

Please Note:

Game includes small parts that are a choking hazard for young children.

If you are missing any components or ever need replacements, or need any help with understanding the game instructions, please send an email to paideaclassics@gmail.com . For the latest instructions, and supplemental help for game play, please go to: <https://www.paideaclassics.org/prophets-game.html>

Future card decks are planned in 2019 for this game to increase its coverage of the Old Testament. Additional games are planned to cover the life of Christ and Church history.

Parts List for 6 Player Board

Board Tiles (30 Total)

- 2 War
- 3 Law
- 4 Sheep, Olive
- 5 Pentateuch, Wheat, Sheep, Olive, Wine
- 6, Pasture (hay), Sheep, Wheat, Water
- 7 Prophet, Pasture (hay), Water, Olive, Wine
- 8 Pasture (hay), Wine, Wheat, Water
- 9 Virtue, Wine, Water, Pasture (hay),
- 10 Olive, Wheat
- 11 Sheep
- 12 Jerusalem

Trade Tiles (9 Total)

- 3 All 3:1
- 1 Hay 2:1
- 1 Wheat 2:1
- 1 Water 2:1
- 1 Wine 2:1
- 1 Sheep 2:1
- 1 Olive Oil 2:1

Number disks (30 Total)

- 1-2
- 1-3
- 2-4
- 5-5

4-6

5-7

4-8

4-9

2-10

1-11

1-12

Shekels: 32

Virtue Tokens: 42

Dice: 2

Prophets: (red and black)











Camels: 18 in each color

Tents and Cities: 5 each, in each color

Prophets and Patriarchs Rules (2-6 players):





Objective of the game: To build a civilization, obedient to God's holy commandments.

BOX CONTENTS:

- 30 hex tiles –
 - (4 each of Hay, Water, Wheat, Wine, Olive Oil, and Sheep), and 6 Tribe/Event tiles (Levi-Law, Judah-Jerusalem, Ephraim-Virtue, Issachar-Pentateuch, Naphtali-Prophet, and Benjamin-War).
 -
- 24 Resource Tiles
 -  4X Pasture (hay) (6,7,8,9)
 -  4X Water (6,7,8,9)
 -  4X Wheat (5,6,8,10)
 -  4X Wine (5,7,8,9)
 -  4X Olive Oil (4,5,7,10)
 -  4X Sheep (4,5,6,11)
 -
- Tribal Tiles for Deck #1 (recommended for ages 8 and up):
 -  Pentateuch (5)
 -  Law (Moses) (3)
 -  War (2)
 -  Virtue (Ruth) (9)

- For Deck #2 (recommended for ages 12 and up):

-

-  Prophet (7)
-  Law (Moses) (3)
-  War cards (2)
-  Jerusalem (Messianic Prophecy cards) (12)

- 9 Trade tiles (1 for each resource plus 3 'all' trade tiles).
- 162 Resource cards (27 Hay, 27 Water, 27 Wheat, 27 Wine, 27 Olive Oil, and 27 Sheep).
- Two Event card deck options with 108 Event each, in four categories per deck (Event Deck #1: 27 Pentateuch, 27 War, 27 Law, 27 Virtue; Event Deck #2: 27 War, 27 Prophet, 27 Law, 27 Jerusalem). Event Deck #1 is targeted towards ages 8+ and covers from Abraham to the Judges. Event Deck #2 is targeted towards ages 12+ and covers 2nd Kings, 2nd Chronicles, 2nd Ezra, and the books of the Prophets.
- 6 Tribe Tablets. Each tablet bears the name of a tribe, its tribal advantage, and a list of building materials needed for each player's tribal development during the game.
- 30 cities (5 of each player color).
- 30 tents (5 of each player color).
- 96 camels (16 of each player color)
- 2 six-sided dice.
- 30 numbered discs (see Alternative Gameplay section at the end).
- 1 True Prophet (brown/black).
- 1 False Prophet (red).
- 42 Virtue Tokens (wooden coin with Menorah).
- 32 Shekels (wooden coin with harp)
- 1 game rule booklet (you are holding this right now).

GAME SET-UP:

Distribute appropriately colored player pieces to each player. Set out all Resource card decks, and four Event card decks of your choice. While it is possible to play with up to six Event decks at a time, one for each player, it is recommended to only use up to four at a time to keep the game pace from getting too slow. It does not disadvantage any player if the card deck associated with their Tribe/Event tile is not currently in use.

Place all hex tiles together and connect them on a flat surface, while working to evenly distribute the different types of tiles across the board. It is recommended to try and make each

Tribe/Event tile connect with at least 1 Hay and 1 Water tile, in order to facilitate early game development.

