PORTALS AND PROPHETS
RULEBOOK

STORY

The year is 2200. The Alpha and Omega time travel company is looking to hire a tour guide and you are on the short list. For your last test, you and the other finalists will be sent back in time. Prove you have the experience needed to lead future time traveling expeditions by getting to the right place at the right time in history to witness events.

CONTENTS

1 Game Board

10 Colored pawns (two of each color)

3 Geography Portals

18 Genesis Cards

70 Old Testament Cards

20 New Testament Cards

1 Time Capsule

1 Fuel Marker

SETUP

1 Shuffle the Genesis cards and deal three cards to each player face down. Remove the remaining Genesis cards from the game (they will not be used). After receiving three cards, each player picks up their cards and places them into their hand.

2 Shuffle the Old Testament cards and place them face down on the space marked Old Testament.

3 Shuffle the New Testament cards and place them face down on the space marked New Testament.

4 Place the time capsule on the Genesis time period of the timeline.

5 Place the the fuel marker on LOW.

6 Place the three portals. Suggested locations are Beersheba, Shiloh, and Sea of Galilee. However, you may place them on any three geographical locations that are in different regions of the board.

7 Give two pawns of the same color to each player. Each player places one pawn on the Start space of the scoring track running along the map's border. Throughout the game, each time a player scores points, he will advance his pawn accordingly. Place the other pawn on a geographical location as described below.

Choose a starting player to place his/her pawn. The pawn may be placed on any geographical location on the game board.

Placement continues clockwise around the game board until all players have placed their geogrpahy pawn. Players may not place a pawn on a location occupied by another player's pawn.

8 After all players have placed their pawns, five cards are drawn from the top of the Old Testament deck and placed face up in the designated locations on the game board.

Each step in setup is illustrated on the following page.

SETUP EXAMPLE

The game board shows a map region with numbered setup markers (1–8), a fuel/timeline track, and surrounding card areas.

Map legend:
- Ancient
- Royalty
- God Speaks
- Miracle
- Battle
- Mount

Regions labeled: ASSYRIA, PERSIA, BABYLON, EGYPT

Fuel Boost track: GENESIS, 15th, 14th, 13th, FULL, 3, 12th, 2, 11th, 1, 10th, 9th, 8th, 7th, 6th, 5th, NEW TESTAMENT

Card areas labeled: SHILOH, JERUSALEM, JOPPA, PERSIA, MOUNT PEOR

Card anatomy

Title of the event.

Time period of the biblical event. Note: The centuries are B.C. which means the larger the number, the earlier in history the event occurred.

Card symbols are features that highlight certain aspects of the event. For example, a crown symbol indicates that royalty was present at that event.

Point value of card.

Location of the event. The background color indicates the region.

Some cards have fuel icons. These cards can be discarded for fuel.

Example card: 11th Century B.C. — MOUNT GILBOA — **The Death of Saul and Jonathan**

> Therefore Saul took his own sword and fell upon it. Thus Saul died, and his three sons, and his armor-bearer, and all his men, on the same day together.
> 1 Samuel 31:4,6

Point value: 3

GAMEPLAY

Gameplay proceeds clockwise beginning with the first player to place their geography pawn during setup. Once all players have completed a turn, the round is finished and the time capsule is moved forward one space on the timeline. This means each player will get one turn in each century. When the capsule reaches the New Testament period it remains there for the rest of the game.

When it is a player's turn to play, he/she may take up to **four actions** from the following choices:

1. **Draw a card and add it to their hand**
2. **Move their geography pawn**
3. **Play a card from their hand to score points**

Note: Players may choose the same action four times, or mix and match actions. For example, on a turn, a player could draw one card, move two spaces and then play one card.

1. DRAW A CARD

A card may be drawn from the five face up cards or the top of one of the face down piles. If one of the faceup cards is chosen, immediately replace the empty space with the top card from the Old Testament deck. If the Old Testament deck is depleted, the empty space is not filled.


