

# REACH THE GODS

By Arissa Adams  
An All vs All Card Game  
For 2-5 Players  
Ages 8+

## Game Description:

Players play as Villagers trying to increase their rank in order to reach heaven and obtain divine power from the gods.

## GRATIS Outline

<b><u>Goals</u></b>
<ul style="list-style-type: none"><li>• To make matching sets and advance their villager to the next rank.</li><li>• To earn each rank token, in order, until the Divine rank is reached.</li><li>• For your villager to reach the Divine rank and make their way to heaven before any other player.</li></ul>

## **Rules**

- Players start by choosing a Villager Card to represent themselves and a God Card to represent the God they are trying to reach in heaven. At this time the players must choose someone to be the dealer. The chosen dealer then shuffles the cards and then deals three cards to each player. Players look at their cards they are dealt but must not show them to other players. The remaining cards are placed face down as the draw pile.
- The player to the right of the dealer goes first and play is continued in that fashion.
- Players start their turn by drawing a card from the draw pile. A player may only have five cards in their hand at a time. If the number in their hand exceeds five then they must choose a card/cards to discard into the discard pile until they only have five in their hand.
  - Action 1- Player must look at the cards in their hand and determine if they have a matching set or not.
  - Action 2- If the Player has a matching set then the player can lay down the matching set to the right of their Villager Card.
  - Action 3- If the Player doesn't have a matching set, then their turn is over and play moves on to the next player.
- If the Player has made 2 matching sets and has chosen to lay them down then they can rank up their villager to the next available rank. (This can be done within multiple turns),

Example: It is Player One's turn, Player One has a matching set placed on the table and is currently the Vestry rank. They have a second matching set in their hand. They choose to lay down the new matching set, now they have made two sets of matches and can now rank up their villager to the Priest rank.

- If a player lays down a matching set then they have a chance to use their chosen Villager's special. To determine if they can use the special or not then the Player must roll the included die. If they roll an 8 or lower then they may not use the special and their turn is over.

If they roll between a 9 and 12 then their special backfires and the player sitting to their left gets to use their special instead, afterwards their turn is over. However, if they roll a 13 or higher then they may use their cards special. Please refer to the card to determine what the player's individual special is. After using their special their turn is over.

Players must read aloud their villagers special to the other players before using it.

Example: Player One lays down a matched set and has chosen to roll to try to use their special. They roll an 11. That means that their special backfired. Player Four is sitting to the left of Player One. That means that Player Four would read their villagers special and they would get to use it at that time to benefit themselves. After doing so, Player One's turn would be over and play would continue to the right.

- Play continues until a player reaches the Divine rank. The first player to the Divine rank wins and has successfully reached heaven and their villager has been given divine power by their god.
- If a player lays down their 2nd matched set but doesn't lay down a rank token on their turn then they may not do so later, rather they have to make an additional matched set to re-earn the token.

- If a player lays down the wrong Rank Token it will result in a rank being taken away as a penalty when noticed by another player.

Example: Player One has just made their second matched set and places the Seer Rank Token down instead of the Priest Rank Token. Their turn ends and now it is Player Two's turn. Player Two realizes Player One's mistake. They call out Player One's mistake, now the dealer must demote Player One back to the Vestry rank.

- If the draw pile runs out and no players have reached the Divine rank then the dealer must take the cards from the discard pile, shuffle them, then lay the cards face down as the new draw pile.
- Ranks are as follows;
  - Villager, Vestry, Priest, Seer, and Divine
- Matched sets are based on style and consist of three cards. Possible sets are as follows;
  - Field Cards, Altar Cards, Artifact Cards, Mystic Cards, and Angelic Cards.
- There are four different styles in each set. So there are four different styled Field Card sets, four different styled Altar Card sets, ect.

