



# PROPHETEERS

The Game of Faith, Money, and Power

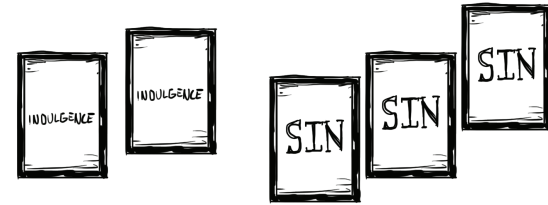


## Become the face of a new megachurch!

Build an evangelical empire and milk your flock of their cash to fuel your rock star lifestyle. Sex, drugs, money, and power can all be yours, through the power of Christ!

## Setup

I. Each player picks a color and takes 2 **Indulgences** and 3 **Sins**.



II. Going counter clockwise, each player places a **Megachurch** in any empty state excluding Hawaii and Alaska.



III. Going clockwise, each player places a **Church** in any empty state excluding Hawaii and Alaska.



IV. Pick 10 **Acts Of God** cards and set them aside. They will not be used in the game. (you may set fewer aside for a longer game, or more for a shorter game)



## Play

Players take turns going clockwise around the table.  
During your turn, perform actions in the following order.  
You may use **Indulgence** cards at any time during your turn.

**I.** Collect money from **Churches**, **Megachurches**, and **Creation Museums**.



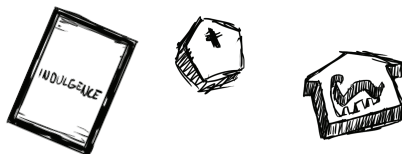
**II.** Place followers gained from **Megachurches** and **Broadcast Towers**.



**III.** Move your **Missionary**, if you have one. (See Units for details).

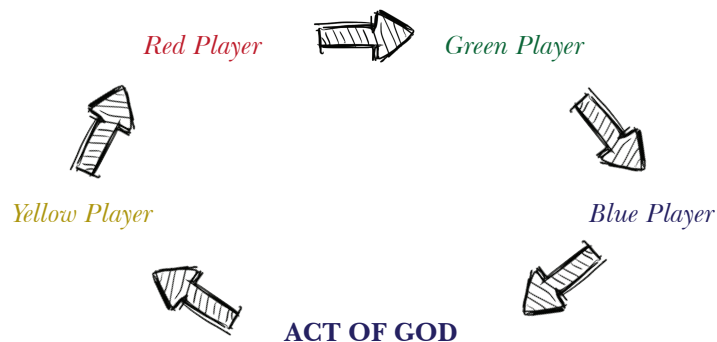


**IV.** Build units and buy **Indulgence** cards. Except for **Missionaries**, there may only be one unit in a state at a time.



## Acts Of God

Once each player has taken a turn, the next player starts their turn by revealing an **Act Of God**, which may have positive or negative effects for some or all players. The player who drew the **Act of God** will then always begin their turn by revealing an **Act of God**.



## Ending the Game

When the last **Act Of God** has been revealed, the final round begins. At the end of the final round, all players take turns going counter clockwise playing any unused **Indulgence** cards they may have without revealing their **Scandals**. After that, whoever has earned the most **Victory Points** is the winner. **Victory Points** are found on **Sin** cards, **Bonus** cards, and some **Indulgence** cards called **Scandals**.



## the Private Investigator

Players may investigate each other with the **Private Investigator** card.

**I.** The investigator declares who they are investigating and for what type of scandal. There are four types of scandal; **Money Scandals, Drug Scandals, Political Scandals,** and **Sex Scandals.**



**II.** If that player has any scandals of the chosen type they must confess.

**III.** Either player can then offer a deal to keep the card hidden. The target of the investigation can trade anything, including **Units, Money, and Indulgences.**

**IV.** If an agreement can't be reached, the target must reveal all of their scandals of the chosen type, losing all associated **Victory Points.**

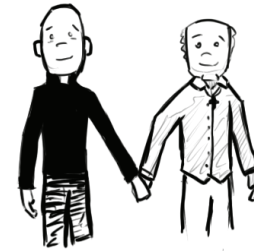


## Bonus Cards

If a player has a unit in every state in a region, excluding the **Missionary**, they get the **Bonus** card for that state. Some **Bonus** cards only grant **Victory Points**, but others grant valuable powers. If a player loses control of a region, they lose the associated **Bonus** card. Note that Alaska and Hawaii both take 2 units to control.

