



PETITION

Prove your faith. Bid for divine favour. Sacrifice citizens to save your culture in this game of calculated risk and deadly fanaticism.



60



12+



2-6

thegamecrafter.com/games/petition

Objective: Your goal is to petition for the favour of a god, and then use your faithful citizens to dominate the pillars of your neighbouring societies.

The winner is the player with the most pillars.

Requirements: You need 18-25 "prayer beads". Cut the gem cards to create tokens, or purchase tokens from a hobby shop, or use beads, or coins.

Game design: Seth Kenlon

Card layout: Klaatu Einzelgänger

Art: Nikolai Mamashev

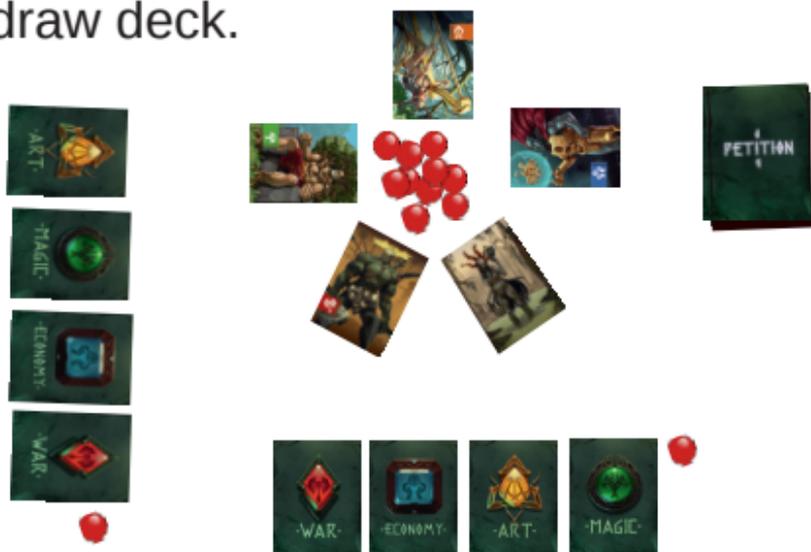
Created with 100% **open source** on Slackware Linux with Krita, GIMP, Inkscape, Scribus, Emacs, and Git

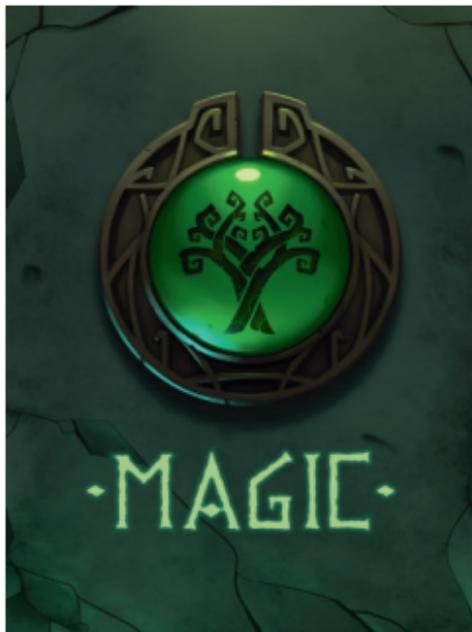
Playtesting and workshopping: Robby and Annie, Wolf, Cody, Raven, Ashley, Soph, Therese, Anna, Eliot, and Jess

Setup: Place the 5 god cards and all prayer beads in the centre of the game table.

Place 1 of each 4 pillar cards in front of each player. Set aside unused.

Shuffle the deck. Deal 5 cards and 1 bead to each player. Set the remaining cards aside as the draw deck.





Pillar cards are the identity of your culture: they are your citizen's religions, art, economy, and military.

Neighbouring societies want to obliterate your culture, so you want to rally citizens to fortify and promote your cultural identity.



Each citizen or powerup card has one or more abilities supporting the strength of your pillars.



3 points in Art



2 points of Economy



1 points in Magic

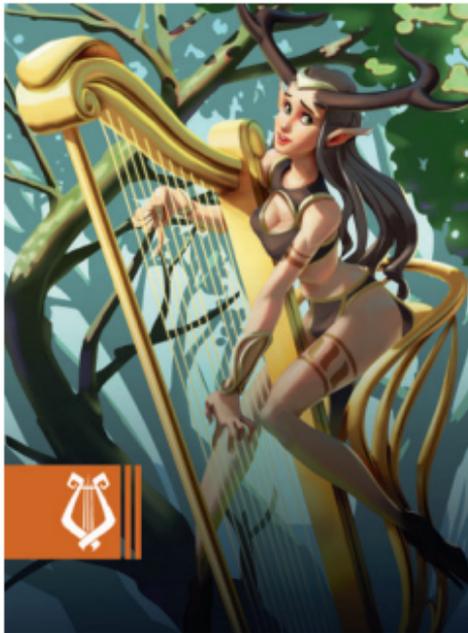


1 points in War



Powerup cards are blessings that can give you an advantage in your campaign against your unworthy neighbours.

Most, but not all, powerups require that you have the favour of a god.



Gods thrive on the devotion of your citizens. A god helps protect the pillars of your society.

A god grants you either a +3 or +1 bonus in battle, depending on your faith (prayer beads) and willingness to take action (represented by citizen cards).