## **Items**

- 70 x Action Cards
  - 5 x God Cards
  - 5 x Villager Cards
  - 12 x Field Cards (Yellow)
  - 12 x Altar Cards (Red)
  - 12 x Artifact Cards (Blue)
  - 12 x Mystic Cards (Purple)
  - 12 x Angelic Cards (Green)
- 25 x Rank Tokens (5 for each rank; Villager, Vestry, Priest, Seer, and Divine)
- 1 x 20 sided die

## **Actions**

- Players must look at the cards in their hand and determine if they can make a matched set or not. Players must not show other players the cards in their hand. Players may also only have five cards in their hand.
- The active Player has a matched set. The player could then lay that matched set down and if this matched set is the second pair placed since the last rank up, the player may place the next appropriate rank token onto their villager. At this time the Player can choose to roll die and determine if they can use their Villagers special or not.
- The Player doesn't have a matched set. Player cannot lay down a matched set, therefore the player cannot rank up their villager, use their special, or complete any other action. Their turn ends and play goes onto the next player.

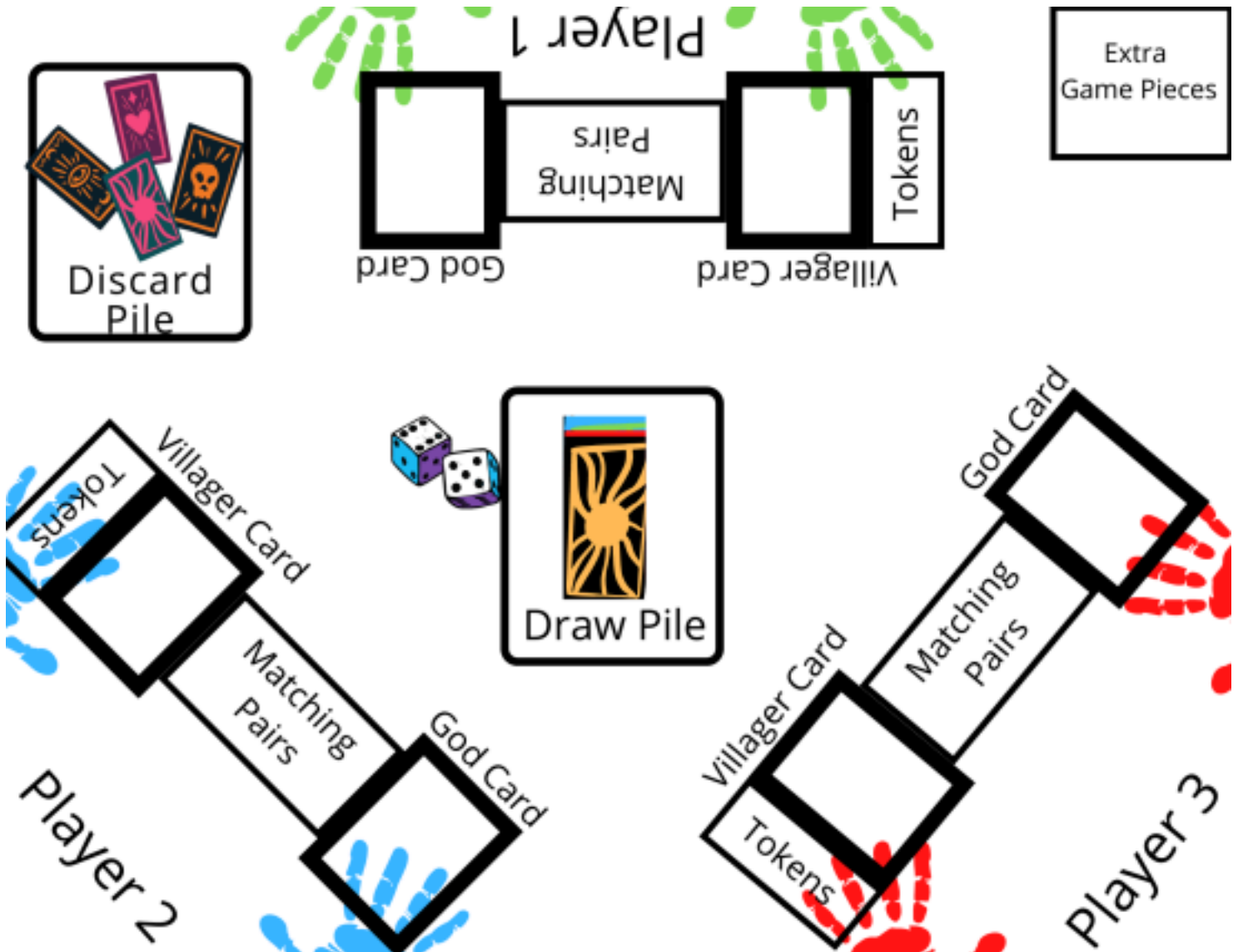
## **Transitions**

- Start Game
- Player draws a card then determines if they have any matching sets or not and continues with the appropriate action.
- Players can roll die to determine if they can use Villager's special, if so they can continue with the appropriate action, if not their turn ends.
- If a player places the wrong Rank token on their Villager Card and another player notices it then the player that has made the mistake will be penalized and will have a rank taken away.
- If a player lays down a matched set that would give them a rank token, but fails to lay down the next Rank Token onto their Villager Card in the same turn then they have to make an additional matched set to re-earn the Token.
- The first player to reach the Divine Rank wins & the Game Ends

