

Bello Divorum

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Players: 4-6

Game Time: 30min – 45min

Materials

- 1 Game Board (Lid)
- 192 Control Chips
 - 96 Fields (16 of each color)
 - 66 Cities (24 of each color)
 - 30 Temples (12 of each color)
- 180 Player Follower Tokens (30 of each color)
- 6 Reference Cards (1 for each Player)
- Doomsday Token

Game Goals

Game

The goal of the game is to have the most Faith Points by the time that Doomsday is reached.

Game Setup

Board Setup: Lay the board in the middle of the player area so everyone can reach it. Each player chooses one of 6 corners of the board, and one of 6 Pantheons of gods. Place a Control Chip on your starting Temple.

The Pantheons:

- Aztec (Red)
- Mesopotamian (Orange)
- Egyptian (Yellow)
- Shinto (Green)
- Norse (Blue)
- Greek (Purple)

Each player gets the Power Card associated with their pantheon.

The players must also place the Doomsday Chip in the appropriate corner of the board.

Gameplay Rules

Location Types: (Images in actual Rule Book!)

- **Temples:**
 - These locations are found on the 6 corners of the board (where the players start),
- **Cities:**
 - These locations are found circling the temples on the corners of the board, as well as a few more within the board space.
- **Fields:**
 - These locations are found around the inside of the board, in a star shape. There is also a single one in the middle of the board.

Recruit Phase:

- The current player places any new Followers on their appropriate locations. Different types of locations generate different amounts of Follower Tokens.
 - **Temples:**
 - Generate up to 3 Follower Tokens every turn.
 - Cannot generate Follower Tokens if the amount of Followers on the location will be greater than 3.
 - Ex. If there are 2 Followers on a temple before the Recruit Phase, then only 1 Follower will be added to the Temple. However, if there are no Followers on the Temple before the Recruit Phase, all 3 will be added to the Temple.
 - **Cities:**
 - Generate up to 2 Follower Tokens every turn.
 - Cannot generate Follower Tokens if the amount of Followers on the location will be greater than 2.
 - Ex. If there are 2 Followers on a temple before the Recruit Phase, then no Followers will be added to the City. However, if there are no Followers on the City before the Recruit Phase, all 2 will be added to the City.
 - **Fields:**
 - Do not generate Follower Tokens.

Power Phase:

- The current player may select a Power from their Power Card. They must then follow the rules of the power, printed on their Power Card.
- Powers often require a sacrifice amount, where a number of Followers on each Temple you control must be sacrificed in order to use the power.
 - If the sacrifice cost is greater than 1 Follower per Temple, the Doomsday Token must be moved one space, Left to Right, as well.
- Powers often affect other players, or give your Followers short-term advantages.
- The player may only gain the favor of the gods once per turn.
(Only one power may be used per turn)

Gameplay Rules Cont.

Action Phase:

- The player determines how many actions they have based on how many Fields they possess. All players start with 3 Actions, and gain 1 Action for every 2 Fields they control.
- There are two types of Actions that can occur during the Action Phase. Movement and Attacking.
- **Movement:**
 - The player selects one Follower on any location, and can move them to an adjacent location. This is one Action.
 - No Location can have more than 4 Followers on it at any given point.
- **Combat:**
 - The player selects a location, and all Followers move to an adjacent enemy-controlled location. You may not attack an uncontrolled location! This counts as one Action.
 - For every follower of yours that land on an enemy location, each player loses 1 follower.
 - The Control Chip (see Control Phase) counts as a defender, and must be removed the same as if there was 1 extra Follower defending the Location.

Control Phase:

- This phase is when the player can capture unoccupied Locations. Each type of Location requires a different number of Followers to control.

Temples:

- If there are 3 Followers on an uncontrolled Temple, you may take control of it.

Cities:

- If there are 2 Followers on an uncontrolled City, you may take control of it.

Fields:

- If there is 1 Follower on an uncontrolled Field, you may take control of it.

- Once a player takes control of a Location, they place a Control Chip of the correct location type in that spot.

- **It is now the next players turn; they begin their Recruit Phase.**
- **Turn order is Counter-Clockwise, or Left to Right, same as the Doomsday Token.**
- **Once all players have had a turn, move the Doomsday Token one space forwards.**

Endgame / Calculating Faith Points:

- The game ends on the turn after the Doomsday Token has made a full circle around the board.
- Every player who did not have a turn on the last round gets one extra Recruit Phase.
- Players add up their total Faith Points to determine the strongest pantheon of gods.
 - Followers are worth 1 Faith Point apiece.
 - Controlled Fields are worth 1 Faith Point apiece.
 - Controlled Cities are worth 2 Faith Points apiece.
 - Controlled Temples are worth 3 Faith Points apiece.