STORM OF THE GODS

Num Oluur, the Playground of the Gods, a hostile world where nomadic tribes wander on arid grounds on which only thrives the Vaal Er Num, a primary and uncontrollable wind. No lasting civilization has emerged in Num Oluur. Until now.

The prophecy says that only a God could have the strength to capture the Vaal Er Num or to build a sanctuary to protect men and allow them to finally live in peace. The Gods of Num Oluur have started a fierce battle to realize this prophecy and take their place at the top of the Pantheon of Num Oluur.

Number of Players
2 to 6

Age
10 and above

Game contents

- ❖ One 6 sided die (numbered 1 to 3 twice)
- ❖ One 8 sided compass die (N, NE, E, SE, S, SW, W, NW)
- ❖ 59 hexagonal terrain tiles indicating a population number between 0 and 5
- ❖ 1 compass tile
- ❖ 1 Vaal Er Num pawn
- ❖ For each player 30 worshiper pawns, 5 constructions and 1 sanctuary

Goal of the game
Become the most powerful God of Num Oluur by fulfilling one of the two conditions of victory:
- ❖ capture Vaal Er Num by surrounding it with your worshipers or constructions dedicated to your God.
- ❖ build 3 constructions dedicated to the worship of your God, including at least 1 sanctuary.

Victory is final if one of the conditions is fulfilled and holds during a turn from all players.
If no player can meet one of the victory conditions before all the tiles have been used, the player with the highest number of belief points on the board wins.

Game Set up
- ❖ Place the Compass tile in the center of the Num Oluur.
- ❖ Place the Vaal Er Num counter on the wind rose tile.
- ❖ Each player chooses a God and collects the elements of his Cult:
  - ➢ 1 sanctuary
  - ➢ 5 constructions
  - ➢ 30 worshiper tokens divided into:
    - ■ 7 pawns which will be the initial community of believers,
    - ■ 23 pawns in Limbo
- ❖ Shuffle and place the terrain tiles, face down on the game table (outside the borders of Num Oluur)
- ❖ The players take turns rolling the cardinal die, the player who rolls North first will start. The game turn will then take place clockwise.

Course of the Game
Each player's turn will follow the following 3 steps:
1. Vaal Er Num movement
2. Strengthening the Community of Believers
3. Cult Development

Vaal Er Num movement

Vaal Er Num is moved following the roll of two dice:

- ❖ the 8-sided die to determine the direction.
- ❖ the 6-sided die to determine the number of tiles.

To move the Vaal Er Num, the player draws the required number of tiles and places them face up on the board. The Vaal Er Num is placed on the last tile drawn. The player who rolled the dice can then convert one of the discovered tiles to his cult by placing worshipers on it. The other tiles are immediately discarded for the rest of the game.

To convert a tile, a player must place one worshiper more than the number shown on the tile.

- ❖ The conversion of a tile following the displacement of Vaal Er Num takes place **before** the reinforcement phase of the community of believers.
- ❖ **No worshiper or construction can be placed on the tile on which the Vaal Er Num is present**
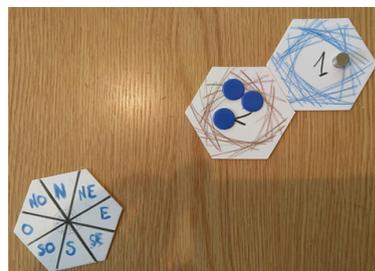
Example:

the Vaal Er Num was moved 3 tiles towards the east (blue die 3, white die 3). The player decides to convert a tile by placing 3 worshipers, one more than the number 2 indicated on the tile (fig. 1). The first tile of the move, empty at the end of the round, is removed from the board (fig. 2)

fig. 1

fig. 2

For all directions, except North and South, players will have a choice between two directions. The chosen direction must be maintained for all the movement of the player's turn.

If a movement of the Val Er Num collides with worshipers or a building constructed by a player, this movement will be considered an attack:

- ❖ on a tile occupied only by worshipers, one worshiper is removed from the tile for each move that the Val Er Num cannot make.
- ❖ on a tile bearing a construction, worshipers are protected by 2 movements.

If a tile remains empty following an attack by the Vaal Er Num, the player who rolled the dice may choose to occupy that tile by placing one more worshiper than the number indicated on the tile.

The Compass tile and the Sanctuary tiles block all movement of Vaal Er Num and can never be removed from the game space.

If a move should lead the Val Er Num out of the game board, the move stops on the last space on the board.

Strengthening the Community of Worshipers

During Each turn, the player will grow his community of worshipers by automatically collecting 1 worshiper. He also collects additional new worshipers as such:

- ❖ 1 worshiper per group of 3 converted tiles occupied by his worshipers
- ❖ 1 worshiper per tile with a building dedicated to his Cult

To maintain an existing sanctuary, a player will need to transfer a worshiper from his community of believers to his Limbo. If the player cannot maintain it, the sanctuary disappears from the board.

