlling the largest Kingdoms

At this stage of the Divine Influence scoring, the World should be have been emptied of prophet. Only the prophets on the Divine Influence scoring track around the World should remain.

Each player now looks for the largest Kingdom of the terrain type matching their chosen god: the largest sea Kingdom for the Goddess of the Merfolk, the largest mountain Kingdom for the God of the Dwarves, the largest forest Kingdom for the Goddess of the Elves, and the largest plain Kingdom for the God of the Humans. They count the number of tiles making up that Kingdom and announce it out loud.

The player with the largest Kingdom overall earns 15 DI, the second earns 10 DI and the third earns 5 DI. The fourth player earns nothing.



Tie

When two players are tied for the largest Kingdom, they share the DI points of the first and second place, or of the second and third place depending where the tie happens. Round all results down to the nearest whole number.

- If two players are tied for the first place, they share the DI of the first and second place: (15+10)÷2 = 25÷2 = 12 DI per player.
- If two players are tied for the second place, they share the DI of the second and third place: (10+5)÷2 = 7 DI per player.
- If two players are tied for the third place, they share the DI of the third place only, since the fourth place earns no DI: 5÷2 = 2 DI per player.
- If the first player is ahead of everyone else, earning 15 DI, and if the other three players are tied for the second largest Kingdom, then these three players share (10+5)÷3 = 5 DI per player.

Using the previous illustration as an example (assuming at this stage of the scoring that all prophets have been removed from the World):

D: The Goddess of the Merfolk has the largest Kingdom with its vast sea situated in the center and northeast, comprised of 21 terrain tiles. The blue player therefore earns 15 DI.

B: The largest plain is comprised of 12 terrain tiles, therefore the God of the Humans (yellow player) earns 10 DI.

C = E: The largest forest and the largest mountain are both comprised of 9 terrain tiles. The God of the Dwarves and the Goddess of the Elves are tied for 3rd place, and therefore earn: 5÷2 = 2 DI per player.



Gods controlling the largest number of Kingdoms

Each player now counts how many Kingdoms there are of the terrain type corresponding to their chosen god. Reminder: A Kingdom must be comprised of a minimum of 2 terrain tiles.

The player with the largest number of Kingdoms earns 15 DI, the second earns 10 DI and the third earns 5 DI. The fourth player earns nothing.

In case of a tie, players share the points as described in the previous section “Gods controlling the largest Kingdoms.”

Using the previous illustration as an example:

There are 8 forest Kingdoms, 7 sea Kingdoms, 7 plain Kingdoms and 4 mountain Kingdoms. The player who chose the Goddess of the Elves (green player) therefore earns 15 DI, followed by the Goddess of the Merfolk (blue player) and the God of the Humans (yellow player) who share (10+5)÷2 = 7 DI each for the blue and yellow players.

The God of the Dwarves (gray player) earns nothing.

And the big winner is?

The Player-god with the highest Divine Influence at the end of scoring wins the game. In case of a tie, the tied players share the victory.

Game modes

The game modes below can be combined in any way you wish, regardless of the number of players. Do not hesitate to try various configurations to determine the combination of game modes that best fits your group.



Timed turns

This game mode eliminates simultaneous play and institutes turn-based play. It is strongly recommended to players who do not appreciate seeing multiple hands operating over the board at the same time, or if you wish to completely eliminate the possibility of tile placement errors during early games.

Game setup is done normally, with the exception that players start with empty hands instead of starting with two tiles in hand. Randomly determine the first player and turn the sand timer over to start that player's turn.

During their turn, each player has 30 seconds to perform any and all actions they wish in accordance to all previously described rules: drawing one or two terrain tiles from the bag, placing tiles in the World, discarding tiles to their personal discard row, switch the visible side of tiles in opponents' discard rows, draw tiles from opponents' discard row, place prophets, choose their god, etc. They may combine all these actions as fast as they wish as long as their time hasn't run out. They may repeat the same actions multiple times. For example: drawing, discarding, drawing, discarding, and so on. If their discard row becomes full, they will no longer be able to draw, of course.

During a player's turn, other players control the correct placement of terrain tiles in the World, making it possible to discover placement violations instantly. Opponents also watch the timer. As soon as time runs out, the active player must discard all tiles in hand to their personal discard row. Then it is the turn of the player at left to play, with 30 seconds to perform all their actions. And so on in clockwise order until the game ends.

End of the game

The game ends as in the base rules, with the following exception: if the game ends because the World is full or the drawstring bag is empty, each player gets one more turn, with 30 seconds per player (independently per player, not simultaneously), in an attempt to complete the World or destroy the last surviving Legendary Cities.

When it's not your turn:

- You may not keep any tiles in hand
- You may switch the visible side of tiles in your personal discard row, but if the active player wants to explore the tiles in your discard row, you must let them and remove your hands from your discard row
- You may not change the visible side of tiles in opponents' discard row or have your hands hanging around over the World.



Secret gods

In this game mode, gods are not set up visible beside the board. Rather, they are distributed face down to each player.

Each player chooses a prophet color and takes the matching reserve at the beginning of the game, before they receive their assigned god. Then each player receives a god card at random, face down. It is therefore possible, and likely, that the prophet color will not match the normal color associated with the god. This is normal since we wish to keep each god secret in this game mode. Players reveal their god cards only at the end of the game, just before scoring begins.

The rest of the rules remain unchanged.

Notes for this game mode:

Since players have gods from the very beginning of the game, they may place prophets on the very first tiles they place in the World if they so wish.