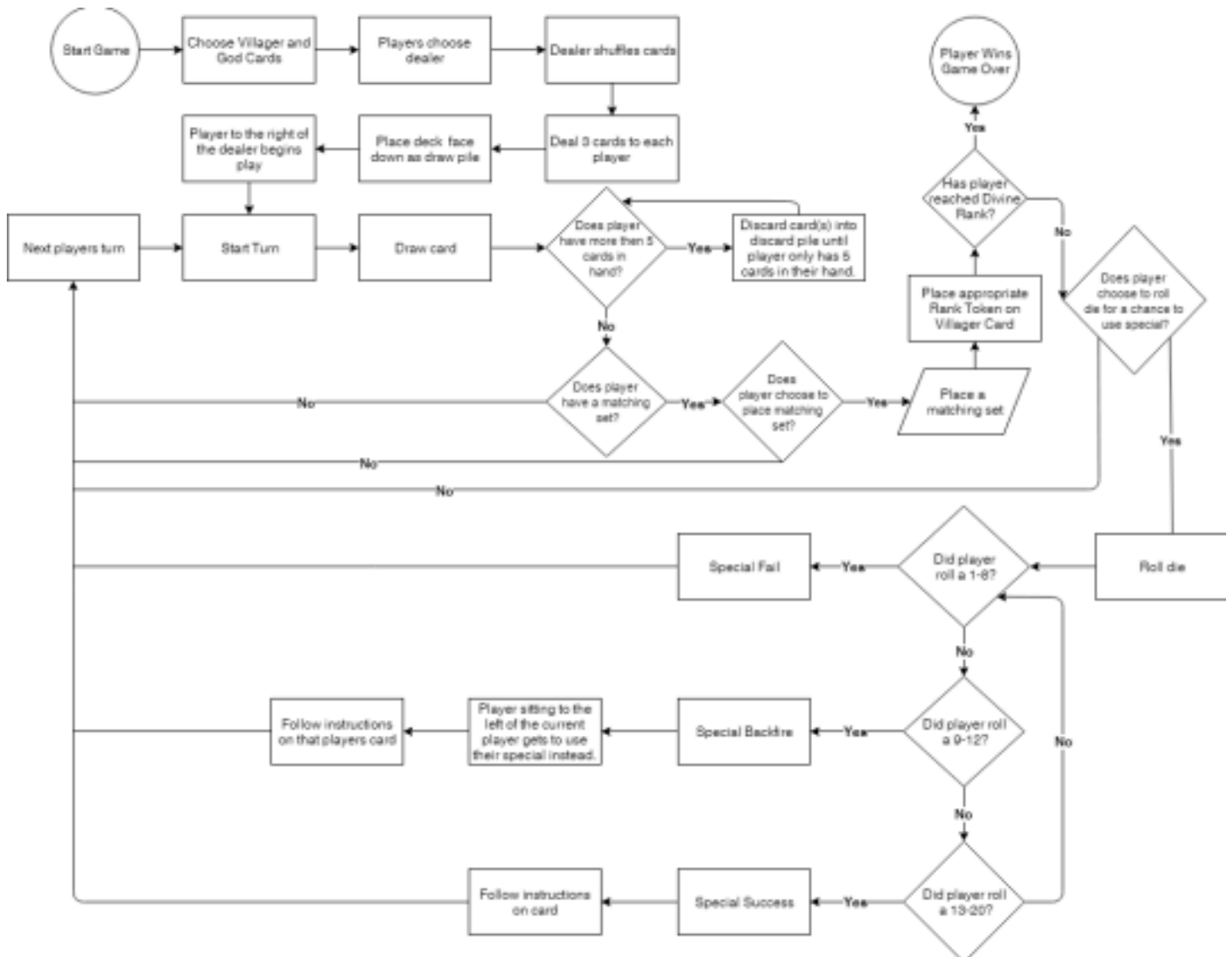
## **Setup**

- Players must place their chosen Villager Card to their bottom left and their chosen God Card to their bottom right, face up. Players then place a Villager Rank Token on top of their Villager Card. The draw pile and discard pile are placed in the center (discard pile can be placed to side if desired), die is also placed in the center. Remaining Rank Tokens can be placed to the side.
- At the beginning of the game, after players have chosen a Villager Card and God Card the players must choose a dealer. The chosen dealer then shuffles the cards, and deals three cards to each player. The remaining cards are then placed face down as a draw pile in the center of the playing area.
- The player sitting to the right of the dealer goes first.

# Example Set-Up



# Flowchart



# Complete Rulebook

## Thematic Backstory

Have you ever wished for power? The power to help others, or to defeat your enemies, become rich, to do whatever you wished? Well now you can. The gods are listening. You need to earn their favor by completing tasks for them. With each completed task you will be rewarded and promoted. The higher the rank you hold the closer you are to reaching the gods in heaven. If you manage to succeed the gods will grant you divine power to fulfill your dreams and achieve your heart's desire. Can you make it to heaven before the other villagers? Or will you be left in the dust while others claim that power for themselves?

## List of Game Components

- 70 x Action Cards
