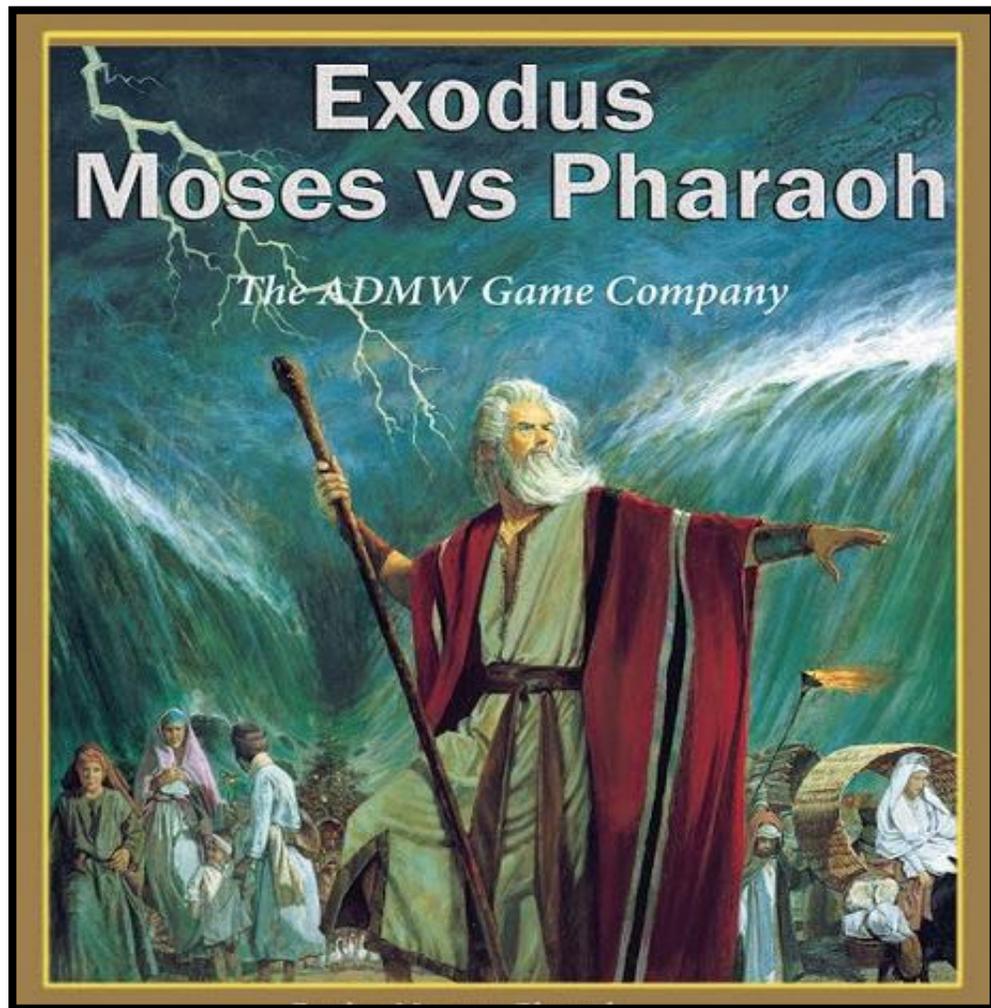


EXODUS

Moses vs Pharaoh

Rule Book



The ADMW Game Company

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1. INTRODUCTION: **Exodus: Moses vs. Pharaoh** is a 2-player game between Pharaoh and the Egyptians and Moses and the Hebrews.

2. GAME COMPONENTS: This game includes one 8-page rule book, two 6-sided dice, a 22" x 34" map, 54 cards, and 76 counters.

3. HOW TO WIN: The Hebrews' led by Moses must escape to Succoth, into the Red Sea, and then across the Red Sea to Sinai to win. Otherwise the Egyptians led by Pharaoh Ramses win.

4. PLAYING PIECES: Leaders are specifically named such as Aaron, Pharaoh, and Moses. Other pieces include the Angel of God, Egyptian Chariots, Hebrew Elders, initiative piece, magicians, etc.