This game mode is unadvisable in a two-player game that uses all 4 gods, since each player would automatically know what gods their opponent has. However, it works very well in a two-player game that uses 2 gods only.

3-Player games

The rules are the same except that:



- Each player now has at their disposal 13 slots in their personal discard row before their discard row is full and they can no longer draw new tiles, as indicated in the board frame by the first three discard slots which are doubled up.



- Each player gets 13 prophets in their reserve when they choose a god.



- Once all players have chosen a god, one god and its prophets will be left over and will not be used in the game.

Note: When scoring for the largest Kingdom and the largest number of Kingdoms, the terrain type of the god not in play is not taken into account.

2-Player games

In 2-player games, two game modes are possible.



Using all 4 gods

Place 10 prophets in each reserve in front of each god card. Game setup is the same as in a 4-player game.

During the game, each player will need to choose two gods and will get the corresponding prophet reserves. They can choose both gods at the same time, or at different times. Whenever a player places a prophet on a new terrain tile in the World, they decide which color of prophet to use. There is still a limit of only one prophet per tile.

Personal discard row

Place the board in a diamond position between the two players, so that each player has access to two discard rows in front of them. Each player has at their disposal 20 discard slots before their discard row is full and they can no longer draw new tiles.

Final scoring

Each player is represented by two prophets of different colors on the Divine Influence track, matching the two gods they have chosen. Each of this prophet markers will move separately on the scoring track.

During prophet scoring, it is the highest number of prophets of a given color that earns DI, not the highest number of prophets per player.

For example, when scoring a given Kingdom, if Adam controls 1 blue prophet and 3 green prophets, and Bob controls 2 gray prophets, Adam's green prophet marker alone will get the Divine Influence points for that Kingdom.

Who loses and who wins?

The player with the prophet marker that is placed lowest on the Divine Influence track loses the game. His opponent wins the game. In case of a tie for the lowest prophet marker, the player with the prophet marker that is placed highest on the Divine Influence track wins the game. If it is still a tie, the players share the victory.



Using 2 gods

Set up the 4 god cards as in a 4-player game. Place 13 prophet in each reserve next to each god card. During the game, each player will choose one god only, along with its corresponding prophet reserve. The other two gods will remain unused

Note: When scoring for the largest Kingdom and the largest number of Kingdoms, the terrain types of the gods not in play are not taken into account.

Personal discard row

Place the board in a diamond position between the two players, so that each player has access to two discard rows in front of them. Each player has at their disposal 20 discard slots before their discard row is full and they can no longer draw new tiles.



Common mistakes in early games

During your first game, assuming you play in "Simultaneous play" mode, it is likely that, in the heat of the moment, some players will place terrain tiles incorrectly without realizing their mistake, either violating the land compatibility rule or not touching two straight edges. Most of the time, the other players will see the mistake immediately and mention it to the concerned player who will promptly remove their tile from the World and return it to their hand.

However, sometimes, these mistakes are not discovered immediately.

How to correct a mistake discovered at a later time?

If the offending tile contains a prophet, the player at fault can easily be identified. The prophet is returned to the player's prophet reserve and the tile is returned to their personal discard row. If their discard row is full, the tile goes into the drawstring bag.

If the offending tile does not contain a prophet, ask who the responsible party is. The player who takes responsibility removes their tile as described above. If no one declares themselves or if it's impossible to determine who is at fault, the tile is removed from the World and returned to the drawstring bag.

Once the offending tile is removed from the World, some of the neighboring tiles may now be in violation of the rules. Remove them as well and return them to the drawstring bag. This might in turn cause additional tiles to become illegal. Remove all illegal tiles until all remaining tiles are legal. There is no need to determine the owner of the removed tiles after the original offending tile. If prophets were placed on some of these tiles, they are returned to their owners' reserve.

If an offending tile is found only during final scoring, it is too late to correct the mistake. Complete scoring normally, including the offending tile.

Penalties for incorrect placement of a terrain tile

Tile placement violations often occur mostly during the first game. It is not advisable to inflict penalties when players discover the game for the first time. However, if some of the players have played the game before, penalties can be applied to them alone. If everyone has played the game before, penalties should be applied to all players.

When a player places a terrain tile incorrectly, first apply the rules mentioned above. In addition, the offending player loses a prophet which is permanently removed from the game. If a prophet was on the offending tile, that prophet is the one that is removed from the game. If the offending tile contained no prophet, the player loses a prophet from their reserve. If their reserve is empty, they must remove one of their prophets from the World, but not from a Legendary City.

Thanks

Thanks to the playtesters who committed themselves to this game ever since its creation. It has been a real pleasure to share all these games with you. There were many of you, creators of new worlds. I'm sure I'll forget to mention someone. I hope you won't hold it against me. And so, in decreasing order of playtest participation (from memory, anyway...): Beatriz Fortunato, Alexandre Figuière, Yves and Merlin Ley, the Fières Hâches role-playing game team, Jean Seb and Stéphanie from JSST Jeux, the Asmoday 2015 players, Stéphane Burgunder, the Brazilian players in Rio de Janeiro, Juiz de Fora and the Diversao Offline fair, the Conclave team in Brazil, Jean-Charles Mourey, the german and international team at the Essen hotel, the Asmodee demo team, Henri Bendelac and the Rhône adventurers, Alexis from Asmodée, Ismaël...

A big thank you in particular to Ismaël for his artistic talent and work on this game. My hat's off to you!

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