

Psalm 2:10-11

*Be wise now therefore, O ye kings: be instructed, ye judges of the earth.
Serve the Lord with fear, and rejoice with trembling.*

Kings of Israel Rulebook



***I**t is approximately 1050 BC and Israel has anointed King Saul, their first king. Ahead of Israel is over 300 years of turmoil as both good and bad kings rule over the land. You are in control of a line of prophets, godly men that will try to steer the Israelites from sin and destruction. Your prophets will move from location to location in the Northern Kingdom, preaching, building altars, and making sacrifices to God. If you do your job well, you will build enough altars to help keep the Israelites on the straight path and loyal to God. If you fail, then Israel will quickly fall into sin and evil will cover the land.*

Menu Screen Layout



- 1. Current Difficulty Level** - This shows the king that corresponds with the present difficulty level.
- 2. Level Up or Down Scale** - As a player wins or loses games, gold gets added to the appropriate side. Once one side overflows, that player then levels up or down.
- 3. Win/Loss Gold** - When a player wins or loses, the appropriate number of gold cubes are added to the scale.
- 4. Bible Study Mode** - This turns on Bible Study Mode, which asks Bible trivia in-between rounds. A player is rewarded for correct answers and penalized for incorrect answers.
- 5. Custom Game Mode** - A player may play a single game of Kings of Israel with a custom difficulty and team of prophets.
- 6. In-Game Settings** - Controls various audio and video settings along with a few other options.
- 7. Profile Settings** - The current profile's Win/Loss statistics, a list of all profiles, and an option to create a new one.
- 8. Credits and Website** - A list of people involved with the creation of the Kings of Israel video game and a link to the Funhill Games website.

Game Layout



1. **Active Prophet** - The active prophet is shown larger and in color, and the prophet's icon on the map has an active pose.
2. **Action Point Meter**- This meter shows how many more action points the current prophet has left.
3. **Prophet Resources** - The Resources each prophet carries.
4. **Available Actions**- These larger icons are actions available to the current prophet.
5. **Unavailable Actions** - These small icons are actions that the prophet cannot currently perform.
6. **Blessing Cards**- The lighter color images are the Blessing cards available to use.
7. **Active Sin and Punishment Cards** - These darker color images are the Sin and Punishment cards that are currently active.
8. **Location** - One of the many locations in Israel that can be visited.
9. **Altar** - An Altar that has been built in Israel. Altars are needed to win and to make Sacrifices.
10. **Sin Cloud** - A Sin Cloud represents evil within Israel. If too many Sin Clouds appear then the prophets lose.
11. **Idol** - When a location gets too evil it will build an Idol. Idols help spread evil, and if too many are built it will cause the team to lose.
12. **Road** - Roads are one way prophets, and evil, travel.
13. **Outside Nation** - These Nations surround Israel and can cause evil to enter its border.
14. **Sea Routes** - These dotted routes represent another way the prophets may travel.
15. **King Timeline** - This timeline lists all of the kings of Israel. The largest king is the active king. Kings with white or blue bands are good kings while kings with black or red are bad. Kings with slashes are ignored for the number of prophets on the team.
16. **Victory Status** - This area lists the number of altars needed to win, and the number of Sin Clouds or Idols needed to lose.
17. **Discard Pile** - This area lists the Locations and the Resources that have been discarded, along with the Menu button to go back to the main screen.



How to Win and Lose

The prophets win as a team by building a certain number of Altars in Israel. These Altars will act as beacons for the Israelites in the upcoming difficult years, reminding them of their God. The number of Altars needed to win varies by the number of players, as seen here:

- 2 Prophet Game - 7 Altars
- 3 Prophet Game - 8 Altars
- 4 Prophet Game - 9 Altars

Alternatively, if ever the number of Sin Clouds or Idols in the Victory Status area reaches zero, then the team of prophets loses.

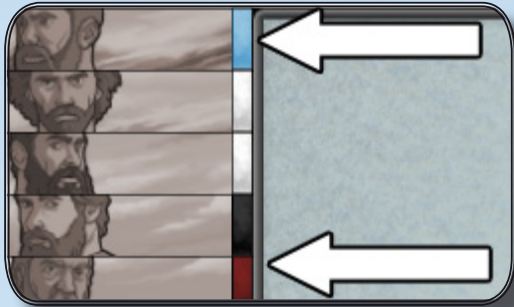


Game Round Summary

- 1. King's Godliness Phase** - A Sin & Punishment Card is drawn during the reign of a bad king or a Blessing Card during the reign of a good king.
- 2. Sin Increases Phase** - A number of Location Cards *equal to the number of prophets plus one is drawn*, adding Sin Clouds to those locations. Sin Clouds might spread and Idols might appear.
- 3. Prophets Work Phase** - Beginning with the Starting Prophet, each prophet takes their turn using their four action points.
- 4. End of Round Phase** - The timeline advances to the next king and the Starting Prophet changes. If the timeline reaches "Israel Destroyed" the team loses!

King's Godliness Phase

If the active King's name is in a white box, then the prophets are living during the reign of a good king and the team draws a Blessing card which can be used at a later time. If the active King's name is in a black box, the prophets are living during the reign of an evil king and a Sin & Punishment card is drawn and resolved immediately.



