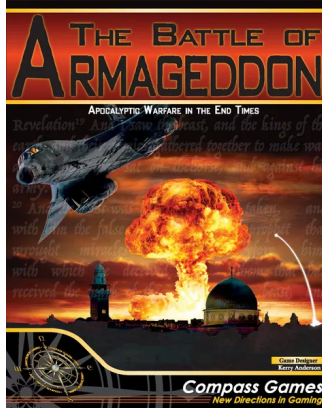




FAVORS OF GOD

This is a “CAMPAIGN GAMES 6 PLAYER GAME”. All the rules are the same except:

COMPONENTS

Add:

- Tokens (coins/blank counters/cubes) that are “Favors of God”

STARTING THE GAME

FAVORS OF GOD

- Arabs receive 1 Favors of God token
- Israel receives 1 Favors of God token
- The other players start with 0 Favors of God tokens

Armies are set up after each player has received their Homeland Population Cards and starting 3 Event Cards. Homeland Population Cards can be seen by all players (except when they are randomly drawn). Event Cards can only be seen if you let other players see them.

PLAYER TURN

1. **Discard** or play all **Event** cards in your hand
2. **Draw** three new **Event** cards
3. Continue with the normal Player Turn Steps

EVENT CARDS

Event cards can be played by any player at anytime. See NATIONAL CARDS for restrictions.

At the beginning of your turn, you must first play (Strategic Arms Cards can always be deployed face-up in front of you), discard, or give to another player all **Event** cards in your hand. Discarded cards are placed face-down at the bottom of the undrawn cards (draw pile). You may show none, any, or all other players the card(s) you place under the draw pile. Played cards are placed face-up in a pile next to the draw pile. This pile next to the draw pile is called the normal discard pile. Cards can only be given to players who can play the event (now or in the future); the receiving player can never have more than 3 cards in his hand (he may play/discard/give-away any cards in his hand to allow him to receive a card). See NATIONAL CARDS for restrictions. If you want to give a card to another player, he is not required to receive it; you can just place the card face-down at the bottom of the draw pile. You may show any other players the card(s) you give to another player.

Note: If you play your National Card during step 1, you may pick an Apocalyptic Card in step 2 that ends your turn. Your played National Card may be unplayable and placed face-up in the discard pile. Additionally, since event cards can be played/discarded/given during ANYTIME, your event card can be stopped by another event card. For example, the Arabs play Persia for reinforcements; Israel gives Europe "Play immediately stops and begins the European player's turn"; Europe accepts the card and plays the event; the Arabs turn stops, receives no reinforcements, and the Persia card goes face-up in the discard pile. The Europe player could accept the card, but not play it. Then the Arabs continue their turn and receive the reinforcements. Nuclear Weapons Cards and Strategic Arms Cards are not "stoppable" by ending a player's turn. Those cards can be played by anyone, anytime.

While you are drawing 3 cards, you or any player can interrupt your picking the next card by playing an **Event** card.

APOCALYPTIC CARDS

Apocalyptic cards discard differently than the other **Event** cards. First, play the Apocalyptic event. Second, (when the card is to be discarded) look at the number of the Apocalyptic card (one of the 7 numbers of Seal, Trumpet, or Vial). If it is a number "1" card, it begins the face-up Apocalyptic discard pile (different from the normal discard pile). If it is any number higher than "1", place the Apocalyptic card face-down at the bottom of the draw pile. For all future discards, look at the number of the Apocalyptic card, if the number is less than or equal to the top card of the Apocalyptic card in the Apocalyptic discard pile, place the Apocalyptic card face-up just below the top card in the Apocalyptic discard pile. If the number of the Apocalyptic card to be

discarded is only 1 more than the number at the top of the discard pile, place the new Apocalyptic card face-up on top of the Apocalyptic discard pile. If the number of the Apocalyptic card to be discarded is 2 or more than the number at the top of the discard pile, place the new Apocalyptic card face-down at the bottom of the draw pile.

