

Who's Your Heavenly Father?

A game for 2-6 people

Object: To receive the most favorable judgment from the One True God. Players must ascertain the One True God's identity and accumulate the virtues that this god desires before Judgment Day.

Contents: 10 God cards (beige background), 88 Mortal cards (65 Moral Dilemmas [gray background] and 23 philosophers [pink background]), one Judgment Day envelope, 30 Virtue tokens in each of four colors, one Prayer Beads token, 8 “cheat sheets” depicting the 10 possible gods, and 8 markers for filling in the cheat sheets.

Setup: Give each player a “cheat sheet” and a marker. (For an advanced game, set out just one cheat sheet for everyone's reference.) Shuffle the God cards. Without looking, place one in the Judgment Day envelope and set it in the center of the play area, with the “Judgment Day” side down – this is the One True God. Then deal one God card to each player, and lay out all remaining God cards face-down to the side – these are the False Gods. Players examine their God card, then set it face-down next to the other False Gods. Shuffle the Mortal cards, and deal five to each player, then put the remainder face-down as the draw pile in the center, with room to the side for a discard pile. Give each player 3 tokens for each Virtue (Selfishness, Xenophobia, Benevolence, and Justice). Place the remaining Virtue tokens in piles in the center of the playing area (the “bank”).

The person who has most recently done something immoral goes first. They should take the Prayer Beads token to indicate that it is their turn.

Play: On your turn, you may do one of the following things:

1. Resolve a Moral Dilemma that you chose to “pray on” at an earlier point in the game

(*mandatory* if you have any cards in front of you that you're praying on).

2. Play a Moral Dilemma card on another player of your choice.
3. Request that a specific other player play a Moral Dilemma card on you.
4. Play a Philosopher card.
5. Draw one card.
6. Call for Judgment Day

Moral Dilemma cards outline a moral choice the player has to make. The player's choice determines which Virtues or cards they lose or gain. For example, when dealing with the “Traffic light trouble” dilemma, running a red light will increase your Selfishness (because it benefited you by allowing you to get to your destination faster), but decrease your Justice (because you broke the law).

The four Virtues that players may accumulate are:

- **Benevolence (blue):** Making the largest number of other people happy
- **Justice (red):** Following the rules, no matter what the consequences
- **Selfishness (green):** Doing what benefits yourself, even at others' expense
- **Xenophobia (yellow):** Helping those who are part of your group, and hating those who are different

(In general, Benevolence and Selfishness are easier to accumulate, while Benevolence and Justice are easier to lose. There are more possible gods who prefer Benevolence or Justice than ones that prefer Selfishness or Xenophobia.)

When a Moral Dilemma card is played, the person playing the card should read the text of the dilemma, and the text of the two options – *do not read out what virtues or cards may be gained or lost for each choice*. The person who is confronted with this dilemma then must do one of two things:

1. *Choose one option on the card.* The person reading the card then announces what virtues or cards the player gains or loses, and the player immediately carries out these consequences. The card is then

placed in the discard pile.

2. *State that they want to “pray on it.”* The person playing the card should place it face-down in front of the person who is praying on it. On their next turn, the praying player's action must be to turn the card over, read the text and look at the virtue and card gains and losses associated with the options, and then pick one and carry out those consequences. Once the player has made their choice and gained or lost Virtue or cards appropriately, place the card in the discard pile. Only one prayed-on card may be resolved in a turn – if a player ends up praying on multiple cards, they must take that many turns to resolve them before they can do other actions.

In either case, the player who played the card then draws a new card to replace it in their hand. The card is drawn immediately, even if the person confronting the moral dilemma has chosen to pray on it.

Virtue that is gained or lost is taken from and given to the bank. Cards that are gained are drawn from the top of the draw pile, and cards that are lost are placed in the discard pile. When a player loses cards, they are chosen at random from the player's hand.

The bank cannot run out of Virtue. If there are not enough tokens, keep track of players' Virtue on a piece of scratch paper until tokens become available.

If a choice asks a player to lose more of a Virtue or cards than they have, they just lose any of the Virtue or cards that they have. If a choice asks them to lose some of a Virtue and they have none, they do not lose any of that Virtue (but they do not go into “debt”).