## Scandals

Scandals (all **Sins** and some **Indulgences**) must be kept secret until the end of the game. If a scandal is revealed before then, the player no longer gets any victory points on the revealed card. There are four types of scandal; **Money Scandals, Drug Scandals, Political Scandals,** and **Sex Scandals.**



## Indulgence Cards

During your turn, you may pay 3 zillion dollars to draw three **Indulgence** cards, keep one, and place the other two at the bottom of the deck.

## Units



### Follower

Followers can be upgraded to most other units, and are produced by **Mega Churches** and **Broadcast Towers**.



### Church

You may upgrade a **Follower** to a **Church** for 3 zillion dollars. They produce 1 zillion dollars per turn and can be upgraded to **Mega Churches**.



### Megachurch

You may upgrade a **Church** to a **Mega Church** for 6 zillion dollars. They produce 2 zillion dollars and a **Follower** in an adjacent state each turn.



### Creation Museum

You may upgrade a **Follower** to a **Creation Museum** for 6 zillion dollars. They produce 3 zillion dollars each turn.



### Broadcast Tower

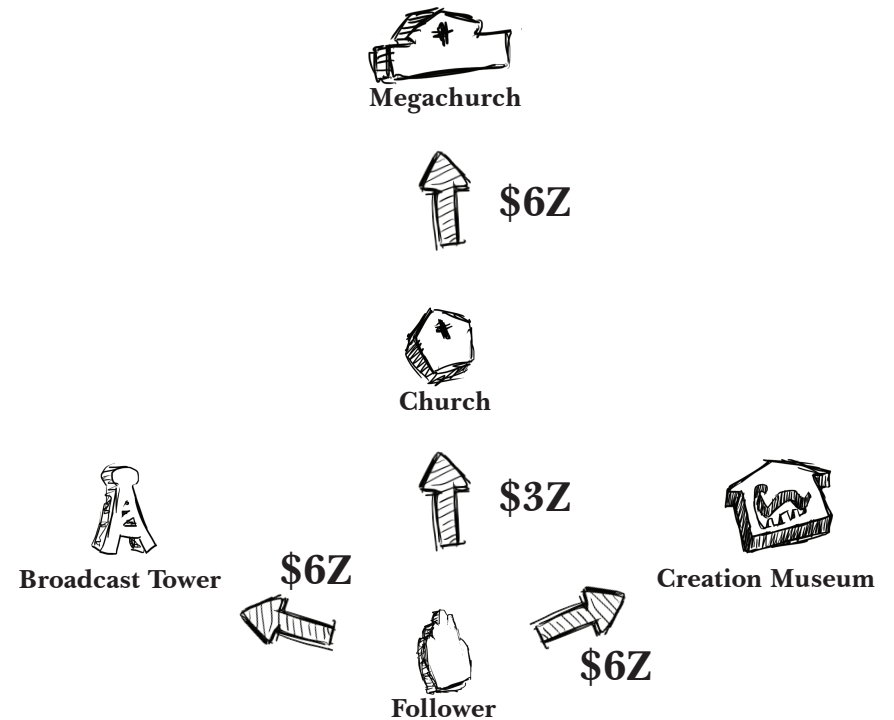
You may upgrade a **Follower** to a **Broadcast Tower** for 6 zillion dollars. They produce one Follower in any state each turn.



### Missionary

**Missionaries** can be built with **Indulgences** or **Book in a Cave**. When you build a **Missionary**, you may place it in any state with a **Church** or **Megachurch** you control. Each turn after it has been built, you may move the **Missionary** one state at a time. If the **Missionary** enters a state with an opponent's unit, that unit is downgraded (a **Megachurch** becomes a **Church**, and a **Church**, **Broadcast Tower**, or **Creation Museum** becomes a **Follower**, **Followers** are removed) If the **Missionary** leaves an otherwise unoccupied state, you may place a **Follower** in that state.

## Upgrade Tree



## Game Pieces



**Megachurch**  
×24



**Church**  
×48



**Broadcast Tower**  
×12



**Missionary**  
×4



**Follower**  
×64



**Creation Museum**  
×12



**Acts Of God**  
×20



**Indulgence Card**  
×60



**Sin Card**  
×12



**Bonus Card**  
×12



**Money**  
×12



## Credits

**Game design, graphic design and illustration:** Nick Crockett

**Playtesters:** DMA 157A spring '12 class, UCLA Game Lab, Christy Forte, Jonathan Arano, Alec Moore, Greg Golden, Mitch Lee, Andrew Mai, Kevin Ellis, Ben Menzies, Zach Dellis, and Jackson Crockett.