RULES

Gospel

The Game™

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1. Getting Started

Welcome to **Gospel: The Game™**. We are excited to bring this spirit filled game to you. We are also excited that you have chosen to play this game. Over the next couple of pages, we will tell you how to play the game with the cards found in this starter deck. The remainder of the book will discuss the rules for **Gospel: The Game™** in depth. Use this portion of the rules to answer questions that come up during your game.

> Note:
> You'll notice that the number seven comes up a lot (i.e. seven stages, card types, etc.). This is because seven is a common number in scripture (i.e. seven days, bowls, trumpets, etc.).

1.1 Setup

The setup of the game is fairly straight forward. Inside the starter kit you should find the following:

1. One complete Faith/Love Players Deck.
2. One complete Prayer/Purity Players Deck.
3. Two complete sets of 20 Adversity Decks (one to go with each Players Deck).

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4. 10 use counters.

There is one other item you need. It is something (i.e. piece of paper, dice, etc.) to note your Spiritual Growth throughout the game since this will determine who wins the game. It is also important that whatever you use, be clear and legible and placed openly somewhere on the playing field. As any time throughout the game your opponent may ask at what level you are presently at in your Spiritual Growth. The first player to reach Spiritual Maturity (i.e. 33 points on your Spiritual Growth Meter at the end of any turn) wins the game.

To begin, take both Adversity decks and shuffle them together (you can sort out whose is whose after the game) and place this deck in the middle of the playing field. Next sort through your deck and take out one of each of the spiritual resources in the deck (i.e. 1 Faith and 1 Love for the Faith/Love deck, and 1 Prayer and 1 Purity for the Prayer/Pure deck). Place these cards face up in front of you in your playing field which is referred to as your Sphere of Influence (or sphere for short). Next search your deck for any one of the Scripture Challenge cards. You will use this card in a minute. Now shuffle the remaining deck and

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place it in your sphere to represent upcoming events and characters you will meet in your walk.

> Note:
> A description of common formats for laying out your Sphere is illustrated later.

Back to the Scripture Challenge card you pull. Select a person to go first by flipping a coin, or rolling a die, or rock/paper/scissors, etc. Once that is decided, the player who starts challenges his opponent to be able to know the reference for each of the three scriptures on the challenge card. To do this, the player begins with the Old Testament and reads the verse as it is written. If the opponent can guess the complete reference then he receives one point of Spiritual Growth on the his Spiritual Growth Meter. The player continues to do the same for the New Testament and Random Testament scriptures. Once completed the opponent does the same for the player. This number will represent your initial Spiritual Growth at the beginning of your walk with Christ.

Now that this has been completed we are ready to begin. The player with the most Spiritual Growth goes first then play proceeds clockwise. In the case of a tie, then the player who went first in the

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initial scripture challenge continues to go first. Draw seven cards from your play deck. Now we are ready to look a the turn sequence.

1.2 Basic Turn Sequence

The turn is divided into seven stages. These stages are:

1) **Worship** – The beginning of a turn where all characters and cards used are returned to you for use (i.e. resources are flipped back face up and all use symbols are removed).

2) **Prayer** – Draw a card and if you desire you may place one resource into play.

> Note:
> If at any time you run out of cards, then reshuffle the discard pile into the new deck and then draw.

3) **Trial** – Draw an Adversity card from the Adversity Deck if you do not presently have and Adversity in your sphere (see section 3.3 below to know how many Adversity cards to draw).

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4) **Overcoming** – Attempt to overcome the Adversity. You can do this by playing cards from your hand if you have the resources to do so, using character abilities if applicable, or asking and receiving help from fellowship cards that your opponents can play.

Note:
Whenever you bring a card into play, you must have the available resources to bring the card in. To signify that you are using those resources this turn, you must turn the appropriate number of cards over (backside up). Resources that are flipped over are considered to be in use and not available.

