



Gog was only 13 years old when he escaped from bondage in Egypt. The desert instilled in him a spiritual resilience, for in his heart clung to the hope that one day he would possess his own piece of land. He found his way to the land of Canaan, by the young age of eighteen, he was unanimously chosen to lead the Jebusite people. Within less than a year, many lands had fallen into his grip.

At thirty, he sat on a mighty throne as ruler of all seven peoples of Canaan. Many thousands lived in fear under his reign. His rule extended from the Mediterranean Sea to the Jordan River. His sharp hawk eyes could detect theft and rebellion, his fearless and brave heart conquered everything in his path, his hands were quick to shed blood. His body, made of steel, was immune to any harm. Tens of thousands bowed down before him like shivering carpet fibers.

All that he desired was obtained either by the sword or through clever trickery. His skin was thick like reptilian scales, his height towering, and his body quick and fast despite its heavy weight. It was often said that he was half man and half beast. His mind was as sharp as his sword and every warrior wanted to join his ranks. Gog was renowned as the only undefeated ruler in the chronicles of all nations since the dawn of time.

Gog reigned for forty whole moons, ruling with an iron fist and showing no mercy ever since the day he decided to conquer the land across the Jordan River. He enlisted fifty thousand skilled fighters hungry for battle. His soldiers prepared arrows, swords, spears, bayonets and lances. They wore heavy body armor. They had three hundred iron carriages, three thousand horse-drawn chariots.

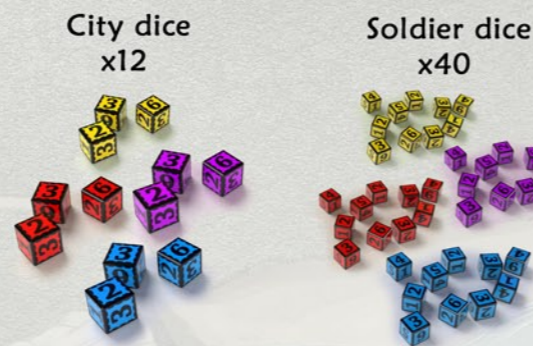
After three days of journey, they camped for a brief evening rest before attacking in the darkest hour of night. And when the ram's horn cried, his army was assembled for the attack but Gog's tent was empty. Gog was gone.

The chieftain of war, declared war in absence of their leader. The battle was fierce, lasting seven long days. In the end, the bountiful land fell into the hands of Gog's men. After ten days, at dawn, Gog appeared holding five scrolls signed with the king's seal.

And Gog said: "I am Gog and I renounce my throne! There will be no more war in the land of Canaan. I will bury the scriptures, and the man who finds the five written scrolls will be anointed by me to rule as king of Canaan. And if any man wages war on his brother, I will send an angel of retribution to displace and destroy all belligerents. For God has appeared before me and thus commanded me!"

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Winning the game

Battle of Gog is played over a series of rounds until at least one of the three winning conditions have been achieved by any player:

- 1) Variant 1: Conquering all other player's cities.
 - Variant 2: Conquering the last city of any of the players.
 - 2) Placing a soldier at each of the 4 corners of the map. A city in the corner considered a soldier.
 - 3) Obtaining all 5 Scrolls.
- The game ends immediately as one of these conditions is met.

Game setup

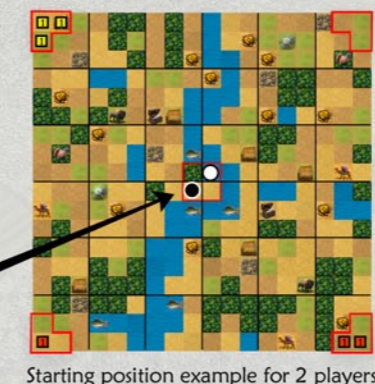
In Battle of Gog, the bottom of the box is used as the game board.

- 1) Open the box and remove all components and the black foam separator (leave the plastic tray inside).
- 2) Close the box back and flip it over - that is the game board.
- 3) Shuffle the map tiles and place them face down.
- 4) Shuffle the treasure and ability cards separately and place them face down near the game board in 2 decks.
- 5) Set the barn cards and the resources near the game board.
- 6) Each player chooses a color to play, taking all the respective dice and an aid card.
- 7) Each player chooses a corner of the board to start from (in 2 player's games, each player chooses two corners).
- 8) Randomly determine the first player.
- 9) Starting with the first player and going clockwise, each player takes one map tile and places it according to the following rules:
 - Within the grid marked on the board.
 - If the tile has water slots, it must be placed so the water slots is touching another tile's water slots (not diagonally). If such a thing is not possible, ignore this rule. This continues until the entire map is assembled.



- 10) Each player places 3 level one soldiers on the 3 slots nearest to their corner (in 2-player's games, players can distribute their 3 soldiers among their two corners as they see fit).

The starting player places Gog and the Angel on 2 of the 4 slots at the center of the map in whatever way they decide.



Starting position example for 2 players

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Playing the game

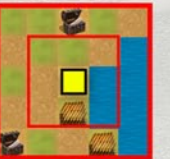
Battle of Gog is played turn by turn, starting with the first player and continuing clockwise until a winning condition is met. The active player follows 4 phases in the following order:

- 1) Gathering and trading resources
- 2) Buying upgrades
- 3) Playing treasure cards
- 4) Rolling the dice

In the first few turns of the game, there will be no cities, so no resources can be collected. Hence, skip the first three steps and go to phase 4 - Rolling dice.

Phase 1 - Gathering and trading resources

After a player has founded at least one city, that player begins collecting resources each turn in this phase. There are 3 types of resources you can get from the map's slots: gold, food or wood. Level 1 cities have a 3X3 gathering area and level 2 or above cities have 5X5 gathering area around them.



All connected forest slots (including diagonals) are considered just as one wood source. Any resource located in the gathering area of 2 or more friendly cities at the same time will only count as one resource.

Resources from slots outside the gathering area and occupied by friendly soldiers are gathered as well. Soldiers occupying a slot within the enemy gathering area will collect the resource and prevent the enemy player from collecting it.

All eligible resources must be collected during this phase. A player may never have more than 5 resources of each type (unless they have an upgraded barn card, increasing the limit to 6 or 7 respectively).



Phase 2 - Buying upgrades

The active player can spend resources as following:

- Buy a soldier = 2 food (must be placed next to a friendly city)
- Upgrade a soldier to Level 2 = 2 wood
- Upgrade a soldier to Level 3 = 2 gold
- Upgrade a soldier to Level 4 = 2 food
- Upgrade a soldier to Level 5 = 2 wood
- Upgrade a soldier to Level 6 = 2 gold
- Upgrade a city = 2 food + 2 wood + 2 gold
- Upgrade barn to 6 or 7 = 2 food + 2 wood + 2 gold
- Buy a scroll = 5 gold
- Buy an ability card = 2 food + 2 wood + 2 gold (or 1 scroll)

A high-level soldier can be purchased according to the total price of all levels in one purchase, for example: a player can buy a level 3 soldier for 2 Food + 2 Wood + 2 Gold.