On your turn, you may: Draw 2 cards **or** take 2 prayer beads or take 1 of each (hand limit is 10 cards)

Additionally, as long as you have at least 1 prayer bead, you may: Swap (discard a card to draw a new one) **or** buy a card for 1 bead

Or you take a campaign action: Petition a god **or** attack one of your a fellow players

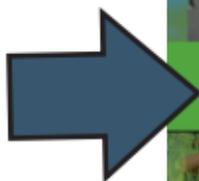
Prayer beads represent your faith, and faith is the currency of the gods.

All beads are the same value. If you have no beads, you may not take the swap or buy action during your turn, because you must have faith to appeal to citizens.

Petition: Before you can launch a campaign against your neighbour, you must gain the favour of a god. If you fail to win the god's favour, you may choose (on your next turn) to act as a heathen. You may also petition a god to boost your defense against a heathen attack.

Take the card for the god of the pillar you intend to attack or

+3



defend and replace it with 2 or more prayer beads. If no one challenges, you gain +3 attack.

The prayer beads go to the temple, and you have the god's favour for one more round. You do not have to attack on your next turn, but the god returns to the temple no matter what.

Challenge: If another player challenges your petition, they must immediately make a counter offer of 1 or more prayer beads.

If you are challenged, you can withdraw your petition and lose nothing (not even your prayer beads), or you can meet the challenge.

To help the petitioned god decide who to favour, each petitioner places 1 or more citizens (not powerups) who serve that god cards FACE DOWN on the table. Once both players are ready, the cards are revealed and tallied. Prayer beads offered are always

taken by the gods,
no matter the
outcome.

To resolve a
challenge, refer to
the Challenger
chart reference
card.



Under some conditions, a player
gains a +3 bonus in battle.

In other conditions, a player gains
a +1 bonus in battle. To help
remember this, flip the god card
over to its mono-colour side.

If a challenge condition is a **card lock**, then the player can use only the cards used to appeal to the god in battle.

If there is more than one challenger, resolve conflict in serial, with each winner facing the next challenger.

Godless heathen: Instead of petitioning a god, you can act as a godless heathen until the end of your next turn. This costs only 1 prayer bead and *cannot be challenged*. This grants no bonus, but enables you to attack.

After gaining the favour of a god, or becoming a heathen, you may campaign against any one pillar on your following turn. A campaign happens in phases:

Gather support: If your campaign cards were locked in by a challenge, then your cards are predetermined by your faith. Otherwise, place the cards you want to start your attack **FACE DOWN** on the table.

Your opponent places their attack cards **FACE DOWN** on the table. If your opponent plays no cards, then they've surrendered, and your campaign is successful (skip to **Fortify** or **Stash**).

Both players reveal the cards on the table, and then, optionally, continue into the Battle phase to summon reinforcements.

Battle: The attacker and defender (unless their cards were locked in by a challenge condition) may take turns playing additional cards. Each may use applicable powerups even if their cards were locked by a challenge. The blessings of gods transcend all else!

When both players have played all cards they are willing or able to play, tally the points. If successful, the attacker has captured the pillar.

Cards used in battle are discarded. Surrendering without a fight costs no citizens, but the attacker still loses battle cards.

Fortify or Stash: Turn a captured pillar over and either:

Place it under any of your own pillars. This grants +1 to the fortified pillar, and allows citizens of its type to defend the fortified pillar; if Magic is fortified with Economy, you can defend Magic with either Magic or Economy citizens, and you have +1 bonus. If your pillar is captured, however, so is its fortification. A pillar can only be fortified with one card at a time.

Or place the card aside. It grants no benefit, but cannot be captured along with another pillar.

End game: When any player is devoid of active pillar cards, the player with the most captured pillar cards wins.

In the event of a tie, combine captured and surviving pillar cards. If it's still a tie, victory is awarded to the winner with the most prayer beads.



Optional rule variants

Winner takes all: For a quicker game, a victorious defender in a battle takes the attacker's pillar. If the same pillar is not available, take any pillar.

Last man standing: Keep playing until only one player has active pillar cards.

Solo game rules: Place 4 god cards in the center of the table. Place 4 pillar cards on the table, and deal each pillar card a fortification stack of 3 cards each.

Deal yourself 5 cards & 5 beads.
Treat powerups as citizens.

Game play: For each round, draw a card or attack a pillar. If you draw a card as a turn, draw a card for each pillar's fortification.

Battle: Place one or more attack cards on the table. Reveal the same number of fortified cards from the pillar. The *lowest* power wins +3 favour of a god.

If you have the favour of a god, you've won the battle with faith, even if your cards don't overpower the pillar's fortifications → **Reset**.

If you are godless, you must win with brute force. Add cards to the battle to overpower the fortifications. For each card you add, reveal another from the pillar.

If you win, take the pillar. Shuffle unused fortification cards from that pillar and give them to the other pillars. Draw cards as needed so each pillar gets an additional card
→ **Reset.**

If you lose, pay a faith bead. If you run out of beads, the game is over.

Reset: If you have the favour of a god, your god draws a card. You must match any power (art, war, economy, or war) of that card from your hand or lose one faith bead as tithe.

Draw back up to 5 cards, and add 1 card to each pillar.