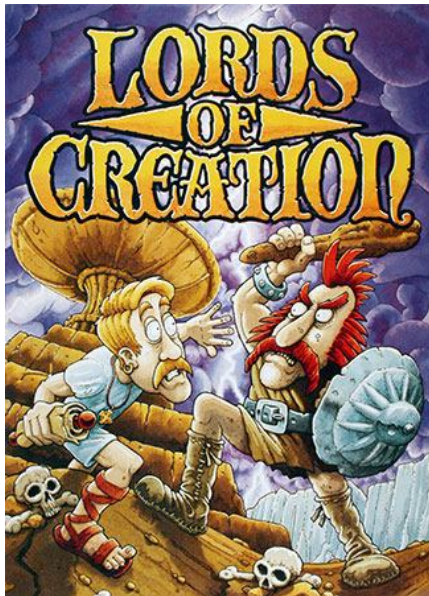


Lords of Creation



The players are gods who create a new world and populate it with tribes of humans. Then they compete to get as many followers as they can. The tribes conquer land and build altars—both of which are worth victory points.

While they start as barbarians, tribes can develop into civilised peoples. These are worth more points to their God, but they don't fight any more. Though they can civilise their more bloodthirsty neighbours.

The game ends when players have used up all their cards, players tot up their scores and whoever has the most points is the winner.

Yes, **that** *Lords of Creation*—Martin Wallace's first published game! This is a new edition from Dutch publishers Vendetta. *Lords of Creation* is a simple wargame which allows you to make your own strategy but doesn't take ages. Diplomacy skills are an advantage.

- Designed by Martin Wallace
- Published by Vendetta Games
- For 2-5 players, aged 12+
- Playing Time 90 minutes
- RRP £35.00 (inc VAT)
- Trade price £20.85 (ex-VAT)

