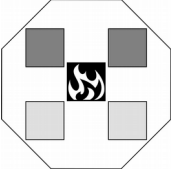
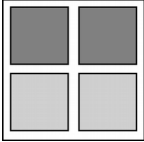
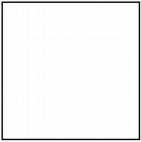
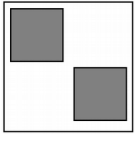


Gods of the Elements

Introduction

Can you be the tribe leader who'll gain the most support of the Elements gods? Using your priests and people you'll gain energy from the gods. With it you'll build temples, grow food, travel, and gain the gods support. Balancing all those things is not an easy task.

Components

Octagon Elements Gods Islands x 4	Square Actions Island x 9 With Actions x 6 No actions x 2 Support the gods x1		
			
Fire God Island	Action	No Action	Support the gods

8 Ship paths

8 Ship path cost markers

Per player: 6 priests markers, 6 people markers, 6 house markers, 2 ships, 4 building markers and player 9 markers.

Energy, Support & Score table.

20 Building Markers (10 with -2/+2 marker, 10 with -3/+3 marker)

“First player” marker

Food markers

Turn marker, building marker.

VP + turn table + Building table.

Setup

Place the Turn marker on turn “1”.

Each player takes the priests, people, building and markers in his colors. Each player places 4 priests, 2 people, 2 houses, 1 ship as their starting supply and **5 food markers**. Each player also start with 5 Victory Points (VP).

Shuffle 4 Elemental Gods islands and place them in the middle in a 2x2 formation.

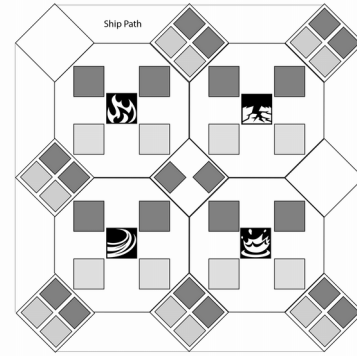
Place the “Support the gods” Action in the middle of the map.

Shuffle the 8 Action Islands (6 with Actions and two without) face down and place them at the corners of the Elemental gods islands.

Place the 8 ship paths enclosing the map.

Shuffle the path cost markers face down place one on each ship path. Turn the markers face up.

The map will look something like this:



Randomly select the first player and give him the “First player” marker.

Starting from the first player going clockwise, each player place one of his starting components (not including the priests) on any of the god islands.

A player can place his building on the same island.
A player can place his priests on the same island.
A player can place his people on the same island.
There can be no more then a total of 3 buildings on any island at the beginning of the game.

On the “Support & Energy” table each player player going in turn order, for each god the player mark the support level and '0' and the distribute a total of **12** energy between 2 gods out of the 4.

Once all components are placed the game can begin.

Game play

Starting with the first player going clockwise, each player place one of his priests on any one of the action locations on the islands.

Once all players placed their priests each player plays ALL his priest actions before the next player until all players finished their actions.

Next phase is to support your people and priests. The people needs to be feed and the priests needs energy from the gods.

The first player marker move to the player on the left unless a player contributed to the gods in the “Support the gods” actions, in which he takes the “First player” marker.

The game ends after XXX turns and the victory points are counted. The player with the most victory points wins the game.

The game ends of 10

Priests Placement Phase

At the beginning of the game priests can be placed in the two starting building in the Gods islands, or the two starting buildings in the Action islands (both are marked by the dark squares). Later in the game more building can be built on the islands allowing more placing options.

- Only one priest can be placed in a building.
- The first Buildings have better performance then second/third... buildings.

Once all priests are placed the “Executed Actions Phase” starts.

Number of players placement limitation:

In a two player game players can only play on one of the two starting buildings on the islands (actions or gods) or any of the built buildings.

In a three player game players can play on one of the two starting buildings in the action Islands or any building on the Gods islands or and of the built building.

There are no limitation in a four player game.

Execute Actions Phase

Unlike the “Priests placement phase”, in this phase the players execute all actions before moving to the next player.

One of the key elements in the action phase are the people. They are used to increase the effectiveness of the priests in the Gods islands and decrease the cost of energy in the action islands.

The Gods island actions are all the same but each relate to a specific element. The action islands have specific action per island.

General Action rules:

- Each building “-#” marks that the benefit of that building is reduced by “#”
- Each building “+#” marks that the cost of energy is increased by “#”
- Each people marker of the player taking the action on the island will increase the benefit by “1” if applicable.

God Islands Actions

The Gods Islands enable to take two type of actions:

Get Energy from the god: The type of energy that the player gains matches to the type of the island. The basic amount if **6 (needs to be checked)** + all the build and people modifications. Update the amount of energy available on the energy table.

(example of energy received based on building 2

with 2 people)

Gain God support: Increase the support of the god by one. This can only be done if the energy that was supposed to be gained in the above action (“*Get Energy from the god*”) was at least 6 (**needs to be checked same as above**) . If not then this action can not be taken.