  - 5 x God Cards
  - 5 x Villager Cards
  - 12 x Field Cards (Yellow)
  - 12 x Altar Cards (Red)
  - 12 x Artifact Cards (Blue)
  - 12 x Mystic Cards (Purple)
  - 12 x Angelic Cards (Green)
- 25 x Rank Tokens (5 for each rank; Villager, Vestry, Priest, Seer, and Divine)
- 1 x 20 sided die
- 1 x Rule Book
- 1 x Quick Reference Guide

## Game Setup

- Players must place their chosen Villager Card to their bottom left and their chosen God Card to their bottom right, face up. Players then place a Villager Rank Token on top of their Villager Card. The draw pile and discard pile are placed in the center (discard pile can be placed to the side if desired), die is also placed in the center. Remaining Rank Tokens can be placed to the side.
- At the beginning of the game, after players have chosen a Villager Card and God Card the players must choose a dealer. The chosen dealer then shuffles the cards, and deals three cards to each player. The remaining cards are then placed face down as a draw pile in the center of the playing area.
- Players may look at the cards that are dealt to them but must not show these cards to other players.
- The player sitting to the right of the dealer goes first.
- Once a player makes a matched set it will be placed face up in a pile in between the Villager Card and the God Card.

## Objective

Players win the game by making matched sets to increase their rank. With every 2<sup>nd</sup> matched set a player earns a rank. The first player to reach the Divine Rank wins the game.

