Top-down RTS/MOBA-like

Each player has:

* 1 or more Zodiac units, 1 playable at a time
* 1 village
* 1 shrine
* Space within village to build houses, warrior training camps, farms etc.
* X number of caveman units
* Y amount of starting resources (Wood, Food, Stone, Faith)

Can assign units to tasks:

* Worship at shrine to acquire Faith
* Tend to farms to acquire Food
* Chop trees to acquire Wood
* Gather Stone from piles of Stone to acquire Stone
* Train at camps to become warriors
* Attack other player’s settlements, risk of death
* Sacrifice at shrine to acquire an instant Faith boost at the cost of their life

Assigning units is done Pikmin-style, where you press a button to get nearby units to follow you, aim a cursor at a point of interest and mash another button to assign units to it one at a time.

Zodiac units are stronger and more effective than regular caveman units, but there are very few of them. They respawn after death, but dying reduces Faith. Players with more than one Zodiac unit can switch between them at any time, allowing for multitasking. ZUs not currently being controlled will act under a simple AI.

During each Zodiac’s month, that Zodiac unit gets a buff. Only use the months each sign is most associated with (i.e. June for Gemini, January for Capricorn etc.), do not bother with partial months as the Zodiac signs do not line up perfectly.

[Note: perhaps ZU strength is determined by amount of Faith?]

When one player has low Faith, their caveman units have a small chance to switch sides to another player with higher faith.

Every in-game month, each player (not each Zodiac unit) will get a horoscope prediction (you will harvest X amount of food, no units will die etc.). If they fulfil that prediction by the end of the month they will get a Faith boost. If they fail and the prediction is not fulfilled, then they will lose Faith.

Players can interfere with each other to try and sabotage their horoscopes, e.g. attack their farms to disrupt their harvest etc. This encourages players to attack each other while also playing defensive, creating a natural balance.

If a player’s Faith drops to zero or all their caveman units die, they lose and are out of the game.

How the winner is determined by the game mode:

* In “Survival”, the last player standing wins.
* In “Faith Challenge”, the player with the most Faith after a given length of time wins.