



Bible Battles Trading Card Game

OFFICIAL RULES

RULES OF PLAY

The most important rule of this game is to have fun. Hopefully, you will also learn about some of the people, places and events that happened during the Old Testament. To prevent total confusion, we have provided a short description of game play and things you need to know to make this a great experience.

OBJECT OF THE GAME

The game is designed for two or more players. Randomly select who goes first (you may want to roll a die if you have one), then proceed in a clockwise direction for the next person to play if you have more than two players. You can win Bible Battles TCG by one of two ways: First, if your opponent is unable to draw a card at the beginning of his or her turn you win, or you are first to reach an agreed upon level of wisdom (we set the default at 30, but feel free to make it any number you wish up to 99).

FOREWORD

For the True Beginner: It was brought to our attention that the following rules may be slightly confusing for those of you who have never played any type of strategy card games, so we decided to offer a bare-bones explanation of how it all works in a general overview format. Picture yourself floating high above a landscape with no rivers, orchards, crops, animals, people or cities. Your mission is to place various cards into the playing area to change that empty landscape into a thriving civilization. Before you start to play, you will need to build a deck of cards you will use to build your nation. We suggest having 60 cards in your deck with a combination of Followers, Animals, Crops, Cities, Unique People, Events and Armies suited to how you like to play. Each player will have his own deck of cards to draw from. Each player draws 7 cards from his own deck. Pick a person to go first, then start the game.

On your turn, the first thing you do is draw a card from your own deck. Each card has an amount of effort listed on the top right corner that is needed to bring that card from your hand into play (meaning, place that card from your hand onto the table in front of you). The first few cards you will play will be follower cards as they do not require any effort to bring into play, and you will need them to provide the effort to build cities, crops, armies, etc. You can only play a follower card on your turn, and can only play one on your turn unless another card is already in play that lets you play more than one at a time.

Okay, so now you have a follower on the table in front of you. If you read the card, it will tell you what it can do. If you inspire the followers (meaning to turn it sideways to let everyone know it is being used), they can either add to your wisdom (the object of the game is to reach a certain level of wisdom you decided upon before starting the game), or they can use effort to bring another card in your hand into play on the table. Effort does not add up from turn to turn, so if a card requires 3 effort to bring into play from your hand, then you would have to have 3 followers already in play on the table to use their effort that turn. Once a follower or any other card is inspired (turned sideways indicating its special ability is used), it cannot be used again your same turn to do something else. You will have to wait until your next turn when you turn your cards straight up again indicating they are ready to be used again this turn. (this is called “resetting” your cards)

Eventually, you will be able to bring out cards that provide food for armies and unique people. These support cards are necessary because you cannot have an army or unique person in play on the table if you have no way to feed them. Look at each card closely. The bottom left of the card shows how hard they can hit (Offense) and how much damage they can take (Defense) before being placed in the discard pile. If you attack another player's army with your own, you will have to look at how much damage each card can give and take before deciding if one or both of them are killed and have to be placed your discard pile.

Build your cities. Protect your followers and your land. Remember to keep a balance between defending, attacking and raising your wisdom. Just because you don't have the strongest army on the board doesn't mean you can't still win by reaching a level of wisdom before your opponent.

GAME PLAY

Getting started: Each player starts with a deck of Bible Battle cards created by that player. You cannot have more than 3 of the same card in your deck except follower cards (no limit on those). You can only have one of a specific card if it is labeled as "Unique." There are certain people, places, items and land that are unique. There is no minimum or maximum to how many cards you can have in your deck, but the suggested amount is 60. Each player will shuffle his or her deck, have an opposing player cut the deck, and then deal him or herself 7 cards. You cannot have more than 7 cards in your hand at the end of your turn and must place any excess cards into your discard pile. Each card will have specific information on it that you will need to understand in order to effectively play the game. There are several different types of cards which we will discuss later, but for now, just remember that each card requires an amount of effort to bring into play, has a certain level of offense, and has a certain level of defense.

There are 4 parts to a turn which we will call "stages".

Beginning Stage: Reset your follower, land, building, and unique people cards that used a special ability the previous turn. Attacking army or unique people cards who are not still in combat are also reset. All damage is removed from any army, follower, land, beast, building, or unique person card if it was not in combat at the beginning of your turn. Draw a card. Add points to your wisdom at this time if you have a card that will allow you to do so. Special abilities can be used during this stage.

