

# TEST OF TIME - Version 1.0

by Tyler Sandersfeld

## OVERVIEW

The true test of a God's power is that God's ability to remain revered over a long period of time. As a God, you must force your followers to create testaments to you and impose your will onto the followers and testaments of other Gods.

## EQUIPMENT

For each player, print out:

- 1 player board
- 3 Tools cards
- 3 Artwork cards
- 3 Burial Site cards
- 3 Temple cards
- 3 Monument cards

Also, please procure tokens to use as followers for each player (two types necessary; at least 30 of one, 10 of the other)

Designate one token type as "follower," and the other as "priest."

## SET UP

Each player takes a game board and a set of Testament cards. Place the decay strips and preservation tokens in piles so all players can reach them with ease. Each player dedicates a "home zone" for his or her followers and places 20 regular followers in the zone.

## GAMEPLAY

Choose a player to start the first round, with play alternating clockwise. Subsequent rounds' starting players also alternate clockwise.

During a player's turn, the player may make **one** of the following moves:

**Create:** If at least one of your three Testament spaces is vacant (or the previous Testament is buried), and you have enough unused followers, you may create a Testament. Place the required number of followers on the desired Testament space, depending on the Testament you wish to create. Once the round is over, place the appropriate Testament card on the Testament space. Return the surviving followers to your home zone; the dead followers are placed out of play.

**Preserve:** In order to keep your Testaments as pristine as possible, you must preserve them. Place the required number of followers on the Testament you wish to preserve. At the end of the round, place a preservation token on the bottom-most visible section of the Testament. Return the followers to your home zone. If a Testament is not preserved, place a decay strip on the bottom-most visible section at the end of the round.

**Sire:** Siring increases the number of your followers for the future. To sire, place two followers on the gray dots in one of your three Sire zones. Once you do, take a follower token not in play and place it on the blue dot. At the end of the round, return all three followers to your home zone. You may sire up to three times per round.

**Sire Shaman:** Shamans have incredible powers compared to normal followers, but come at a price. To sire a shaman, place two followers on the gray dots in one of your two Sire Shaman zones. Once you do, take a shaman token not in play and place it on the red dot. At the end of the round, place the new shaman in the home zone; the followers who sired the shaman are now dead, and must be placed out of play.

A shaman can act like a normal follower with any action. If you have a visible Monument, shamans are equal to two followers. More Monuments increase the number of followers shamans represent by 1.

**Convert:** Once you have created at least one Temple, you may convert one of your opponent's followers to your side. Place four followers on the gray dots in the Convert zone. Once you do, take one of your opponent's followers still in the home zone and place it on the red dot. At the end of the round, return all five followers to your home zone.

**Attack:** You can force the decay of one of your opponent's Testaments by attacking it. To do so, place any number of followers and shamans on a Testament you wish to attack (including those ready to be preserved). If the Testament is not sufficiently defended, the Testament receives one decay strip for each undefended attacker at the end of the round. All non-shaman defended attackers are killed.

**Defend:** If another player is attacking your Testament, you may defend it with your own followers and shamans. Attacking shamans must be defended by a number of followers equal to the shaman's power (represented by Monuments). All non-shaman defenders are killed.

**Reverse Time:** Perhaps the greatest power of a shaman, though it's not without consequences. Each shaman can temporarily remove the effects on one Testament (of any player) by one round each (each Monument increases the number of rounds a shaman can reverse by one). You may use as many shamans as necessary. Once you have regressed as far as desired, you may use your waiting followers to replace the effect of each round. Once a follower is used, it cannot be used to alter later rounds. Replace each round effect one by one until you return to the present. The shamans used to reverse time die.

**Pass:** If you don't have enough followers or desire to make more moves, pass your turn.

Once a player has made a move, the next player's moves. The round ends once all players pass in succession. The game ends after completing the 20th round.

## TESTAMENTS

Tools: Uses 4 followers to create, with 1 follower dying. Requires 2 followers to preserve. Each Tools reduces preservation costs by 50%.

Art: Uses 8 followers to create, with 2 followers dying. Requires 4 followers to preserve. Each Art reduces creation costs by 25% (same amount of followers die).

Burial Site: Uses 12 followers to create, with 3 followers dying. Requires 6 followers to preserve. Each Burial Site reduces number of deaths per action by 1 (cannot have negative deaths).

Temple: Uses 16 followers to create, with 4 followers dying. Requires 8 followers to preserve. At least one Temple is required to convert opposing players' followers. Each additional temple reduces conversion cost by 50%.

Monument: Uses 20 followers to create, with 5 followers dying. Requires 10 followers to preserve. Each Monument increases the power of shamans by 1.

## SCORING

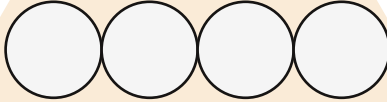
Each remaining Testament's score is equal to the number of gold dots remaining visible multiplied by the number of rounds the Testament has existed. For example, if a Temple has three gold dots visible, and was created five rounds from the end, the Temple scores  $3 \times 5 = 15$  points.

The player with the most points wins the game. In case of a tie, the player with the most shamans at the end of the game wins.

Print one for each player;  
cut out along the pink  
edges if you wish.



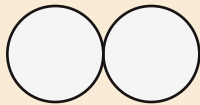
CONVERT  
(must have Temple)



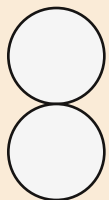
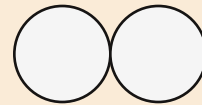
TESTAMENT



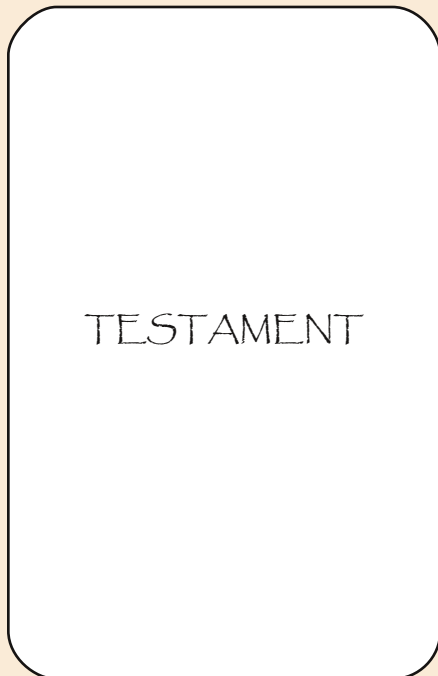
SIRE  
SHAMAN



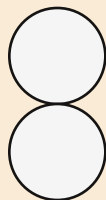
SIRE  
SHAMAN



SIRE



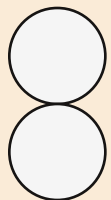
TESTAMENT



SIRE



TESTAMENT



SIRE



# TOOLS



Print out three sheets each for each player and cut out the cards and decay strips.



# BURIAL SITE



# TEMPLE



# ART



# MONUMENT



Print out and cut out as many extra decay strips as you need.

