

Pillars Of Faith

A game of Prayer and Proselytization for Two to Four *Religious Leaders*, ages 7 and up.

Equipment

A SiegeStones™ set, which includes:

- 20 Stones (*Followers*) in each of 4 different colors (*Religions*),
- 9 Wooden Towers (*Pillars of Faith* – only 4 are used),
- 1 Board (*Holy Land*) of 37 Circles (*Holy Sites*) packed in a hexagonal array with four Holy Sites along each edge. Squeezed among the Holy Sites are 54 small, roughly triangular gaps. Together with the 18 pinch pockets around the periphery of the board, these comprise 72 *Holy Stations*. Pillars of Faith move only between adjacent Holy Sites, whereas Followers move only between adjacent Holy Stations.

Goal

There are three *Faithful* Religions with names corresponding to their colors: *Red Radicals*, *Gold Mongers* and *Blue Blazes*. The first Leader of one of the three Faithful Religions to completely surround a Pillar of Faith with six Followers wins. Depending upon the draw, one player may end up Leading *Apostate Anathema* (green) which has a different goal – *Corrupt* or *Convert* all of the Followers of any one of the three Faithful Religions.

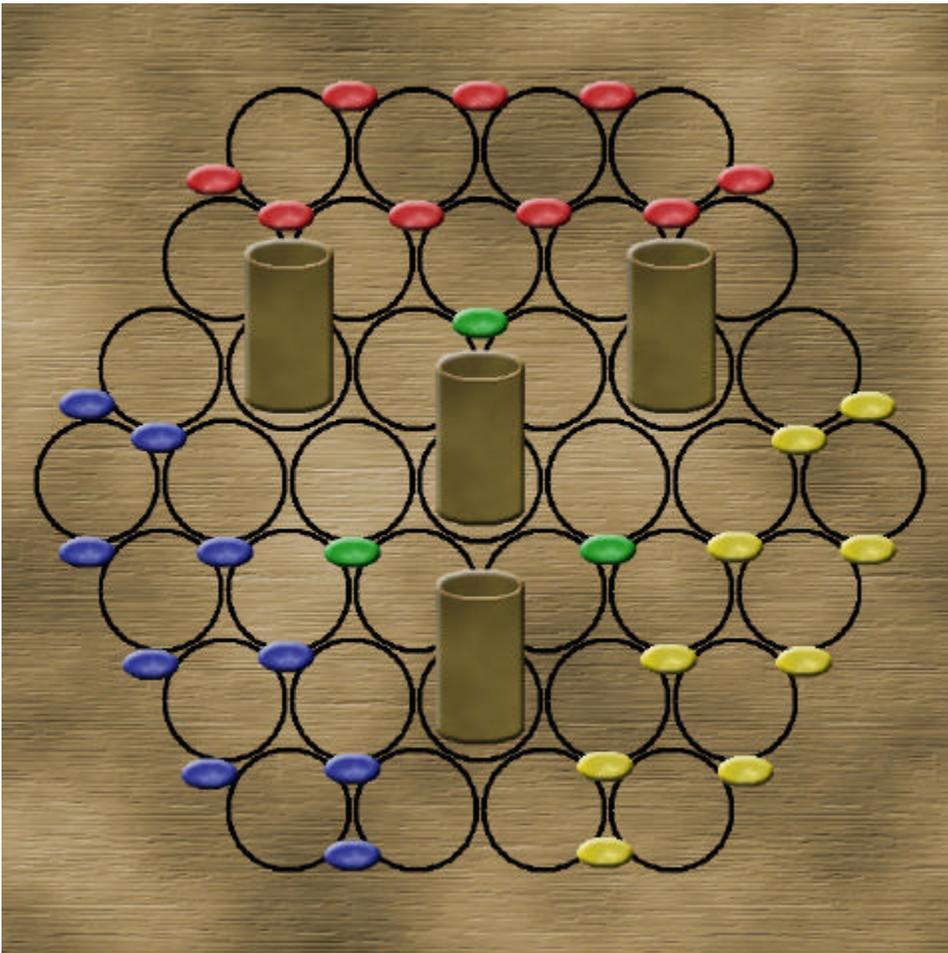


Figure 1. Initial setup. Off board at game start: 11 Red Radicals, 11 Gold Mongers, 11 Blue Blazes, 17 Apostate Anathema.