The Tribe/Event tiles will each act as the starting position of the particular tribe they are associated with. Including the Tribe/Event tiles and Event decks of tribes that are not currently playing the game is optional (for example, if nobody is playing as Issachar, it is optional to include the Issachar-Pentateuch tile in the game board and to set out the Pentateuch card deck – including the tiles of non-playing tribes in the game board does offer more development options later in the game, however).

Once the central board is assembled, attach the Trade tiles to the outer perimeter. If a player builds a tent or city connecting to a Trade tile, they can trade resources at a more favorable rate (as indicated on the individual Trade tile).

Each player picks their Tribe and receives the corresponding Tribe Tablet. They also receive two camels and two tents.

In order to determine who goes first, all players take turns rolling one die, and whoever rolls the highest number goes first. Play then proceeds clockwise around the board.

The first player puts one tent on one of the corners of their Tribe's starting tile, and they place one camel connected to their first tent running in any direction.

Each player then goes in turn, placing one tent on a corner of their respective Tribe's starting tile, and then one connecting camel in any direction of their choice.

Once the first tents and camels are placed, the first player then puts down their second tent and second camel anywhere on the board. Each player follows and puts their second tent and camel on the board. This proceeds until all players have put their first and second tents and camels on the boards.

Since some tribes will have their numbers rolled less often than others, they get certain starting advantages.

Benjamin (War tile, #2) starts with 6 Shekels.

Levi (Law tile, #3) starts with 5 Shekels.

Issachar (Pentateuch tile, #5) starts with 2 Shekels.

Naphtali (Prophet tile, #7) starts with 0 Shekels.

Ephraim (Virtue tile, #9) starts with 2 Shekels.

Judah (Jerusalem tile, #12) starts with 6 Shekels.

Once the game has been set up, gameplay begins with the first player.

GAMEPLAY:

Each player rolls two dice at the beginning of their turn. The number they get from adding both dice together indicates which tiles produce resources, and/or which Tribe/Event tiles are active for that turn.

(Event/Card phase)

If the dice produce a number which activates an Event/Tribe tile, a card is then immediately drawn from the appropriate Event Card deck. This card will go into effect immediately. After any required cards are drawn, the player's turn proceeds to the resource phase.

For example: if the player rolls a 2 and activates the Benjamin/War tile, he or she draws from the War card deck immediately and reads from the card, and follows its instructions.

(Resource collection phase)

Players can only collect resources from tiles that their tents or cities are connected to. Tiles produce one card for a player with a tent, and two for a city.

For example: if you are the second player, and you have a city connected to a Wheat tile with the number 8, and the first player rolls an 8 but does not have a tent or city on that tile, you (the second player) collect two Wheat resource cards, while the first player collects nothing from that tile. But if you have a city and the first player has a tent connecting to that tile, you will collect two Wheat resource cards while the first player will collect one.

If a player's dice roll produces a number that is on one of the Tribe tiles, the tribe associated with that tile (and that started there) earns one Virtue Token for a tent, and two for a city. If another tribe expands their development and builds a tent or city connecting them to another tribe's tile, they will receive Shekels (in the same way as resource cards) from that tile. Once all resources (if any) have been collected, the player moves on to the Building phase.

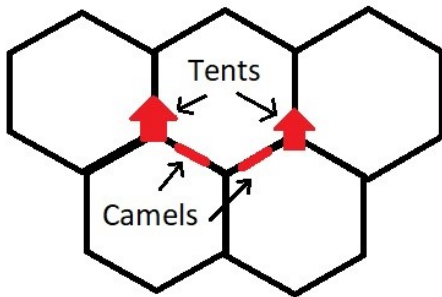
For example: if Judah builds a tent connecting them to the Benjamin-War tile, and rolls a 2, they will collect one Shekel, while Benjamin will collect the appropriate number of Virtue Tokens (1 for a tent, 2 for a city).

Resource cards can be used to build camels, tents, and cities, in the numbers and combinations listed on the Tribe Tablets. Resource cards can be traded for different resources at a base rate of 4:1 (i.e., 4 Wine for 1 Olive Oil), unless the player has built a tent or city connecting them to a Trade tile, in which case they can trade at the more favorable rate listed on that particular tile. Some Trade tiles allow all resources to be traded at a rate of 3:1, while some are resource-specific, but allow an even better exchange of 2:1 (for example, only Olive oil can be traded, but at 2:1). Shekels and Virtue Tokens can be used to buy any resource card of your choice at a rate of 1:1, however, only Virtue Tokens count towards your eventual victory if you decide to keep them. Decide carefully whether to spend Shekels or Virtue Tokens!

