

GODS OF EARTH

Where gods squabble about their ideas, and civilizations suffer.

For 2 to 4 Players Approx. ~65 mins

GAME COMPONENTS

1 Hex Tile Board	10 City Tokens
8 Landmasses	20 Water Tokens
1 Research Board	20 Farm Tokens
1 Tracker Board	20 Mountain Tokens
14 Goal Cards	10 Research Tokens
52 Event Cards	30 Victory Point Tokens
1 Round Tracker Token	
5 Natural Wonder Tokens	

THEME

Players compete within their families to manipulate the world so that the human inhabitants develop as the player desires. Each player has a different agenda, so watch out for them causing havoc that can disrupt your own plans.

GAME OBJECTIVE

After the end of 10 rounds of play, the player with the highest amount of victory points wins. You gain one victory point for every turn your goal card is satisfied. (See Scoring below).

SETUP

1. Place the round tracker token on the “0” spot on the round column of the tracker board and set Happiness and Population to “5” by using the global statistic value sliders (See Tracker Board below).
2. Shuffle all the goal cards into separate piles by color faced down. For a two-player or three-player game, use the Yellow or Green goal cards. For a four-player game, use the Red or Blue goal cards. Each player draws one goal card from the chosen colored group of goal cards. Players may choose to reveal which goal card they have received.
3. Randomly decide which player goes first. Players will begin by rotating clockwise placing a landmass anywhere on the map until six landmasses have been placed. Every landmass must fit entirely on full hex spaces, and must be aligned with the hexagonal grid (See Global Statistics: Wealth before placing any landmasses).
4. Continuing with the player to the left of the last person to place a landmass, each player places a city until there are five placed. Each city must be placed so that there are at least 4 hexes between it and every other city, and it must be placed on a land mass. (See Global Statistics: Wealth before placing cities).
5. Shuffle all the event cards and set up a draw pile next to the board. Place 5 cards face up next to the draw pile to create a pool of cards.
6. Each player then draws 5 event cards from the draw pile. Keep the cards hidden from the rest of the players.
7. The first turn is taken by the player to the left of the player who most recently placed a city.

GAMEPLAY

Each player uses cards to manipulate the world and three global statistics: happiness, population, and wealth to fit their uniquely assigned goals. (See Global Statistics below).

1. Each player begins their turn by drawing 2 event cards from the deck, face up pool of cards, or 1 card from each.
2. Replace each face-up event card taken with a new card from the top of the deck. Then the player may play up to two event cards from their hand. Each card that is used is then placed in a discard pile next to the draw pile.
3. Keep track of the score. Use the global statistic value sliders to keep track of the current value of each statistic for each card that has been played. (See Tracker Board below).
4. After each turn is over, players score points if their goal card is satisfied by the current global statistics (See Scoring below).
5. Move the round tracker token along the round column of statistic value tracker board to keep track of the current round. A round is completed after every player has taken a turn. Move cards along the cooldown tracker column as necessary (See Tracker Board below). Change the statistic values as necessary.
6. The next player to the left continues. If the event card draw deck runs out, shuffle the discarded event cards into a new event card deck

SCORING

Players receive one point for at the end of every turn (including other players' turns) that every statistic on their goal card is fulfilled.

Negative Value:
0 - 4

Neutral Value:
5

Positive Value:
6 - 10



+ Happiness – Population – Wealth

To score a victory point for the turn all the following conditions must be met.

- Happiness must be 6 or higher.
- Population must be 4 or lower.
- Wealth must be 4 or lower.

GODS OF EARTH REFERENCE SHEET

GLOBAL STATISTICS

Happiness

Happiness starts at the neutral value of 5 at the beginning of the game and is affected through the stat value cards, natural wonders, and water tiles. Happiness increases by 1 for each city connected by land to a natural wonder (any path unobstructed by water or mountains is counted). Happiness decreases by 1 for each city that has a water tile "flooding" it. Flooding a city means to place a water tile on the hex that city is occupying.

Population

Population starts at the neutral value of 5 at the beginning of the game and is affected by stat value cards, cities, and farm tiles. Population increases by 1 for each city on the map. Every 3 farm tiles that are connected to a single city also increases the population by 1.

Wealth

Wealth is represented by the "Trade Network" that is formed when connecting cities to each other with "Trade Routes." A Trade route is formed when a path can be drawn from one to another, that is either entirely in the ocean or entirely on the land.

- When a trade route can be formed between two cities over land, it is worth +1 Wealth points.
- When a trade route can be formed entirely over water it is worth +2 Wealth points.
- Trade routes are blocked by mountains, whether they are placed on the land masses or in the ocean.
- Trade networks don't loop.

To calculate wealth, you must create a "Trade Network." This is done one by one connecting all the cities to each other until no more connections can be made.

1. Start by choosing two cities, and connecting them with their most valuable trade route. These two cities are now a part of the network.
2. Continue connecting other cities to the network by finding its most valuable connection to any of the cities already in the trade network. You may not connect two cities that are already on the network, even if they have more ways to connect.
3. Once every city is connected to the trade network (or any remaining cities cannot be connected) the wealth calculation ends.
4. Once you have created your network, add up the value of every trade route in the network, and that value is the global wealth value.

TRACKER BOARD

Global Statistics Value Sliders

Use the global statistics sliders to keep track of the current value of each statistic for each card that has been played. Slide the

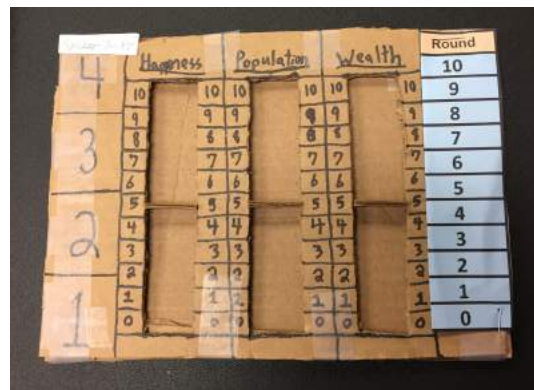
small board piece up and down as needed to show the current value of each statistic. Statistics changed from research remain permanent until added, moved, or removed. Show these changes using the sliders.

Round Tracker Column

Move a token along the round column of tracker board to keep track of the current round.

Cooldown Tracker Column

Certain cards will have effects that stop after a certain amount of time. These cards will be placed on the cooldown tracker column to easily keep track of cooldown. If there are multiple cards on the same cooldown level, simply stack them on top of each other. At the end of every turn slide cards one space along the tracker.



RESEARCH BOARD

Research is a function that affects each global statistic individually. The "research" event card can be played to affect the value of research tokens on the Research Board. There are 6 things the players can "research". Three of which increase the global statistics, while the other three decrease the global statistics. When calculating global statistics, increase the specific global statistic value using the sliders by the number of research tokens in the positive side of the research table, and decrease for every token in the negative side of the table.

