# SOLOMON'S TEMPLE

## BOARD GAME

*As for you, my son Solomon, know the God of your father, and serve Him with a loyal heart and with a willing mind; for the LORD searches all hearts and understands all the intent of the thoughts. If you seek Him, He will be found by you; but if you forsake Him, He will cast you off forever. Consider now, for the LORD has chosen you to build a house for the sanctuary; be strong, and do it." (I Chronicles 28:9-10) NKJV*

## INTRODUCTION

*Solomon's Temple*™ is a game for two players that is fun and exciting. The game will take you from 1 to 1-1/2 hours to complete. The first player to complete the *Temple* and play *Filling of the Holy of Holies* is the winner. However, the game is not that simple. While you are trying to build the *Temple*, the Israelites continue to fall into *Sin*. Work must be stopped on the *Temple* in order to lead the Israelites back into the ways of the LORD. To make matters worse, invasion forces from Babylon are pouring down from the north. They want to destroy the entire city of Jerusalem and wreck the *Temple*! Do you have what it takes to handle the Israelites' rebellion against God, deal with the Babylonian attacks, and still find time to complete the *Temple* before your opponent does?

## OBJECT OF THE GAME

The object of the game is to be the first player to complete construction of the *Temple* and have it filled with the presence of God. To do this, you must do the following:

   ✧ Build the *Temple* in its entirety, complete with all *Structure* cards and all *Furnishing* cards.
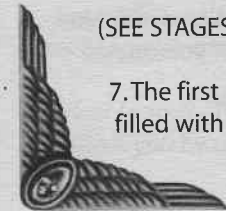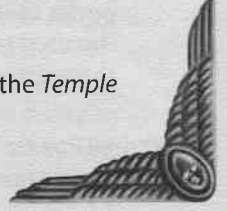   ✧ Play the *Filling of the Holy of Holies* card, representing God dwelling in the *Temple*.

## SETUP

Each player receives one (1) deck of game cards, one (1) game board, one (1) die, and five (5) *Babylonian army* movement tokens.

## GAMEPLAY (GENERAL OVERVIEW)

1. You both start with one *Prophet* of your choice from your respective draw pile.
2. You then shuffle your decks. (Both decks are identical with the exception of the Star of David on each card back. One deck has white stars, the other deck black.)
3. Each player draws eight (8) cards.
4. Flip a coin to determine who goes first.
5. You take turns trying to build your *Temple*. (You may only "build" one part of the *Temple* per turn, unless a card states otherwise.) Building is done by placing a *Structure, Furnishing*, or *Guarded Gate* card on the board.
6. Your turn is broken down into four phases:
   ✧ *Draw phase* - First turn, draw eight (8) cards. Each additional turn, draw back up to eight (8) cards.
   ✧ *Military phase* - Your opponent may place and move *Armies,* play *Siege, Secret Passage*, and *Destruction cards*. Then you may play *Israelite Army* cards.
   ✧ *Building phase* - A *Structure, Furnishing,* or *Guarded Gate* may be played (built).
   ✧ *Discard phase* - You may discard up to two (2) cards at the end of each turn.

   (SEE STAGES PER TURN on the next page for further explanations of each step.)

7. The first player to completely build the *Temple*, complete with all *Structure* cards and all *Furnishing* cards and have the *Temple* filled with the presence of God by playing the *Filling of the Holy of Holies* card wins!

## STAGES PER TURN

When it is your turn, you may do the following:

### I. Draw Phase

✧ You draw eight (8) cards on the first turn. Each additional turn you will draw up to eight (8) cards. (Example: If you have five (5) cards at the beginning of your turn, you will draw three (3) cards.)

NOTE: Do not draw up to eight (8) cards on your first turn. You must play with the starting eight (8) cards only.

✧ Lay down any *Priest (good)*, *Altar*, *Levite*, *Pray and Fast*, *Prophet*, and *King* cards you wish to bring into play. These cards may be played at any time during your turn. When both a *Priest (good)* and an *Altar* are in play at the same time, sacrifices may be offered on them. *Burnt Offerings* played on the *Altar* will negate *Sin* cards played against a player. *Instant* Offerings (*Peace, Guilt,* and *Grain*) do certain things in the game according to the text on each card. You may play as many *Instant* Offering cards as you want to play. Once the offerings are used, you place them in the discard pile.

### II. Military Phase (Your opponent's turn)

(The *Military Phase* is broken down into two (2) sub-phases. The first sub-phase is played by the attacking player. The second part of the military phase is played by the defending player.)