Setup

No matter how many players there are, arrange the Holy Land, Pillars of Faith and Followers as indicated in Figure 1. Determine seats and the first player by some agreeable method, *then* assign Religions by drawing stones. Any unused Religions are *Neutral*, and their Followers may be controlled by *any* of the active players, on their turns.

Play

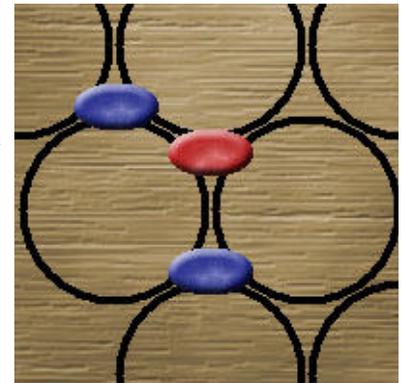
Play proceeds clockwise, and each Religious Leader, in turn, will complete the following two steps, in order.

1. **Move One Follower.** Each Religious Leader, in turn must (if able) move exactly one of his or her Followers (or if desired, a Follower of

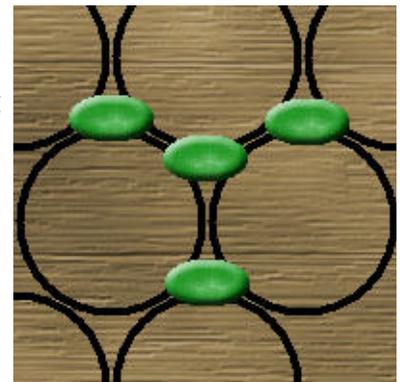
one of the Neutral Religions, unless that very Follower was moved on the previous Religious Leader's turn) from one Holy Station to an immediately adjacent empty Holy Station. Moving from one pinch pocket to the next around an outside edge or corner *is legal*. If there are no empty Holy Stations adjacent to a particular Follower, then that follower cannot move. **Restriction:** Followers of the three Faithful Religions may not approach, retreat from nor move between Holy Stations that are immediately adjacent to any Pillar of Faith. However, since they have no respect for things holy, there is no such movement restriction for Apostate Anathema. Hiding in pinch pockets may make individual Followers "safe" for the time being, but no Follower in the Holy Land is immune from eventually being Corrupted or Converted. If *absolutely no legal moves* are available, that Religious Leader passes.

2. **Carry Out Consequences.** Examine the Holy Land looking for each of these Follower *Formations*, and carry out all of these actions in the order indicated.

A. **Wings of Evangel Formation.** Two against one can be very persuasive, and the *Wings of Evangel* is, indeed, a very effective proselytization tactic. Furthermore, new Converts are often the most zealous witnesses. Two Followers of *the same* Religion both occupying Holy Stations immediately adjacent to a single Follower in any other Religion constitute a Wings of Evangel Formation. The single Follower in the middle is Converted to the other Religion. If possible, replace it with a Follower of the Converting Religion from the off-board Followers, or if no more are available, to Apostate Anathema. If no more Followers of both the Converting Religion and Apostate Anathema are available, then nothing happens. Any Followers that are thus Converted to Apostate Anathema are said to have been Corrupted. Check to see if another Wings of Evangel Formation resulted from the Conversion or Corruption, and Carry Out those Consequences before proceeding. Note that, while Followers in peripheral pinch pocket Holy Stations cannot be in the middle of a Wings of Evangel Formation, such Followers may eventually be forced to move into one. **Special:** There are situations whereby two interlocking Wings of Evangel Formations may be created. In such a situation, the Religious Leader whose most recent action created the interlocking Wings of Evangel gets to choose which Follower gets Converted or Corrupted.



