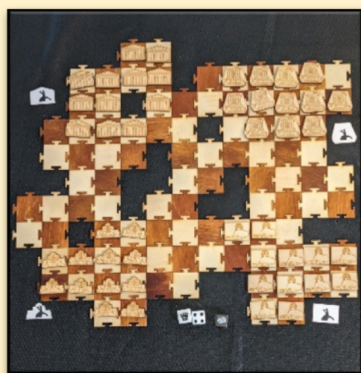


WHEN GODS COLLIDE

Welcome, gods! As you enter the battlefield in this chess variant, you will create a world and battle your rival gods for control over mankind.

Overview

Up to 4 players take turns placing their 6 Puzzle Board Chess Tiles and temporarily marking their tiles with a checker. Once the custom battlefield is complete, players rearrange their checkers onto any square within their 6 Puzzle Board Chess Tiles.



In each checker army, one checker is marked as the “god checker” with that army’s god on the reverse side. The god checker is placed face down so that no other players know which is the god checker. When play starts, players take turns rolling the Chess Die to determine how their checkers can move. Then, players roll a 6-sided Numbered Die to see how many spaces their checkers can move. If a player rolls a 6 with the Numbered Die, they get the option to roll the Hero Die for special actions. When a player’s god checker is

captured, they are out of the game. The last god standing wins!

Components

- ❖ Army checkers
- ❖ God checker
- ❖ Puzzle Board Chess Tiles
- ❖ Numbered Die
- ❖ Chess Die
- ❖ Hero die










Setup

1. **Take turns laying tiles.** Up to 4 players each receive 6 Puzzle Board Chess Tiles. Roll the Numbered Die to determine who places the first tile. Once a player places their tile, they temporarily place a checker in the middle as a reminder it is theirs. Take turns until all tiles are placed.
2. **Arrange your checker army.** Each player can rearrange their checker army in any way on their six Puzzle Board Chess tiles. Players place their god checker face down so other players do not know which it is.

During Your Turn

1. **Roll the Chess Die.** The player that placed the first tile goes first. The chess die indicates how players can move a piece.
2. **Roll the Numbered Die.** If you rolled a queen, bishop, or rook, the Numbered Die tells you how many spaces you must move. If you rolled a king, pawn, or knight, you are just rolling for the chance to roll the Hero Die.
3. **Roll the Hero Die (If you rolled a 6 with the Numbered Die).** Players *may* roll the hero die if they rolled six with the numbered die. *See Hero Die section for details.*
4. **Move your checker army.** Each player may only move one piece per turn. Players cannot move checkers to spaces occupied by their own checkers. Checkers cannot jump over gaps in the board unless the player rolled a knight or Double Knight. *See Chess Die section for more movement rules.*
5. **Capture enemy checkers.** If you land on a space occupied by an opposing player’s checker, you capture that checker. Check the underside. If you capture a god checker, that player is eliminated from the game and must live as a puny mortal. Remove their checker army from play as well.

CULTURE	CHECKER ARMY	GOD
Babylonian	 Ziggurat	 Marduk
Egyptian	 Sphinx	 Amun-Ra
Greek	 Temple	 Zeus
Norse	 Viking Ship	 Odin

End of the Game

The last god in play wins.

Chess Die



The King

Move one space in any direction.

The Pawn

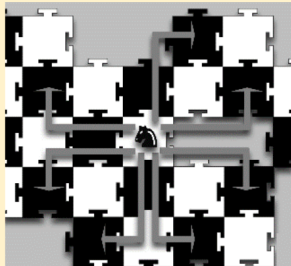
Moves as a rook for 1 space and will only capture diagonally if the enemy is one diagonal space away.



The Knight



Moves in an "L" like a traditional knight in chess. Moves one square, turns and moves two squares. Knights can jump over gaps in the board as long as they land on a physical space, not occupied by one of their own checkers.



The Queen

Moves forward, backwards, or diagonally.

Queen movements must move exactly as many spaces as the numbered die indicates or until the checker cannot go any farther.



The Bishop



Moves diagonally. Bishop movements must move exactly as many spaces as the numbered die indicates or until the checker cannot go any farther.

The Rook

Moves forward, backwards, or sideways.

Rook movements must move exactly as many spaces as the numbered die indicates or until the checker cannot go any farther.



Hero Die

- ❖ Always reroll the Numbered Die along with the Hero Die. Some Hero Die movements will be restricted by what you roll on the Numbered Die.
- ❖ If you would illegally capture the god checker (such as with the Winged Sandals), the player moving must choose a new movement. However, they now know which checker is the god checker.



The Imp

Allows the player the choice of any

movement on the Chess Die. This is still limited to the number of spaces on the Numbered Die. Imp movements CAN capture the god checker.

The Double Knight



Make a knight movement twice. As with the traditional knight, the Double Knight can jump over gaps in the board. But each jump must end on a physical square. Double Knight movements CAN capture the god checker.



The Winged Sandals

Allows the player to move any piece they own to any space on the board. You capture an enemy checker that occupies that space. Winged Sandals movements CANNOT capture the god checker.

The God of Wind



Allows you to push an opponent's checker in the direction you want it to go, still limited by the Numbered Die. This can move the god checker but CANNOT capture the god checker.



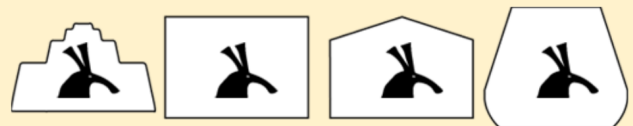
The Princess

Allows the checker to keep moving after making a capture, so it can capture multiple checkers. This is limited by your roll on the numbered die. The Princess movements CANNOT capture the god checker but can keep moving through it.

Seth, Who Sows Discord



Allows you to convert an enemy checker to your army. You do this by either placing a Seth token on the opponent's checker or if there are any of your checkers that had previously been captured, you can replace opponent's checker with your own. Flip checker before converting it. If it is the god checker, pick another checker to convert. If only one opposing checker is left (obviously a god), the player who rolls Seth loses a turn.



Seth Tokens

After any player goes 5 turns without making a capture, any player may request a smaller board at their turn. Then, one tile per player is removed from the board (by neutral party if possible). Removed tiles may not be occupied by a checker and may not detach other tiles from the rest of the game.

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Developed by Ed Bond with help from Patrick Perl, Dan Hundycz, Jack, Amy and Liam Bond, as well as input from Kyler Davis, Nathan Lerche, and Stef and Connor Apthorp. Instructions written by Jacob Ott