5) **Resolution** – If all the requirements of the Adversity have been met then discard the Adversity into the Adversity Discard Pile and award you and any player who played Fellowship cards Spiritual Growth equal to the Adversity Rating (The large number on the left side of the Adversity cards). However, if you fail to overcome the Adversity then all negative affects for failing must be applied to your sphere (which may include discarding a character, reducing your Spiritual Growth, or many other such events). The Adversity card is then laid in your

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Sphere of influence in hope of overcoming next turn. The negative affects are applied every time you fail to overcome the Adversity where applicable.

For Example:
If you have three characters in your sphere and you fail to overcome an adversity that requires you to discard a character over three turns then you must discard the three characters. Of course, you may bring additional characters into play during your Overcoming or Replenish stages.

6) **Replenish –** During this stage you may play and cards that you have in your hand (except Fellowship cards because they are only played on your opponent's turns) and you have the resources to play. You can use this time to strengthen your sphere in order to better help you overcome the adversities that are coming. It is also during this stage that you may issue a Scripture Challenge (should you possess one in your hand).

To issue a Scripture Challenge follow these rules*:*
Announce that you are challenging an Opponent
Select the opponent to challenge.
Ask opponent whether he/she wishes to attempt to answer a scripture from the Old Testament, New Testament or Random reference (Noted on the card).
Read the opponent the scripture text.

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If the opponent can answer, score the following points. If the opponent can name the book, chapter and verse, score two points. If the opponent can name the book of the bible, score one point.
The points scored are added to both your opponents and your Spiritual Growth Meters or SGMs.

7) **Ending Prayer –** The end of your turn. At this point you must perform a check on the number of cards in your hand and take appropriate action if necessary (see note below). It is suggested for fun to signal the end of your turn you say "Amen". If at this point, any player has reached Spiritual Maturity (i.e. reached 33 points) then that player has won the game.

Note:
You must count the number of cards in your hand and do the following.
If you have less then three cards in your hand, you can either remain where you are or pay two resources (of any type) per card to draw up to a maximum of three cards in your hand. The reason behind this is that God is constantly refreshing your opportunities as you exhaust ones.
If you have more then seven cards in your hand, you can either discard down to seven cards (your choice what you discard) or pay two resources (of any type) per card above seven to keep it or any combination of the two (i.e. you have nine cards and discard one and pay to keep the other). The reason behind this is that God has given you many opportunities that you have capitalized on (although many times not through lack of wanting to play the cards) and therefore a penalty is enforced.

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Note:
There is an exception to the turn sequence rules. If a card is played or in play that alters a turn stage (i.e. removes it, requires additional tasks, etc.) then follow what the card states.

You are now ready to go and play.

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2. The Basics

This section will explain a few of the important basics of Gospel: The Game™.

2.1 Equipment

You need the 2 Player Decks, Adversity decks and something to mark or record your Spiritual Growth Meter.

2.2 Purpose of a Gospel Game

Many people during development have asked why create a Gospel game. Well, the simple reason is to create a fun way to share with people the Gospel of Jesus Christ. While playing this game, you will get a sense of what it means to be a Christian who walks through life's adversities. In addition, you will gain a greater knowledge of the Scriptures as well as had some great fun fellowship. Should you be in the unique position to play the game with people who are not Christians then the game acts as a natural ice-breaker to the Gospel. In short, we seek to glorify God in the many ways a Gospel game can.

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2.3 Object of the Game

The objective of Gospel: The Game™ is to be the first to reach spiritual maturity. This is achieved by primarily by overcoming adversity in your Christian life. One of the unique aspects of this game is how you can both achieve spiritual maturity for yourself as well as help others to do the same.

2.4 Decks

> Note:
> If at any time you run out of cards, then reshuffle the discard pile into the new deck and then draw.

2.4.1 Player Deck Rules

In order to have balance in the game, there are a few rules that must be followed when building a deck of your own.

