

Game rules

Preparation:

1. Every player chooses one side, either becoming “scientist” or “religionist”. If the number of players in the two teams is not counterbalanced, add as many additional playing pieces to either side until the number of players is counterbalanced. Every player (and the computer for every player on the board not played by a human) gets...
 - a. ... the following set of playing pieces, containing:
 - i. 1 socket
 - ii. 1 pair of feet
 - iii. 1 pair of hands
 - iv. 1 torso with head➔ plug all these pieces together.
 - b. ... a set of cards, containing:
 - i. 3 card: move up
 - ii. 3 card: move down
 - iii. 3 card: move left
 - iv. 3 card: move right
 - v. 1 card: attack
 - vi. 1 card: pray/study➔ take them into your hands and don't show them to the other players
 - c. ... a set of 9 colored stickers, composed of:
 - i. 3 green stickers
 - ii. 3 yellow stickers
 - iii. 3 red stickers➔ stick the 3 green stickers onto the feet, hands and head of your playing piece
2. Take the board and put it on a table with the playing field facing up.
 - a. There are 17 walls (either 1 or 2 units long). Plug some of them into the board, by pushing the walls from below through the slot of the board. Feel free to create your own playground.
 - b. The board has 13*19 play fields. The players throw two 20-sides dice as long as the first die is not in the range 1 to 13 or the second die is not in the range 1 to 19 or someone else is already there.
 - c. In the upper region of the board you can find two power-strips. Cover these completely using the two masking strips.

3. The notebook is held and administrated by the computer.

Goal:

The goal of the game is to convince all the players of the opposite side of your opinion, while not being converted yourself.

Game principle:

The game is performed round-wise. One round is based on two sessions: First, all the players first put one of their cards facing down in front of them. Afterwards the computer turns all the cards around and performs the actions. The players have the following options: In every round they can either move up, down, left or right, try to attack some other player with the attack card or pray/study (depending on team membership). All of the actions get noted in the notebook. Whenever a player moves in a round, the computer notates in the notebook by putting a sign in the column "movement" on the according row of the player. For all the three activities (study/pray, attack and move) the players can upgrade from the green to the yellow sticker when they performed the action 10 times. Another upgrade from yellow to red kicks in after another 15 times the action was performed. (Notice: The double/triple movement when having the yellow/red sticker still count only as 1 movement when notated in the notebook).

Movement:

Whenever a player plays a movement card, the effect depends on his movement strength (the color of the sticker on his feet). Someone who has a green sticker on his feet can move exactly one field up, down, left or right per round. Someone with a yellow sticker can move up to two fields into the directions up, down, left or right. (they can be used repeatedly, so a movement left-left would be okay for someone with a yellow sticker). They indicate their movement by choosing the according cards on putting them down in the according order. The uppermost cards gets performed first. The same way someone with a red sticker on his feet can move up to 3 fields per round, indicating this by putting the according cards in the corresponding order.

Attack:

The attack is not directed. If some player plays the attack-card, all of the 8 surrounding fields are affected. Every player of the opposite team who is standing in one of the 8 surrounding fields gets stunned and is not able to move or attack or study/pray. The duration of the stunning depends on the attack strength (sticker color of the hands of the attacker). If the attacker has a green sticker on his hands, the victim gets stunned for 2 rounds. If the attacker has a yellow sticker, the victim gets stunned for 3 rounds. And if the attacker has a red sticker, the victim gets stunned for 4 rounds.

Study/Pray:

The study/pray card only has an effect if some players standing close (standing on one of the 8 neighboring fields) is studying/praying as well. The effect of the studying/praying is, that the team's power-strip on top of the board is being filled up. Every player with a green head-sticker contributes 1 field of the power-strip to be filled in every round he is studying/praying. Every player with a yellow head-sticker contributes 2 study/pray-units. And every player with a red head sticker contributes with 3 study/pray-units. Once the power strip is full, one of the players of the according team is chosen randomly (using a 6-sided dice), who gets the big wonder. A player with a big wonder can move around and will convert everybody standing close to him (on one of the neighboring 8 fields) of the opposite team gets converted. This means, that he changes the team he belongs to and that he has to fight for the other team now. The big wonder keeps going for 5 rounds.