Special Rule for 3-4 Prophets - Some kings on the timeline are marked as red or blue. Those kings are short-lived kings and only appear for games with 3-4 prophet teams. *Instead of a full turn, only the King's Godliness Phase occurs when they are active. Then the timeline moves down to the next king.*

Blessing Cards:

Blessing Cards can be played at almost anytime on any prophet's turn.

Sin & Punishment Cards:

Sin & Punishment Cards are events either caused by the Israelites or by the surrounding nations committing an evil act, or represent the Israelites being punished for their evil ways. These cards are either one-time events or events that occur during the duration of a round. There are also special events called "Foretold Events" that do not happen immediately.

Foretold Events:

Foretold Events are major evils and punishments that the prophets have been given warning to prepare.

If a Foretold Event is drawn then the team will be warned on how long they have before that event occurs.

Then another card will be drawn in its place.

Resource Card Bonus:

On the easiest difficulty level in Kings of Israel, the Starting Prophet receives a free Resource during this phase.

Sin Increases Phase

During this phase, a number of Location Cards are drawn *equal to the number of prophets plus one*, and a Sin Cloud is added to each of the locations. If an outside nation is drawn, Sin Clouds spread to every location connected to that nation by road.

If adding a Sin Cloud to a location gives it three or more Sin Clouds, then an Idol is created at that spot, if it does not contain an Idol already. Only one Idol may ever be at a location at a time.

If a Sin Cloud is placed in a location with an Idol, then evil spreads and a Sin Cloud appears in each neighboring location connected to it by road. If this causes a Sin Cloud to be placed in a location that already has an Idol, then evil also spreads from that location to new locations and so on.



Prophets Work Phase

Beginning with the Starting Prophet, each prophet takes four actions of their choice. An action may be performed more than once, but each time it is performed action points might be spent.

Common Actions:

- Move
- Travel
- Preach to Israelites
- Destroy an Idol
- Acquire Resource
- Build an Altar
- Make a Sacrifice
- Give Resources

Action Explanations:

Move:

Move the prophet from one location to another if the locations are connected by a road (solid black line) or by a sea route (dotted black line).

Travel:

Discard a Cattle or Grain Resource from the prophet's supply to move up to three times, instead of one, for a single action. This movement can be done only by road.

Preach to Israelites:

Remove one Sin Cloud from the prophet's current location.

Destroy an Idol:

Using two actions, the prophet may remove one Idol from his location.

Acquire Resource:

Draw one Resource from the Resource deck. A prophet may never have more than six Resources at once. If at any time a prophet has more than six Resources then they must discard down to six Resources.

Build an Altar:

Discard a Gold, a Stone, and a Wood Resource from a prophet's supply to build an Altar at their location. Only one Altar may be built at each location. If enough Altars are built then the team wins the game (see How to Win and Lose section).

Make a Sacrifice:

If at a location containing an Altar, a prophet may discard a Cattle and a Grain Resource to make a sacrifice to God. A Sacrifice removes all Sin Clouds from the Altar's location and a Sin Cloud from each neighboring location that is connected to the location by road.

On the easier difficulty levels, the team of prophets will draw a Blessing for every prophet that had made a Sacrifice that round.

Give Resources:

If the prophet is at the same location as another prophet, they may give that prophet up to two Resources from their supply for one action.



End of Round Phase

End of Round Maintenance:

At the end of the round the starting prophet changes and the timeline advances to the next king. If the timeline reaches the “Israel Destroyed” space, the team loses!

In addition, on the easier levels a Blessing card is drawn for each prophet that had made a Sacrifice that round.

Advanced Difficulty Levels

In the most advanced difficulty levels in Kings of Israel, a False Prophet appears. The False Prophet wants to destroy Israel and will travel around the land, creating Sin Clouds and trying to destroy Altars. When the End of Round phase begins, the False Prophet takes his turn.

On the False Prophet's turn, he will always move unless he is at a location with an Altar. His primary goal is to move to a location with an Altar. If no Altars are next to him, he will move to a location with an Idol. Finally, if no Altars or Idols are next to him he will move to the location next to him with the least amount of Sin Clouds.

After moving, or not moving, the False Prophet adds a Sin Cloud to his location. If he is at a location with an Altar and creates an Idol by adding that Sin Cloud, then he also destroys that altar!

Finally, Sin Clouds and Idols cannot be removed from the False Prophet's current location by any means!

But the team of prophets can fight back! The False Prophet will never move into a location that has a prophet in it, and if he starts his turn in a location with a prophet he will leave that location if possible. In addition, if a prophet makes a Sacrifice at the False Prophet's location, that False Prophet is destroyed! A new False Prophet will appear somewhere in Israel at the end of the round but will not be able to perform any actions that round.



Tips

- Remove Idols as soon as possible! Idols can cause a lot of damage and should not be left alone. Also address locations with multiple Sin Clouds very quickly since those locations are one step away from building an Idol.
- Worry the most about the locations connected to outside nations, since those locations are the most likely to be given Sin Clouds.
- In a 3-4 player game, make sure your team removes extra amounts of Sin Clouds and Idols prior to a short-lived king round. That extra Sin & Punishment Card drawn can cause chaos if your team is not ready for surprises.