Klaus-Jürgen Wrede

the Ark of the Covenant

Based on the 2001 Game of the Year: Carcassonne

A Clever Tile-Laying Game for 2-5 Players Ages 10 and up

Joshua has led the children of Israel into the Promised Land and you have been given the unique responsibility to help develop the area by building roads, cities, temples and raising sheep. Deploy a Prophet into the cities to preach repentance. Take on the sacred duty of moving The Ark of the Covenant around to different areas of the Land.

Contents

- 72 Land Tiles (including one starting tile with a different colored back) which picture city, road and field segments and temples.



Starting tile

- 40 Followers in 5 colors. One of each player's followers is the player's scoring marker.



- 5 Prophets - Extra-large followers, one of each color.



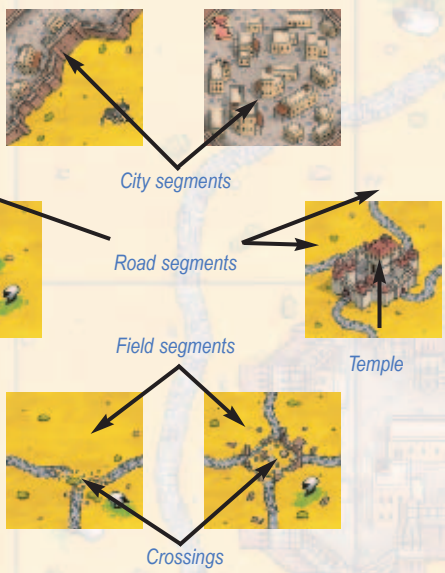
- 1 Ark of the Covenant with plastic stand.



- 1 Scoring Track, used to track the player's scores.



- This Rule Booklet.



Overview

The players place land tiles turn by turn on to the table. As they do so, the roads, cities, fields and temples emerge and expand. On these tiles, the players can place their followers to earn points. Players can also score points by moving The Ark of the Covenant throughout the land past their followers. The player with the most points, after the final scoring round, is the winner.

Preparation

Place the starting tile face up in the middle of the table. Shuffle the remaining tiles face down and stack them in several face-down stacks so that all players have easy access to them. Place the scoring track near one edge of the table to leave room for the players to place land tiles in the middle of the table.

Each player takes the 8 followers and 1 Prophet in his color and places one follower as his scoring marker on the starting space of the scoring track. Each player places his remaining pieces before him on the table as his supply. The player who last read a portion of the Bible will be the starting player.

Playing the Game

Players take turns in a clockwise order, beginning with the starting player. On a player's turn, he performs the following actions in the order shown:

1. The player **must** draw a new land tile and place it on the table.
2. The player **may** place one of his **followers** from his supply to the land tile he just placed or the **Prophet** from his supply to a city portion of that land tile (if applicable).

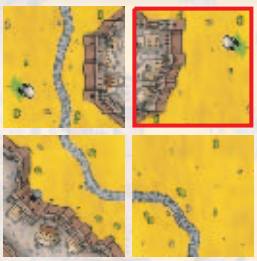
-OR-

3. Instead of placing a follower or Prophet, the player may move The Ark of the Covenant across 1 to 5 tiles on the board.
4. If, by placing the land tile, **roads, cities** or **temples** are completed, they are now scored.
5. The next player's turn now begins.

Placing Land Tiles

To place a land tile, a player must draw a land tile from one of the face-down stacks.

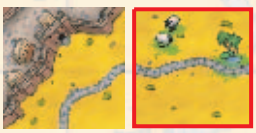
- The new tile, with red borders in the examples, must be placed with at least one edge touching one previously placed tile. Tiles cannot be placed diagonally.
- The new tile must be placed so that all field, city and road segments on the new tile continue to field, city and road segments on the tile or tiles that it is touching.



On one edge the city segment is continued and on the other edge the field segment is continued



*This is an **invalid** placement*



Road and field segments are continued



City segment is continued

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game into the box and draws another tile to play.

Placing Followers

After a player places a land tile, he may place one of his followers on that tile, using these simple rules:

- The player may only place 1 follower on a turn.
- The player must take it from his supply.
- The player may only place the follower on the tile that he just played.
- The player must choose where to deploy the follower on the tile.

-OR-

- The player may choose to deploy his Prophet instead of a follower (see next section for details).
- The player may not deploy a follower on a field, city or road segment if that segment connects to a segment on different tile (no matter how far away) that already has a follower (from any player) on it.



