

# 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 so that all 12 tribal discs are faceup at the goal.

Tribal disks can be turned faceup with 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 when picking up a snake disc.

The winner is the first one to reach the goal with 12 tribal discs faceup on the tribal 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 the tribal disks have two sides: English and Finnish.*

<b>Game components for Quick Game</b>	<b>Number of pieces</b>
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

### **In a quick game, the following game components are not needed:**

- 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 (special four-sided dice), 1 pcs
- Empty discs 8+6 pcs and cards 2+2 pcs to be used as spare parts

## STARTER SETTING – QUICK GAME



1. Set the game board on a level surface. Please see the example in the picture above.

2. Each player chooses a pawn (Moses), a tribal board corresponding to the color of the pawn and 12 different tribal discs, which are set in their own place on the tribal board, facedown.

3. Shuffle the 52 tribal cards carefully and give five (5) of them to each player. Set the rest of the tribal cards facedown in the draw pile. The lower tribal card spot is a discard pile for used cards.

4. Shuffle the 30 reversal discs (water, manna, quail, snake, grape and dry bones) facedown on the game board and set them on the white circles 7-47 between the Red Sea and Jordan.

## GAMEPLAY

**1. Each player sets their own pawn on the game board's starting circle.**

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



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

If your pawn arrives at 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 land in a circle marked with a blue plus sign**

you can withdraw one tribal card from the draw pile.

- A 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 land in a circle with a reversal disc,** you can take it and use it whenever you want on 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 pick up a snake disc,** turn one tribal disc facedown and keep the snake disc in store.

**7. The dry bones disc** can be used on your own turn to turn any tribal disc faceup.

**8. If you land in a manna, water or quail circle,** turn one tribal disc facedown or immediately use a reversal disc you have picked up.

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



### 9. You have to stop at the 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 land in a circle with green borders (31 or 38), use a snake disc or complete a penalty loop shown by an arrow.



## END OF THE GAME

The winner is the player who first arrives at the green goal circle (55) with all tribal discs faceup.

Note: 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 can 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 the draw pile.



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