



Rules of Play

Object and Set Up

The objective is to capture the opposition's book, release one's captive ancestors and destroy the captured book at one's altar.

Prepare the game board by putting the Region of Light piece and Region of Darkness piece together. The center piece is the Well of Souls and is only used during the end game. Place a gold key at each domicile in Region of Light and do the same with the blue keys in the Region of Darkness. Also, place the Book of Light on the Great Lectern in the Region of Light. Do the same with The Book of Darkness in the Region of Darkness.

There are four players. Each chooses a character to represent. The Holy Man and Hunter are allies and the People of Light. The Vampire and Werewolf are allies and the People of Darkness. Each character represents a territory:

- Holy Man from Prayer uses the blue pawn.
- Hunter from Diligence uses the green pawn.
- Vampire from Blood uses the black pawn.
- Werewolf from Rage uses the brown pawn.

Each character has strength over another:

- Holy Man over Vampire • Vampire over Hunter
- Hunter over Werewolf • Werewolf over Holy Man

Players start the game by placing their pawns on their Domicile Spaces. Domicile Spaces are located in the upper corner of each territory. Each player begins the game with 10 pieces of gold. Determine who goes first by highest roll of the dice and follow in clockwise order.

Movement

Movement is determined by rolling two dice. If a player holds a Horse and Lamp or Carriage Card, as applicable, then the holder is allowed a third die when rolling. If a player plays a ration it allows the player one extra roll once per turn.

Players are unrestricted in the direction of movement, except movement must continue in the direction started. Spaces are colored gold and red. At path intersections, directional spaces are provided showing directions a player may choose to move.

An exact count is not required to reach end point spaces like the Great Lecterns, Food Post, Blood Pool and Domiciles. These spaces are indicated by a diamond shape. Red diamond spaces are an absolute stop space and gold diamonds are optional stop spaces. When these spaces are reached, the roll count remainder is forfeited.

Challenges

A player challenge occurs when an opposing player crosses paths during movement. When this occurs the stronger player

rolls two dice and the weaker rolls one. If the stronger player rolls a higher number than the weaker player, the weaker player is put into jail by placing a cage over the player's pawn in place. In the event of a tie the players re-roll. The stronger player is not put into jail for a lower roll. Players in jail are powerless and cannot play game cards until released. If a weaker player challenges a stronger player, the weaker player stops at the stronger player's occupied space and cannot use the total roll count unless the challenge is won.

To get out of jail a player must roll "Open" on both opening dice. Two rolls are allowed during the player's turn. If a player fails to roll "open" on both dice the player remains in jail. A player that fails to be freed after three turns shall be released. When a player is freed, the player may then roll and move.

Gold

Each player begins the game with 10 pieces of gold. More gold is obtained by drawing Game Cards that provide gold. A maximum of 10 pieces gold may be carried by a player at one time. Game Cards that provide gold may be held undisclosed by a player until needed. When gold cards are used they replenish carried gold. They may only be cashed on a player's turn just before he or she first rolls. When gold cards are cashed they only replenish up to 10 pieces to be carried, and any remaining card value is lost in the transaction.

Food and Blood

Each player may carry up to 10 rations. The Holy Man and Hunter use food and the Vampire and Werewolf use blood. When a player elects to use a ration it allows the player an extra roll towards movement. Food may be obtained at the Food Post and blood at the Blood Pool. Two rations costs 1 piece of gold. Rations may also be obtained by drawing Game Cards that provide the opportunity to buy rations at 1 gold piece per ration.

Game Cards

Game Cards are drawn when a player lands on a solid gold circular space. Cards are divided into 2 stacks: People of Light and People of Darkness, and are drawn accordingly, based on the character played. When Game Cards are drawn, they are kept undisclosed until discarded or played. Food and Blood Ration Cards, Horse & Lamp and Horse & Carriage Cards and Domicile cards must be disclosed when drawn. Each player may only hold three undisclosed Game Cards. If a player is holding three and draws another, unless it is required to be immediately disclosed, the player must disclose and discard one held or the one drawn. Only one Game Card may be played during a turn and must be played before rolling begins. Played cards are returned to the bottom of the stack.

• Gold Cards

There are five 10 and five 5 Pieces of Gold cards. When one is played, a player collects up to the card value. A player may only carry 10 pieces of gold at one time.

• Food Ration Cards and Blood Ration Cards

There are 3 Food Ration Cards and 3 Blood Ration Cards in each stack. When one is drawn, the player must immediately

disclose it and has an opportunity to buy up to 10 rations. One ration costs 1 piece of gold. A player may only carry 10 rations at one time.

