

# HEGEMONY OF FAITH

4-8

40-60

12+

In the game, each player becomes a sect Leader with unique skills, vying for limited believers. You must use every trick you know to expand your sect. Whether it's aggressively promoting your ideology to recruit believers or other players, or waging wars to destroy your competitors. In any case, if you have the most believers at the end of the game, you emerge as the winner.

## Setup

Each player should start with 1 leader token, 1 skill card, 6 action cards, and 3 believer cards in hand.

After dealing, the remaining action and believer cards will form the draw deck on the table, with a designated area for the believer graveyard.

## Gameplay

Every player will alternate take the following phase on their turn until the end of the game.

### Draw Phase

At the beginning of the turn, if your hand contains fewer action cards than the hand limit (usually 6), you must draw cards from the deck until you reach the limit. Otherwise, skip this phase.

### Action Phase

During this phase, you can choose up to two actions to do, but can't repeat the same action.

- Play a  **strategy action card**
- Play a  **physical attack action card**
- Play a  **mental attack action card**
- Discard any number of action cards from hand

### End of Turn

Declaring the end of your turn and alternate taking turns to the next player.

If you are **without any believer cards in hand**, you must enter the **Surrender Phase**.

### Surrender Phase (Optional)

**Seal the skill and hand over the Leader token** to the chosen leader you surrendered and continue the game.

All actions available during your turn remain unchanged in the next round.



## End of the Game

When the believer card deck (excluding the graveyard) runs out and the player whose turn it is declared the end of their actions, the game ends and proceeds to settlement.

### Settlements

#### Step 1 : Calculate the total number of believers for each sect

Each player calculates the number of believer cardss they have. If any player becomes as follower, they report the calculated number to the leader they are following. The leader then adds this number to their own total of followers in their sect.

#### Step 2 : Confirm the sect with the most believers

Each leader compares their total number of cult believers. The leader with the highest number of believers is deemed the largest cult.

#### Step 3 : Players within the largest sect compare

If there are two or more players in the largest sect, those players compare the number of believers they have. The player with the most believers is declared the ultimate winner.

### In case of a draw

After the calculation above, if there are players who have an equal number of believers, they engage in a final believer confrontation to determine the winner.

### Special victory condition - Unification

If at any time during the game, a player successfully makes all other players to be its Followers, he/she achieves **Unification**. At this point, the player ends the game immediately and wins, without counting believer cards anymore.