Players should keep their pile of Virtue tokens visible, but need not sort them in any particular way. They are not required to tell other players exactly how many of a particular Virtue they have.

Philosophers are characters who carry out various actions. Some of them cause an action immediately, while others may remain out for

some time before they are invoked.

The Philosophers in the game are:

- **Prophet:** The player secretly looks at one of the False Gods of their choosing, returning it to the same location it was taken from.
- **Skeptic:** The Skeptic disproves the existence of one of the False Gods of the player's choosing, revealing its identity to all players and leaving it face-up afterward.
- **Annoying Undergrad:** The Annoying Undergrad refuses to accept the premises of the moral dilemma and insists there is a third, win-win option. This card may remain in front of the player who played it until they choose to invoke it. When invoked, the player using it may make up a third option for the scenario they are currently resolving, assigning that option a gain of up to 2 of any Virtue, a loss of up to 2 of any Virtue, or a gain of 2 cards.
- **Rationalist:** The rationalist disproves the numerology that the judgment day prediction is based on and returns the Judgment Day envelope to its original position. The player who had called for Judgment Day may not call for it on their next turn. After playing a Rationalist, the player then gets another turn action.
- **Cult Leader:** The player who plays the Cult Leader chooses one other player, and then instructs that player which choice to make the next time that player confronts a Moral Dilemma (Note that if the Moral Dilemma is one the player prayed on or is being played on them by the player who played the Cult Leader, the player using the Cult Leader will know the Virtue gains and losses associated with each choice. Otherwise, the player using the Cult Leader will not have this information.)
- **Nihilist:** May be played on any player, including the person who plays it. When invoked, the types of Virtue that the player gets and loses from their choice are selected at random, though the amounts are as stated on the moral dilemma card.

(Note that the Cult Leader and Nihilist may be played on another player, and may remain out for

some time – be sure to remember who originally played the card, as they are the one who decides when it is invoked. The Annoying Undergrad may also remain out for some time in front of the player who played it.)

Once a Philosopher is used, place it in the discard pile. After playing a Philosopher, regardless of whether it is invoked immediately or not, the player who played it draws another card.

After a Philosopher is placed in the discard, any player may immediately discard two cards of their choice and take that Philosopher into their hand. If more than one player wishes to do this, the player closest to the current player's right takes priority (with the player who just played the Philosopher getting last priority).

Once the current player has finished their turn action, they should pass the Prayer Beads token to the left, and that player begins their turn.

End game: At any time, a player who is confident that they know who the One True God is and that they are virtuous in that god's eyes may, as their action for their turn, call for Judgment Day. To do this, the player flips the envelope containing the One True God card over, revealing the Judgment Day text. Each other player now gets one final turn. If play returns to the player who called for Judgment Day without a Rationalist having been played, Judgment Day occurs. If a Rationalist was played, the player who called for Judgment Day may not use their next turn to call for Judgment Day again – they must take one normal turn, and then if they choose they may call Judgment Day again on the turn after.

Judgment Day is also triggered if the draw pile runs out. Treat the player on whose turn the draw pile ran out as having called for Judgment Day – that is, each other player will get one more turn, though they will not be able to draw new cards. A Judgment Day triggered by running out of cards may not be canceled or postponed by a Rationalist.

A player who is praying on one or more cards may not call Judgment Day instead of resolving the card(s) they are praying on – all prayed-on cards must be resolved before a player can call

for Judgment Day. If Judgment Day occurs (due to being called by another player or the draw pile running out) and a player still has cards that they are praying on, those cards are discarded and not resolved.

When Judgment Day occurs, reveal the One True God. Players count up their score based on the values given for each Virtue on this card. The numbers shown next to the Virtues on the God card are the number of points each player gets for each token of that Virtue that they possess. Note that each God will favor certain Virtues (giving positive points for each Virtue token that a player has), while they will oppose other Virtues (giving negative points for each Virtue token that a player has), while being neutral on other Virtues (no points). Therefore it is not necessarily better to have more virtue!

For example, if the One True God is Country Club God, each player gets a point for each Selfishness they have, and a point for each Xenophobia, while losing one point for each Benevolence they have, and Justice does not count toward a player's score.

If two players are tied for the highest score, they are both virtuous in The One True God's eyes and both win.

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