

LORDS OF CREATION

Rules - overview

Turns

1. Refresh hand to 7 people cards
2. Select a people card
3. Reveal people card to determine order of play
 - a. Look at the value of the people card. Lowest value goes first.
 - b. If there is a tie and the terrain type of the people cards differ then priority is determined as follows:



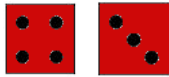
- c. If the value and terrain type are equal then role a die
4. Place people counters (barbarians on barbarian hexes, civilized people on civilized hexes)
 5. Move, attack, civilize one hex, build one altar (in any order)

Movement

A pile of people counters can move as long as no hex is left unoccupied (at least one counter has to be left behind on every hex passed). The following constraints must be obeyed:

- a. People may never move into a different terrain type.
- b. Island people can move (and attack) across exactly one intervening sea hex.
- c. Barbarians may not move over or land on civilized hexes, and civilized people may not move over or land on barbarian hexes.
- d. Civilized people cannot move onto more than one open piece of terrain. This is equal to civilizing a hex. No more than one hex can be civilized during a player's turn (see *civilization*).


Attacking



Only barbarians can attack. Players attack by rolling two dices.

Hit (defender loses one people counter)

Within terrain:	6 or more with two dices
Between terrains:	8 or more with two dices

 NOTE. When rolling a double (that is, when the scores of the dies are equal) the players turn ends. A hit still counts, but no other actions may be taken.

Defending



Barbarians and civilized people defend in the same way, namely by rolling a dice.

Successful defence (attacker loses one people counter):

if the score of the defender's dice is higher than both of the individual scores of the attacker's dice

Civilizing



The first time a player civilizes he or she may civilize any hex, belonging to any player. After that, civilization can only spread to hexes adjacent to civilized hexes (not across a sea hex!). Civilization can spread across terrain types. Civilization is irreversible. Civilization can be started only once per game.

Building an altar



To build an altar a player must have **two or more** civilized people in a hex. Remove the top people counter and replace it with an altar.

The process is irreversible. No more people counters may be placed on the hex. If all civilized people counters are destroyed the altar is lost.

Scoring



Barbarian hex
1 point

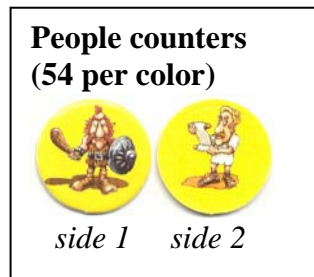


Civilized hex
2 points



Hex with an altar
3 points

General Information



Composition of a deck of people cards (number of people cards of each category)

Terrain	Value of people card				
	1	2	3	4	5
Islands	2	4	3	2	1
Hills	1	4	4	3	2
Forests	1	4	4	3	2
Grasslands	1	3	4	4	3
<i>Total nr</i>	5	15	15	12	8

Lords of creation – game sheet

Priority when resolving ties between different terrains



Hit (defender loses one people counter)

Within terrain: 6 or more with two dices
Between terrains: 8 or more with two dices

NOTE: When rolling a double turn ends

	Score
Barbarian hex	1
Civilized hex	2
Hex with altar	3