(Building phase)

This is the last phase of the turn. In this phase, the player reviews their resources and decides whether they want to build any camels or tents, or upgrade tents to cities (if they have the resources to do so). Tents and cities go on the corners (or intersections) of tiles, while camels go on the flat borders between tiles (see image below for an example of placement).

Unlike initial game set-up (when the players can place their starting camels and tents wherever they want on the board, so long as each tent has a camel connected to it), during gameplay a player can only place a camel or tent in a location that is connected to another camel or tent. Additionally, a tent or city cannot be placed on a corner that is only one space away from another tent or city – there must be a minimum of one empty corner between any two tents/cities, regardless of whether they belong to one player or belong to two different players. See an example of tent location below:



Note that the empty corner between the two tents must remain empty – nobody can build there now.

While a tent or city must be connected by a minimum of two camels, there is no limit to how long a line of camels can be – there can be as many camels in a line as a player wants to build, so long as they are not blocked off by another player's tent/city or camels. A line of camels cannot cut through a corner occupied by another player's tent/city, and a camel cannot occupy the same space as another player's camel. Tents/cities can also be placed along an already existing line of camels whenever a player wishes to do so, so long as the minimum spacing between tents/cities is maintained.

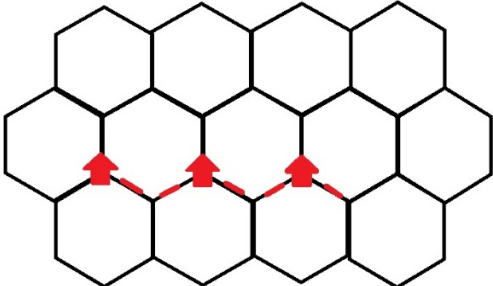
- **Movement:**

Under certain conditions, a player can also choose to move 1 camel and 1 tent (but not a city) to a new location during the build phase, so long as the new location is still connected to the same line of camels and tents/cities, and follows the rules of maintaining at least two spaces' distance between tents/cities. See the example below:

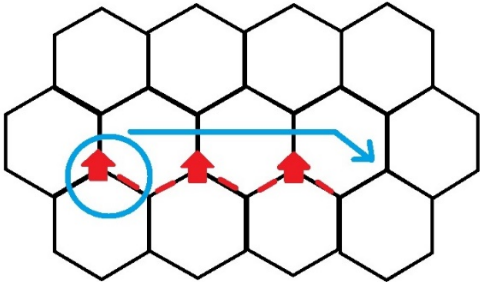
Player 1 is in her build phase, and wants to move 1 camel and 1 tent to a new location. She takes the trailing camel and tent and moves them to the front of her line, where another camel

is already in place (providing the extra space needed between tents). If she had camels branching off her line, she could also have put the moving camel and tent on one of them, provided she had the required space.

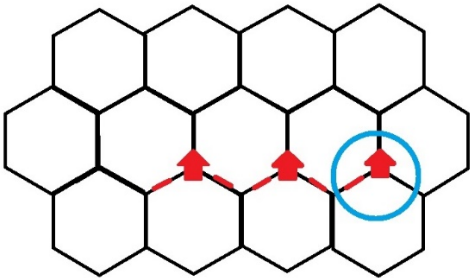
Player 1's starting position:



Where Player 1 wants to move:



Player 1's positioning after move is complete:



Note: once a tent has been moved from a location, no resources are earned from that now-empty space.

At the end of the build phase, the dice are handed to the next player (clockwise), and the next turn begins.

THE PROPHET AND FALSE PROPHET:

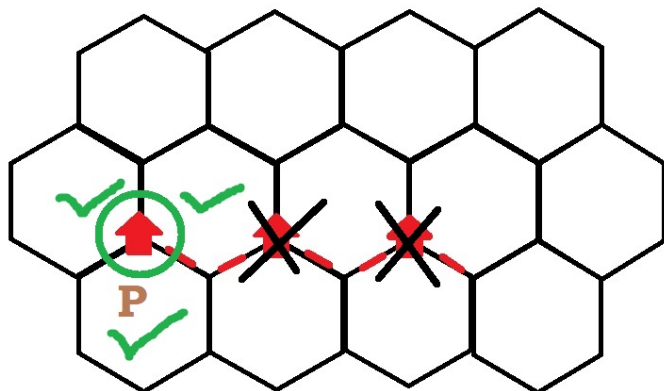
When a player rolls a 7 at the start of their turn, this puts the False Prophet (the red piece) into play (in addition to any cards generated from tiles with the number 7). Immediately after rolling 7, the player rolls both dice a second time. This second number will dictate where the False Prophet will go – he will go on the tile bearing the number of the second dice roll. Any tents or cities on the corners of that tile will not earn any Resource cards, Shekels, or Virtue Tokens, until the False Prophet is moved off that tile.