1) There is no upper or lower limit on the number of cards in a play deck. However, in the course of playing, you will discover that decks with too few cards or too many cards will just not

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function. So, take care when you decided how large your deck should be.

2) Except for Resources and Scripture Challenge cards, there can be no more then four of any one card in your deck. This comes from the fact that there are four spiritual areas that effect things within your sphere of influence. Those four spiritual areas are things from God, Jesus, the Holy Spirit, and yourself.
3) There can be no more then ten and no less then one Scripture Challenge cards in a deck. You are required to have at least one Scripture Challenge card in every deck you build. However, you will find it more interesting if you have more then one.
4) There can be any number of resources in a deck. Since resources are basically where you gain your ability to function in the game, it is important to be able to have enough of them in a deck.
5) There is no requirement on how many different types of resources can exist in one deck.

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2.4.2 Adversity Deck Rules

The Adversity Deck is comprised of smaller decks from each player and shuffled together to make a larger deck. There are a few rules for creating an adversity deck.

1) The deck cannot have any more then 20 cards in it. The reason is that your deck will be combined with all your opponents and shuffled together. Therefore, there will be 20 adversity cards per player (i.e. four players equals an 80 card adversity deck).
2) There can be no more then 2 of any one adversity in your deck. Therefore, there will be no more then 2 cards of any one adversity per player (i.e. three players equals a possible maximum of 6 of any one adversity). This allows for variety within the adversity deck.

2.4.3 Tips

The rules are there for balance, tips are here for suggestions that might help with increasing the fun factor by allowing for cards to work well. Again, these are only **suggestions** and do not have to be followed.

1) Although there is not limit, you will probably never need to build a deck with

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more then 100 cards in it maximum or less then 30 cards in it minimum. The reason is the following. Too few cards and the deck will become stale due to lack of variety of cards that come into play and will become difficult to overcome the varying types of adversity. Too many cards and the deck will become bogged down with the lack of ability to get the cards that you need in your hand when you need them.

2) Although there is no limit on resources, number of total characters, or number of other cards, it is advisable to break your deck up into sections. A typical style deck would probably contain about one-third resources, one-third characters, and one-third other (with about one-half fellowship cards and one-half other cards). It is important to note that when determining these breakdowns we did not consider Scripture Challenge cards.

Note:
A typical breakdown of cards is as follows (note this is a sixty-five card deck)
20 – Resources (split between any number of different types of resources).
20 – Characters.
10 – Fellowship Cards.
10 – Other Cards (Divine and Empowerment).

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3) You must have at least one Scripture Challenge card in your deck so that it will provide the chance for increased fun during play. However, it is suggested that you have somewhere between three and seven Scripture Challenge cards. The main reason is that these can be easy points of Spiritual Growth. Sure your opponent gains the points also, but remember the object is to be the first to Spiritual Maturity and if a tie the one who played the card wins. And should your opponent not be able to answer, there is no negative affect. It is a win-win situation.
4) It is suggested that you limit the number of different types of resources per deck. The main reason is the lack of ability to draw the needed resource increased with the addition of more resource types. That is not that you could not create a theme deck that may function well with three or four different types, but typically they will not function well. Most functional decks will have no more then three-resource types, and even more

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common will be one or two resource decks.

2.5 Key Terms and Symbols

This section will describe several key terms used in the game. It is important to understand these so that you can play the game with the optimal amount of fun.

2.5.1 Bringing Cards into Play

Each card has a cost listed on the card. This cost represents the amount of resources needed to add this card whether character or other card to your Sphere of Influence. To bring a card in play, you must have enough resources in play that are not already being drawn from (i.e. not flipped over). When you wish to bring a card into play, flip over the appropriate number of resources (flip them back side up) and then announce the card you are playing. This procedure is the same no matter what card you are playing. This is also true for Fellowship cards. So, if you plan on being available for helping out other players, then you better leave some of your resources unused (or not flipped over). Of course, as you grow in the

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game your number of available resources will grow also.

