

RETURN OF ISRAEL

QUICK GAME



MISSION OF THE GAME

Your task is to take the pawn (Moses) from the start circle of the game board to the goal by using the dice. On the way the morale of the people of Israel is to be lifted to keep all 12 tribal discs faceup at the goal.

Tribal disks can be turned faceup by the help of tribal cards. Tribal cards are available at the circles marked with a blue plus sign. On the way the morale of tribes may decrease in water, manna and quail circles or from an uplifted snake disc.

The winner is the one who reaches the goal first with 12 tribal discs faceup at game board.

TO START

Separate the game parts from the background boards before the first game.

The disks and cards to be set on the game board have a blue star pattern.

Tribal discs are to be set on the tribal board and have a red pattern with a blue star in the centre.

Please see the pictures of the parts in the starter setting. The game board and tribal disks are two sided: English and Finnish.

Table of contents for Quick Game use Number of pieces

Game board	1
Pawns ("Moses")	4
Tribal boards	4
Tribal discs: 12 tribes x 4	48
Tribal cards: 12 tribes x 4 + Abraham x 4	52
Dice: cube dice	1
Reversal disks: water, manna, quail, snake, grape, dry bones	30

You do not need following game components in quick game:

- Game rules in English and Finnish, 2 pcs
- Easy rules for beginners (En-Fi), 1 pcs
- Guideline cards (Player's ABC for one turn, En-Fi), 4 pcs
- Plague discs (images of plaques numbered 1-10 on the back), 10 pcs
- Silver coins, 50 pcs
- Refuge cards: Pillar of Fire, Pillar of Cloud, Breastplate, 24 pcs
- Enemy cards, 6 pcs
- Ark of the Covenant, 1 pcs
- Artifacts (Tables of Testimony, Rod of Aaron and Pot of Manna), 3 pcs
- Golden plates: Prizes 1-3, 3 pcs
- Pyramid dice (four-sided special dice), 1 pcs
- Empty discs 8+6 pcs and cards 2+2 pcs to be used as spare parts

GAMEPLAY

1. Each player sets his/her own pawn on the game board's starting circle.

2. The starter is decided by casting the dice; the player who gets the highest number starts; then turns go from left to right. Use the tribal cards you have got and turn corresponding tribal discs on game board faceup.



3. Players move towards the goal according to dice scores.

If your pawn arrives to the same circle with another player, you can turn one tribal disc of that player facedown (except at the circle of Mount Sinai 17).

4. When you end up in the circle marked with a blue plus sign you can withdraw one tribal card from withdraw pile.



- Tribal card has to be used for lifting up the morale if the corresponding tribal disk is facedown.

- Abraham -card equals any tribal card.

- Used tribal cards are to be returned to the discard pile.



5. When you end up in the circle with a reversal disc, you can take it and use it whenever you want at your own turn (please see instructions 6-10).

- Once used, reversal discs are removed from the game.

Water, Manna, Quail, Grape, Snake and Dry Bones.



6. If you lift snake disc, turn one tribal disc facedown and keep the snake disc in store.

7. Dry bones disc can be used on your own turn to turn any tribal disc faceup.

8. If you end up manna, water or quail circle, turn one tribal disc facedown or use immediately the reversal disc you have lifted.

- Grape disc can be used to replace a water, a manna, or a quail disc.



9. You have to stop at yellow circle (17).

- Withdraw 3 tribal cards!
- You can continue on the next turn.
- Exception: you are not allowed to turn another player's tribal disc facedown here.



10. If you end up in a circle with green borders (31 or 38), use snake disc or make a penalty loop shown by the arrow.



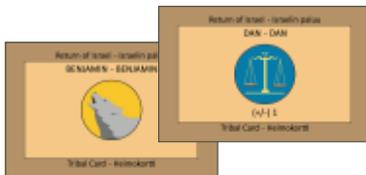
END OF THE GAME

The winner is the player who first arrives at green Goal circle (55) with all tribal discs face up.

Attention: If you arrive at the Goal circle without all tribal discs turned faceup, you have to return back to the big circle at Mount Sinai. You will get more tribal cards from there and start your journey back towards the goal on your next turn.



You can exchange useless tribal cards on your turn: When you give out two of your cards into the discard pile, you are allowed to take one new card from withdraw pile.



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