#### A. Attacking Player's Sub-phase

1. Check with the *Prophet* - To determine whether or not an attack may be carried out, the player being attacked must roll a single die to see if the Israelites "listen" to the *Prophet*. If the player rolls the Star of David, the Israelites "listen" to the *Prophet* and no *Military* cards (*Siege, Destruction, Secret Passage*) or *Army* actions (placing new *Armies* or moving existing *Armies*), may take place during this turn. If a Sword is rolled, the Israelites did not "listen" to the *Prophet*, and the attacking player may proceed with the *Military Phase*. (If the opponent being attacked does not have a *Prophet* in play, then the attacker skips step 1 and goes directly to steps 2 & 3).

2. Play a *Babylonian Army* card that allows you to place an *Army* for each card played. You may also move existing *Armies* and play *Siege/Secret Passage* cards - The attacking player may place *Armies* and move each of them one (1) space each. This is done by playing an *Army* card and placing the *Army* token on the board. Each new *Army* must start at the center spot at the bottom of the opponent's board just outside the north city gate. The *Army* card is then discarded. *Armies* may not occupy the same position on the board. You may play one (1) *Siege/Secret Passage* card per *Army*. (i.e. If there are two (2) *Armies*, two (2) *Siege/Secret Passage* cards may be played, one (1) on each Army).

3. Play one (1) *Destruction* card per *Army* - After step 2, *Destruction* cards are played. Only one (1) *Destruction* card per *Army* may be played per turn. *Destruction* cards may be played on *Guarded Gates* and the *Temple* itself. *Guarded Gates*, when destroyed, are placed in the discard pile. When the *Temple* is destroyed, two (2) *Furnishing* cards are shuffled back into the DRAW pile and the *Army* that destroyed the *Temple* is discarded. If there is a *Prophet* who is currently in play, it is also discarded.

#### B. Defending player's sub-phase

✧ Play *Israelite Army* cards - After your opponent has finished the *Attacking Player's Sub-phase*, you may play as many *Israelite Army* cards as you wish.

### III. Building Phase

1. "Building" is done by placing a *Structure, Furnishing,* or *Guarded Gate* card on the playing board. If you wish to build, you must announce your intent to do so. If you do not have a *Structure, Furnishing,* or *Guarded Gate* card to build, you proceed to the Discard Phase (Part IV).

2. The appropriate *Structure* card must be in place before *Furnishings* can be added. Each *Furnishing* card lists the *Structure* card that must be in play. (Example: To play the *Furnishing* card *Table of Showbread*, the *Structure* card, *Main Hall*, must be in play first since *Table of Showbread* is located in the *Main Hall* (Figure 1-3 below.)

3. When you announce your intent to build, your opponent has the opportunity to play one (1) *Sin* card against you. (Instant Sin cards do not count towards the one (1) *Sin* card limit). If a *Sin* card is not played, you may build one (1) piece of the *Temple*. If a *Sin* card is played against you, you may offer up a *Burnt Offering* to negate it. To offer up a *Burnt Offering*, you must have a *Priest (good)* and an *Altar* in play, as well as a *Burnt Offering* card to be played. You must show your *Burnt Offering* card to your opponent in order to use it. The *Burnt Offering* is then discarded and the *Sin* is negated (canceled) and discarded. The *Scapegoat* card may also be used to negate Sin. (See *Scapegoat* in the CARD TYPE DEFINITIONS Section.) You may now proceed to step #4. If you do not have a sacrifice or if you are missing either the *Priest (good)* or *Altar*, go to the *Discard Phase*.

Additional Points:

A. Your opponent cannot play a *Sin* card against you if you do not attempt to build.

B. If a *Sin* card is played against you, the effects end at the start of your next turn. In other words, a *Burnt Offering* will counter a *Sin* card on the current turn. However, the *Sin* card is removed at the start of your next turn even if you did not play a *Burnt Offering* card.

4. Place one (1) *Structure, Furnishing,* or *Guarded Gate* card on the board (unless a card states otherwise).

## IV. Discard Phase

✧ You may discard up to two (2) cards. You may do this only if it is your turn. Be careful not to discard any *Structure* or *Furnishing* cards!

✧ Special Exception: In rare circumstances you may find that you have eight (8) *Furnishing* cards in your hand and no *Structure* in play where you could play a *Furnishing* during this or subsequent turns. Since it is almost impossible to win the game if you discard a *Furnishing* and since you can't draw a new card on your next turn, you are stuck. In this situation you are allowed to shuffle all the cards in your hand back into your draw pile. At the start of your next turn, draw eight (8) new cards.