2.5.2 Playing Field or "In Play"

The playing field represents the entire game table and everything in it. Therefore, the Adversity Deck, Adversity Discard, and All Player's Spheres of Influence are all in the Playing Field. In addition to this, the term "In Play" refers to any card that is presently in the playing field that is not in a deck or discard pile.

> For Example:
> Michael the Archangel has an ability that gives all angels in play plus two to their Spiritual Rating. That means that every Angel in the playing field no matter whose Sphere of Influence it is in gets this bonus.

2.5.3 Spheres of Influence or "In Sphere"

In contrast to the Playing Field, Sphere of Influence pertains only to the cards in your area of playing. If consists of all Resources, Characters and Empowerments you have played along with your deck and discard pile. All cards that other players have played, the Adversity Deck and Adversity Discard pile are all outside the Sphere. In addition, the term "In Sphere" whether referring

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to your sphere or someone else's only pertains to the set of cards that player has put into play.

> For Example:
> Vicar states that all ministers "in your Sphere" gain two points of Spirituality. This means that any and all minister cards in your play area gain this but ministers in other players areas do not share this bonus.

2.5.4 Spiritual Growth Meter or "SGM"

The single most important element of the game is the Spiritual Growth Meter or the SGM. The SGM represents your personal level of Spiritual Growth. Should this value reach Spiritual Maturity at the end of any turn then you win the game. Therefore, you will be constantly checking and monitoring your SGM. Your SGM can be represented by dice, pencil and paper, or whatever else you can come up with you record your Spiritual Growth. The only rule is that whatever you use, it must be clearly visible to all players, and at any time a player can ask what is your Spiritual Growth Meter reading.

2.5.5 Character's Spirituality or "CS"

Each character in the game has a Character's Spirituality. This number or rating represents how

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much this character will contribute to aiding you in your quest towards Spiritual Maturity.

2.5.6 Overall Spirituality Rating or Spirituality

The Overall Spirituality Rating is often referred to as just Spirituality. Spirituality is your overall ability to handle complex spiritual matters. In the game it is represented by the sum of all the Character's Spirituality including any modifications made by Empowerments, Fellowship Cards, etc. The way you determine your Spirituality is to add up all the Character's Spirituality including any bonuses from any cards in play. This number is your Spirituality.

> Note:
> As is life, your Spirituality is not your level of Spiritual Growth. Your Spirituality represents how sensitive you are to the spiritual realm and matters and Spiritual Growth is your level of maturity within your Christian walk. A good example is that of a recent believer who has a high spirituality and is able to prophesy for God and yet has not had the level of growth to make them a mature Christian.

2.5.7 Adversity Rating or "AR"

This is the rating on how difficult the adversity is to overcome. In addition this also represents the number of Spiritual Growth points you and any

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player who used Fellowship cards to aide you will receive once the Adversity is overcome.

2.5.8 Spiritual Maturity

Spiritual Maturity in this game is a fixed number that must be achieved on your SGM in order to win the game. Since this game is based on the effects of Jesus on a person's life, we decided to use the approximate length in years that Jesus lived on the earth. Therefore, the Spiritual Maturity level is reaching 33 points of Spiritual Growth.

2.5.9 Symbols of the Game

Here is a chart of the common symbols used within the game and what they mean.

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Name	Symbol	Color	Description
Faith		Yellow	Either Produces or Requires 1 Faith Spiritual Resource
Love		Red	Either Produces or Requires 1 Love Spiritual Resource
Pure, Purity		Blue	Either Produces or Requires 1 Purity Spiritual Resource
Prayer		Green	Either Produces or Requires 1 Prayer Spiritual Resource
Neutral		Rainbow	Either Produces or Requires 1 Neutral (Any color) Spiritual Resource
Neutral X		Rainbow	Requires X (number of) Neutral (Any color) Spiritual Resources
Use		N/A	See Section 2.5.10
Unique		N/A	See Section 2.5.10

2.5.10 The Use Symbol

The use symbol appears on a card as the cost for the ability. This means that to use the ability the character will be in use for the remaining part of the round. To symbolize this, you announce that you are using the card and what affect it will have on the game and then flip the card over (back side up). This will signify to all players that the card is

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being used for the ability and cannot partake in any other action for the remainder of the round. This means that this character will remain unavailable until the Worship stage of your next turn.

