



2-3

30

Components:

70 flock pieces



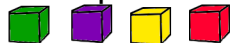
24 miracle Cards



1 Gameboard



40 temple cubes



4 prophet tokens



Setup:

Each player choose a deity:

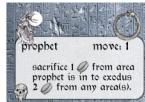
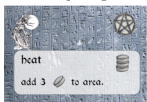
Take miracle cards, prophet token, and 10 temple cubes of your deity's colour.



Place 2 flock pieces on each of the 19 areas on the board.



Each player secretly choose 4 of your miracle cards.



discard the other 2 face-down.

Randomly choose a first player.

Place start temples: Starting with 1st player, take turns placing 1 temple at a time into any of the 19 areas on the board, until each player has placed 2 temple cubes on the board (setup moves counter-clockwise in 3p game).



- temple cubes may not be placed in areas adjacent to another player's area during setup. (temple cubes indicate that a player has control of an area)

Gameplay: in this game, players take turns until a player wins.

The player who placed the last temple during setup goes first.

Gameplay moves clockwise.

Each turn has 3 phases;

1) **Miracle:** During this phase player may play 1 miracle, and move prophet or use prophet ability. (if prophet is on board)

2) **Action:** During this phase, player may take 1 action.

the 4 possible actions are; multiply, slaughter, exodus, and convert.

3) **Starvation:** remove 1 flock piece from any stack of more than 5.



1) **Miracle:** During this phase player may play 1 miracle card and move prophet or use prophet ability. (if prophet is on board)

2) **Action:** During this phase player may take 1 action.

There are 4 possible actions;



Multiply: add 1 flock piece to an area that has your temple in it. if you have 4 or more flock pieces in the area, add 2 flock pieces.



Exodus: Move flock piece(s) from one of your areas into any number of adjacent areas. If you move flock piece(s) into an area with no flock pieces, place one of your temple pieces in it. (if an opponent's temple is there, return temple to opponent).



Slaughter: remove a number of flock pieces from one of your areas to remove an equal number of flock pieces from an adjacent area.



Convert: Convert the flock pieces in an area to your religion if there are 3x as many flock pieces in adjacent areas belonging to your religion. If you convert a territory, place one of your temple cubes in it. (if an opponent's temple or prophet is in it, return it to them.)



3) **Starvation:** If there are more than 5 flock pieces in any area, remove 1 flock piece from the area.



Endgame: Game can end in 2 ways.

If a player places 10 temple cubes/controls 10 areas on the board (8 in a 3p game), that player immediately wins.

If every area on the board has a temple on it, the game ends immediately, the player with the most temples on the board wins.

If 2 players are tied for most temples, remove the losing player's temples and the 2 players that were tied for first continue to play until one of them places 10 temples and wins. (do NOT remove any flock pieces)

Game can also be won by submission. There is no randomness in this game so in situations in which all of a player's miracles have been spent and that player has no chance of winning, tap out immediately. The game is over when you know it is over.



Miracles: Miracles give players special abilities/bonuses.

Most miracles require a sacrifice to activate. The number of skull symbols on the miracle card indicate how many flock cubes player must sacrifice from its areas to activate the miracle.























Miracles with a pentagram symbol are single use. Use them once and then discard.





























Miracles with an Ouroboros symbol are permanent. Once activated, they stay in play for the rest of the game.

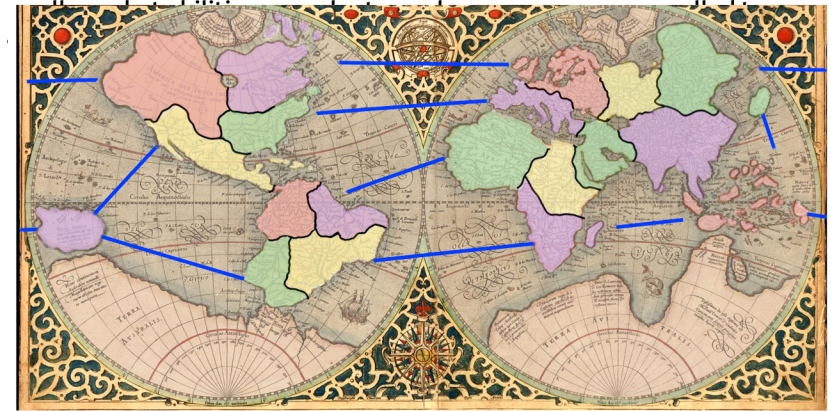
The Miracles:

-  **Baby Boom:** add 1  to each of your territories
-  **Inspiration:** take 2 actions this turn
-  **Assassin:** remove 2  from any area on board. May be from 2 areas.
-  **Heat:** Add 3  to 1 Area on the board.
-  **Glory:** get 1 flock piece for every 2 areas you control when you multiply (this is instead of, not in addition to the normal number of pieces you would get from a multiply action).(if you have 6 areas you get 3 ).
-  **Fertility:** produce 1 extra  when multiplying .
-  **Lust:** when multiplying, you may multiply in 2 areas (instead of 1).
-  **Agriculture:** during phase 3: Starvation, only remove 1  if there are 6 or more  in area instead of the standard 5.
-  **Pilgrim:** exodus 1  at end of each Action Phase.
-  **Martial Arts:** when slaughtering, if you sacrifice 2 , you may remove 3  from adjacent area)

Prophets: Each deity can incarnate a prophet with its own unique abilities. prophets move during phase 1 of your turn. Prophets may not move into other players' area(s).
If another player takes over the area your prophet is in, take back your prophet. (you can pay its original sacrifice cost to incarnate it again on a future turn.)(reincarnation).

-  **Fertility:**  move: 2
when multiplying, add 1 additional  to the area prophet is in.
-  **Agriculture:**  move: 1
when converting, this prophet counts as 1 additional .
-  **Forest:**  move: 2
during miracle phase, may exodus 1  from area this prophet is in or move this prophet. Can't move and use this ability on same turn. Can't use ability on turn prophet comes out.
-  **Dog:**  move: 2
after taking action, may exodus 1  from area this prophet is in.
-  **Cat:**  move: 1
treat this prophet is in as if it was 1  when converting or multiplying.

-  **Sun:**  move: 2
area that prophet is in can hold up to 7  without starvation.
-  **War:**  move: 2
sacrifice 1  from area prophet is in to remove 1  from an area adjacent to your prophet. This prophet MAY move and use ability on same turn. Ability may be used on the turn prophet comes out.
-  **Moon:**  move: 1
sacrifice 1  from area prophet is in to exodus 2  from area prophet is in.(may choose to just exodus 1)



port

- the map: areas on the map connect either by land borders (black lines) or sea routes (blue lines).
- East Africa(yellow) does not connect to Southern Europe(purple)
 - Middle East(green) does not connect to northern Europe(red)
 - Japan is part of North Asia(all green)
 - Southern Europe connects to West Africa (at Gibraltar)
 - South Asia connects to Indonesia

4 Player Game

- Play on the large 4 player board. Begin the game with 30 additional flock pieces.
- First player to place 8 temples wins.
- If every territory on board is taken, player with most temples on board wins. If multiple players have the most temples, remove all temples belonging to the player with the fewest temples on the board. That player is out of the game. The remaining players continue to play until one of them places 8 temples.
- it is acceptable for players to share a victory. Especially for groups that do not prefer player elimination. Players can choose to end the game as soon as the board fills up.

Cover Art from Crusader Bible
map based upon Orbis Terrarum Typus De Integro Multis in Locis Emendatus
by Petrus Plancius. Game design and in game art: Marc Di Stefano
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