Example: Seal 2 is drawn as the first Apocalyptic card of the game. It is placed next to the board until the next Apocalyptic card is drawn. The second Apocalyptic card is Trumpet 1. Seal 2 is immediately placed face-down at the bottom of the draw pile. Trumpet 1 is played and then starts the Apocalyptic discard pile (face-up). The third Apocalyptic card is Vial 2—it is played, then discard face-up above Trumpet 1.

Changes to Apocalyptic cards:

Vial 3—only has no effect if Vial 6 is already face-up in the Apocalyptic discard pile.

Vial 6—until it is discarded face-up into the Apocalyptic discard pile, its affect only lasts until the next Apocalyptic card appears.

Vial 7—may not end the game. First, the current player's turn ends. Second, the player with a piece in Jerusalem gets 1 Favors of God token. Third, if the top card on the Apocalyptic discard pile is a number 6 or 7, the game is over; if the top card on the Apocalyptic discard pile is a number 5 or less, place Vial 7 face-down at the bottom of the draw pile. If the game is not over, the next player thoroughly reshuffles the draw pile before playing step 1 of his turn.

NATIONAL CARDS

National card events can only be played by the nation with the appropriate color. If the card does not have your color, you may discard it face-down at the bottom of the draw pile. Alternatively, you may give it to the player who can play it. That player does not have to accept it; if he accepts it, he does not have to play it until he wants to play it.

REINFORCEMENTS

Arab reinforcements can also be placed on any hex that is not occupied by an opponent's piece and also not a hex completely Israel.

Israeli reinforcements can also be placed on any hex that has a portion of Israel and not occupied by an opponent's piece. Israel can place a reinforcement on a vacant Damascus (Israel still can not start the game by placing any units on Damascus).

To be able to receive reinforcements from a city, you must have a unit on the city (if your city is unoccupied, you can place one of your reinforcements on the city during your reinforcement step and then get the reinforcement points from the city for the current reinforcement step).

FINALE

COLLAPSE

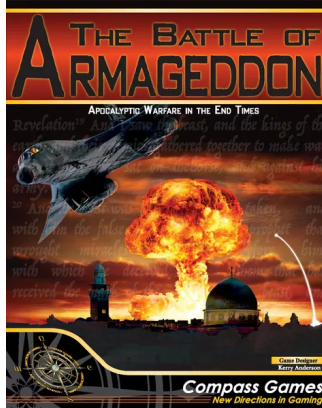
There is no Collapse in this game. You play all the steps you are able to perform even if you have no **Homeland Population** (or city) cards.

WINNING THE GAME

Holding a city (or any hex on the board) is defined as the player who has ANY piece in the hex. If a hex does not have any piece in it, the hex is not controlled by anyone (regardless of the last player who owned it). *Note: no player receives a Favors of God token if no one has a piece in Jerusalem when Vial 7 is picked from the draw pile.*

If the game ends because a player holds all cities for 1 complete turn, that player receives enough Favors of God tokens for him to have 1 more than any other player. The winner is the “soul” winner!

If the game ends following a face-up Vial 7 discard, the player with the most Favors of God tokens is most loved by God and is the winner. If 2 or more players have the same number of Favors of God tokens, God has enough love for more than one player —those players tie!



WRATH OF GOD

This is a “CAMPAIGN GAMES 6 PLAYER GAME”. All the rules for Favors of God is the same except:

STARTING THE GAME

FAVORS OF GOD

- Arabs receive 2 Favors of God tokens
- Israel receives 2 Favors of God tokens
- The other players start with 0 Favors of God tokens

APOCALYPTIC CARDS

There are 3 **Apocalyptic** card discard piles—Seal, Trumpet, and Vial. Seal cards can only discard face-up into the Seal discard pile, Trumpet cards can only discard face-up into the Trumpet discard pile, and Vial cards can only discard face-up into the Vial discard pile.