Building Stage: You can play any card during this stage of your turn unless the directions on a specific card tell you otherwise. You can only bring 1 follower into play from your hand per turn unless another card states otherwise. Followers are used to provide the effort needed to bring every other card into play from your hand. (For example: On your first turn, you put a follower card from your hand into play on the table/floor/box/food tray/etc before you. You can inspire that follower to provide effort for you to play, oh let's say a goat card, which only takes 1 effort, from your hand. Most cards will require more than 1 effort to bring into play and you will have to use several followers to build it. You cannot carry effort over from one turn to the next, so if a card takes 3 effort, then you will have to have 3 followers available to provide effort in the same turn to bring the card into play. A follower cannot be used to build if they are inside a city or fortress or if they are currently in combat. A follower can still be used to add to your wisdom if they are inside a city or fortress as long as they are not in combat. If you have a land card that is a river, you would have to put that card into play first before you build a city or fortress behind it. You cannot bring an army or unique person into play from your hand if you do not have enough food in play to

support it. Any army or unique person that is already in play who does not have a food card support it, must be placed into the owner's discard pile before your attack stage.

Attack Stage: This is the part of your turn where you declare who you are going to attack and where you resolve any combat that was not resolved in a previous turn. If one or more of your cards is currently engaged in combat at the beginning of your turn, then you cannot remove that card from combat until your opponent's card has taken enough damage to be placed in his discard pile. The exception to this rule is if you are attacking a city or fortress where you may choose, at the beginning of your turn, to withdraw one or more of your armies or unique people that are attacking a particular city or fortress. The army or unique person will still be turned and will keep any damage counters it has acquired, but would be able to defend during the next turn. There are certain cards and special abilities that would allow armies or unique people to be able to attack on your turn, and if they have defeated the card they were attacking, could be brought back to defend on your opponent's next attack phase. *(For example: You send your spearmen and cavalry over to attack some followers. You defeat the followers on your turn. Your opponent decides to attack some of your livestock with one of his swordsmen during his attack phase. You could bring your cavalry back to defend as that is one of their special abilities, but your spearmen would not be able to defend that turn.)*

The defending player has several options open to him depending on what cards he has in play. Once the attacker declares which cards he is going to attack, the defending player can take the attack as is, have another army, unique person, or follower intercept an attacking army or unique person, or place his defender into a city or fortress. If you move your defender into a city or fortress, then the attacking player has to destroy the city or fortress before he can get to your defender. *(For example: Your opponent declares that he is attacking your follower with his axmen. You decide to bring your follower into a city you have in play. Now your opponent must attack the city directly. He must do enough damage to the city to place it into your discard pile before he can continue to attack your follower.)* If the attacking army or unique person is mounted (Cavalry or Chariots), and the defender is on foot, then the attacker would be able to catch a fleeing defender before it went into a city or fortress and combat would be resolved outside of the city or fortress. If a defender is fleeing into a city or fortress that is located behind a river, then that defender will automatically make it to the city before the attacker can catch up to them.

Unless your defender's special ability states it can attack from any city or fortress, then it will not be able to engage an attacker if it is within a city or fortress. Once a city or fortress is under siege (an army is attacking it directly), a defender cannot bring another army, unique person, follower, or animal, into the city nor can any of them leave the city. There are certain cards that will allow armies, followers or unique people to flee a city that is under siege. If a player who is defending a fortress chooses to use an army or unique person within its walls to counter attack an attacking army or unique person, then it will lose any special abilities granted to that card from being inside the fortress. *(For example: A defending player has a chariot within the walls of one of his fortresses. The chariot would not normally be able to attack an army or unique person laying siege to the fortress, but the defending player could open the front gates long enough for the chariot to attack outside the walls of the fortress. If the special ability of the fortress was to give defending armies +1 to offense, then the chariot would lose that bonus as soon as it attacked outside of the walls. The chariot did not technically leave the fortress as it simply attacked the army outside the walls.)* Any army or unique person attacking a fortress will only do 1 point of damage unless equipped with an item that says otherwise.

Either player can attack another defending card if the defending card is currently in combat with another army, follower, unique person, etc. *(For example: A player attacks a group of spearmen with some swordsmen. Neither army is destroyed on the initial attack or during the next player's attack. The player who originally started the combat then uses his archers to attack the spearmen as well during his next attack phase. Now the spearmen have the archers and the swordsmen to combat. If the*

defending player has another card able to intercept this new attack by the archers, then he may do so if he wishes.) In a situation where there are multiple cards defending an attacker, then the attacking player can choose which defender it will assign damage. An attacker cannot split damage between more than one target, so any damage dealt beyond what would have been enough to send a card to the discard pile is negated.

End Stage: You can play any card that you would have been able to bring into play during your building stage during the end stage.

Definition of Terms: There are many different cards that will be available to play. Just remember to read the descriptions on each of the cards to find out if it has a specific special ability you can play. The following are definitions of most of the cards and situations you will come across during play.

Army – A card you can use to attack and defend with and requires food to bring into play and keep in play.

Attack – When a player decides to use an army or unique person to directly attack another card owned by an opponent.

Building – Any city, fortress, temple or other structure that be brought into play.

