

# Ierusalem

A game by Carmen García Jiménez. Condensed rules for 3-4 players by Eric Postpischil, <https://edp.org>.

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## Introduction

Get your Followers to the Last Supper, as close to Jesus and the Apostles as you can. Use cards to acquire resources, sell resources, recruit Followers, go to the Last Supper, and perform other actions.

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## Setup

Put the main board on the table with the side marked with 1/2 meeple near bottom right facing down.

Put Jesus in the center of the Last Supper table.

Put the Apostles in their matching color spots in the Visit the Apostles section, near the middle of the board top.

Set up the Location symbols in the Visit the Apostles section:

- First game: Use the printed symbols. Later: Randomly put 9 of the 15 Location tiles over the printed ones.

Group the Parable tiles by type (I to VII). With 3 players, remove the 3-VP tiles. Stack face-up in VP order, highest on top, on their designated spaces near the bottom of the board.

Randomly put the 6 Sanhedrin's Judgment tiles face-up on their marked spaces along the right of the board.

- (Do not use the Sanhedrin's Judgment tile with the 1/2 meeple icon.)

Put the Sanhedrin marker on the bottom space of the Sanhedrin track along the right of the board.

Shuffle the 20 Mahane cards. Stack facedown on marked space near top-left of board. Deal 2 face-up to right.

- (Do not use the cards with a Friendly Follower icon, seen on rules page 6, step 6. They are for 1-2 player games.)

Shuffle the 10 XXXIII A.D. cards. Stack facedown on marked space, left of board center.

Give each player 1 Offering counter, to be put into their Camp/Warehouse, and set the rest aside as a supply.

- Tip: Put by Last Supper table to remind players they can take an Offering when sending a Follower.

Give each player 1 each of Stone, Bread, and Fish, to be put into their Camp/Warehouse, and set the rest aside.

- Tip: Put these supplies by their associated Locations: Stone by Desert, Bread by Mountain, Fish by Lake.

With 3 players:

- Put Followers of the unused color in Last Supper spaces shown with green on rules page 7: The 5 leftmost spaces in the row just above the table, the 1 top-left table corner, and the 3 rightmost spaces in the lowest row of 8.
- Cover 2 squares in each of the Desert, Mountain, and Lake Locations with a Blocked Location tile.

The start player is the player who most recently did somebody a favor. Or choose randomly.

Put the score marker of player 1/2/3/4 on score track space 1/2/3/4.

Give 4/5/6/7 Denarii to player 1/2/3/4. Set the rest aside. (Money is held aside, not put into the Camp/Warehouse.)

Put the Favors Fulfilled marker (disk) of each player on the Favor track start space (below center of board).

Randomly put 1 Follower of each player in a corner space (marked by a white diamond) at the Last Supper table.

Give each player:

- the player board and the deck of 10 starting cards for their color (second circle from the right at top),
- 1 Help card for 3- or 4-player games (useful for action icons not shown in these condensed rules),
- 1 Blocked Warehouse tile to cover the bottom single space of their Camp/Warehouse on the right of the board,
- 1 Illumination tile to put on its matching space at the top-left of their board,
- 8 Favor markers of their color, to be put Favor side (light) up by their board, and
- 14 Followers of their color.

Each player:

- puts 10 Followers in their Camp/Warehouse (along with the Stone, Bread, Fish, and Offering), 1 in each of the Desert, Mountain, and Lake grids, and another 1 in their choice of those grids, and
  - shuffles their cards, stacks them facedown left of their board, and draws 5 for their hand.
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## Notes

Player money and Favor markers are public.

VP in a yellow pentagon score immediately, in a green circle when you visit an Apostle, purple triangle at game end.

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### Play

Take turns clockwise. At the end of the player's turn (not round) in which the Sanhedrin marker reaches its last space or a player has all 15 Followers at the Last Supper, the game ends.

If all 12 Apostles are seated at the Last Supper table, advance the Sanhedrin marker at the start of each player's turn. On each turn, do the four steps below in order.

#### ***Either Play One Card Or, Once Per Game, Use Your Illumination Tile***

##### **Play a card:**

Play card from your hand to any of the 3 columns of your board (no constraints but the choice has consequences):

- Stagger cards so the Location symbols are visible.
- Perform the top-left Location action on the card and then the action(s) shown at the bottom, left to right.
  - Each action except Meeting of the Sanhedrin is optional, but they must be done in order.

##### **Use your Illumination tile:**

- Use the benefit of any Apostle, as when visiting (below), without moving an Apostle. There does not need to be an Apostle of your chosen type at the Last Supper, except the ability of the orange Apostles requires that.
- Turn your Illumination tile over or remove it from the game.
- You may not use your Illumination tile when all Apostles are seated at the Last Supper table.

