



Rule Book





WIP



Overview

Long ago, when humans were still primitive, gods ruled the world.

Submissive people served their idols,

who sought to gain more and more power through the blind faith of their followers.

However, the arrogance of the gods and their incessant confrontations led to their decline and almost extinction.

The last survivors hid in oblivion waiting to return, more powerful than ever.

In the years that followed, humanity was thirsty for knowledge and understanding.

This triggered the awakening of the gods who demanded eternal faith and obedience in order to regain their power.

Soon, epic battles between gods spread throughout the world and humanity descended into chaos.

The Dark Ages returned more tyrannical than ever. The gods, along with their followers, are fighting to be the only ones to rule.

Who will be the last god to control humanity? Will this god bring light, love, war, fear or eternal darkness?

The fate of the world is in your hands!



Note : Anywhere in this game where the word **god** is used, it refers to either a **god** or **goddess**.

Example: Choose an opposing god means Choose an opposing god or goddess.



God

Altar is a card game for **2 to 5 players**.

During the game you fight against enemy gods and try to

protect your Realm.

Your goal is to build **Shrines** and discover the hidden **Altars** in your god's Realm in order to activate them and make your god the most powerful of all and win the game!

Each player chooses a god and takes their **board** which represents their Realm.

- On their turn a player must first draw a **Follower**

card and then perform **1 main action**:

- Use the ability of a card, perform a Ritual to build a Shrine and place it on their god's Realm or worship a god.
- When **worshipping**, a follower is placed face-up next to their god's realm to show where they activate their abilities and protect against the enemy gods.

In addition to the main action, a player may take any number of **free actions**.

The game ends when a player builds at least one **Shrine** and discovers all the **Altars** on their god's Realm.



Contents





Set Up

1. For 3 or 4 player games, remove 1 or 2 priestesses respectively and return them to the box.

2. Each player chooses a **god**, takes their **board** which represents their Realm and places an **inactive Altar** in an empty space (*the Goddess of Love takes an active one*).

3. The **oldest player** becomes the **first player**, except if the **Ancient God** is participating, then he always begins first (because he is the oldest... of all!).

4. Shuffle the **Follower cards**. Beginning with the first player and proceeding clockwise, all players draw a number of **Follower cards** equal to the **number of players +1**.

Example: in a 4 player game, everyone will get 5 cards.

Place the remaining cards face-down in the middle of the table to form the draw deck.

5. Reveal a number of **Follower cards** (*face-up equal to the number of players +1*) and place them next to the draw deck.

6. Place the **Altar tiles** and the **Shrine tiles** in the middle of the table.

The number of **Shrines tiles** depends on the number of players:

3 players: 6 Shrines tiles

4 players: 9 Shrines tiles

5 players: 12 Shrines tiles

7. Return all remaining **Shrines tiles** to the box.

Set up's legend

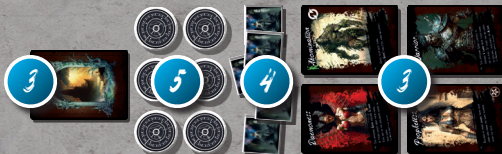
1. God's Realm: this is where gods gather their Altars and Shrines.

2. Follower cards: this is the hand of cards of each players.

3. Follower cards' draw deck and face-up Follower cards: this is from where Follower cards are drawn.

4. Altar tiles: these tiles represent the altars that the following build for their god. on one side they are inactive and on the other active.

5. Shrine tiles: these tiles represent the shrines that the following build for their god. on one side they are inactive and on the other active.



SETUP FOR 2 PLAYERS

1. Remove **2 priestesses** from the deck.
2. Each player chooses **TWO gods**: takes the **boards** which represent their Realms and places an **inactive Altar** in an empty space on each Realm (*the Goddess of Love takes an active one*).
3. The **oldest player** becomes the **first player**, except if the Ancient God is participating, then he always begins first.
4. Shuffle the **Follower cards**. Beginning with the

- first player, both players draw **5 follower cards**. Place the remaining cards face-down in the middle of the table to form the draw deck.
5. Reveal **5 Follower cards** (face-up) and place them next to the draw deck.
6. Place the **Altar tiles** and **9 Shrine tiles** in the middle of the table.
7. Return all remaining **Shrine tiles** to the box.





