

SACRIFICE

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.



2-5

PLAYERS



45

MINUTES



10+

AGE



**DICE + AREA
CONTROL**

CORE MECHANIC

CORE GAMEPLAY

Each turn you roll and reroll your dice three times secretly and then take turns using them to place troops on the board or start combats. But beware of the old god that moves around the board spreading havoc. The more areas you hold at the end of the round, the more points you get. And as your troops die, their sacrifice powers mighty rituals that can give you the edge.

KEY EXPERIENCE



Fast “Dudes On A Map”

Sacrifice has conquest, grudges, tactical feats, and more in only 45 minutes.

Trade offs

Do you aim to defend a corner of the map? Or do you grab every opportunity to start combats and earn bonus points? And is the old one more an asset than a threat?

Different factions

Every faction has unique abilities that slightly changes their game without adding lots of rules overhead.

COMPONENTS Game board · 110 cubes · 25 6-sided dice · 1 custom dice · 5 meeples · 1 giant meeple

[RULES](#) · [VIDEO](#)



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GAME DESIGN STUDIO