Example: Seal 2 is drawn as the first Apocalyptic card of the game. It is placed next to the board until the next Apocalyptic card is drawn. The second Apocalyptic card is Seal 1. Seal 2 is immediately placed face-down at the bottom of the draw pile. Seal 1 is played and then starts the Seal Apocalyptic discard pile (face-up). The third Apocalyptic card is Vial 1—it is placed next to the board. It stays there until the next Apocalyptic card is drawn. The fourth Apocalyptic card is Vial 2. Vial 1 is immediately discarded face-up and begins the Vial Apocalyptic discard pile. Vial 2 plays and is discarded face-up above Vial 1. The fifth Apocalyptic card is Vial 4. It is played and discarded face-down at the bottom of the draw deck (there is no Vial 3 card face-up in the Vial discard pile).

ROUND-ROBIN TOURNAMENT

Use these rules for either a “Favors of God” or “Wrath of God” tournament.

Play 6 games. Each player plays a different force in each game. Each player will have been East/Arabs/Israel/USA/Europe/Magog once.

Each Favors of God token = 1 point. Anytime you are playing the Arabs or Israel, you will start that game with the appropriate starting game tokens.

As a bonus, the winner(s) in each game gets 1 additional Favors of God token. If there is a tie, divide that 1 additional Favors of God equally between/among the winners. (God loves a winner; he rewards winning!) Note: if you win by holding all cities for 1 complete turn, you get 1 more Favors of God than any other player, and 1 bonus Favors of God for winning.

Example: East has just won the game by having a piece on all cities for a complete turn. He earned 2 Favors of God earlier in the game. Magog has 4 Favors of God (more than any other player). East gets 3 additional Favors of God to have 5 (1 more than Magog) + 1 bonus Favors of God for being the game winner. East ends the game with 6 Favors of God for the current game.

Example: In the first game of a Wrath of God Round-Robin Tournament, Al (East), Bo (Arabs), Cy (Israel), and Ed (Europe) won because they each had 2 Favors of God tokens when the game ended (Bo and Cy only had the 2 Favors of God tokens with which they started). Di (USA) and Fi (Magog) did not get any Favors of God tokens. Going into the second game, Al, Bo, Cy, and Ed each have 2.25 points (the bonus Favors of God was divided by 4); Di and Fi have 0 points. In game 2, all players will play a different force.

After 6 games, total the points from each game. The player with the most points is the Grand Prize Winner—God loves you the most!! If there is a tie, God loves all the winners equally!!!

APPENDIX

Results of an actual Wrath of God Round-Robin Tournament:

	Game					
	1	2	3	4	5	6
Al	E:2/2.25*	A:2/4.5*	I:2/6.5	U:8/15.5*	Eu:0/15.5	M:1/16.5
Bo	A:2/2.25*	I:2/4.5*	U:0/4.5	Eu:1/5.5	M:6/12*	E:0/12
Cy	I:2/2.25*	U:0/2.25	Eu:4/7.25*	M:1/8.25	E:6/14.75*	<u>**A:2/16.75**</u>
Di	U:0/0	Eu:1/1	M:2/3	E:0/3	A:2/5	I:3/8
Ed	Eu:2/2.25*	M:2/4.5*	E:0/4.5	A:3/7.5	I:2/9.5	U:2/11.5
Fi	M:0/0	E:2/2.25*	A:2/4.25	I:3/7.25	U:0/7.25	Eu:5/13.25*

Legend: **E:2/2.25*** means East:2 points this game/2.25 cumulative tournament, including 0.25 shared bonus points for being a “tied” winner. **Bold is winner(s) of game.** * includes winner bonus 1 Favors of God (may have been divided between winners). ****Underlined/italicized is the Tournament Winner****.

Acknowledgement

In a BGG forum comment for **Vial 7 card**, Robert Helbing said, “I thought about a variant where all Vials, Trumps and Seals were drawn in order.” Although we didn’t use his variant, his idea was the inspiration for how the Apocalyptic cards are discarded. The Apocalyptic cards can be played in any order; however, they are discarded in order.