## V. Winning

You win if you build the *Temple* in its entirety, complete with all *Structure* and *Furnishing* cards, and play the *Filling of the Holy of Holies* card.

## VI. Card Placement

The following diagrams show the proper way to place cards onto the board surface. **Figure 1** shows the playing board with no cards on it. The building card must be placed first before *Furnishings* can be played. In this example the *Main Hall* must be played first as shown in **figure 2**. After the building card is placed, the *Furnishings* found in that part of the *Temple* can be added as shown in **figure 3**.



| **Figure 1** | **Figure 2** | **Figure 3** |

✧ *Guarded Gates*, when played, are placed on top of open (destroyed) gates on the playing board. **Figure 4** is an example of an open (destroyed) gate. **Figure 5** shows a *Guarded Gate* placed on top of the open (destroyed) gate.
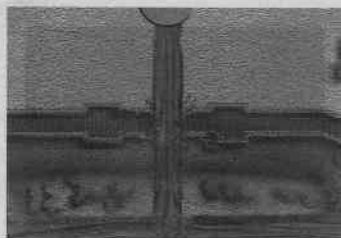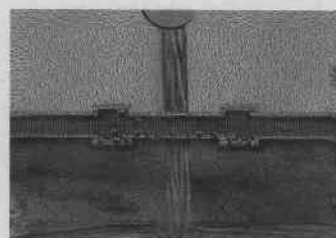


**Figure 4**                                          **Figure 5**

# CARD TYPE DEFINITIONS

**Altar** - The *Altar* can be played anytime during your turn. Together with the *Priest (good)*, a player may negate a *Sin* card by offering up a *Burnt offering* upon the *Altar*. *Grain, Peace,* & *Guilt Offering* cards are also played on the *Altar* with a *Priest (good)*.

**Babylonian Armies** - When you are allowed to place an *Army*, you must place the *Army* (using an *Army* token) at the north gate of the city (center of the board closest to the player). All *Armies* must start there. You may then move the *Army* one (1) space in the direction of your choice. On following turns each *Army* may move one (1) space per turn (unless a card states otherwise). Each token represents one thousand (1,000) Babylonian soldiers.

**Bad Offerings** - *Bad Offerings* may be played at any time. When played, it is laid on top of your opponent's *Altar*. (If an *Altar* is not in play, Bad Offerings may not be played.) The next offering your opponent makes, (*Burnt, Peace, Guilt,* or *Grain*) is negated because the offering is "bad". If your opponent never makes another offering, *Bad offerings* will remain on the *Altar*. The only way to remove it is by making a sacrifice (*Burnt, Peace, Guilt,* or *Grain*).

**Blemished Animal** - These may be played any time. When your opponent makes an animal sacrifice, (*Burnt, Peace,* or *Guilt*) *Blemished Animal* will negate it, making it a bad offering. *Blemished Animal* is played after the offering is made.

**Broken Altar** - This may be played at any time. When played, discard your opponent's *Altar* and discard *Broken Altar*.

**Cooperation** - This card allows you to play two (2) *Furnishing* cards at the same time. When you are allowed to play a *Furnishing* card, play *Cooperation* and then lay down the two (2) *Furnishing* cards from your hand. If you only have one (1) *Furnishing* card in your hand, you will only be able to play one (1) *Furnishing* card. Discard *Cooperation* when played.

**Destruction** - These are played on a *Babylonian Army*. The *Army* must be next to what it wants to destroy to use the *Destruction* card. There can be no spaces between them. *Destruction* cards may be played on:

  1. *Guarded Gates*. The "destroyed" gate is placed in the discard pile.

  2. The *Temple*. You choose two (2) *Furnishing* cards in the *Temple* and shuffle them back into your opponent's draw pile. If a *Prophet* is in play, the *Prophet* is placed in the discard pile. After the *Destruction* card is played, the *Army* on which it was played is discarded.

**Evil Priest** - This may be played at any time. When your opponent has a *Priest (good)* in play, *Evil Priest* will replace it, sending the *Priest (good)* to the discard pile. While *Evil Priest* is in play, your opponent may not make any offerings. *Evil Priest* is discarded when your opponent places a new *Priest (good)* in play.

**Filling of the Holy of Holies** - This is a unique card. It can only be played at the end of the game. Once you have finished building the *Temple*, complete with *Furnishings*, the *Filling of the Holy of Holies* card is played. The game is immediately over.