When a player rolls a 2 at the start of their turn, this puts the Prophet (the brown piece) into play (in addition to any cards generated from tiles with the number 2). The player then places the Prophet on whichever tile they want. While on a Resource tile, the Prophet converts all resources gained from that tile to Virtue Tokens, at the standard rate of income. So instead of generating Wheat, a Wheat tile with the Prophet will generate 1 Virtue Token for a tent, and 2 for a city. If the player chooses to put the Prophet on their Tribe tile, he will double the rate of Virtue Token income for the player who started on that tile. If another player has expanded and built a tent/city on a free corner of a different Tribe tile, the Shekel income that they normally make from that tent/city, they will get Virtue Tokens instead, but at the normal (not doubled) income rate.

For example: Judah rolls a 2 and places the Prophet on his Tribe tile (the Jerusalem tile, #12). Judah has a city on that tile, and had been earning 2 Virtue Tokens every time someone rolled a 12. Starting immediately with the turn in which the Prophet was placed on the Jerusalem tile, Judah now earns 4 Virtue Tokens from his city. However, Naphtali has expanded and placed a tent on an empty corner of the Jerusalem tile. As long as the Prophet is on the Jerusalem tile, Naphtali will earn 1 Virtue Token from that tent every time someone rolls a 12. Once the Prophet is moved again, Judah will go back to making only 2 Virtue Tokens from his city, and Naphtali will revert to receiving 1 Shekel from his tent.

Additionally, the Prophet protects any tiles that he is on (as well as any camels or tents/cities attached to that tile) from all negative effects caused by Event cards. So if a player has been temporarily put into captivity (prevented from earning resources for a certain number of turns), the Prophet will still allow the player in captivity to earn resources from any tent/city connected to the tile that he is on.

For example: the Red player is currently in captivity due to an Event card, and cannot earn any resources from their tents/cities. But the player put the Prophet (P) on this resource tile, allowing the tent touching that tile to collect income as normal from the three tiles it intersects with. This protection effect works on any of the player's tents/cities touching the tile the Prophet is on – if there were two or three tents/cities touching the Prophet's current tile, he would protect them and their income as well.



SHEKELS:

Shekels can be exchanged at a 1:1 rate for any resource card of choice. They have no function aside from buying resources for building.

VIRTUE TOKENS:

Like Shekels, Virtue Tokens can be exchanged at a rate of 1:1 for any resource. However, Virtue Tokens count towards your eventual victory.

VICTORY CONDITIONS:

Be the first player to reach 12 points. Points are calculated as follows:

Tent – 1 point

City – 2 points

Virtue Token – 1 point

Player with the longest line of camels (not counting branches and tents/cities along the line) gets an additional 2 points.

- **Alternative gameboard set-up:**

Use the included 30 numbered discs to mix and match the numbers on the board tiles as you wish. This will affect resource income and the frequency with which Event cards are drawn. Numbers closest to the center of the range 2-12 are statistically more likely to be drawn, with 5, 6, and 8 being more likely than 2 or 12, for example, and 7 being the most common number of all. So, for instance, if you use the numbered discs to change the War tile from 2 to 7, it will be in play much more frequently.

For balancing purposes, it is strongly advised to follow the starting advantage template in the standard rules, to prevent players from being excessively

disadvantaged by low-number starting tiles – e.g., give a tribe with a starting tile numbered 2 a starting bonus of 5 Shekels, while a tribe starting on a 7 gets 0 Shekels, etc.

Recommended starting bonus template (for tribes starting on various numbers):

#2 – 6 Shekels

#3 – 5 Shekels

#4 – 3 Shekels

#5 – 2 Shekels

#6 – 1 Shekel

#7 – 0 Shekels

#8 – 1 Shekel

#9 – 2 Shekels

#10 – 3 Shekels

#11 – 5 Shekels

#12 – 6 Shekels

Materials referred to when developing the card decks:

Card Deck #1:

Materials used or recommended:

Our Young Folks' Josephus, by William Shepard, published by Paidea Classics

The Law of God, by Fr. Seraphim Slobodskoy, published by Holy Trinity Monastery

The Law of God, by Fr. Daniel Sysoev

Lessons from the Old Testament, by Fr. Serge Kotar

Heaven Meets Earth: Celebrating Pascha and the Twelve Feasts, by John Skinas

Old Testament History Curriculum by Drs. David and Mary Ford

Fonts used:

Seferad by Juan-Jose Marcos

<http://guindo.pntic.mec.es/jmag0042/hebrew.html>