2.5.11 The Unique Symbol

The unique symbol is used to signify that the character is one of a kind and therefore there can be only one copy of it in play at any time. Therefore, if a unique card is in play and a player brings a second copy into play, then the first copy is discarded.

2.5.12 Resources

Resources represent your present ability to bring elements of a spiritual nature into your Sphere of Influence. As expected, the amount of resources in the beginning of the game is limited and grows as the game progresses. To symbolize that you have utilized a specific resource (i.e. drawn on its spiritual power) flip the card over (back side up). Since Resources are such and important part of the game, we thought it appropriate to elaborate on where these resources come from.

1) **Faith**: "And the Lord said, if ye had faith as a grain of mustard seed, ye might say

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unto this sycamore tree, be thou plucked up by the root, and be thou planted in the sea; and it should obey you." (Luke 17:6).

2) **Love**: "…But the greatest of these is love." (1 Cor 13:13b, NASB) Love is another spiritual key to a believer. "For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life." (John 3:16)
3) **Pure**: Pure, Purity or Just. "Blessed are the pure in heart: for they shall see God." (Matt 5:8) There are many scriptures as to how we should strive to be pure and just.
4) **Prayer**: "…The effectual fervent prayer of a righteous man availeth much." (James 5:16) Even soften the hearts of non-believers toward Christ.
5) **Neutral**: This is a bit misleading. Neutral means that the card is not easily classified under one of the previously listed spiritual resources or is linked to two or more primary resources. Another view of neutral spiritual resources are resources that can come from any of the previously listed spiritual resources (I.E. an Elder cost 2 prayer resources and 2

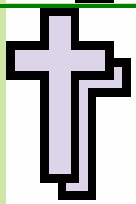
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neutral meaning two of any other spiritual resource including prayer, love and pure resources. This will become clearer as you begin to play). Strictly Neutral cards will have a rainbow background. One final note on neutral spiritual resources, neutral resources can come from any other spiritual resource, but neutral resources cannot be used for any other spiritual resources. For example, faith can be utilized for cards that require neutral resources, but a card that produces neutral resources cannot be used for a card that requires faith resource.

2.5.13 Rarity

Rarity will be denoted by a symbol in the upper right hand segment of the card. The following symbols will be used for rarity.

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Rarity	Symbol
Common	
Uncommon	
Rare	

Rarity is the function of limited cards within the set to create a collectible aspect of the game. Rare cards are cards that are the hardest to find and will have the biggest impact on the game. Uncommon cards are cards that are easier to find, but if this were real life you would have to seek them out. In the game, they are cards that are fairly powerful. Common cards are cards that could be found anywhere. These cards are usually cheap to bring into play and may not do much else without empowerments.

2.5.14 Expansions

This is considered to be the starter expansion or initial set of the game. To signify which expansion

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a given card is from there is a symbol on the card in the upper right corner of the Ability/Description box. For the starter set, the symbol is a white dove.

We plan to introduce expansion to the game for increased fun and fellowship. For any information on expansions and what is in the works visit our website at www.creativediversions.net.

2.6 General Rules

There are a few general rules that are always true in **Gospel: The Game™**.

1) If a card contradicts the Word of God, God wins and the card is wrong.
2) If a card contradicts the rules of the game, the card wins. The card overrides only the rules that apply to that particular situation.
3) Abilities and Divine Cards operate on a Last Played First Resolved. This allows for intervention cards to be used to prevent certain situations from occurring in the game.
4) Unless noted all Scriptural text is taken from the King James Bible.