In a city segment



On a road segment



In a field segment



A follower may only be placed in the field, since the connected city is occupied.



A follower cannot be placed in the large field area, since it connects to an occupied field. A follower may be played in the city , road or smaller field.

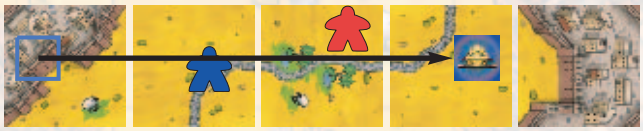
When a player has deployed all his followers, he continues to play land tiles each turn. Although followers may not be taken off of the tiles once they are placed, followers are returned to players when temples, roads and cities are scored.

Placing Prophets

Sometimes, the people in the cities become wicked and need to repent. God has always called Prophets to preach repentance to His people.

During the game, you may use your Prophet one time in a city. Instead of placing a follower in a city segment, you would instead place your Prophet. When the city is completed, you score double the amount of points for that city. Your Prophet is then removed from the game and placed into the box.

Moving The Ark of the Covenant



Red chooses not to place a follower and instead moves The Ark. Since The Ark passes both a red follower and a blue follower, players red and blue each gain 1 point.

The Ark of the Covenant is placed on the board immediately when the first city is completed. The player who completed that city, decides on which tile of the city he wishes to place The Ark. He places The Ark on one of the completed city segments and his turn is now over.

Now that The Ark is on the playing surface you have the option, after you have played a tile, of placing a follower, moving The Ark, or taking no action. If you decide to move The Ark, you can move it from 1 to 5 tile spaces. You may not move it onto a tile that you have already moved across on your turn (you can not backtrack). For each follower that you pass with The Ark, that player receives 1 point.

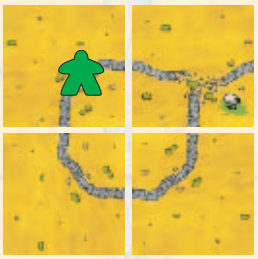
Note: If The Ark starts on a tile which includes a follower, that follower does not score 1 point when The Ark begins its journey. If The Ark ends on a tile with a follower, that follower scores 1 point.

Scoring Completed Roads, Cities and Temples

If a road, city or temple is "completed" by the placement of the land tile, it is now scored.

Completed Road

A road is complete when the road segments on both ends connect to a crossing, a city segment or a temple, or when the road forms a complete loop. There may be many road segments between the ends. The player who has a follower on a completed road scores 1 point for each tile in the road (count the number of tiles only; separate segments on the same tile count just once) and 1 point for each oasis.



Green scores 4 points for the completed road.



This completed road is worth three points, plus three additional points for the three oases connected to it, so Blue scores a total of six points.

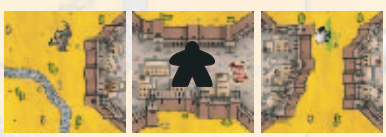
The player moves his scoring marker forward on the scoring track the number of spaces equal to the points earned. If you pass 50 on the scoring track, lay your scoring marker face down to indicate a score greater than 50 and continue along the track.

Completed City

A city is completed when the city is completely surrounded by a city wall and there are no open gaps in the wall. There may be many city segments in a completed city.

The player who has a follower in a completed city scores two points for each tile in the city (count the number of tiles only; separate segments on the same tile count just once).

Each scroll in a completed city earns 2 additional points.



This completed city is worth six points, plus two additional points for the scroll, so Black scores a total of 8 points.

What Happens When a Completed City or Road Has More Than One Follower?

It is possible, through clever placement of land tiles, for there to be more than one follower on a road or city. When this occurs in a completed road or city, the player with the most followers on a road or in a city receives all the points.

When two or more players tie with the most followers, they each receive the total points for the road or city.

Note: Prophets only act as 1 follower when determining who controls a city for scoring purposes. If red has 1 follower and blue has 1 Prophet in a city, then both players would score but blue would receive double the points for having the Prophet in the city.



Blue and Yellow tie with one follower each, therefore both score the full 14 points for this completed city.

Completed Temple

A temple is completed when it has tiles on the left, right, top and bottom of the temple tile in the form of a cross.

First, check to see if any roads are scored by the placement of the last tile around the temple and score those first - removing any followers that are on those roads. Then, the player with the most followers on those adjacent cross-tiles or on the Temple tile itself, scores 7 points.

