

THE•BOOK

GAME

Beta Version 0.2.9

*“The land was formless and empty,
The dark void was over the surface of the deep,
and The Spirit was hovering over the watery abyss.”
~ The Book Of Creation*

The Beginning

1. SET ASIDE: Thrones and Kings.
2. DETERMINE ORDER: Shuffle the Kings faced down, each player picks one. Player with the Gold King flips first, order goes clockwise.
3. SHUFFLE FIELD: Scramble all the other pieces faced down to keep the characters hidden faced down.
4. SETUP FIELD: Place each hidden piece on the board randomly per hexagon.
5. SETUP THRONE: Last player chooses the placement of their Throned King first, places king faced up on top of throne.
6. START: The first player must call out “THE BOOK!” to start the game with a flip!

The Battle

Players can choose only one action per turn:

- **Flip** - Flip any one hidden piece. Revealed pieces cannot be flipped again to become hidden, unless the the ability “Bury” is activated from Guard.
- **Travel** - Characters can only travel one 1 adjacent space . Only certain characters abilities are able to travel differently.
- **Eat** - Replace the targeted enemy with your selected character. The targeted enemy must be adjacent. When a piece is eaten, stacked faced down into your collected grave. The grave is separated into piles by the pieces each player collects. If the Fisher eats its own character, it is counted as **Negative Star Points**.
- **Use Ability** - *see character ability chart*

Illegal moves:

- No skipping turns.
- No perpetual infinite pattern.
- No redos unless it is an illegal action.

The End

How to win the game:

- The game instantly ends when all pieces are flipped up.
- The player who tallies the most **Star Points** in their collected grave WINS!

Draw game:

- If players have the same total of **Star Points** at the end, it is a draw.

Character Eating Chart

O - can eat using normal travel § - can only eat by using ability

# of Pieces	Star Points	DEF	King	Goliath	Prophet	Priest	Horse	Guard	Avenger	Man	Mob	Fisher
		ATK										
1	7	King	O	O	O	O	O	O	O			O
2	6	Goliath		O	O	O	O	O	O	O	O	O
3	5	Prophet			O	O	O	O	O	O	O	O
3	4	Priest				O	O	O	O	O	O	O
4	3	Horse					O	O	O	O	O	O
4	2	Guard						O	O	O	O	O
0~2	2(+2)	Avenger*						O	O	O	O	O
7	1	Man	O							O	O	O
0~3	1(+1)	Mob*	O/§	§	§	§	§	§	§	O	O	O
3	0	Fisher	§	§	§	§	§	§	§	§	§	§