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5) If you are unable to draw a card during the Prayer stage because you have run out of cards, then recycle (shuffle) your discard pile back as your deck.

2.7 Parts of the Cards

2.7.1 General Anatomy of The Cards



Card Name

Cost to Play

Uniqueness

Spirituality

Card Type

Scripture

Rarity

Artwork

Set

Attributes / Description

Artist

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2.7.2 Difference for Adversity



Adversity Rating

Adversity Text including how to OVERCOME and what is the result if you FAIL.

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2.7.3 Difference for Resources

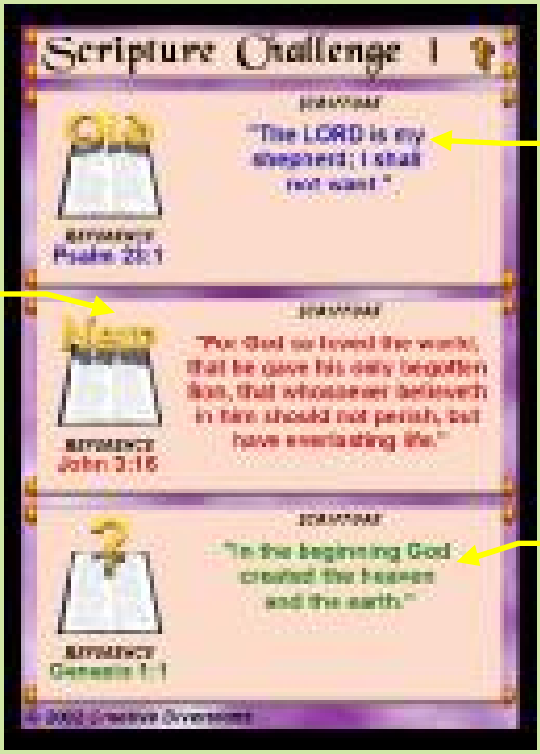


No Cost

Resource Symbol

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2.7.4 Difference for Scripture Challenge



Old Testament

New Testament

Randomly Selected Testament

2.7.5 Card Types

There are seven basic card types within the game. They are:



Adversity – Adversity is something that we all face in life. We do not want it or wish it upon anyone, but it as life happens. Therefore, these cards represent the world and the demon spiritual realm's attempts to sway your

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from Spiritual Maturity. It provides the conflict within the game.

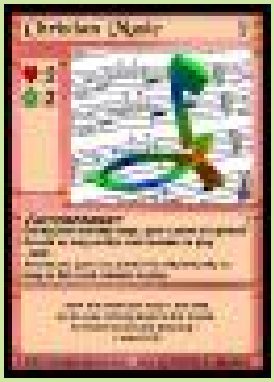


Characters – Characters, which are played in your sphere of influence, represent people in your world that can aid you in your attempts to walk through life's trials. Certain characters will have special abilities that come with that particular character. Characters are the main line of support for overcoming adversity.



Divine – Divine cards or Divine events represent something intervening in the normal path of things. In short these cards represent events that jump into our lives for an instant to affect the outcome of situations and then have past.

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Empowerment – An empowerment is an event or person or object or whatever that has more of a profound affect on your life and therefore remain in play until the end of game (or instructed by another card).



Fellowship – What would a Christian be without fellowship. Fellowship cards represent the ability of the Body of Christ to aid you in your attempts to overcome trials. These cards can only be play on your opponents turns to aid him/her in overcoming an obstacle. The benefit is that you get to share in the rewards from God for helping.



Resource – These cards represent the basic spiritual resources available to you as a Christian during your walk with Christ. We begin the game with two in order to signify a new believer who has recently become a Christian and still young and naïve in his/her awareness of the

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spiritual aspects of life. As the game progresses, your spiritual resources grow symbolizing the growth of a Christian in greater understanding and power.