Horse & Lamp and Horse & Carriage Cards

There are 4 Horse & Lamp Cards and 4 Horse & Carriage Cards. Horse & Lamp Cards are located in the People of Light stack and Horse & Carriage Cards in the People of Darkness stack. When one is drawn, it is disclosed and the player has the immediate opportunity to buy with cashed gold. The cost is 10 pieces. Players that purchase place the card face up under their home territory to demonstrate possession. Holding one of these cards allows the player to roll an extra die.

- **Bedazzle Card and Voodoo Card**

There is 1 Bedazzle Card and Voodoo Card per stack. The Bedazzle Card is located in the People of Light stack and the Voodoo Card in the People of Darkness. When one is played on another player, the affected player loses the next turn.

- **Epidemic Card**

There is 1 Epidemic Card per stack. When played it affects a territory. Place the card face up under the chosen territory until it is no longer in effect. An epidemic lasts for 3 series of turns. It affects all players located in the territory. The territory does not include the 4 spaces between Food Post or Blood Pool and associated Great Lecterns, or the 3 space trails near the altars. While in effect, all players located in the afflicted territory move at ½-speed. When an odd number is rolled, subtract 1 and divide by 2 to calculate the move.

- **Infestation Card**

There is 1 Infestation Card per stack. When the card is played on another player, the affected player loses his or her rations.

- **Broken Wheel Card and Lamp Out Card**

There is 1 Broken Wheel Card and 1 Lamp Out Card per stack. The Broken Wheel Card is located in the People of Light stack and the Lamp Out in the People of Darkness. When the card is played, the affected player loses his or her Horse & Lamp or Horse & Carriage Card, as applicable.

- **Domicile Cards**

There are 2 domicile cards for each domicile. When one is drawn, the player must immediately disclose it. Each card gives an opportunity to open access early to a domicile key. When key access is opened early, the domicile card is located near the opened domicile to indicate open access. Another card is drawn after drawing a domicile card.

Domicile Keys

There is one domicile key from each territory. One is obtained when a player reaches an opponent's Domicile Space. Domicile keys must have access opened before a player may take possession. Access is opened by successfully rolling "Open" on both of the opening dice when reaching the domicile space or after drawing a domicile card. Three rolls per opportunity are allowed to open access to a key. After a player reaches the domicile space and fails during 3 turns to open access, access is then opened and possession taken.

The Altar, Sacred Books and Empowerment

After a player, or player and ally have obtained a domicile key from both of the opposition's domiciles, the allies can become empowered and unlock the opposition's book by occupying the opposition's Altar Space and rolling "Open" on both of the opening dice. The Altar Spaces are located accordingly in the passages above the Food Post and Blood Pool and are safe spaces free from challenges. Each of the players has 3 chances during a turn to roll to open. Once unlocked, the book may then be freely obtained by one of the allied players moving to the opposition's Great Lectern Space. When an allied player takes possession of the opposition's book, power is restored to both allies, providing immunity to Game Cards and an ability to enter The Well of Souls. Empowered players roll 3 dice for movement for the remainder of the game except when movement originates from inside the middle board where 2 are required. Upon empowerment, empowered players put away their Game Cards and gold pieces as they are now obsolete. Rations are also obsolete towards movement, but 7 pieces are placed on the ancestor's cells to identify occupancy.

The End Game

The objective is to unlock the 7 cells marked with the one's symbol located in the Well of Souls and destroy the opposition's book to win. After a book is unlocked and players take possession, insert the middle board to begin the end game. Place obsolete rations on each occupied cell associated with one side's symbol to indicate occupancy. The other side does the same after they unlock the opposition's book and take possession.

Occupied cells are opened when a player advances to one of the Opening Platform (upper) Spaces and rolls 2 dice with a count consistent with an occupied cell number. At the beginning of each turn a player may attempt to open an occupied cell or declare and roll away from the platform. Each time a player attempts to open a cell he or she is allowed up to 3 rolls per turn. The first roll to correlate to an occupied cell is used and the turn ends. If a player rolls 3 times and fails to open an occupied cell, the player must roll and move away from the Opening Platform. During the end game a player occupying the Opening Platform may be challenged for occupancy when an opponent moves and occupies the lower platform. A challenge is settled by a dice roll off. The stronger player rolls 2 dice and the weaker player 1 die. The winner is the one who rolls a higher number on 1 die. In the event of a tie the players re-roll. The losing player must immediately roll and move off the platform occupied and the winner either advances to or maintains occupancy. In this case when a losing player moves off the opening platform over an opponent on the lower platform, it is not considered a contact challenge.

The game is won after a player opens the last occupied cell and both allies reach their Altar Space with the opposition's sacred book to destroy it. Once the Altar Space is reached by both allies an ally rolls to destroy the opposition's book by rolling a pair of "The Well of Souls" using the opening dice. Each player has 3 chances per turn. Once a pair of "The Well of Souls" is rolled the book is destroyed and the game is won.