#### ***Optionally Visit One Apostle***

You may visit an Apostle in a column whose Location symbols match a column on your board, in order.

- Location symbols on Favors you have received may be inserted anywhere in a column to complete a set.
  - You may use 3 Favors with no cards.
- There may not be any excess cards in the column. (Cards present plus Favors used must be exactly 3.)
- You may visit an empty column. You do not move an Apostle or receive appreciation, but you still score card VP.

Move any Apostle from the matching column to a seat at the Last Supper table, facing it. When the 12<sup>th</sup> is seated:

- Remove all Sanhedrin's Judgment tiles from the Sanhedrin track. They will no longer score.
- Illumination tiles may no longer be used.
- At the start of each player's turn, the Sanhedrin marker will advance.

Immediately receive the appreciation of the Apostle you seated:

- Purple: You may perform a Be Invited to the Last Supper action.
- Orange: Score Followers for the Apostle as at game end.
- White: You may swap one of your Followers at the Last Supper with another player's, with no cost or reward.
- Judas: Gain 5 Denarii.

Score the Apostle VP shown in green circles on the cards you used. Discard the used cards.

- Put a Mahane or XXXIII A.D. card at the bottoms of its deck. Put yours in a discard pile right of your board.

Remove any used Favor markers from the game.

#### ***Optionally Purchase One Mahane Card***

Pay 2 Denarii to draw a face-up Mahane card or the top of the deck. Add it to your hand.

- Immediately replace a taken face-up card from the deck.

#### ***Discard Excess and Refill Your Hand***

If you have more than 5 cards, discard to 5.

- Put a Mahane or XXXIII A.D. card at the bottom of its deck. Put yours in a discard pile right of your board.

Draw cards from your deck until you have 5 in your hand.

- When you need to draw and your deck is empty, shuffle your discards.

If your Followers, Stone, Bread, Fish, and Offerings do not fit in your Camp/Warehouse, discard your choice of Stone, Bread, and Fish until they fit.

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## Sanhedrin

When the Sanhedrin marker moves to a Sanhedrin's Judgment tile, the player who caused the movement scores full and other players score half, rounded down, according to the icon on the tile:

- Listen to a Parable: 1 VP per Parable tile the player has.
- Offering: 1 VP per Offering the player has.
- Stone, Bread, and Fish: 1 VP per resource (Stone, Bread, or Fish) the player has.
- Call a Follower: 1 VP per Follower the player has in the Desert, Mountain, and Lake, total.
- Do a Favor: 1 VP per Favor the player did (marked on the Favor track).
- Go to the Last Supper: 1 VP per Follower the player has at the Last Supper.

## Actions

**Market Location or Go To Market:** Either buy 1 Mahane card for 1 Denarius or buy and/or sell as many resources as desired at the rates 2 per Stone, 3 per Bread, or 4 per Fish.

**Desert Location:** Gain as many Stone as you have Followers in the Desert.

**Mountain Location:** Gain as many Bread as you have Followers in the Mountain.

**Lake Location:** Gain as many Fish as you have Followers in the Lake.

**Temple Location or Go To Temple:** Recruit as many Followers from your Camp/Warehouse as you desire:

- Pay the bank 1 Denarius to move a Follower to an empty space in the Desert, 2 to Mountain, or 3 to Lake.
- Or pay another player the cost above plus 1 extra to the bank to put your Follower in a full Location, bumping theirs. (The other player need not fit the Follower in their Camp/Warehouse until the end of their next turn.)
- You may not have more than 3 Followers in a Location.

### Listen to a Parable:

Take the top tile of the next Parable stack you do not yet have. Score the VP shown in the top right of the tile. You must have at least as many Followers at the Last Supper, including the initial corner one, as the Parable number. Put it in the leftmost empty space of your Parable track. Gain the space's reward, if any.

### Go to the Last Supper:

Take a Follower from the Location where you have the most Followers. If tied, you may choose.

Pay the row cost and the column cost of a space in the Last Supper area. Put your Follower in the space.

- The 2 top, 2 bottom, and 4 corner (marked with diamond) spaces have no row cost, just a 2 Fish column cost. If the space shows a Meeting of the Sanhedrin, perform that action. If it shows a reward, you may gain it.

**You may take an Offering from the supply and put it into your Camp/Warehouse.** (This is easily overlooked.)

- This is free and gives 1 VP at game end and in one Sanhedrin's Judgment but permanently occupies a space.