Each tile is counted only once. For example, a tile with a construction will bring 1 new worshiper and cannot count for tiles with worshipers.

These new worshipers are drawn from Limbo to join the community of worshipers.

Cult Development

The player can use his community of believers in different ways to develop his worship. During a single turn, a player can use as many worshipers from his community of believers as he wishes.

- ❖ Conversion
  - ➢ To convert a tile, the player places one more worshiper on it than the number shown on the tile. For example if a tile indicates the number 2, it will be necessary to place 3 worshipers to take possession of it.
  - ➢ To convert a tile with worshipers from another player, you will also need to place one more worshiper than the number of worshipers present on the tile.
  - ➢ A tile with a construction from another player cannot be converted directly. The building must be destroyed and then built again.
- ❖ Construction
  - ➢ A player can build a cult building on any tile populated by his worshipers, except those with an initial population of 0 or 5 (number written on the tile).
  - ➢ There must be a turn between conversion and the construction of a building.
  - ➢ In order to build on a tile, the player must use 2 worshipers from his community of believers. The player can choose to keep non worshipers present on the tile or to put them back in his Limbo.
- ❖ Destruction
  - ➢ A player can destroy another player's building by placing one more worshiper on it than the number already present. A construction counts for 2 worshipers on the tile. For example if 1 worshiper and an opposing construction are present on a tile, it will be necessary to use 4 worshiper to convert this tile. Converted worshipers are removed from the board and returned to the Limbo of the God to which they belong.
  - ➢ A player can destroy his own building by sacrificing a worshiper from his community of worshipers. The tile on which the construction is present disappears at the end of the turn if there is no more worshiper on it.
  - ➢ A construction located in a space adjacent to Vaal Er Num cannot be attacked by another player.
- ❖ Exploration
  - ➢ A player can sacrifice an worshiper by placing him in his Limbo, to uncover a tile adjacent to one of his buildings or to his sanctuary.
  - ➢ Once this tile is discovered, the player can choose to convert the it or make it disappear.
- ❖ Sanctuary
  - ➢ A sanctuary can only be built on a space with an initial population of 5 (number indicated on the tile). The player must convert the tile in the first round, then build his sanctuary during a later turn.
  - ➢ The construction of a sanctuary will be done by transferring 3 worshipers from the community of believers to Limbo.
  - ➢ Between conversion and construction, an opposing player may attack the tile under normal conversion conditions.
  - ➢ If this tile is attacked by The Vaal Er Num, the number of worshipers present will decrease in the same way as for a normal attack.
  - ➢ If all the worshipers disappear from this tile, it is discarded..
  - ➢ A built sanctuary tile cannot be attacked or destroyed by a player, including the player who built it.

A tile can only be used by a player in one action during his turn (exploration, construction, destruction, etc.).
When attacking a tile belonging to another God, the player will use worshipers from his community of believers who are not present on the board. He must imperatively involve in this attack one more worshiper than the forces present on this tile.
A player cannot attack if he does not have sufficient strength to win the battle he wishes to wage.

Winning the Game

❖ **Surrounding of Vaal Er Num**

Vaal Er Num is considered to be surrounded when it has no free space to move before the roll of the 2 movement dice.

If after the roll of the 2 dice it successfully moves or makes a tile disappear, the encirclement is broken and the victory condition is no longer fulfilled.

If none of the players can break this encirclement before the game returns to the player having declared the encirclement, the game is over.

If the encirclement is maintained for an entire turn, the player with the highest number of belief points on the tiles surrounding the Vaal Er Num is considered the winner.

❖ **Sanctuaries and construction**

If a player can maintain a sanctuary and 2 other constructions during an entire turn, he will be declared winner.

❖ **Tiles**

If a move from the Vaal Er Num can no longer be made due to the lack of available tiles, the game is immediately stopped. The player with the most belief points on the board is declared winner.

Belief Points

For victories encirclement or lack of available tiles, points are counted as follows:

➢ 1 point for each worshipper present on the board
➢ 3 points per construction
➢ 10 points for a sanctuary

Optional Additional Rules

❖ Oceans (blue tiles): Vaal Er Num can move over them but no constructions are possible
❖ Gods can be played with specific powers described in the table below

STORM OF THE GODS

Name	Belief	Construction	Power
KORS TONUM	God of Commerce	Market	Can give 1 construction an additional belief point (once per turn)
YSTHMA	God of the Oceans	Floating Town	Can build a construction on a sea tile
IALDA BAOTH	God of War	Necropolis	Can reduce 1 city's defenses to 1 point (once per turn)
DAIKOE	God of the Arts	Theater	May move 1 pawn per turn from one of its converted spaces to another
QAWIME	God of Reason and Knowledge	Library	May explore 2 spaces adjacent to a construction
SHAMASH	God of Madness	Asylum	May convert 1 opposing worshiper per turn