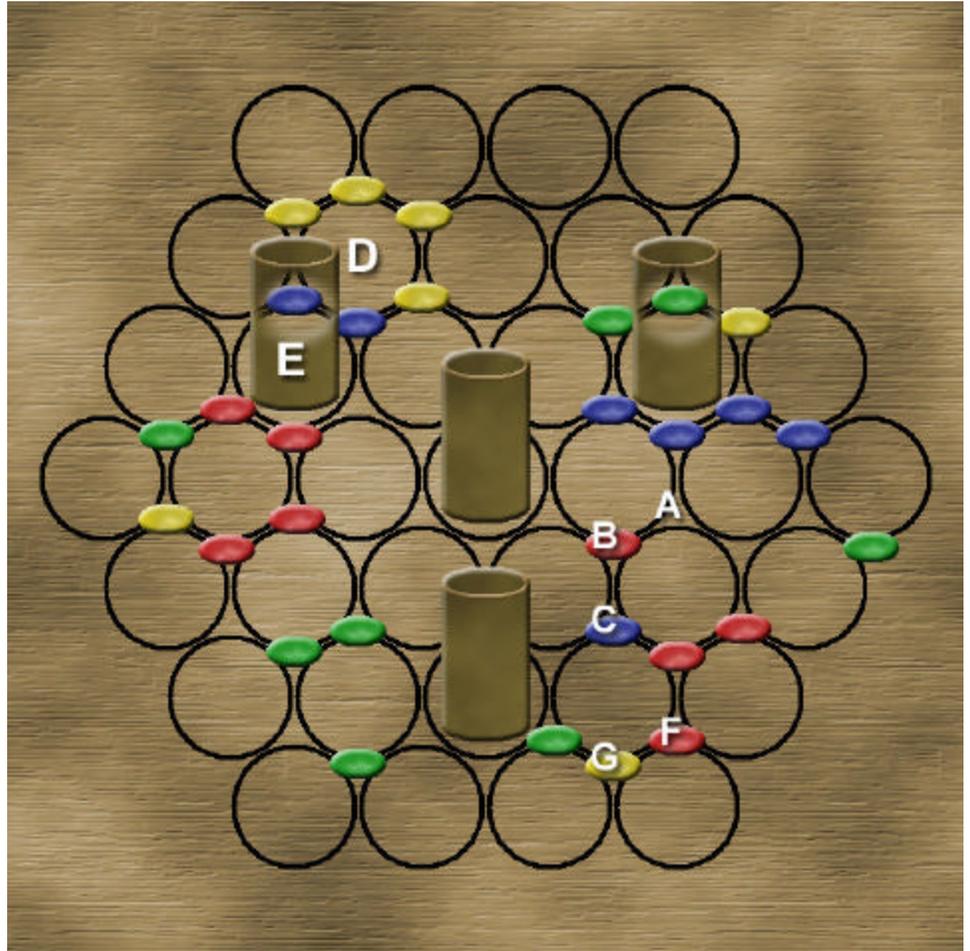
B. **(Un)Holy Assembly Formation.** There is much power in the prayers of a *Holy Assembly*, but the temptation of power leads to Corruption. Three Followers of one Faithful Religion all occupying Holy Stations immediately surrounding a fourth Follower of the *same* Faithful Religion form a Holy Assembly. The Leader controlling those Followers must move any one Pillar of Faith from one Holy Site to any adjacent Holy Site, then Corrupt one of the three peripherally involved Followers (Leader's choice) to Apostate Anathema. If no Apostate Anathema Followers are available, then Convert that Follower to any of the other Faithful Religions (again, Leader's choice). If Apostate Anathema forms an *Unholy Assembly* to move a Pillar of Faith, one of the three peripherally involved Followers is Converted to one of the three Faithful Religions (Apostate Anathema's choice). Unless there is no other choice, the Follower chosen for Corruption or Conversion must not be one that would immediately be Converted or Corrupted back to its original Religion due to a Wings of Evangel Formation. **Special:** If there is no other such choice, that Religious Leader will have made an *Abominable Machine* that, without the hassle of any further Corruption or Conversion, can be



used to quickly move Pillars of Faith great distances across the Holy Land. Abominable Machines require at least seven Followers, so they are difficult to create, but they are also extremely powerful, especially in the end game. Create one if necessary, but try your best to prevent other Religious Leaders from making them.

- C. Iterate.** Go back and repeat steps **A** through **C** until all Wings of Evangel and (Un)Holy Assemblies have been resolved, always resolving all Wings of Evangel before each (Un)Holy Assembly. Only then will the next Religious Leader's turn begin. An example of play is shown in Figure 2.

Figure 2. Example of Play. A Red Radical Follower from **A** has just moved to **B** to finish a Wings of Evangel Formation, thus converting the Blue Blaze at **C** to a Red Radical. This, in turn created a Red Radical Holy Assembly, and the Red Radical Religious Leader decided to move a Pillar of Faith from **D** to **E**. As a result of the Holy Assembly, the Red Radical Religious Leader had to Corrupt one of the involved Followers (other than the one at **C**) to Apostate Anathema, and chose the peripherally involved Follower at **F** as the one to fall away. This then completed a Wings of Evangel Formation for Apostate Anathema, thus Corrupting the Gold Monger at **G** to Apostate Anathema. Off board at end of turn: 12 Red Radicals, 14 Gold Mongers, 14 Blue Blazes, 10 Apostate Anathema.



Ending & Winning

A Religious Leader of one of the Faithful Religions immediately wins if any Pillar of Faith is completely surrounded by six Followers of his or her Religion. Apostate Anathema immediately wins if any one of the three Faithful Religions no longer has any Followers in the Holy Land.

Frequently Asked Questions

- Q:** *What are the extra Pillars of Faith for?*
A: The five extra Pillars of Faith are not necessary to play, but one of them may be used as a marker to indicate whose turn it is.
- Q:** *What do you mean by “peripherally involved” with respect to a Holy Assembly?*
A: After moving a Pillar of Faith by means of a Holy Assembly, one of the outer three Followers in the Holy Assembly Formation (i.e., around the periphery) must be Corrupted. You aren’t allowed to Corrupt or Convert the central Follower in a Holy Assembly because that Follower would then immediately be Converted back by one of the already formed Wings of Evangel Formations surrounding it.
- Q:** *Can a Follower in a peripheral pinch pocket Holy Station be Converted or Corrupted in a Wings of Evangel Formation between adjacent pinch pocket Holy Stations? Can a Follower in a peripheral pinch pocket Holy Station be at the center of an (Un)Holy Assembly that reaches around an edge or corner?*
A: No. Wings of Evangel Formations cannot Convert or Corrupt Followers in any of the peripheral pinch pocket Holy Station, nor can (Un)Holy Assembly Formations be centered around a Follower in a peripheral pinch pocket Holy Station. Followers in peripheral pinch pockets are, for the moment, “safe,” but by depriving their Religious Leaders of other choices, such Followers may be forced to move into a waiting Wings of Evangel Formation.
- Q:** *After completing a Holy Assembly and moving a Pillar of Faith, I chose to Corrupt one of my Followers that then completed an Unholy Assembly for Apostate Anathema. Who chooses which Pillar of Faith to move?*

- A:** If Apostate Anathema is Neutral, then you get to choose. Otherwise, the Apostate Anathema Leader chooses, since it was an Unholy Assembly of Apostate Anathema Followers that was formed. But if Apostate Anathema then chooses to Convert the same Follower that you just Corrupted back to your own Faithful Religion, thus reforming your Holy Assembly, you may then choose the next Pillar of Faith to move. And yes, if either the involved Faithful Religion or Apostate Anathema is Neutral, or if their Leaders choose to work together, a repeating loop may be used to move Pillars of Faith great distances across the Holy Land, similar to an Abominable Machine Formation. This ends when either player decides to Convert or Corrupt a different Follower.
- Q:** *I'm playing one of the Faithful Religions, and I just surrounded a Pillar of Faith, but it was at a Holy Site either along an edge with five of my own Followers or in a corner with four of my own Followers. Does this mean I win?*
- A:** No. Leaders of the three Faithful Religions only win by surrounding a Pillar of Faith with six of their own Followers. Pillars of Faith may be moved to the Holy Sites around the periphery of the Holy Land, but since those peripheral Holy Sites are not surrounded by six Holy Stations, one of the three Faithful Religions cannot win by partially surrounding a Pillar of Faith there.
- Q:** *I'm playing Apostate Anathema, and I just surrounded a Pillar of Faith with six of my Followers. Does this mean I win?*
- A:** No. Apostate Anathema can only win if all of the Followers of one of the three Faithful Religions have been Corrupted or Converted, and are therefore off the board (outside the Holy Land).
- Q:** *I'm playing one of the Faithful Religions, and I just Converted the last Apostate Anathema Follower in a Wings of Evangel Formation. Does this mean I win?*
- A:** No. Leaders of the three Faithful Religions only win by surrounding a Pillar of Faith with six of their own Followers.
- Q:** *I'm playing Apostate Anathema, and someone just Converted my last Follower. Now I don't have any Followers to move. Does this mean I lose?*
- A:** No. The Apostate Anathema Leader simply skips turns until a Follower from one of the three Faithful Religions becomes Corrupted. This will happen the next time a Holy Assembly is formed, which itself will eventually happen, unless the game is already over.
- Q:** *In a two-player or three-player game, my right-hand opponent just moved a Follower belonging to a Neutral Religion. May I move the same Neutral Follower on my turn? Even if I move it to a Holy Station other than the one it came from? What if it was Corrupted or Converted by my opponent's move?*
- A:** No. Moving the same Follower on two consecutive turns is not allowed, even if moving to a different Holy Station, and even if that Follower has undergone Corruption or Conversion. However, this restriction only applies to movement. There are some situations whereby a Follower that was Converted or Corrupted on one turn may be Corrupted or Converted to another Religion on the very next turn.
- Q:** *In a two-player or three-player game where Apostate Anathema is Neutral, I managed to Corrupt or Convert all of the Followers of one of the other Faithful Religions. Does this mean I win?*
- A:** No. If this happens, the game ends without a winner. The goal of the Leaders of the Faithful Religions is to surround a Pillar of Faith with six of their own Followers, not to Corrupt or Convert the Followers of one of the other Faithful Religions.
- Q:** *In a two-player or three-player game where one of the three Faithful Religions is Neutral, I managed to surround a Pillar of Faith with six Followers belonging to the Neutral Faithful Religion. Does this mean I win?*
- A:** No. If this happens, the game ends without a winner. The goal of the Leaders of the Faithful Religions is to surround a Pillar of Faith with six of their own Followers. The goal of Apostate Anathema is to Corrupt or Convert all of the Followers of one of the three Faithful Religions.
- Q:** *I'm playing Apostate Anathema in a two-player or three-player game, and I Corrupted or Converted all of the Followers of a Neutral Faithful Religion. Does this mean I win?*
- A:** Yes. It does not matter which of the three Faithful Religions that Apostate Anathema completely Corrupts or Converts.
- Q:** *So, if I'm way behind and it doesn't look like I can possibly win, may I try to throw the game by playing for one of those endings without a winner?*
- A:** Yes. You may try, but this is not very sporting, and if such a strategy becomes known, the Leaders of the other Religions will probably start working together to prevent this sort of unhappy ending, even if it means handing the win to someone else. But their working together may have the unintended consequence of providing you with more Followers, improving your position.

Credits

- Game design: Clark Rodeffer
 Graphics design: Matt Worden
 Play testing: Matthew Arnold, David Boyle, Josh Drobina, Michael Nolan, Kendra Petty, Mike Petty, Russ Price, Amanda Rodeffer, Anna Rodeffer, Dan Troyka, David Witcher, Matt Worden

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