

# Judgement of the Gods

## How many can play

2-6

## How to win

Finish the magical statue of protection before the day of judgement arrives.

## List of Materials

### 21 Terrain Tiles

- One Town Hall Tile
- 3 Regular Forest Tiles
- 1 Magical Forest Tile
- 3 Regular Plains Tiles
- 1 magical Plains Tile
- 3 Regular Mountain Tiles
- 1 magical Mountain Tile
- 3 Regular Hill Tiles
- 1 Magical Hill Tile
- 3 Marsh Tiles
- 1 Magical Marsh Tile

6 character tokens

6 character stat cards

6-10 hallowed Tokens

Judgement Deck (40 cards)

Building Deck (8 cards)

- 2 Farms
- 2 Lumber Mills
- 2 Mines
- 2 Temples

Statue Pieces (3)

Pen and paper for resource tracking

## SET UP

1. Firstly, choose one or both of the leader character stat cards (Chieftain and Shaman) and place them facedown a pile. Then randomly add cards facedown to deck until you have a number of cards in the deck equal to the number of players (If there is only 2-3 players then each person will play two characters). Then starting with the oldest player everyone picks a stat card at random and then select the corresponding character token.
2. Add up the number of resources that all the characters produce on their stat card; put the resulting number of resource tokens into the village resource pool plus an additional 1d6. This is your starting resource pool.
3. Place the Town Hall tile in the center of the table leaving plenty of space on all sides of the tile. Then place everyone's character token on the top of the Town Hall token.

4. Shuffle the Judgment Deck, the Terrain Deck, and the Building Deck and place them where everyone can easily reach them.

Game Play

1. Starting with the oldest player and continuing clockwise everyone will take a turn.
2. On your turn you can move your character to one adjacent square (if you want to) and then do one of the following.
  - a. Explore (only if the character did not take a move action)
  - b. Produce
  - c. Hallow
  - d. Build
  - e. Special Action

Explore- You may only take this action if you did not take a movement action this turn. When exploring you will pay the cost of exploring (see chart) from the village resource pool and then take one of the facedown tiles in the terrain pile and place it adjacent to the tile that you are in, you must then move into that square.

Food	Wood	Stone	Magic
10	5	5	-

If you explore and a marsh tile is turned up you immediately draw a judgement card and follow the instruction on the card. Play then continues as normal.

Produce – If you are in a tile that holds a building you may choose to produce resources according to the type of building including an additional 1d6 of that resource (except at the town hall where you only produce half of every resource without a 1d6)

Inappropriate Terrain	1.0 X Indicated Stat
Appropriate Terrain	1.5 X Indicated Stat*
Appropriate Magical Terrain	2.0 X Indicated Stat
Magical Terrain	1.5 X Indicated Stat*
Town Hall	0.5 X Food/Wood/Stone/Magic (every resource at half stat value) *

\*Always round down to the closest real number

Building	Resource produced	Appropriate Terrain
Farm	Food	Plains
Lumber Mill	Wood	Forest
Mine	Stone	Mountains
Temple	Magic	Hills

\* Note that nothing can be built on a marsh tile.

Role	Food	Wood	Stone	Magic
Chieftain	4	4	4	6
Farmer	10	4	3	2
Miner	4	3	10	2
Woodsman	3	10	4	2
Gatherer	8	5	5	2
Shaman	4	3	3	8

Hallow – In order to build upon a magical terrain you must first stabilize the magic in the region. To hallow the area either the Chieftain or the Shaman must be on the area and spend 20 magic resources. After this action has been taken the tile can now have a building constructed on it. Note, when the Marsh Tile that is magical is turned up then you must hallow any tile adjacent to it before you can build, and those cards DONOT count as magical for the purpose of production. This is due to the magical curse placed upon the swamp as compared to the beneficial magic found on the other terrains.

Build – During the build phase if you are on a tile that currently does not have a building located on it you may try constructing a building. When attempting to build draw the first two cards in the building deck. Choose one of the buildings that can be constructed with the resources available within the village resource pool and place it on the terrain tile. Place the other tile on the bottom of the deck. If you cannot build (or want to build) either building then places both upon the bottom of the deck and then end your turn.

4-6 Players	Food	Wood	Stone	Magic	Gold
Lumber mill	25	20	15	-	-
Farm	20	20	20	-	-
Mine	30	20	10	-	-
Temple	40	30	40	20	-
Statue	15	10	15	40(20)	2(1)

#### Special

Temple Actions (these action can only be used if you are within a temple)

Alchemy – you may trade in a number of magic resources plus an equal amount of another single resource in exchange for the number of magic resources that you are trading in for another resource. (The maximum number of resources that can be gained in this way is double your magic stat)

Advanced Alchemy – You may trade in 40 magic resources for 1 gold resource

Statue building – you may construct a portion of the magical artifact that is going to protect your village. Spend the appropriate amount of resources and place one of the three statue tokens onto the temple tile.

\* Note that if the temple is built on a magical tile the magic and gold required for statue production is halved.

\* Note that once a statue has been started then this action can only be taken on the temple that started the construction.

Mine Actions (these actions can only be used if you are within a mine)

Alchemy = you may trade in 25 magic resources and 30 stone resources for 1 gold resources.

Town Hall (This action can only be used in the town hall)

Roll Call – The chieftain (and only the chieftain) can select any one other player token and place it in any building (including the town hall) that is currently on the board.

Trade- Anyone may trade in one gold resource for any 10 of one kind of resource. This action may only be taken during the Judgement phase when you are about to lose due to the loss of a resource bringing you below 0 in any given resource. This is done with a group consensus and you must have at least one person in the town hall in order to take this action.

Merchant – Anyone may trade 100 of the same resource for 25 of another resource (except gold).

#### Additional Character Rules

Farmer – If the farmer is on a farm when a judgement card that reduces food is drawn then the reduction of food is five less than it would normally be.

Miner – If the miner is on a mine when a judgement card that reduces stone is drawn then the reduction of stone is five less than it would normally be.

Craftsman – If the craftsman is on a lumber mill when a judgement card that reduces wood is drawn then the reduction is five less than it would normally be.

Shaman – if the shaman is on a temple when a judgement card that reduces magic is drawn the reduction of magic is five less than it would normally be.

Gatherer- When using the exploring action the gatherer may draw the top two tiles and choose which one he will go into. He will then place the other tile on the bottom of the terrain deck.

Chieftain – The Chieftain (and only the chieftain) can utilize the Roll Call Special action ability.

3. After everyone has taken a turn the person who went first will draw the top card of the Judgement Deck and then read it out loud. The group will then follow the instructions on the card and then a new round of play will begin.

If any of your four resources reach zero then the village has overtaxed its resources and everyone loses and the game ends.

If three of the four Judgement Day cards are drawn from the deck before the all three part of the statue has been assembled then the village has suffered the terrible judgement of the gods resulting in the destruction of the village and the loss of the game.

If the Magical Statue of Protection is created before three of the four Judgement Day cards have been drawn then the village prospers through the judgement of the gods and everyone wins.