Gameplay

main action.

Then the player may also perform any number of **free actions** if they wish to.

In a 2-player game, each player on their turn draws 2 cards and performs 2 different actions.

DRAW A CARD

A player may select **any face-up card** from the table **or draw the top card from the draw deck**.

Whenever a face up card is selected, immediately fill the empty spot with a card from the draw deck.

The number of available face-up cards must be always equal to the number of cards that were placed face-up at the start of the game.

In a 2-player game, the empty spots are filled after the player has drawn both cards.

MAIN ACTIONS

On each player's turn, that player must take **1 main action** from the ones listed below:

• Use the ability (text) of a **Follower card** in their hand and discard the card.

• **Perform a Ritual:** Discard 3 cards with the ☩ symbol, to build a **Shrine** and place it on the respective spot on their god's Realm. (Max. 3 Shrines)

• **Worship a god:** A follower with the ☩ symbol can be placed face-up next to their god's Realm to show they are worshipping their god and offer their protection against the enemy gods.

• Do nothing (pass).

At the end of a player's turn, if a player has more than **6 cards in hand**, the player must discard down to 6 cards and the next player's turn begins in ☯ clockwise order.

FREE ACTIONS

In addition to the Main Action, even if they pass, players may perform **Free Actions**.

Cards with the symbol are **Free Action cards** and can be discarded to activate their ability.

There is no limit to the number of Free Actions a player can perform on their turn.





End of the Game

The game ends immediately when one of the following occurs:

1. A player has placed the required number of Altars and Shrines on their god's Realm.

The players complete the current turn (so that all players have had the same number of turns).

The player(s) who complete their **god's board** cannot be targeted by other players. (Their **Altars** cannot be destroyed).

In a 2-player game, both Realms must be completed.

2. The stack of Shrine tiles has been depleted.

The players, again, complete the current turn (so that all players have had the same number of turns).

3. The draw deck runs out, all face-up Follower cards have been drawn and all players have passed.

If the **draw deck** runs out, don't shuffle the discard pile.

On their turns, players take the remaining face-up **Follower cards**. If there are no cards left, they must play the cards from their hands until they run out of actions.

WINNER OF THE GAME

To win the game, a player must:

- Build at least **1 Shrine** (max. 3 Shrines)
- Discover and activate **Altars** and on their **god's Realm** (max 4 Altars).

The number of **Altars** discovered and activated will depend on the number of **Shrines** built, but it's mandatory to build at least **1 Shrine** to win the game.

Example:

If a player build **1 Shrine** then he will need **4 Altars**.

If a player build **2 Shrines** then he will need **3 Altars**.

and so on ...

If the game ends because of the other two conditions (2 or 3) refer to the gods' and followers' abilities.

Some of them, like the **Ancient God**, have special rules for winning a tie.

- If there is a tie, the player with the most **Shrines** is the winner.
- If there is still a tie then the player who placed the last **Shrine** is the winner. And this breaks all ties!



Follower cards

Name

Free Action

Special kind of Follower



Ability

Worship

Ritual

FREE ACTION
Cards with this symbol are **Free Action cards**.
On their turn a player may discard a **Free Action card** to use its ability.
There is no limit to the number of cards a player can discard on their turn.





For instance, as a **Free Action**, **Alchemist** allows the player to take **2 actions** in the same turn.



RITUAL

The followers perform **Rituals** for their gods in order to please them and build indestructible Shrines.

Cards with this symbol can be discarded to place **Shrines** on their **god's Realm**.
To build a **Shrine**, **3**  symbols are needed.

*Some cards with the **Worship** Symbol  double the effect of a **Ritual**.*



Seer, for instance can be used for a **Ritual**.



WORSHIP

When a follower worships their god, they offer protection to their god from the attacks of various enemies. To activate their protection effects, the followers must be placed next to the **god's Realm** as a Main Action.

This is the **Worship area**, where the divine powers of the followers get activated.

- If a card is in a player's hand it's not considered active.
- A player cannot place the exact same cards on their **Worship area**.
- While performing a **Ritual** a player may use cards placed on their **god's Realm** (used for the "Worship a god" action). If a player wants to use such a card to perform a **Ritual**, then the value of the Ritual is doubled.