EXAMPLE

A player may **not hold more than seven cards** in his/her hand at any given time. If a player already holds seven cards and desires to draw another card, an existing card in the hand must first be either discarded (removed from the game) or cashed in for fuel (described later in the rules).

If a player holds more than seven cards in their hand the player to their left blindly removes cards from the player's hand until they hold seven cards.

2. MOVE YOUR PAWN

For one action, the geography pawn may be moved to an adjacent geographical location on the game board or from one portal to any other portal. (Portals are an extremely effective way to travel). A pawn may **not pass through or land on** any location occupied by another player's pawn.

For one action the example pawn can travel to any location connected to it by a road. In this example, the pawn can be moved to Hazor, Capernaum, the Sea of Galilee or Assyria.
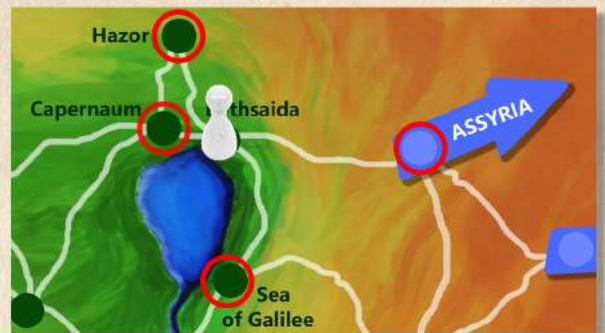
3. PLAY A CARD

Event cards may be played when a player's location pawn is in the location specified on the event card AND the time capsule is in the same century or has sufficient fuel (described in next section) to reach the century written on the card. To play a card, players must state the title, time and place of the event, then lay the card face up in front of them on the table. Move the player's score pawn forward equal to the number of points indicated on the card.

Event Century
Event Location
Points

This card can be played because the geography pawn is in the correct location and the capsule is in the correct period.

HOW TO DETERMINE
THE TIME CAPSULE RANGE

The fuel gauge consists of five spaces labeled Low, 1, 2, 3, and Full.

Initially, the fuel gauge marker is placed on Low. When the fuel marker is resting on Low, the range of the time capsule is limited to the century where it is resting on the timeline.

When the fuel marker is resting on a space containing a number, the range of the capsule is the century where the capsule rests, plus or minus the number of centuries indicated by the number under the fuel marker.

When the fuel marker is resting on "Full", the range of the time capsule is unbounded and **all event cards** are in range.
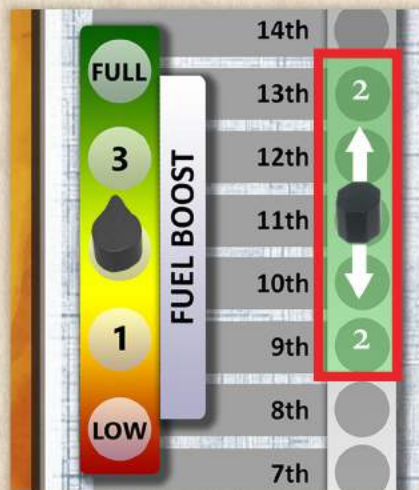
If the fuel marker is on 2 and the time capsule is at the 11th century, one could play cards with time periods from the 13th to 9th century.

EXCHANGING CARDS FOR FUEL

Some event cards have fuel icons on them. These cards may be discarded in exchange for fuel at anytime during a player's turn. Exchanging a card for fuel does not count as one of the players four actions.

When an event card is exchanged for fuel the marker on the fuel gauge is increased by the number of fuel icons on the card. The card used for fuel can no longer be used by the player. Remove the card from the game.

During a turn, a player can only play a second fuel card if the fuel icons are a different color. (For example, two cards with red fuel icons cannot be played on the same turn.)

The fuel remains in the tank until the fuel gauge registers "Full". The player who adds the fuel resulting in the tank becoming full gets the special advantage of being allowed to play event card(s) regardless of timeframe (unlimited range) on the turn in which the fuel was added. At the end of that player's turn, the fuel gauge is reset to "Low".