**Furnishings** - The cards that represent the *Furnishings* go into the *Temple* itself. *Ark of the Covenant* is an example of a *Furnishing*. *Furnishings* may only be placed in *Structures* of the *Temple* already completed. (For example, *Ark of the Covenant* is placed in the *Holy of Holies*. If *Holy of Holies* is not in play, *Ark of the Covenant* cannot be played.)

**Guarded Gate** - This is placed on an open gate to keep the *Babylonian Armies* out. *Guarded Gates* must be built just like a piece of the *Temple*. Once placed in play, a *Guarded Gate* cannot be moved. While in play *Babylonian Armies* must move around them (unless a card states otherwise).

**Instants** - Instant cards may be played at any time, whether or not it is the player's turn. Follow the instructions on each *Instant* card. These do not count towards your building limit or *Sin* card limit. In the event two (2) *Instant* cards are played side-by-side, the *Instant* card played first takes precedence. An *Instant* card cannot undo a card that has already been played unless it says so specifically. (Example: you have just played a *Burnt Offering* to negate a *Sin*. Your opponent plays *Blemished Animal* which reads "...interrupt and negate one (1) animal offering that your opponent has just offered..." In this case, the *Blemished Animal* has negated your *Burnt Offering*.)

**Israelite Army** (One-thousand [1,000] troops) - This card is played at the end of the *Military Phase*. Any *Army* that is inside the walls of the city may be re-located to any space on the board by the player who played *Israelite Army*. There is no limit to the number of *Armies* moved. (If five (5) Armies are inside the gates, they may all be moved). No *Armies* may be placed on the same spot. If you are able to play two (2) Israelite Army cards (two-thousand [2,000] troops) at the same time, all of the *Babylonian Armies* (both inside and outside the walls) are

discarded. No *Babylonian Armies* have to be inside the wall when two (2) *Israelite Army* cards are played.

**King David** – Once drawn, this card may be played any time during your turn. When *King David* is in play, the *Guarded Gates* may be played as Instant cards. No *Sin* cards can stop the action of *King David* from happening. There are no limits to the number of *Guarded Gates* you may play during your turn after you have *King David* in play. Moreover, once you have *King David* in play, building a *Guarded Gate* does NOT count toward your one (1) card building limit.

**King Solomon** – Like *King David,* when this card is drawn, it may be played any time during your turn. When *King Solomon* is in play, the *Structures* may be played as *Instant* cards. No *Sin* cards can stop *King Solomon's* actions from happening. There are no limits to the number of *Structures* you may play during your turn after you have *King Solomon* in play. When you have *King Solomon* in play, building a *Structure* does NOT count toward your one (1) card building limit.

**Lay Siege** - If you have two-thousand (2,000) Babylonian soldiers or more in play, (two [2] or more *Army* tokens) you may play *Lay Siege*. You may NOT play any cards on any *Armies* for two (2) turns. However, new *Armies* may be placed, and all Armies may move one (1) space each turn. The turn in which the *Lay Siege* card is played is counted as one (1) turn. (NOTE: If a *Prophet* is in play, the opposing player may role the die to see if the people "listened" to the *Prophet*. If they "listen", the turn does NOT count towards the two (2) turns of the *Lay Siege* card.) On the third turn, you may pick one (1) *Guarded Gate* and discard it. You may then move one (1) *Army* one (1) space. (Your opponent may not play another *Guarded Gate* until you have moved the *Army*.) The *Lay Siege* action(s) does not count towards one *Army's Military Phase*. (For example, *Lay Siege* is on turn three; so you take one *Army* and destroy a *Guarded Gate*. You then move that *Army* token inside the wall of the city. Now it is that *Army's* turn to go through the *Military Phase* where it is allowed to move one more space. The *Army* has destroyed a *Guarded Gate* and moved two spaces in one turn.)

You may decide to discard *Lay Siege* any time during the *Military Phase* on subsequent turns. It then has no effect. If your opponent plays two (2) *Israelite Armies* and discards all *Babylonian Armies* before the *Lay Siege* requirements are met, the *Lay Siege* card is discarded.

**Levite** - The *Levite* cards may be played anytime during your turn. *Sin* cards do not affect the *Levite* card. When you play *Levites,* search through your draw pile for one *Structure* card and place it in your hand. Shuffle the draw pile and discard the *Levites* card. *Levites* may NOT be played if all *Structure* pieces are in play.

**Military** - Lay Siege, Destruction, Babylonian Army and Secret Passage are *Military* cards. *Military* cards are played only during the *Military phase*. All *Military* cards have a red background.