## Turn Overview

To start a player's turn the player must draw a card from the draw pile. If the player has more than five cards in their hand then they must discard a card(s) into the discard pile until only five cards remain. Keeping the cards in their hand hidden, the player must determine if they have a matching set. If the player does have a matching set then they can choose to lay it down or end their turn. If a player chooses to lay down the matched set and it is their 2<sup>nd</sup> match since their last rank up then they must also lay down the appropriate Rank Token onto their Villager Card, failing to do so at this time will result in the player having to make an additional matching set. At this time the player can choose to roll the 20-sided die for a chance to use their chosen villagers special. If they choose to roll then they roll the die and take the appropriate action based on what they rolled then their turn is over. If they choose not to roll then their turn is over.

1. Draw a card from the draw pile
2. Discard a card(s) if necessary
3. Determine if you have a matched set
4. Choose to lay down matched set or not
5. If you lay down a 2<sup>nd</sup> matched set, lay down appropriate Rank Token on Villager Card
6. Choose to roll the die for a chance to use villager's special or not
7. If you roll the die, take the appropriate action based on the number you roll
8. End turn



## Details Regarding Various Game Mechanics

### Laying Down A Matched Set

After a player determines if they have a matched set or not they can choose to lay down that matched set or not. Choosing not to lay down a matched set means the player will not be granted a Rank Token, they will not be allowed to draw another card, their turn would simply end and play would move on to the next player. A player may not lay down more than one matched set per turn, unless their special grants them the ability to do so. Once laying down a 2<sup>nd</sup> matched set the player must place the appropriate Rank Token onto their Villager Card.

### Failure To Place A Rank Token/Placing The Wrong Rank Token

If a player lays down a 2<sup>nd</sup> matched set then they must place the appropriate Rank Token onto their Villager Card. If a player fails to place a Rank Token onto their Villager Card during the turn when they placed the 2<sup>nd</sup> matched set then they may not place the token later. If their turn ends and they fail to place the token, then they have lost the chance to place that token and must now make another match in order to place that token. Also, if a player places the wrong token onto their Villager Card and another player notices it then the offending player will be demoted.

Example: Player One has just made their 2nd matched set and places the Seer Rank Token down instead of the Priest Rank Token. Their turn ends and now it is Player Two's turn. Player Two realizes Player One's mistake. They call out Player One's mistake, now the dealer must demote Player One back to the Vestry rank.

### Using A Villagers Special

After laying down any matched set a player can choose to roll the die for a chance to use their chosen villagers special. Each villager has a unique special that can help them reach heaven, the special is written on the back of the card. If the player chooses to roll the die there are three different outcomes that can occur. The special could succeed, fail, or backfire. For the special to succeed the player must roll a 13-20, for the special to fail the player must roll a 1-8, for the special to backfire the player must roll a 9-12. If the special succeeds, then the player gets to use their chosen villagers special which they will find written on the back of the card. They must read their special aloud to the other players before using it. Afterwards, their turn is over. If the special fails, then the player does not get to use their chosen villagers special and their turn is over. If the special backfires, then the player does not get to use their special. Instead the player sitting to their left gets to use their special, to benefit themselves, after which the player's turn is over and play proceeds to the next player on their right.

Example: Player One lays down a matched set and has chosen to roll to try to use their special. They roll an 11. That means that their special backfired. Player Four is sitting to the left of Player One. That means that Player Four would read their villagers special and they would get to use it at that time to benefit themselves. After doing so, Player One's turn would be over and play would continue to the right, to Player Two.

### Winning The Game

To win the game, a player must simply be the first player to reach the Divine Rank. Whichever player lays down the Divine Rank Token onto their Villager Card first is the winner. This means that their villager was able to reach heaven and be granted divine power from the gods before any other villager. After a player reaches the Divine Rank the game is over.

## Ending the Game

The player to reach the Divine Rank first wins the game.

## Examples of Play

### Play Example:

Player One is starting the game. On their first turn they complete 3 actions;

1. They draw a card.
2. They check to see if they have a match.
3. They have a match so they lay it down, since it's their first match they end their turn. Player One has finished their turn.

