

Sacred Offerings

Sacred Offerings Rule Set

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Setup

Boards: Select a board for the number of players.

The 2 player board is a square with 2 altars.

The 3 player board is a triangle with an altar at its center.

The 4 player board is a square with an altar at its center.

The 5 player board is a pentagon with an altar at its center.

The 6 player board is a hexagon with an altar at its center.

Tokens: Set tokens on the board in the following manner for each player corner.

Number of players	1 point tokens	2 point tokens	3 point tokens	4 point tokens
2	7	5	3	1
3	8	6	4	2
4	7	5	3	1
5	8	6	4	2
6	8	6	4	2

First:

Decide amongst yourselves through any method of yelling, rolling dice, pull straws (not hair), et.c

Play

Each turn, a player must move a token on the board.

Tokens move in one of two ways:

One space in any direction. (Like a King in chess)

Able to jump multiple pieces. (Like a King in checkers)

That token must end closer to an altar than they began.

If a player can sacrifice a character, they must.

Scoring

A player gets a point penalty equal to the value of the character sacrificed.

A player gets -1 point on a turn they did not sacrifice a character, at their altar.

End Conditions

No characters are left on the board.

The player with the least points wins.