Scripture Challenge – Scripture Challenge cards are a unique way to learn scripture while playing a game. It has the feeling of trivia while being sandwiched in the middle of an awesome time of fellowship.

2.7.6 Playing Field and Spheres of Influence

The playing field is the entire table and is divide into two distinct sections.

1) The Players Individual Spheres of Influence.
2) The Adversity Deck and Discard.

The Adversity Deck and Discard area is a place in the middle of the playing field. In this area, the Adversity Deck is shuffled and placed with a discard pile next to it. As adversities are overcome they are discarded into the Discard pile.

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If there are no more Adversities to draw and no one has won the game yet, recycle (shuffle) your discard pile back into a fresh new Adversity Deck.

The Sphere of Influence is the player's personal playing area. This is where you will place all the cards that are within your sphere of influence (i.e. characters, resources, empowerments, and non-overcome adversities). There are many ways to setup your sphere. You are not required to follow any of these. In fact the only rule that you must follow is that all cards in your sphere must be visible to all players. Below are a couple of suggested diagrams on how to setup your sphere.

2.8 How and Why to Start

To begin any Gospel game, you must start by acquiring, building or sharing a deck of cards to play with and adversity cards. Once acquired, you are required to complete a few setups to begin play. Here is the what and why.

2.8.1 Create the Adversity Deck

Take all the created Adversity decks from all players (each one at a maximum of 20 cards) and shuffle them together to create the Adversity

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Deck. Place this deck in the middle of the Playing Field.

2.8.2 Initial Resources

Search your play deck for two resources of any type in any combination. The only rule is that they must be resource cards and only two may be drawn (no less, no more). The reason for this is fairly simple. Each person comes to Christ and has the Holy Spirit available to them. They may not understand it, but it is there. You select two resources to symbolize your start as a Christian with some sense of the spiritual aspect of faith. As the game progresses, you will grow in this sense and knowledge as the number of resources increase.

2.8.3 Initial Challenge

Next search your deck for one and only one Scripture Challenge card. There will most likely be more in your deck. Take this card out. Flip a coin, roll some dice, or whatever to determine who goes first. That player then selects the opponent to his/her right and reads the three scriptures one by one giving the opponent the chance to guess the reference. If the opponent guesses correctly then he/she receives a point of spiritual growth for

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each correct answer (to a maximum of 3). Then the next player clockwise goes until everyone has had a chance to guess the scriptures. This represents your initial growth in Christ. Each Christian comes to Christ with some kind of religious and church background that may cause that Christian to have some spiritual growth to start with. This symbolizes that growth.

2.8.4 Shuffle and Get Ready

Shuffle your cards, draw seven into your hand and get ready to play. The player with the most Spiritual Growth goes first. In the case of a tie, then the player who went first for the Initial challenge goes first now.

2.9 How to Win the Game

To win the game, you must be the first player to achieve Spiritual Maturity (reaching a score of 33 on your Spiritual Growth Meter or SGM) at then end of any turn. In the case of a tie, apply the following rules:

1) If a tie occurs due to the overcoming and aiding a player in adversity then the player who overcame the adversity wins.

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2) If a tie occurred due to a card being played, the player who played that card is the winner.
3) If a tie occurred due to a card ability that is already in play, the owner of that card is the winner.
4) If a tie occurred due to two players playing Fellowship Cards then the player with the highest cost Fellowship Card wins. If they are the same exact card, then the player overcoming the Adversity wins (remember just good Christian fun).

Even though there is a declared winner, everyone wins because you gain valuable time of fellowship, scripture knowledge, and more time glorifying God.