5. GAME SET-UP: Lay out the map. Aaron, Moses, Pharaoh, and the Egyptian Magicians all start in the Egyptian Capital of Rameses. The Hebrew Elders and the Hebrews start in Bubastis in the land of Goshen. 600 Egyptian Chariots start in Memphis, 100 Chariots start in both Buhen and Baal-Zephon. Deal five cards each. The Egyptians may not move from Baal Zephon to Midian.

6. PREPARE TO PLAY: If more than one player wants the same side, they roll a 2d6 and the higher roll bids first. A player may bid Harden Heart points (+ or -) until an agreement is reached.

7. SEQUENCE OF PLAY: Each turn is divided into sub-parts.

First, each player randomly receives five cards. Second, cards are played one per side; the player with the initiative deciding who plays first. The Hebrew player starts the game with the initiative. As cards are played with each side taking a turn, plagues increase, Let My People Go increases, Pharaohs may harden his heart, and later moves are made. A player may only regularly play two cards in a row (not counting battle or response cards played as battle or response cards) once in one turn. Pharaoh may choose to save one card for the next turn if he was both the last player to play a card, and has the initiative at the end of the turn. He then gets one less card the next turn(s). This sequence repeats until the game has a winner. The Hebrew player may always save cards, but receives an equal amount of cards less until the excess cards are played. Otherwise, excess cards over one are discarded face up. Saved cards are put face down before any cards are played that turn.

Deal Cards (usually five each turn)

Play Cards (events, points, and movement)

8. STARTING POSITIONS: Aaron, Moses, Pharaoh, and the Egyptian Magicians all start in the Egyptian Capital of Rameses. The Hebrew Elders and the Hebrews start in Bubastis in the land of Goshen.

600 Egyptian Chariots start in Memphis. 100 Chariots start in Buhen and also in Baal-Zephon. Pharaoh may not move out of Rameses and to the Egyptian Chariots and mobilize them (place mobilize marker after Egyptians play any 3+ card) until after Moses, Aaron, the Hebrew Elders, and the Hebrew's themselves have moved first out of Bubastis.

9. CARDS: Each card has a point value from 1 to 5 and an event description with instructions for playing that card as an event. Play for points or the event. There are 54 cards. Cards are played to:

- Move Aaron / Moses / Elders with the Hebrews one space on any 2+ card, or move Pharaoh with or without his Egyptian Chariots equal to the cards' number value.
- Cause the cards event to occur (may not also use the # value).
- Battle cards may be played at the start of a battle (attacker first), and response cards may be played at any time.
- Use to roll on the Pharaoh's Heart then adjust Let My People Go row.
- A card is removed permanently from the deck after play as the event if it has the word remove on it.
- Per 20 points the Egyptians (not Hebrews) play on Harden Heart decrease Let My People Go row by 1 space.

10. MOVEMENT: Once 13 hits are reached on the Let My People Go row, Moses and Aaron are automatically placed with the Hebrews and Elders in Bubastis and they can then use any 2+ card to move to any one adjacent space. In order to win, they must eventually move to Succoth and then into (must play the Red Sea parted card) and across the Red Sea (the Red Sea counts as a space) to Sinai to win the

game. Once Pharaoh moves to any Egyptian Chariots and plays a 3+ card to mobilize them, they can then move equal to the cards' numerical value in order to catch up to and battle the Hebrews before escaping. To move across the Nile River requires the Egyptian Chariots to play any 4+ card; then stop. Pharaoh with the Egyptian Chariots can move the number of spaces per the card number they play. The Chariots will not move to Sinai under any circumstances.

COMBAT: If a battle takes place between the Hebrews and the Egyptians roll three dice for each 100 Egyptian Chariots and eight dice for the Hebrews. If the Egyptians double the Hebrew 6's they force them back into slavery and automatically win the game. Otherwise the battle is indecisive and both forces remain in the same space for now.

11. PLAGUES & PHARAOH'S HEART: The Hebrew player can play one card at a time at or above its' numerical point value, rather than for the event, in order to chronologically activate one effect of the Plagues. Once 13+ hits are reached on the Let My People Go row, Aaron and Moses are immediately placed with the Hebrew Elders and the Hebrews. All the Hebrews' are then allowed to, but may delay, exiting the land of Goshen via Bubastis to Qantas-Ismailia-Succoth-Red Sea-Sinai; by using any 2+ card to move one space.