### Offering:

⬦ **Burnt offerings** - These are sacrifices for the *Altar*. Sacrifices are offered up to negate the effect of *Sin* cards. Playing one (1) *Burnt Offering* card on the *Altar* with a *Priest (good)* in play will negate the effect of one (1) *Sin* card.

⬦ **Grain Offering** - When played on the *Altar* with a *Priest (good)* in play, no *Sin* card may be played that turn. You may automatically play any one (1) *Structure, Furnishing,* or *Guarded Gate*. At the end of your turn, *Grain Offering* is discarded. If an *Instant* evil card is played after the *Grain Offering* has been played, the *Instant* evil card has no effect.

⬦ **Peace Offering** - When this is played on the *Altar* with a *Priest (good)* in play, you may search through your draw pile and exchange one (1) good card from your hand with one (1) good card in the draw pile. (A good card is defined as any card that does not initiate a negative action toward your opponent. All good cards have a wood background.) The draw pile is then re-shuffled, and you discard *Peace Offering*.

⬦ **Guilt Offering** - When this is played on the *Altar* with a *Priest (good)* in play, you may shuffle your entire hand back into the draw pile and draw eight (8) new cards. Eight (8) new cards are drawn regardless of the number of cards that were in your hand. Discard *Guilt Offering*.

**Pray and Fast** - You may play no good cards (including instant cards) for two (2) turns. The first turn is the turn in which *Pray and Fast* is played as long as no good cards have been played that turn. On the third turn, you may look through your discard pile and take out one (1) good card. (Remember a good card is defined as any card that does not initiate a negative action toward your opponent. All good cards have a wood background.) At the end of your third turn, you discard *Pray and Fast*.

**Priest (good)** - The *Priest (good)* card may be placed in play once drawn. Together with an *Altar* you may negate one (1) *Sin* card played against you by offering up a *Burnt offering* upon the *Altar*.

**Prophet** – (*Isaiah, Jeremiah,* and *Ezekiel*) - There are three (3) *Prophet* cards in each deck. The *Prophet* may be played any time during your turn. You start out with one (1) *Prophet* already in play at the beginning of the game. It does not matter which *Prophet* you begin with, or if he is the same as your opponent's. At the beginning of the *Military Phase* you must roll the six-sided die. If the roll is the *Star of David*, the people "listen" to the *Prophet* and your opponent's Army(s) may do nothing. If the roll is a *Sword* then the people do not "listen" to the *Prophet* and your opponent's Army may go through its *Military phase*. Once the *Army* plays a *Destruction* card on the *Temple* itself, the *Prophet* is immediately discarded.

**Scapegoat** - The *Scapegoat* card is an interesting "wild" card of sorts. When you draw the *Scapegoat*, it is placed in play sideways on the appropriate space on the board. Once a *Burnt Offering* of an animal is successfully made, *Scapegoat* is rotated ninety (90) degrees, activating it. When a *Sin* card is played against you, you may choose to discard the *Scapegoat* to negate the *Sin*. A *Priest (good)* must be in play to use the *Scapegoat*.

**Secret Passage** - This card allows you to move one (1) *Babylonian Army* through a *Guarded Gate*. The *Secret Passage* movement does not count towards the *Army's* one (1) *Military Phase* move.

**Sin** - These are cards that you play against your opponent. (*Selfish Heart, Idol Worship, Covetous Thoughts, Doubt, False Worship, Blaspheme, Loss of Faith, Arrogance,* and *Loss of Heart*. All *Sin* cards have a black background.) When your opponent wishes to build a part of his *Temple*, one (1) *Sin* card may be played. If he is unable to offer up a sacrifice, the *Sin* prevents him from playing a *Structure, Furnishing* or *Guarded Gate* card that turn. (See special rules above if *King David* or *King Solomon* are in play). If your opponent can not make a *Burnt offering*, the effect of a *Sin* card ends at the start of your opponent's next turn. If your opponent can offer up a *Burnt Offering*, the *Sin* is negated and he may build that turn. *Loss of Heart* is unique in it's wording. It does not allow any building that turn. *Loss of Heart* may NOT be undone with a *Burnt offering*.

**Structure** - There are five (5) cards that make up the buildings of the *Temple*. They are: the *Porch, Pillar (Boaz), Pillar (Jachin), Main Hall,* and *Holy of Holies*. The appropriate *Structure* must be in play before any *Furnishings* found in that part of the *Temple* can be played. (For example, you cannot play the *Furnishing* card, *Ark of the Covenant*, before the *Structure* card, *Holy of Holies*, is in play.)

**Unclean** - This may be played at any time. *Unclean* disables the *Priest (good)*, making him unable to offer up ANY sacrifice for the current