**Be Invited to the Last Supper:** This is identical to Go to the Last Supper except you do not pay any cost.

### Do a Favor:

Give 1 of your Favor markers to a player of your choice. The other player:

- gains the benefit shown on the marker, if possible (for example, Followers may be unavailable),
- may hold resources outside their Camp/Warehouse until the end of their next turn, and
- keeps the marker Location side up (for possible future use to visit an Apostle).

Draw an XXXIII A.D. card and add it to your hand.

Advance your Favors Fulfilled marker and score the VP it shows. Also:

- At space two, remove your Blocked Warehouse tile, making a new space available. At space four, gain 2 Denarii.

### Call a Follower:

Move 1 Follower from your Camp/Warehouse to any empty space in the Desert, Mountain, or Lake for free.

- You may not have more than 3 Followers in a Location. You may not displace another Follower.

### Change Places (Move, not Swap):

Move 1 of your Followers at the Last Supper to an empty Last Supper space for free.

If the space shows a Meeting of the Sanhedrin, perform that action. If it shows a reward, you may gain it.

**Receive Denarii:** Gain 1 Denarius.

**Obtain Stone:** Gain 1 Stone.

**Obtain Bread:** Gain 1 Bread.

**Obtain Fish:** Gain 1 Fish.

**Redistribute:** Rearrange all the cards on your board as you desire. Optionally discard up to 3.

- If you match an Apostle column, you may visit an Apostle in the next step of your turn.

**Meeting of the Sanhedrin:** Advance the Sanhedrin marker 1 space. See the Sanhedrin section above for its effects.

**Draw Mahane card:** Draw a face-up Mahane card or the top of the deck. Add it to your hand.

- Immediately replace a taken face-up card from the deck.
- You may still purchase a Mahane card in the third step of your turn.

**Draw XXXIII A.D. card:** Draw the top card of the XXXIII A.D. deck. Add it to your hand.

## Game End

To VP earned during the game, add 1/3/6/10/13/15/18 for listening to 1/2/3/4/5/6/7 Parables.

Each Follower at a corner beside an Apostle or immediately behind an Apostle scores its player the Apostle's value.

- 4 for purple, 5 for orange, 6 for white, -5 for silver Judas.

Each Follower further behind an Apostle scores its player 1 less in magnitude for each additional space it is away.

- A Follower immediately behind Judas scores -5, and the next back would score -4 and then -3.

Add 1 VP for each Offering a player has in their Camp/Warehouse.

Add 5 VP if a player still has their Illumination tile.

Ties go first to a player who has their Illumination tile and then to one who did more Favors. Further ties are shared.

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## Reference

### Player Cards

Player decks have the same Location and Follower actions in different combinations. Each card has:

- 1 of Market (2), Desert (2), Mountain (2), Lake (2), or Temple (2).
- 1 of Do a Favor (3), Listen to a Parable (3), or Go to the Last Supper (4).
- 1 of Stone (1), Bread (1), Fish (1), Meeting of the Sanhedrin (1), or nothing (6).

	Red	Yellow	Green	Blue
Market	Last Supper	Stone + Last Supper	Favor	Fish + Parable
	Parable	Parable + Meeting	Last Supper	Last Supper
Desert	Parable	Last Supper	Parable + Meeting	Bread + Last Supper
	Bread + Last Supper	Favor	Bread + Last Supper	Favor
Mountain	Favor	Favor	Favor	Stone + Last Supper
	Fish + Parable	Fish + Parable	Stone + Favor	Favor
Lake	Favor	Parable	Last Supper	Favor + Meeting
	Stone + Last Supper	Last Supper	Parable	Parable
Temple	Favor + Meeting	Last Supper	Last Supper	Parable
	Last Supper	Bread + Favor	Fish + Parable	Last Supper

### Mahane Cards

Market	Favor + Temple
	Parable + Temple
	Last Supper + Denarius
	Mahane + XXXIII A.D.
Desert	Parable + Denarius
	Last Supper + Meeting
	Mahane + Meeting
	XXXIII A.D. + Call Follower
Mountain	Parable + Meeting
	Call Follower + Redistribute
	Last Supper + Market
	Market + Temple
Lake	Call Follower + Denarius
	3 VP + Last Supper
	Favor + Denarius
	3 VP + Call Follower
Temple	Favor + Redistribute
	XXXIII A.D. + Market
	Mahane + Last Supper
	3 VP + Redistribute

### XXXIII A.D Cards

Market	Bread + Invited + Meeting
	Fish + Change + Meeting
Desert	Bread + Invited + Meeting
	Fish + Change + Meeting
Mountain	Stone + Invited + Meeting
	Stone + Change + Meeting
Lake	Fish + Invited + Meeting
	Bread + Change + Meeting
Temple	Stone + Invited + Meeting
	Bread + Change + Meeting