12. EXAMPLE OF PLAY: The following is an example of play. It is the start of turn eight. After reaching 13 points Rameses heart has softened (Let My People Go), and the Hebrews, who have the initiative, decide to play the first card. The Hebrew's play a 1 card Spies as the event. The Egyptians play a 3 card Joseph's Bones as the event.

The Hebrew's play a 2 card Bricks Without Straw and move Moses, Aaron, the Hebrew Elders, and the Hebrews from Bubastis to Qantus. The Egyptian's play a 3 card Dust Storms and move Pharaoh from Ramses to Bubastis to Giza to Memphis (this card could have played as the event). The Hebrew's play a 4 card Heat Exhaustion and move Moses, Aaron, the Hebrew Elders, and the Hebrews from Qantus to Ishmailia. The Egyptians play a 4 card Chariot Wheels and mobilize their Chariots. The Hebrew's play a 3 card Egyptian Priests and move from Ishmailia to Succoth. The Egyptian's play a 2 card Crocodiles as the event and the Hebrew's must discard their last card, Extra Water. The Egyptians play their last card, a 5 card Joshua Fights, and move Pharaoh and 800 Chariots across the Nile River from Memphis to Amarna. In the future Pharaoh and his 800 Chariots move from Amarna to Heliopolis on a one card, a two card gets them to Heliopolis, a three card to Pithom, a four card to Succoth, and a five card into the Red Sea space (assuming it has been parted). But for now turn eight has ended. Five cards are dealt out to both sides. The Hebrew's have the initiative and will decide who plays the first card on turn nine. In order to cross from Succoth to Sinai through the Red Sea, which is itself a space, the Hebrews' must play the 5 card Moses Parts the Red Sea as the event.

Note: Players may choose to discard cards. If the Hebrews have already reached 13 spaces on the Let My People Go row, but have not yet left the land of Goshen. That is, they are waiting to try to get the Moses parts the Red Sea card prior to moving. Likewise, the Hebrews might discard cards if they have not reached 13 spaces on the Let My People Go row, but their card's point number is too low to activate a plague roll on the Pharaoh's Heart Chart to increase the let My People Go row.

14. CREDITS:

Visit the website www.ADMWgames.com or e-mail

ADMW@cox.net With Questions & Orders:

Tournaments:

May be played face-to-face, annually at the World Board Gaming Championships, ConsimWorld Expo in Tempe, AZ, on-line through Warhorse Simulations / ACTS, or in any other agreed venue.

Play Testers:

Thanks to Zac Albright, Allen Councilman, Angelo Abruzzese, Curtis Conrad II, Michael, Jennifer, Rachael, and Warren Day, Eilis Kramer, Austin, Chris, Lindsey, and Roderick Lee, Bruce Monin, Steve Newkirk, David Sherwood, Chris Treadwell, and David Wolff.

Game Designer: Michael Day

Play Tester Manager: David Sherwood

Computer Artist / Graphics: Angelo Abruzzese

Tournament / Shipping Manager: Warren Day

15. COMMON SENSE:

If a card requires 1-3 of something, then roll a d6:

1-2 = 1 3-4 = 2 5-6 = 3

If a card requires 1-2 of something, then roll a d6:

1-3 = 1 4-6 = 2

16. CHARTS AND TABLES:

Plagues

Card #	Plague	Type
1	1 st	Water to Blood
1	2 nd	Frogs
2	3 rd	Dust to Lice
2	4 th	Flies
3	5 th	Livestock Die
3	6 th	Boils
3	7 th	Hail and Thunderstorms
4	8 th	Locusts (-1)
4	9 th	Darkness (-2)
5	10 th	Firstborn (-3)

On the last three plagues the Egyptians suffer a negative die roll modifier

Pharaoh's Heart Chart

Die Roll	Result
1	3 hits
2-3	2 hits
4-5	1 hit
6	No effect