

Special Situations

CORANTUMR AND SHIZ

If a battle finds Coriantumr and Shiz facing off against each other (whether as primary or secondary cards), a special battle ensues. Follow the standard sequence of play for the battle until all played cards are revealed. Then each opponent must lay down all six cards in his/her hand to help in the battle. Each opponent may then use any cards from his/her six that can be played with the cards currently in play. The points are then calculated and the winner takes all of his opponent's played cards, including any of the six that were not able to be used. The winner takes his opponent's cards and places them in the Discard pile, including the six from the winner's own hand (but not his/her original cards in play if there are more Challenges to make). Both players, having their current hands decimated, must choose six new cards from their decks (3 Warrior and 3

Armory). Play continues normally with the winner challenging another opponent until everyone has been challenged.

TIE

If the battle between two players ends in a tie, the player who made the Challenge has the advantage and wins the battle.

COMPETING CARDS

There may be times when a Challenge may be decided by the taking or disabling of an opponent's card, such as if one player has the Escape card and his/her opponent has the Conversion or Dissenter card. As soon as a card is revealed, it may be used. If a player chooses not to use the card's abilities before the next card is revealed in the Challenge, it may be taken or disabled by an opponent.

Armory Cards Appendix

Ambush (3 cards): When played with a Righteous Warrior this card is worth 3 points, and when played with a Wicked Warrior it is worth 2 points. One Ambush card will disable one Reinforcements card.

Armor (3 cards): This shields all your cards by subtracting one of your opponent's points for each weapon card (Arrows, Javelin, Sword, and/or Sling and Stone) your opponent plays.

Arrow (3 cards): Add 2 points to your total.

Assassination (3 cards): Add 3 points to your total.

Conversion (3 cards): Take one secondary card from your opponent and add it to your cards in play. If this card cannot be used with your cards in play, you still retain it and will add it to your Discard pile if you win the Challenge. You can only use the Conversion card once per Battle round.

Deception (3 cards): Take a card from the six cards in your hand to add it to the cards in play. The card stays in play for the rest of the battle round. If you lose the Challenge, your opponent takes the extra card with the rest he/she has won. The Deception card may only be used once per Battle round.

Dissenter (3 cards): Take one secondary card from your opponent and add it to your cards in play. If this card cannot be used with your cards in play, you still retain it and will add it to your Discard pile if you win the Challenge. You can only use the Dissenter card once per Battle round.

Escape (3 cards): At any time during a Challenge, you may disable one of your opponent's secondary cards. If you lose the Challenge, your opponent's disabled card is returned to play. This card may be used once in each Challenge of a Battle round.

Faith (5 cards): Add 3 points to any Righteous primary card. There are 5 expressions of Faith: Love, Vision, Repentance, Revelation, and Steadfast. Depending on the Faith card you have, you may be given bonus points with certain Warrior cards as listed in that card's "Special Abilities" section (example: Nephi and the Faith: Vision card would give a player 1 point for Nephi, 3 points for Faith: Vision, and 2 bonus points for a total of 6 points).

Faithful Women (3 cards): This card doubles the total points of the holder's cards in play.

Fortress (4 cards): This card disables an opponent's weapon cards (Arrows, Javelin, Sword, and/or Sling & Stone). If the player whose cards have been disabled wins, his/her disabled cards are returned to play.

Javelin (3 cards): Add 2 points to your total.

Liahona (3 cards): Add 2 points to your total.

Murmuring (3 cards): Add 2 points to any Wicked primary card. One Murmuring card disables one Faithful Women card in play.

Plates (3 cards): Add 2 points to your total.

Prayer (4 cards): Add 3 points to your total.

Prophecy (2 cards): Add 2 points to your total. In addition, if you are the challenger, you may privately look at two players' facedown cards before deciding which player to challenge.

Reinforcements (3 cards): Add 2 points to your total.

Secret Combination (3 cards): Add 5 points to your total.

Shield (3 cards): This shields all your cards by subtracting one of your opponent's points for each weapon card (Arrows, Javelin, Sword, and/or Sling & Stone) your opponent plays.

Sleep (3 cards): This card disables all Fortress, Shield, and Armor cards an opponent plays.

Sling & Stone (3 cards): Add 2 points to your total.

Stoning (3 cards): Add 2 points to your total, or add 3 points to your total if you play this card against a prophet.

Sword of Laban (3 cards): Add 2 points to your total. In addition, this card doubles points of all your weapon cards (Arrows, Javelin, Sword, and/or Sling & Stone) as well as Shield and Armor cards (example: Arrows cards would now be worth 4 points and a Shield would block 2 points instead of 1). This is not grouped with the other weapon cards and is therefore not affected by Shield, Armor, or Fortress cards.

Sword (4 cards): Add 2 points to your total.

Wickedness (5 cards): Add 3 points to any Wicked primary card. There are 5 expressions of Wickedness: Greed, Pride, Hatred, Anger, Seek for Power. Depending on the Wickedness card you have, you may be given bonus points with certain Warrior cards as listed in that card's "Special Abilities" section (example: King Noah and the Wickedness: Pride card would give a player 1 point for King Noah, 3 points for the Wickedness: Pride card, and 2 bonus points for a total of 6 points).

WARRIORS OF THE PROMISED LAND

Introduction

The battle has moved to a new level! Choose your Warrior and use weapons, and even other Warriors, to strengthen him for battle. The cards you lay facedown with your Warrior will determine

whether he is prepared for the battles ahead. You can arm your Warrior with sword, shield, faith, and reinforcements. But will those be a match for secret combinations, ambushes, or dissensions?