If two or more players tie for the most followers, than those players all receive the 7 points.

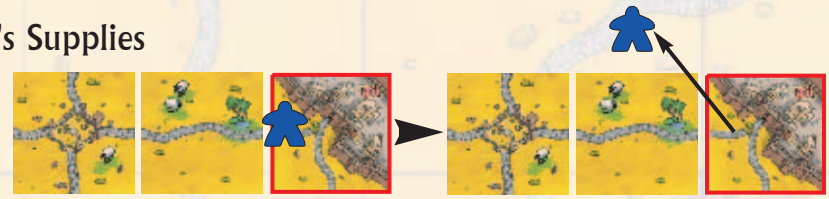
Note: Sometimes it is smart to try to finish opponent's roads around temples in order to remove their followers from around the temple tile!



Green has the most followers and scores the full 7 points for the completed temple.

Returning Followers to Player's Supplies

After a road or a city is scored (and only then), the followers involved are returned to the appropriate player's supplies. The returned followers may be used again by the players in later turns.



Blue completes a road and places a follower on the same turn. Blue scores 4 points for the completed road and oasis, and immediately returns the follower to his stock for future use.

Note: It is possible for a player to deploy a follower, score a road or a city, and have the follower returned on the same turn (always in the order shown):

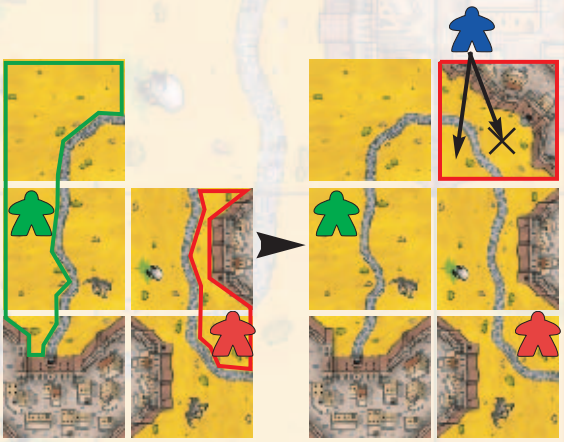
1) Complete a road or city area by placing the new tile.
2) Deploy a follower.
3) Score the completed road or city.
4) Return the follower to your stock.

The Fields

Connected field segments are where your followers herd sheep.

When you place a follower in a field, that follower remains in the field, watching over the flocks, until the end of the game and are never returned to the player's stock.

Fields are bordered by roads, cities and the edges of the area where the land tiles have been played.



Here two followers have their own fields. Blue places a tile joining the fields, which the red and green followers now share. Blue may not place a follower on the shared field, but he may place a follower on the unoccupied field.

Game End

At the end of the player's turn in which the last land tile is placed, the game ends. Final scoring then takes place.

Final Scoring

First, for each incomplete temple, the player or players with the majority of followers on the temple tile and on the four surrounding tiles (right, left, up and down) score 3 points. After you score the temples, leave the followers in place as they may still be scored for incomplete roads and cities as well as fields.

Second, all incomplete roads and cities are scored. For each incomplete road and city, the player who has a follower on a road or in a city, earns one point for each road or city segment. Scrolls in the cities, as well as oases on the roads, are also worth 1 point each.

For incomplete roads and cities which include more than one follower, use the rules for completed roads and cities to determine who scores.

Note: To make scoring easier, after scoring an incomplete road or city, remove the corresponding follower off the board.

Scoring Fields

The followers in the fields are now scored.

- Count how many sheep and wolves are in the field. Each wolf eats one sheep!
- The remaining sheep in your field are worth 2 points each.
- If multiple players have followers in a single field area, only the player with the most followers scores.
- If there is a tie for control of a field, then both players receive the points.

The player with the most points at the end of the final scoring is the winner!

Tips:

- When you place followers in the fields, place them lying down so that all players can easily see which fields they are in.
- Don't underestimate the usefulness of moving The Ark. If you can't score any points by placing a follower or if you have limited followers, go for the easy points by moving The Ark past your followers.
- After your turn has passed, immediately grab a new tile so that you can be looking at where you will play when your turn comes up again. This dramatically speeds up play time.

Credits

Game Designer:
Klaus-Jurgen Wrede

Game Art and Design:
Alvin Madden

English Rules Development:
Jeremy Young, Matt Molen and Guido Teuber

Layout Assistance:
Imelda Vohwinkel



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