(example of support increase and when it is not possible)

Action Islands

Build (earth)

There are several things that can be built. Each one needs different amount of Earth energy. Every item can be built only in a place the player has a people in.

House: Each house cost **6 energy** and can be built only on a Gods Island. Enables owning more people. Place a player house in the island. Each house can support on person on the board. In the beginning of the game you have two houses that support the two people you started with. In order to gain more people you must have more houses.

Building: Each building costs **12 energy** and can be built on any island. Only two building can be built on any island. The first one will be built with the “-2/+2” marker the second one will be with the “-3/+3” marker. If built on a god island place the marker with the “-” side up, if built on an action island place with the “+” side up. Each building built earns the player **3 VP**. On an God Island place a player building marker underneath the building so you can identify which player built the building.

Collecting more priests: Advance the building marker on the building marker. When the building maker reaches the symbol equal to the number of players each player collect another priest to place in the following turns, and move the building marker to “0”.

Ship: **4 Energy** to build a ship. The ship can be built in the “Build” island, and island where you have a people or the “Earth element god” island.

Destroy (fire):

Using the fire energy you can block your opponents from doing things by destroying things or blocking their actions

Destroy a ship: **8 Energy** will destroy a ship. A ship can be destroyed only in a place where you have one of your people, or one of your priests.

Block Priest: **3 energy** will block one priest of another player for the next turn and he will not be able to play it for one turn only. The player selects another player and that player next turn will place one priest less then he has.

Move (wind)

Using the wind element the player moves his people using his ships. Each ship can move up to two people.

Move people to adjacent Island: Move your people to an adjacent island. The cost is **2 energy** per person that is moved. There is no limit to the the number of people that can be move in the action. Each person can be moved a distance of only one island.

Move ship to next island: move a ship to an adjacent island (not passing throw a ship path) **2 energy + 2 per person** transferred. Notice that the reduction of the energy cost is by people that are present on the Wind island, not the people transferred by the ship. If transferring people throw ship path, the ship path must be first discovered. This means the ship path cost marker must be turned turned up using the discovery island. The cost through the ship path is the same as above + all the ship path cost markers that the ship pass through.

Only one ship can be moved using this action.

(example of ship base ship movement)

Grow (water)

For every **6 energy** segment spent you collect **4 food** tokens. The benefit of people in the island and penalty of the building apply for each segment.

(example of spending energy and earning food)

Recruit people

Only one person can be recruited by this action and a total of **12 energy** mixed of all types must be used in order to recruit the person.

The new person cab be placed in any place you have a person or a priest on the map.

You cannot recruit more people then the number of houses you have on the board.

Support the gods

In this island the player contribute **3 energy** from each type (earth, wind, fire and water) and gain **5 VP**. The first building earns the player “First player” marker. In case the priest in the first building could not contribute for some reason (for example he was hit by the fire element and did not earn the energy he needs) then the next building will earn the “First player” marker.

Discovery – This is a special island that enable discover of ship paths and do all other islands (not god elements islands).

Discovery of ship path: Next to an island that has a ship you can discover a path by spending **4 water energy & 4 air energy.** The discovery process is simply paying the required energy and turning the

ship path marker which shows the cost of traveling through that path. The player also earns **3 VP**.

Other island actions: This island also enable to do all the actions of the different action island but at an additional cost of **3 energy** of the player choice. The 3 energy need to be of the same type, but does not need o be of the same type that is needed to activate the island action.

Feed People Phase

Each person you have on the map (not priests) need to be fed with one food. In case you do not have enough food, you will need to pay **3 energy** per missing food. The energy paid must be of the same type of every food missing. In case the player does not have enough energy to pay then he lose 1VP for each missing Energy.

(Should the priests pay in Energy?)

(Example for paying food with missing food & energy)

Next Turn

If this is the 10th turn this is the end of the game and move to the final scoring stage. If not, move the turn marker to the next turn.

Give the “First player” marker, to the player who played this action in the highest ranked house. In case no one played this action, move the the “First player” marker to the player on the left of the current player and start a new turn with the “Priest placement phase”

Final Scoring Stage

The final scoring include scoring for the most support in the gods, and the most support on the Gods islands.

Support for the gods: On the “Energy & Support” Table, for each type of energy the based on the support the following VP are earned:

Support Position	First	Second	Third	Forth
VP Earned	12	6	3	1

In case there is a tie for a position then take the two or more positions, take the sum of those positions and divide between the player.

(Example of scoring with and without tie)

Support on a God island:

For each God island calculate the Structure and people support on the island. Each Building a Player has is worth 3 points, each house is worth 2 points and each person 1 points. Based on the support the following VP are earned:

Support Position	First	Second	Third	Forth
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VP Earned	8	4	2	1
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The player with the most VP is the winner. In case of a tie the player with the highest total of energy wins.
(Example of scoring for a God island)