Card – Cards are what you use to play Bible Battles TCG. All of the cards you will use describe what you will need to bring it into play and will list any special abilities it can perform.

City – A building you can bring into play that has no outer defensive wall.

Deck – The stack of cards a player can draw from during game play.

Defend – Use a unique person, army, or follower card to attempt to block an attack by an opposing player.

Defense – The amount of damage a card can take before it is placed into the owner's discard pile.

Discard – Remove target card from game play or from your hand and place into the discard pile.

Discard Pile – The cards which have been removed from game play or have been discarded from a player's hand.

Destroy – Target card is removed from play and placed in the owner's discard pile.

Effort – Each card requires a certain amount of effort to bring into play. Effort is produced by followers.

Fortress – A building you can bring into play that has an outer defensive wall.

Food – Certain animal, land and city cards have the ability to feed armies and unique people. You have to have enough food available in play in order to sustain your troops. Each army and unique person takes 1 unit of food in order to stay in play.

Hand – Cards drawn from a deck that are available for play.

Inspire – Turn a card sideways to signify that card's special ability is being used or that card is being used to attack another player.

Offense – The amount of damage a card can deal out during combat.

Special Ability – A special ability allows certain cards to do different things.

Turn – Period of play in which a player builds, attacks, adds to wisdom, etc.

Unique Person – A card you can bring into play that can attack, defend, or use a special ability. You must have enough food in play in order to play this card.

Wisdom – Wisdom is gained through your followers, buildings, unique people, etc. and is used to win the game.

Summary

We have done thorough beta testing on game play, and there will be situations that arise where you will have to use common sense and fair play to resolve the issue. We have provided some reminders and guidance to remember while playing.

- 1 – You can choose what level of wisdom to reach in order to win.
- 2 – Follow the different stages of your turn.
- 3 – Event cards and special abilities can be used at any time during anyone's turn.
- 4 – You can use an army, follower or unique person to intercept an attacker, but you cannot use animals.
- 5 – You cannot end a combat until one or more cards are placed into the appropriate discard pile unless your army or unique person is directly attacking a city or fortress and chooses to withdraw at the beginning of your turn. You cannot withdraw from a city or fortress if the defending player chooses to attack you with another army (other than those that have the special ability to attack while inside a city or fortress) while you are attacking his city.
- 6 – Combat damage is worked out each attack stage of a player's turn. If a defender is not able to attack, then no damage is given or received to either card until the attacker's next attack stage. (For example: If player A uses his spearmen to attack player B's followers (who cannot attack), then damage is taken by the followers on player A's turn, but not again during player B's attack stage because the followers are unable to attack.)
- 7 – You can use a card to defend if it is currently not in combat with other cards and it was not used to attack during your last attack stage unless the cards specifically states otherwise.
- 8 – You have to have enough food in play in order to bring out armies or unique people. If you lose food cards while you have army and or unique people in play, then you must bring out more food before the beginning of your next attack stage. If you have less food than army or unique followers, then you have to place extra armies and unique people (you choose who has to go) into your discard pile.
- 9 – If you have cards in combat, then you can add another attacker into the fray on your next turn. The attacker decides which defender will receive the damage dealt by his attacking cards.
- 10 – Pay attention to the order in which cards and special abilities are played. It does matter. Let's say you want to attack player A's goats with your spearmen. You declare an attack, player A uses one of his priest's special ability that prevents a target army from attacking. You then play an assassinate card on his priest. If you work your way backward, then the assassinate card killed the priest that would have prevented you from attacking, thus your spearmen gets to attack the goats!
- 11 – If you have a card that used its special ability, it can still be used to defend, even if it is turned. That is very important if someone is about to kill your followers because if you had not already done so, you can use them to add to your wisdom before they get sent to the discard pile.
- 12 – Followers cannot use their effort to build if they are inside a city or fortress unless another card allows them to do so, but they can add to your wisdom.
- 13 – If you attack a follower, unique person or army who is not mounted and you are, then you will catch them before they can flee into a city or fortress unless the city or fortress is behind a river.
- 14 – You can bring animals into a city, but if the attackers are mounted, they will catch the livestock before you can get them inside unless the city or fortress is behind a river. Animals cannot attack, but can defend and some of them do have an offensive value so watch out for that cattle!
- 15 – Extra damage dealt by a card is simply overkill and is not split among more than one target.
- 16 – Once a city or fortress is under attack, you may not bring other cards into the city, or remove any cards from the city unless a card allows you to do differently.
- 17 – A plague card prevents any card from leaving a city or fortress, even if it is to attack an army outside the walls.
- 18 – Army and unique people only do 1 point of damage to a fortress unless equipped with a battering ram.

19 – Make sure you read each card carefully. Remember that if a card's special ability affects other cards, that affect is only in effect while that card is in play.