

# Angry Gods

*A SiegeStones™ variant for 2 players  
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## Setup

Each player takes two random stones. If the pair exactly matches the pair of the opponent, redraw. These are the player's initial Worshippers. The towers are set aside.

## Glossary

False God: An empty tower.

Followers: Stones on intersections.

Gods: Stones on towers.

Leaders: Stones in spaces.

Worshippers: Stones held by players for scoring at game's end.

## Game Play

Each turn, a player chooses a single stone of any color remaining in the common pool of unplaced stones. This he may place on the board as either a Leader or a Follower, subject to these rules:

### Leaders

- Leaders may be of any color available.
- Leaders are placed within the circular spaces of the board.
- Leaders may not be played on the outermost ring of spaces.

### Followers

- Followers may be of any color available.
- Followers must have a Leader matching their color somewhere on the board.
- Followers must be placed next to a Leader, although the color of the two does not have to match.
- Followers cannot be placed next to a False God (see below).

## Ascension

When a leader is surrounded by 6 followers, they become a god, and are placed on a tower.

The player causing the ascension gains a worshipper of the color of the majority of the followers around the new god, which may be different than the color of the god itself. If there is no majority, the player gains no worshipper.

The followers matching the color of the new god are removed from the board, unless they are next to a god of their own color.

## False Gods

If an empty space is ever surrounded, a False God arises. An empty tower is placed in the space. The surrounding followers are removed from the board, even if they are next to a god of their color. No follower can be placed next to a false god, and no further leaders may be placed in any space adjacent to a false god.

## Game End

The game ends when the ninth god arises, or when a player cannot make any legal plays to the board. Scoring is assessed, and the higher scoring player wins the game.

## Scoring

Each worshipper the player has is worth one point per god of the matching color. For example, if the player has two red worshippers, and there are three red gods in play, the player scores three points per red worshipper, for a total of six points.