For instance, **Amazon** can worship her god because she is bearing the **Worship symbol** and will then protect her god from attacks of warriors. If she is to be used for a **Ritual**, she counts as two **Rituals**.



INFLUENCE



When played, **Follower cards** with this symbol stay on the table **for one round** and affect all gods except yours.

The player who played the card can shuffle the **face-up Follower cards** with the **Follower cards' draw deck** and reveal new face up **Follower cards**.

*This takes place when the player discards the card with the **Influence symbol** (at the beginning of their next turn).*

PROTECTION



Follower cards with the **Protection symbol** offer protection to the god from various enemies and abilities.

ACTIVATION



Follower cards with the **Activation symbol** activate an **Inactive Altar**. *This is the ability of a Priestess.*



Altars and Shrines

The main goal of the game is to build **Altars** and **Shrines**. These are placed on the respective spots on the gods' Realms.

ALTARS

INACTIVE ALTARS

Altars are discovered through the **follower cards' abilities**.

When placed on the **god's Realm**, **Altars** are inactive and have no value, until they are activated.



ACTIVE ALTARS

Altars are activated by **Priestesses** and only once activated do they count toward winning the game.



SHRINES

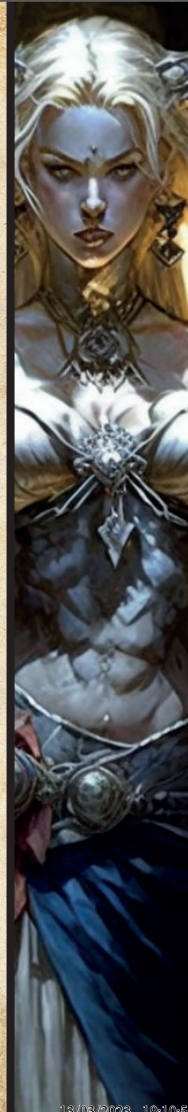
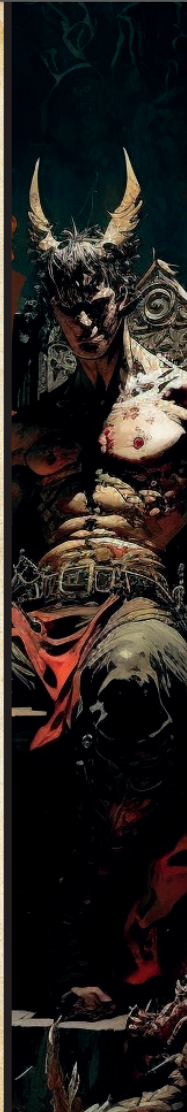
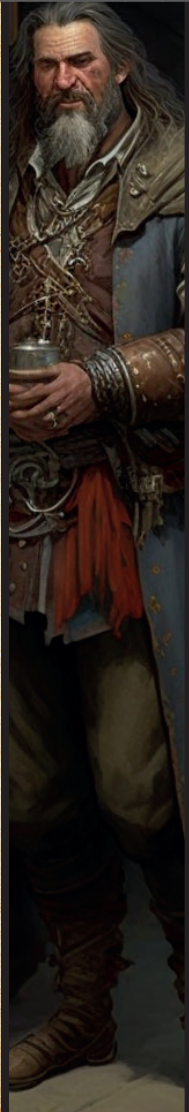
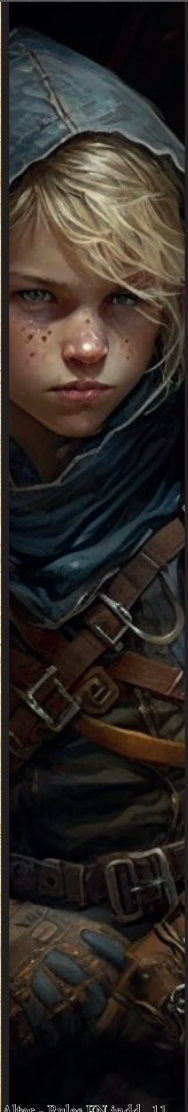


Shrines are built by discarding cards with a total value of 3 ☒ symbols.

In order to win the game, at least **1 Shrine must be built** (max. 3).

Shrines cannot be destroyed.

Once a **Shrine** or **Altar** tile has been placed on a **god's Realm**, it cannot be removed from it unless a card's abilities instructs to do so.





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