This card has two fuel icons. Discarding this card will increase the fuel gauge by two.

If the fuel marker is resting on 1, it is moved to 3 when the card is exchanged for fuel.

DISCARDING CARDS

A player may discard any card from his/her hand at any time. Discarded cards are removed from the game. This does not count as a one of the player's actions.

GAME END

When a player plays their 3rd New Testament card, complete the current round so that each player has played the same number of turns. The player with the highest score wins the game.

SCORING

The player with the most points at the end of the game wins. Points are scored in the following ways:

Points from event cards
10 Points for each Region Set
7 Points for each Symbol Victory
1 Point for each symbol with a matching Symbol Card

1. CARD POINTS

Every event card has points associated with it. When the event card is played, the player's scoring pawn is advanced an amount equal to the point value associated with the card. This scoring occurs throughout the game.

2. REGION SETS

There are five geographical regions on the game board. Each region is identified by the color on the left side of the event card. At the end of the game, 10 bonus points are awarded to players who play event cards in all five regions. Points are scored in multiples of 10. So if a player plays three event cards in each of the five regions, 30 bonus points are awarded.

A region card acts as a wild card and is used to complete Region Sets. Use the Region card in place of one of the five colors.

3. SYMBOLS

Some event cards have symbols on them. At the end of the game, 7 points are awarded for each symbol category to the player with the most-played cards containing that symbol. Players who tie for the most symbols in a given category all get the full 7 points.

If you hold a symbol card in your hand at the end of the game you receive 1 point for each event card you've played with the matching symbol on it (include 1 point for the symbol card.) Also, when counting to determine winners of symbol categories count the symbol card as +1 for the depicted symbol on the card.

A Region Set consists of one event card from each of the five regions.

With the Region card you would only need four different colored cards to have a Region Set.

This card gives the person who plays it an additional Ancient, Mountain, and God Speaks symbol. Cards can have anywhere from zero to four symbols. Cards with symbols are often worth fewer points, but can be more valuable at the end of the game.

REGION CARDS

There are four Region cards in the Old Testament deck. Use these cards to increase the likelihood of completing a Region Set. Region cards are revealed at the end of the game from a player's hand.

SYMBOL CARDS

There are six symbol cards (one for each symbol type) in the Old Testament deck. This card helps win symbol categories and rewards you for playing numerous cards containing the matching symbol. These cards are revealed at the end of the game from a player's hand.

GENESIS

The Fall of Man
The Ark Lands on Mount Ararat
Confusion at Babel
Abraham and Sarah Leave Ur
Abraham and Sarah Deceive Pharaoh
Abraham Settles in Hebron
Abraham Meets Melchizedek
God Makes Covenant with Abraham
God Destroys Sodom
Ishmael and Hagar Sent Away
Abraham Makes Treaty with Abimelech
Abraham Tested by God
Abraham is Buried
Rebekah at the Well
Jacob's Dream
Jacob Works for Laban
Jacob Wrestles with God
Joseph Sold into Slavery by Brothers

15th Century

Moses Hidden in the Nile
Moses at the Burning Bush
God Parts the Red Sea
Rahab Helps the Hebrew Spies Escape
The Conquest of Jericho
Joshua Camps in Gilgal
The Northern Kings are Defeated

14th Century

The Sun Stands Still
The Canaanites are Defeated
Levite Becomes Priest for Micah
Israel Mourns for the Tribe of Benjamin

13th Century

Ehud Assassinates Eglon
Deborah Judges Israel
The Battle of Mount Tabor

12th Century

The Call of Gideon
Gideon and His 300 Men
Ruth Meets Boaz
Hannah Prays for a Son
The Ark in the Temple of Dagon

11th Century

Samson Kills a Lion with His Bare Hands
Death of Samson
Samuel Hears God's Voice
Saul Makes an Unlawful Sacrifice
Samuel Anoints David
David Slays Goliath
David Hides from Saul
Saul Goes to the Witch of Endor
The Death of Saul and Jonathan