Looking at the Cards in Play



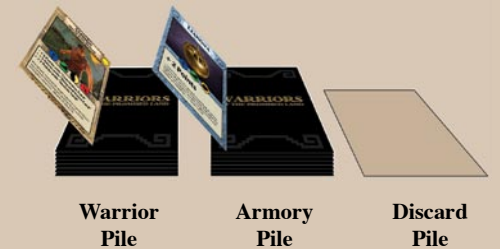
Getting Ready to Play

1. Separate the Warrior (gold-bordered) cards from the Armory (blue-bordered) cards and shuffle both decks.

2. Deal out both decks facedown so that each player has a deck of Warrior cards and a deck of Armory cards. Warrior cards should be on the left and Armory cards on the right in front of each player.

3. Each player now draws 3 cards from his/her Warrior pile and 3 from his/her Armory pile for a total of six in his/her hand.

4. Flip a coin, draw straws, or bicker amongst yourselves to see who goes first. Play will then proceed clockwise.



Game Play – Phase One: Prepare for Battle

1. Each player starts with a total of 6 cards (3 Warrior cards and 3 Armory cards).
2. The first player chooses a Warrior to play as his/her primary card (the chosen Warrior must have icons) and lays him faceup.
3. The player chooses another card from either his/her Warrior or Armory deck to bring the cards in his/her hand back up to six. (Note: The player no longer needs to have 3 Warrior cards and 3 Armory cards in his/her hand, but he/she must keep at least one Warrior in his/her hand at all times).
4. The other players each choose Warriors and draw new cards.
5. The starting player now lays another card (secondary card) facedown to the right of his/her Warrior, then draws a new Warrior or Armory card.
6. All players take turns laying down secondary cards and drawing new cards until someone announces a Call to Battle.
7. At anytime in the course of a Preparation round, a player can stop Phase One by saying, “Call to battle!” at the end of his/her turn. Players who haven’t laid down cards that round will do so, and Phase Two: Call to Battle begins.

Game Play – Phase Two: Call to Battle

1. The player who made the Call to Battle chooses another player (opponents do not need to be challenged in any particular order) and challenges him/her by saying, “Take up the sword!”
2. The player who made the Challenge then reveals the first facedown card on the right of his/her Warrior. His/her opponent does the same. Players continue this sequence with each secondary card, adding or subtracting points as they proceed.
3. The player with the most points wins the Challenge and takes his/her opponent’s cards in play—both primary and secondary. He/she places the captured cards faceup in a Discard pile to the right of his/her Armory deck. (Note: The winner of each Challenge normally captures only the cards immediately in play, not the cards in his/her opponent’s Discard pile, but exceptions may be found in the “Special Abilities” on certain cards.)
4. The winner then challenges another player, and that player reveals his/her secondary cards. The winner of this Challenge captures his/her opponent’s cards and challenges another opponent. This continues until all players have battled.
5. When all players have battled, they put their remaining cards (not including the cards in their Warrior and Armory decks) in their Discard piles, and game play returns to Phase One: Prepare for Battle. The winner of the last Challenge in the Battle round goes first in choosing a new primary card, and play proceeds clockwise.

Strategy Notes

- Play a primary card that gives you the most options to play cards you already have in your hand.
- You may want to lay down a primary card with few icons if you can make a chain to a Warrior with more icons. This allows you to hide the strength of your facedown secondary cards and lure a challenger to attack you early. If you defeat a

challenger early in the Battle round, you will have more opportunities to be a challenger yourself and capture cards from the players who have not yet battled.

- Don’t neglect to draw from your Warrior deck. Many Warrior cards have special abilities when played with certain other Warriors.

Additional Instructions

CHOOSING WHICH CARDS TO PLAY WITH A WARRIOR

After you lay down your primary card, your choices of which secondary cards to play and whether to draw Warrior or Armory cards will largely be determined by which Warrior you played, and which special abilities and icons he has. Whatever strategy you choose, the rules for card combinations are as follows:

Secondary cards need to have at least one icon that matches the icon of a Warrior card already played.



Example: If your primary card is “Abinadi,” you cannot play a “Sword” card (no matching icons).

MAKING A CHAIN

The icons of a secondary card don’t have to match the primary card’s icons if you have already laid down another Warrior that has the appropriate icons—you can create a Chain. To do this, link two or more Warriors together to give yourself a broader range of icon options.



Example: If you first play “Moroni” with the primary card of “Abinadi” (matching icons), then you can play the “Sword” card (matching icon with Moroni).

A Chain can only be made between Warrior cards. Armory cards cannot be used to make a Chain.



Example: If you played “Lehi” and the “Reinforcements” card (matching icons), you could not then play “King Lamoni” (matching icon with “Reinforcements” but not with “Lehi”).

USING RIGHTEOUS AND WICKED CARDS
“Righteous” Warriors and “Wicked” Warriors (as indicated by the yellow or red dot in the corner of the image) must be played with their own kind. “Wicked” Warriors cannot be played with “Righteous” Warriors and vice versa.

Any Armory card with a yellow or red dot in place of an icon may be played with any corresponding (Righteous or Wicked) Warrior card.

DISABLING CARDS

Some Armory cards allow you to disable an opponent’s card. If using such a card, the opponent must turn his disabled card 90 degrees. If the opponent wins the Challenge, he may return the disabled card to the upright position and the card is no longer disabled.



Winning and Losing

WINNING

The game may be played until one player holds all the cards and is declared the winner. If players decide to stop the game before that, players simply count up all their cards. The player with the most Warrior cards wins.

LOSING

At the end of a round, if any player can no longer bring the number of cards in his/her hand up to six or cannot play the cards that remain, he/she surrenders the remaining cards to the winner of the last Challenge of that round.