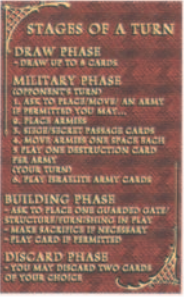


SOLOMON'S TEMPLE (LITE GAME)

Because of the complexity of the game, I have created a shorter version. This version takes out the military actions.

Divide up both decks. Separate each deck into nine stacks of cards (shown below). Some cards will need to be removed from the game. Then shuffle up the remaining cards. This will be your draw pile.



TURN CARD
(1 CARD)

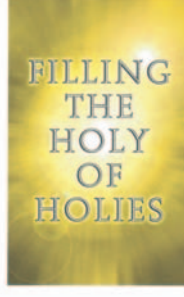
Keep this card for reference.

You will NOT be using the MILITARY PHASE.




GOOD CARDS
(27 CARDS)

Remove the following 9 cards from the game:
- Israelite Army (3), Ezekiel (1), Jeremiah (1), Isaiah (1), King Solomon (1), King David (1), Scapegoat (1)



FILLING THE HOLY OF HOLIES CARDS
(1 CARD)

Keep this card for your deck.



BUILDING CARDS
(5 CARDS)

Keep all 5 cards for your deck.




FURNISHING CARDS
(12 CARDS)

Keep all 12 cards for your deck.



OFFERING CARDS
(12 CARDS)

Keep all 12 cards for your deck.




ENEMY CARDS
(19 CARDS)

Remove all 19 cards from the game.



SIN CARDS
(14 CARDS)

Keep all 14 cards for your deck.



GATE CARDS
(8 CARDS)

Remove all 8 cards from the game.

Be the first to complete your temple to win!

DRAW PHASE

- After shuffling your deck, draw eight cards. On each subsequent turn you will draw your hand back up to eight cards.

Priests, Altars and Sacrifices: Having a priest and an altar in play is **VERY IMPORTANT!** You may lay down priest and altar cards any time you like, as often as you like. When you have both in play you may play sacrifices. Sacrifices let you do different things that help you, like allowing you to change cards in your hand or stop the effect of sin cards played against you.

BUILDING

You are allowed to add one piece of the building or furnishing to your board per turn. The building piece must be added before furnishings can be added. (For example: You need to have the *Holy of Holies* in play before you can add *Ark of the Covenant* to the board.)

Sin Cards: Sin cards prevent a player from adding any cards to their temple during their turn. When a player wants to add a card to their temple, their opponent tries to stop them by playing a sin card. Only a *Burnt Offering* sacrifice will stop the sin card. If no *Burnt Offering* is played, the player loses their turn. *NOTE: Some sin cards have special abilities. Read them carefully!*

DISCARD

When your turn has ended, you may discard two cards. Be sure **NOT TO DISCARD** a Building or a Furnishing!

WINNING

Once you have completely built the temple, play the card *Filling the Holy of Holies* and you win the game!