### Play Example:

Later on in the game Player Three has the Priest Rank and Player Four has the Seer Rank. It is Player Three's turn. Player Three knows that if Player Four has a matched set in their hand they could win the game their next turn. Player Three completes 8 actions;

1. They draw a card.
2. They check if they have a matched set.
3. They have a matched set so they lay it down, it is their 6<sup>th</sup> set of matching cards.
4. They upgrade their villagers to the Seer Rank.
5. They roll the die for a chance to use their special.
6. They succeed so they use their villager's special which allows them to repeat their turn.
7. They draw another card.
8. They determine if they have a matched set. Player Three doesn't have another matched set so their turn ends and play continues onto Player Four.

It is now Player Four's turn. They complete 3 actions;

1. They draw a card.
  2. They discard an extra card in their hand.
  3. They determine if they have any matches.
- Player Four does not have any matches so their turn ends.

## Frequently Asked Questions (FAQ)

**Q:** *If my villager's special lets me draw a card and the card I drew makes a matched set in my hand, may I lay it down?*

**A:** *Only if you have the Villager Card that has the specific ability to do this. Some Villager Cards allow the player to draw a card but only one says, "Player draws a card, if the player makes a matched set they may place it down at any time. Player may not roll the die for another chance to use their special this turn."*

**Q:** *If one player reaches the Divine Rank and the other players still want to play can the person who reached the Divine Rank just leave the game and let the other players continue to play?* **A:** *Yes. If the other players still wish to continue playing until another player reaches the Divine Rank they are free to do so.*

**Q:** *If a player has a villager with the special, "Player redirects game play in the opposite direction. Players may not roll the die for another chance to use their special on this turn." Does that mean that they get to go again?*

**A:** *No. For example;*

*Player Two uses this special. Instead of play going to Player Three, Player Two would reverse gameplay and Player One would now go, then Player Five (or whoever is last) and play would continue in this direction until it was changed again.*

**Q:** *What order does the ranking go in?*

**A:** *Villager, Vestry, Priest, Seer, and lastly Divine.*

# Quick Reference (Cheat Sheet)

## How To Win

Be the 1st player to reach the Divine Rank

## Turn Overview

Draw a card.  
Discard if necessary.  
Choose to lay down matched set if able.  
Lay down rank token if 2nd matched set.  
Choose to roll die or not.  
Based off number rolled, follow appropriate action(s).  
End turn

## Items

Included are:

5 x God Cards, 5 x Villager Cards, 12 x Field Cards, 12 x Altar Cards, 12 x Artifact Cards, 12 x Mystic Cards, 12 x Angelic Cards, 25 x Rank Tokens, & 1 x 20 sided die

## Setup

Players place Villager Card to their bottom left and God Card to their bottom right, face up. Place a Villager Rank Token on top of the Villager Card. Remaining Rank Tokens placed to side. The draw pile and discard pile are placed face down in the center, die is also placed in the center. Chosen dealer shuffles cards, and deals three cards to each player. The remaining cards are then placed face down as a draw pile. The player sitting to the right of the dealer goes first.

## Reminders

\*Players can demote other players if one player places the wrong rank token on their villager.  
\*If you forget to place your rank token down during your turn you may not do so later.

# Cards

Front:

Gods



Villagers

Back:

## Gods

TAMMUZ	HORUS	ARANYANI	LAKSHMI	RADEGAST
"Player draws a card, if the player makes a matched set they may place it down at this time and rank themselves up if this is a 2nd matched set."	"Player may take two cards at random from a player of their choosing, if this puts the total number of cards in their hand over 5 they may keep these cards until their next turn."	"Player redirects game play in the opposite direction. Player doesn't receive a second turn."	"Player may take another turn. Player must draw another card and discard a card(s) if their hand goes over 5 total. Player may not roll for a chance to use their special a second time."	"Player may switch hands with a player of their choosing. Player swaps all the cards in their hand for all the cards in their opponents hand. Any hand holding over 5 cards must discard until they have 5."
FARMER	WARRIOR	JESTER	MINER	BARTENDER

## Villagers



## Matching Cards:



## Tokens:

