

MY GOD'S BIGGER THAN YOUR GOD



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MY GOD'S BIGGER THAN YOUR GOD

A SPIRITUAL JOURNEY THROUGH THE HOLIEST OF DESERT CITIES.

By Joe J Prince

1. INTRODUCTION

This Game is an exploration of faith, blind obedient faith.

Eons ago a city, surrounded by inhospitable desert terrain, became the most holy place on Terra. This city became the seat of faith for millions.

This game is the story of that city.

This game is also incredibly rushed as I've been on holiday all week and have a wedding this weekend so it's getting typed up in the next two hours.

Please forgive my sin.

2. OVERVIEW

The game is for 2 or more players, more than 7 is probably pushing it.

You will need paper, pencils and a bunch of coins: 20 copper, 6 silver and 3 gold.

Each player controls a religious Faith, not a God per se but you're not going to tell the sheep that!

The objective is to grow your religion to the point where it becomes the dominant faith in the city. This is achieved by having more followers than all the other religions combined. This spiritual victory ensures your faith becomes the one true way. Otherwise the spiritual makeup at the end of play determines how the religions shape up.

3. DY DEITIES

Every player begins by creating a deity and assembling the flock.

Name your deity, hell give him a bunch of names the more the better. For a more intense game use a real historical faith. For a really passionate game, use a god you actually believe in (you can use atheism if you want).

Now each Faith begins with a single Power in his portfolio (realm of influence) or a single Promise he makes to his followers.

E.g. Marie's deity is named Hydrophilleos, he has power over water.

Each Faith also begins play with one Decree the religion demands of its worshippers. Decrees are like holy laws, sins basically.

E.g. Worshippers of Hydrophilleos are forbidden from eating four legged mammals.

During play, a Faith may add more Promises/Powers and Decrees.

Each Faith begins with 2 Followers, represented by copper coins. Put any unclaimed coins in the middle, these are the faithless.

Faiths also get the opportunity to develop Edges during play - more on these later.

4. ΠECHAPICS

The game uses a coin flipping (well shaking within cupped hands really) resolution system. In all cases, heads are successes and tails are fails. Unless otherwise noted, on a player's turn he always gets to use his golden god coin, which is worth 2 successes on a head - zero for a tail though.

5. STARTING PLAY

The Deity with the most names gets to go first - or longest name if tied.

6. TURUIS

Every turn, a player may add a new Power/Promise *and* a new Decree.

He may also have one of the following scenes:

- Preach
- Convert
- Edge
- Jihad
- Schism
- Absorb
- Blunting
- Miracle

Preach

Story: Roleplay/narrate a scene where your followers preach to the faithless. Hopefully the lost sheep will join your flock.

System: Toss God coin plus all your follower coins. $[G + F]$ For every success you get take a coin from the faithless, these are now your followers.

Convert

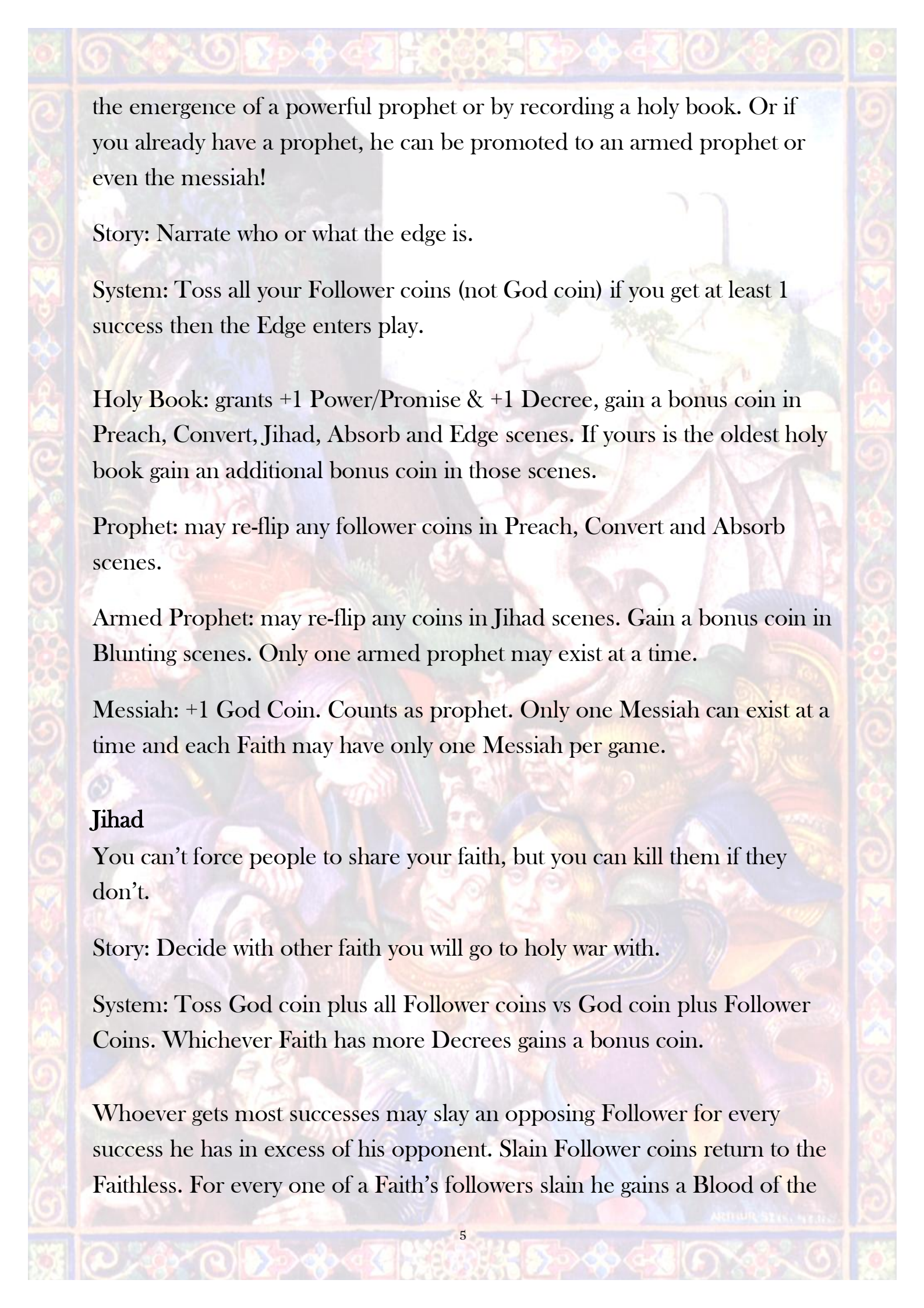
Story: Roleplay/narrate a scene where your followers try to convert worshippers of another Faith to your path.

System: Toss God coin plus up to 3 follower coins vs opponent's God coin plus up to 3 follower coins. $[G+(3)F$ vs $G+ 3(F)]$ Whichever Faith has fewer Decrees gains a bonus silver coin to the check.

If you gain more successes, then a Follower defects to you for every success you have in excess of your opponent.

Edge

This scene enables your Faith to get an Edge over its rivals. This may be



the emergence of a powerful prophet or by recording a holy book. Or if you already have a prophet, he can be promoted to an armed prophet or even the messiah!

Story: Narrate who or what the edge is.

System: Toss all your Follower coins (not God coin) if you get at least 1 success then the Edge enters play.

Holy Book: grants +1 Power/Promise & +1 Decree, gain a bonus coin in Preach, Convert, Jihad, Absorb and Edge scenes. If yours is the oldest holy book gain an additional bonus coin in those scenes.

Prophet: may re-flip any follower coins in Preach, Convert and Absorb scenes.

Armed Prophet: may re-flip any coins in Jihad scenes. Gain a bonus coin in Blunting scenes. Only one armed prophet may exist at a time.

Messiah: +1 God Coin. Counts as prophet. Only one Messiah can exist at a time and each Faith may have only one Messiah per game.

Jihad

You can't force people to share your faith, but you can kill them if they don't.

Story: Decide with other faith you will go to holy war with.

System: Toss God coin plus all Follower coins vs God coin plus Follower Coins. Whichever Faith has more Decrees gains a bonus coin.

Whoever gets most successes may slay an opposing Follower for every success he has in excess of his opponent. Slain Follower coins return to the Faithless. For every one of a Faith's followers slain he gains a Blood of the



Martyrs Edge point. Blood of the Martyrs points can be spent to gain bonus coins to any check.

You cannot call a Jihad on turn 1.

Schism

Story: Narrate a scene where another Faith is in danger of splitting into separate factions.

System: Toss half the Follower coins of the target Faith (round up). If you get a single success, return that coin to the Faithless. If you get 2 or more successes then those coins become followers of another faith, splintering off from their parent Faith. Create a new Deity for them.

On a player's turn, he can continue to represent his current Faith or switch to an unclaimed Faith.

Schisms cannot be used in Turn 1.

Absorb

Story: Merge with an unclaimed Faith, bringing their Deity under your Faith's auspices.

System: Toss God coin, plus all follower coins. If you get more successes than the unclaimed Faith has Followers, then they join your Faith.

Blunting

Story: Narrate a threat to another Faith's Edge. You cannot target Blood of the Martyrs.

System: Toss God coin + Followers vs God Coin + half Followers (round up). Fewest Edges gain bonus coin. If you get more successes then the targeted Edge is destroyed. Opponent gains 2 Martyr points, or 4 if it was a Messiah.



Miracle

Story: Pray for a miracle.

System: I'll be honest I haven't really worked this one out yet. I'm open to suggestions!

Freeform table fiat sounds good to me. Mmmm taste that fruitful void...

7. LOST GODS

It may be that you run out of Followers. In this case the Faith is no more, your deity becomes a lost god of another time. You can only call for Schism scenes until you adopt a new unclaimed Faith.

Well that's it, I'm out of time. There's a lot that the players need to bring to this game but I hope it will still prove fun and interesting in actual play. I may return to **My God's Bigger Than your God** and expand it someday – god willing. You can follow any progress (and check out my other awesome games!) at my website: www.princeofdarknessgames.com

Any thoughts, feedback or comment?

Email joe@princeofdarknessgames.com

Happy gaming ye sinful children.

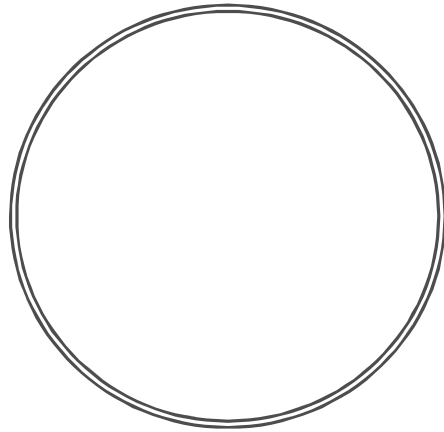
-Joe

FAITH

POWERS & PROMISES

DECREES

FOLLOWERS



EDGES

HOLY BOOK

PROPHET

ARMED PROPHET

MESSIAH

BLOOD OF THE MARTYRS

