

Sacrifice - Game Rules

The old gods have awakened and they demand sacrifices. Give the old gods what they want and harness the power to conquer new lands in a fast-paced game of dice, combat, and area control.

Players: 2-4

Time: 30-40

Age: 10+

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About the game

Use your dice to place soldiers on the different areas, start combat, and gain control to score points. But beware of the elder god that can grant both defeat and boons.

Setup

Give each player cubes, a leader meeple, their leader card, and 5 dice in a colour (6 dice if playing two players).

Each player places a cube at the start of each track (rituals, sacrifice, and madness).

Place the elder god meeple at any level 2 space.

Choose a random first player.

The game board

You fight over the different areas on the game board. Each area shows which dice face you need to place a soldier there. The small number indicates the order in which combats are resolved.

The board is divided into three rings. The outer ring is level 1, then level 2, and finally level 3. If playing with 4-5 players, the middle space counts as two different spaces.

Playing the game

The game is played over four rounds. Each round is divided into four phases: the roll phase, the action phase, the battle phase, and the end phase.

1. The roll phase

During the roll phase players secretly roll their five dice up to three times. You may freeze or unfreeze any or all dice between rolls. When all players are done rolling, reveal your dice to the other players.

Note that rolls of 1 are considered wilds and can be used as any number in the action phase.

When playing the prototype, simply roll the dice behind your hand.

2. The Action phase

Starting with the first player and going clockwise, the players alternate taking turns. On each turn, use one or more of your dice to take an action. Possible actions are:

- Place soldiers on the board.
- Place a battle dice on the board.
- Advance a ritual.
- Remove one or more dice to pass.

Placing soldiers on the board

Use one or two dice to place one or three soldiers from your reserves on any matching space on the board.

If run out of soldiers in your reserve, you may remove soldiers from the board and then place them.

If your leader is in the reserves, you can place them as a normal soldier. If the leader is already on the board, they can only be placed in a new space if that is adjacent to their current location.

Place a battle dice on the board

Place a 6 on any space of the board where a) you have soldiers or a leader and b) where you don't already have a battle dice placed. You may place a 6 on a space where another player has already has a dice placed. .

For both of the above actions, you can change a 1 to any number before spending it. When doing this, advance your madness tracker by one step for each 1 spent after the action has concluded. This can cause the elder god to move - see below.

Advance a ritual

Spend a 1 to advance your token on any one ritual space one step. Then advance your madness tracker one step. This can cause the elder god to move - see below.

Spend a dice to pass

If you pass and have dice remaining, you can take a turn as normal later in the round. If you spend a 1 to pass, DO NOT move your madness tracker.

3. The Battle Phase

When all players have spent all their dice, combats are fought. Starting with space number 1, resolve a combat on every space with one or more 6 placed on it. Rules for combat are explained below.

4. The End Phase

In the end phase all players score points for each space they control. A player controls a space if no other single player has the same or more soldiers than them on the space. A leader will always count as one soldier, but other rules may apply.

Points are scored depending on how many spaces of the same type you control.

Swamps and hills (blue and purple):

- 1 space = 1 point
- 2 spaces = 3 points
- 3 spaces = 5 points
- 4 spaces = 7 points

Example: A player controls three purple spaces and one blue. This will earn them 1+5 points.

Mountains and forests (grey and green):

- 1 space = 2 points
- 2 spaces = 5 points

The castle (yellow):
3 points

If, in a game with 4-5 players, you control both castle spaces, you score 7 points.

When playing the prototype, record the scores for each round on a piece of paper.

If you have played four rounds, proceed to end game scoring. Otherwise, start a new round - the player clockwise of the first player will play first in the new round.

Other Rules

Moving The Elder God

Whenever your madness tracker reaches a space with arrows on it, you must move the elder god. In the rare cases where you pass or land on more than one move space, resolve them one at a time from left to right.

For each arrow, move it one board space. The elder god must end in a space different from where it started, and it may not move on the same space twice in a single activation.

After ending it's move, roll the old one dice for each player with soldiers present and sacrifice as many soldiers as shown. Note that if a player has reached the star space on a ritual, this roll can be modified for them only.

The old one dice is a six sided dice with the following distribution of numbers:

0, 1, 1, 2, 2, 3

For each sacrificed soldier, the owning player may move a ritual or sacrifice tracker one step. Usually this can be done simultaneously, but if one player's decision depends on what another player does, do this in turn order. Sacrifices and Rituals are explained in details below.

Combat

Combat consists of two phases: sacrifices and player attacks.

Sacrifices

When a battle is fought, the elder god wants its due. Roll the old one dice for each player with soldiers or a leader on the space. Note that this roll can be adjusted if a player has reached the star space on a Ritual. Soldiers removed as a sacrifice may immediately be used to advance Rituals or Sacrifices. However, if you reach the star space on a Ritual that adjusts the old one dice, this will only take effect in the next combat.

Player attacks

Now each player rolls a combat dice (one of their standard dice) for each soldier and/or leader they have on the space (max 5). Any player who has placed a six on the space may the reroll one of their dice. If needed, this is done in player order.

Then, the player with the highest single dice wins the battle. In case of a tie, look at the next highest and so on. If any players remain tied after all dice have been compared, repeat the entire battle sequence including sacrifices

Then, the losing players must remove soldiers until they have fewer soldiers on the space than the winning player plus one. Those removed soldiers also allow you to move on a ritual or sacrifice track.

Finally, the winning player scores 1 point if the battle was fought on level 1, 2 on level 2, or 3 on level 3.

Example: Yellow has placed a 6 on a grey mountain space. Combat ensues. Yellow player has five soldiers, blue has four. They each roll the old one dice. Yellow rolls a 2, but this is reduced by one, since yellow has completed the ritual for level 2 earlier. They remove one soldier. Blue rolls a 2 and removes two. They both move their trackers on the ritual giving them +1 to a combat dice and blue reaches the end of the track.

They now roll combat dice. Yellow rolls four, blue only two. Yellow rolls 1-1-3-2 and blue rolls 3-4. However, because of the finished ritual, blue will gain +1 to the highest single dice. Blue stands to win, but since yellow player placed the 6, they may now reroll one dice. They reroll a one getting a 5. Both players now have a 5 and a 3, but since yellow have more dice remaining, they win the combat.

Blue must now remove 1 soldier (since they already have fewer soldiers than yellow), and yellow scores 2 points for winning a combat on level 2.

Rituals and Sacrifices

Every time a player loses a soldier in combat or as the result of the old one dice being rolled, they may advance one of the tracks one step.

Rituals grant a player powerful abilities when they reach the star space. The top three rituals allow a player to subtract one from the old one dice on a given level, whereas the bottom ritual gives a player +1 to their highest combat dice in any combat they participate in. In the case of more than one dice being the highest, only one of them is increased. This can increase a 6 to a 7.

Sacrifices will earn you points at the end of the game.

End Of Game

After the fourth round, each player scores for sacrifices and then scores are tallied. The deduct point depending on each players madness tracker. In case of a tie, the tied player with the lowest madness wins. If there is still a tie, the tied player with the most completed rituals wins.

Leaders

Leaders counts as soldiers, but have special powers. They are explained in detail on each player's leader cards.