**merged character*

27 Pieces per player

73 Star Points total per player

Character Ability Chart

Char	Ability
King	<p>Move Mountain (movement): Push or pull (not both) mountains 1 space into an open space a straight path, the direction as the King moves. They can push or pull (not both) multiple mountains if all are lined up adjacent.</p> <p>Resurrect (sacrifice): Sacrifice to swap with King. Bring back one of your single piece character from the grave.</p> <p>Throne (sit): When King sits on the Throne, it cannot die. Thrones are discarded when the King steps off.</p>
Goliath	-
Prophet	<p>Prophecy (sacrifice): Sacrifice and declare 3 hidden pieces and then take a peek at them. Do not need to reveal secret knowledge to enemy.</p> <p>*Prophecy (passive): When all 3 Prophets are revealed, Prophecy does not require sacrifice but peeks at only at 1 hidden piece.</p>
Priest	<p>Purge (sacrifice): Sacrifice to eat all revealed enemy characters adjacent to itself which they are allowed to eat.</p> <p>Purge (passive): When all 3 Priests are revealed, Purge does not require sacrifice.</p> <p>Altar Purge (sit): As long as the Priest sits on the Altar, that Priest can Purge without sacrifice.</p> <p>Ekballo (sit & sacrifice): If the Priest sits on the Altar and sacrifices that piece, it can eat every opponent's revealed pieces (ones allowed to eat) in a straight line (1 space width) spanning from edge to edge.</p>
Horse	<p>Gallop (movement): Able to travel diagonally in an obtuse "L" shape. It can Gallop if there is something blocking the "L" shaped course. Gallop is only for travelling, it cannot eat an enemy.</p> <p>Mount (merge): Stack your own character on top of your own Horse and it can Gallop like a Horse. Keep rank as the piece on top. It cannot Gallop to eat.</p> <p>Dismount (unmerge): Mounted character can dismount. Dismounted moves to adjacent space of choice faced up.</p>
Guard	<p>Bury (trap): When this character is eaten, the piece which ate it, regardless of which team, will be instantly flipped over as a hidden piece on the spot where it was eaten. If the character was mounted on a horse, it will dismount to lose the Horse and its Gallop ability. Dismounted Horse goes to the grave of the player's Guard who dismounted it.</p> <p>Fortify (merge): Permanently stack onto an adjacent Guard to become Avenger. Keep rank as Guard.</p>
Avenger	<p>Curse of Cain (trap): The opponent's piece which eats this character goes to the grave. The opponent also forfeits all other characters of the same type on the board which are already faced up into the grave. If the "other character of the same type" is mounted on the horse, only take the "same character" and leave the horse be.</p>
Man	<p>Congregate (merge): Permanently stack a Man onto an adjacent Man to become a Mob. Man cannot congregate if it is mounted on a horse, it must dismount first.</p> <p>Rest (trap): When 7 Men from the same team are faced up (including mobs), all opponent's revealed pieces turn faced down instantly.</p>
Mob	<p>Crucify (sacrifice): Sacrifice to target any piece (revealed or unrevealed) on the Field (including ones on an Ark) to instantly be sent to the grave. Kings cannot be crucified when they (Kings) are still seated on the Throne.</p>
Fisher	<p>Cast (movement): The Fisher can Eat by hopping over 1 piece in a straight path. Hop over any piece and land on the enemy character or a hidden piece to eat. If it eats a hidden piece and it happens to be its team, it will still be eaten. However, the player cannot eat their own revealed piece. If it eats a hidden piece and it happens to be an landmark, the use of ability fails that turn and the turn is lost. If the Fisher eats its own team, it is counted as negative star points tallied at the end. It cannot use this ability without attempting to eat a piece. Cannot use this ability to hop over a mountain.</p>

(Sacrifice)* - Player who sacrifices their piece chooses the opponent's grave to send the sacrifice.

Landmarks

- 1.) Once these pieces are revealed, it cannot be buried nor moved (except Mountains by King's ability)
- 2.) If a Fisher attempts to eat an unrevealed Landmark, that turn resets and the turn is lost.

# of	Landmark	Description
2	Throne	Thrones are placed anywhere the player chooses and the King is placed face up on top of it. As long as the King is on the Throne, it cannot die. Thrones are discarded when the King steps off.
1	Ark	Any character who sits on the Ark it is protected from being defeated, except if they are Crucified by the ability of a Mob.
2	Altar	A neutral place where a character must teleport from one end of the Altar to another when it steps onto the Altar. Altars can be clogged if a teleported character is already standing on an Altar. A character will not teleport if it eats a piece that is already on the Altar.
7	Mountain	No characters can go on the Mountain, must travel around it, for it is part of the Field's obstacle. Except, if the King uses Mountain Move, which can push or pull (not both) Mountains 1 adjacent space in a straight path by moving along itself.

What's Inside The Box?

Original Edition

66 Pieces total: 54 Characters (Silver/Gold), 12 Landmarks (Bronze), 2 Boards, 1 Manual

Blood Expansion

33 Pieces total: 27 characters (Red), 6 landmarks (Bronze) - 1 throne, 1 altar, 1 ark, 3 mountains , 1 Board, 1 Manual

Manifest Expansion

33 Pieces total: 27 characters (Blue), 6 landmarks (Bronze), - 1 throne, 1 altar, 1 ark, 3 mountains, 1 Board, 1 Manual

***“I am the Alpha and the Omega,
the Beginning and the End.
My reward is with me,
and I will give to each person
according to what they have done.”
~ The Book Of Apocalypse***

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