

PROPHECY

AIM OF THE GAME

The first player to fulfill three Prophecies wins the game. However, if all Four Horsemen are revealed, The Apocalypse is unleashed upon the world and both players lose the game!

COMPONENTS

12 Prophecies

1 Favour marker

36 Cards in four suits:
Grails, Coins, Staves and Swords

4 Horsemen of The Apocalypse



I LOOKED, AND THERE BEFORE ME WAS A WHITE HORSE!
ITS RIDER HELD A BOW, AND HE WAS GIVEN A CROWN,
AND HE RODE OUT AS A CONQUEROR BENT ON CONQUEST.

SETUP

- Step 1: Shuffle the Prophecies face-down and place three face-up between the players, with the card slots facing each player. Shuffle The Four Horsemen and place them face-down in four piles (The Four Piles).
- Step 2: Sort the 12 Royal cards (4-6 from each suit) into their suits. Place the cards face-up in each of The Four Piles in the following order: 6, 5 and 4 on top of each other:



Each of the piles contain a face-down Horseman and three face-up suited cards, ordered by value.

- Step 3: Sort the remaining Standard cards (1-3 from each suit) into two matching starting decks of 12 cards each: 1-3 of Grails, 1-3 of Coins, 1-3 of Staffs and 1-3 of Swords. Each player then shuffles his starting deck into a face-down draw pile.
- Step 4: The players draw a starting hand of four cards from their draw pile. Flip the Favour marker to determine who will take it and become Favoured. The Favoured player starts.

THEN ANOTHER HORSE CAME OUT, A FIERY RED ONE
ITS RIDER HAD POWER TO TAKE PEACE FROM THE EARTH AND
MAKE MEN SLAY EACH OTHER. HE WAS GIVEN A LARGE SWORD.

HOW TO PLAY

Play: Play a card from your hand at a Prophecy and resolve its effects immediately. You may choose to pass your turn instead.

Draw: At the end of each turn, Draw up to a hand of four cards from your draw pile.

FULFILLING A PROPHECY

Whenever a player has placed a card in all four card slots on his side of a Prophecy, the opponent has his next turn to choose to respond, by playing at that Prophecy. The player with the highest total card value on his side fulfills the Prophecy:

- 1: Discard all cards at the Prophecy.
- 2: Winning player takes the Prophecy card.
- 3: Resolve the effects of the Prophecy, if able.
- 4: Losing player takes the Favour marker.

If less than three Prophecies are in play, draw a Prophecy and place it face-up between the players.

The Favoured player starts the next round.

Below, both players have have a total value of 8. The Favoured player wins this Prophecy:



THEN BEFORE ME WAS A BLACK HORSE ITS RIDER HOLDING A PAIR OF SCALES. HIS VOICE WAS HEARD: 'A QUART OF WHEAT FOR A DAY'S WAGES, DO NOT DAMAGE THE OIL AND WINE!

SPECIAL RULES

- In case of ties during play, the Favoured player wins.
- Discarded cards are placed face-up in a discard pile.
- Whenever you must draw from an empty draw pile, shuffle your discard pile into a new draw pile, then draw from the top.
- 'Buy a card' refers to choosing a card from the top of *The Four Piles* and taking it into your hand. A player may not buy from the same pile twice in his turn.
- A Prophecy can only be fulfilled if it has four filled card slots on either side - for instance, it is possible to cause a Prophecy to become unfulfilled by playing a Sword.
- If you cannot play any cards, you must pass your turn.
- It is possible to chain card effects - for instance, playing a Grail to 'draw a card and play a card' which is another Grail to 'draw a card and play a card' creates a chain of effects and continues until the player is not able to play any more cards. Then his turn ends.
- It is *not* possible to buy, play or remove The Four Horsemen from play. However, if the game causes cards to be put on top of a revealed Horseman, that Horseman's effect is not in play until it is revealed again.

CREDITS

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I LOOKED, AND BEFORE ME WAS A PALE HORSE! ITS RIDER WAS
DEATH. HE WAS GIVEN POWER TO KILL BY SWORD, FAMINE
AND PLAGUE, AND BY THE WILD BEASTS OF THE EARTH.