10th Century

David Meets the Woman of Tekoa
Absalom's Treason Against David
David Reigns in Hebron
Solomon Builds the Temple
Abijah is Victorious Against Jeroboam

9th Century

Elijah Challenges the Prophets of Baal
Elijah Seeks Refuge from Jezebel
Ben-Hadad Attacks Samaria
Ahab Takes Naboth's Vineyard
Elijah Taken to Heaven in Fiery Chariot
Elisha Curses Young Men who Mock Him
Elisha Raises the Shunamite Boy
Naaman Healed of Leprosy
Elisha's Servant Sees Heaven Open

8th Century

Israel Led into Captivity
God Extends Hezekiah's Life
Jonah Flees to Tarshish
Jonah Preaches in Nineveh

7th Century

Josiah Becomes King
The High Places are Destroyed
Daniel Interprets the King's Dream

6th Century

Remnant Flee to Egypt
Ezekiel Sees a Vision
Daniel Interprets the Writing on the Wall
Daniel in the Lion's Den

5th Century

Esther Becomes Queen
Haman is Hanged
Rebuilding the Wall of Jerusalem
Sanballat Plots to Hinder Nehemiah

NEW TESTAMENT

Angel Appears to Mary
Jesus is Born
Mary and Joseph Flee to Egypt
The Baptism of Jesus
Jesus Talks to the Samaritan Woman
Jesus Turns Water into Wine
The Sermon on the Mount
Jesus Heals Peter's Mother-In-Law
A Mob Tries to Kill Jesus
Jesus Feeds Over 5,000 People
Jesus Heals a Blind Man
Jesus Raises a Boy from the Dead
Jesus Raises Lazarus from the Dead
The Death of Jesus
Jesus Rises from the Dead
Jesus Ascends to Heaven
Ananias and Sapphira Die
Tabitha Comes Back to Life
Peter's Vision
Peter Meets Cornelius

The Chronology of Biblical Events

GAME VARIATIONS

TEAM VARIANT

With four players, the game may be played with two teams of two players each. The two players play independently as indicated in the rules. However, at the end of the game, the points for regional sets and symbol categories are scored after players on the same team have combined their cards. The team with the most total points wins.

SIMPLIFIED VARIANT

To simplify the game for younger players, do not use the fuel gauge. Event cards may be played at any time provided the player's pawn is in the correct location.

The time capsule still travels forward in time by one century, but only as a way to count the number of rounds. When the time capsule reaches the New Testament era on the timeline, all players take their last turn.

EVENT CARD STATS

Category		G	OT	NT
Ancient		18	14	0
Royalty		3	19	0
God Speaks		8	11	3
Miracle		2	13	10
Battle		0	9	0
Mountain		3	6	2
Judea		8	13	5
Samaria		2	17	2
Distant Destinations		7	12	1
Galilee		1	8	8
Coastal		0	10	3

This chart indicates the number of event cards in each deck (Genesis, Old Testament, and New Testament) by symbol and region.

QUICK REFERENCE

ACTIONS
(take up to four on a turn)

- Draw a card
- Move your geography pawn
- Play an event card

DISCARDING

Discarding cards for fuel or to reduce your hand to the 7-card hand limit does not cost an action.

GAME END

When a player plays three New Testament cards, complete the current round so that each player plays the same number of turns. The winner is the player with the most points.

SCORING

All Points from event cards played during the game
10 Points for each Region Set
7 Points for winning a symbol category
1 point for each symbol with matching Symbol Card

CREDITS

Game Design & Graphic Design by Andrew Harmon
Most of the illustrations are adaptations from the artwork in the movie, KING of GLORY by ROCK International.

KING of GLORY tells the unparalleled story and message of the world's best seller, the Bible. Starting with creation, both book and movie take you on an intense journey through key events of biblical history, revealing the mission of the King of eternity.

To learn more visit **www.king-of-glory.com**

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