2.10 Fellowship Cards?

Christians love to come to the aid of others and share the love of Christ. Sometimes it is with a non-Christian and sometimes it is with a Christian. Fellowship cards allow players the opportunity to experience that sharing of love within the game. As an opponent is attempting to overcome an adversity, you may chose to play a Fellowship card (if you have the resources and the desire) to aid your fellow person. If the adversity is

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overcome, you share the spiritual growth (unless otherwise stated on the card). If the adversity is not overcome, then you do not feel any ill affects from the adversity. This is a great way to earn easy spiritual growth points and is highly encouraged.

2.11 How many can play at once?

There is no limit to the number of players that can play in a game.

2.11.1 Solitaire Gospel

Although this defeats one of the main purposes of the game which is fellowship, it is possible to play Gospel by yourself. The rules are basically the same with these couple of rules.

1) If you can pay the cost, you may use Fellowship cards to aid you in overcoming Adversities. Unfortunately, you can not gain additional spiritual growth as you did not actually help someone else. A various of this is to remove the Fellowship cards and play from there.
2) You may increase the Adversity deck to a double its maximum player size (from 20

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to 40) to allow for the fact that there is no direct opponent.

3) Any cards that calls for selecting target opponent may be targeted to a fictional player. This is to simulate playing a card on another player and possibly gain bonus from doing so.

2.11.2 Two Player Games

Two player games are the staple for which these rules were written and outlined and therefore do not need any special notes. That does not mean that we do not encourage Multi-Player Games. In fact, we highly recommend that you get groups of about four people together and play for maximum time of fun and fellowship.

2.11.3 Multi-Player Games

Multi-player games are defined as a game with more then two players. Since there is no limit, then you can have as many as you desire to play in a single game. Keep in mind that the more players you add the larger the Adversity Deck will grow. Also keep in mind the logistics of games with greater then eight players. You may not want to go there. When playing multi-player (higher then two player) games, there are a few rules.

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1) If more then one person wishes to play a fellowship card to aid a player, all cards played are placed in effect. If the Adversity is overcome, all players playing Fellowship cards share in the growth as prescribed by the cards.
2) Multi-players may play Fellowship cards to come to your aide thus increasing your chances of overcoming the Adversity.
3) When issuing a Scripture Challenge, you may select any one opponent of your choosing or select everyone as a group. In the group scenario the players challenged may confer about the answer before giving it and the score is added to all players SGMs.

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3. The Turn Stages

After the initial setup has been completed the players then alternate turns following a set of stages that are important to playing the game.

3.1 Worship

The worship stage affords the player the chance to regain all his/her resources, characters and other elements in their Sphere. During this stage, the follow occurs in this order.

1) **Refreshing** – All resources are flipped back upright. All Use tokens are removed from characters and or empowerments.
2) **Effects** – Any effect, abilities, or whatever that occur during the worship stage now take affect.

3.2 Prayer

The prayer stage allows the player to draw a card and increase the number of resources for playing. In short, it is the preparation stage for doing battle with the adversities that are about to come your

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way. During this stage, the follow occurs in this order.

1) **Draw** – You must draw one card off of your player's deck. If you can not draw a card because you have run out, then shuffle your discard pile into your new player's deck and draw. You are required to draw one card unless otherwise told by a card in play.

> Note:
> If you ever run out of Adversity cards then reshuffle the discard pile into a new draw deck.

2) **Play a Resource** – You may place one resource from your hand in your Sphere to increase your Spiritual Resources unless otherwise directed by a card in play. You do not have to play a resource. You can hold on to them if you desire.

3.3 Adversity

This stage is fairly straight forward. You must select the appropriate number of Adversity cards (see note below) from the Adversity Deck unless you are still in the process of overcoming

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previously drawn Adversity (i.e. there is an Adversity in you Sphere that is not overcome, which will continue to be the Adversity you attempt to overcome for this turn). When drawing more then one Adversity, you must be able to overcome them simultaneously (i.e. if you have Secret Sin and Heretic you must have ten total resources in play). However, this is a perfect time to play a card like *Intervention* which allows for the removal and discard of any card in the playing field.

> Note:
> In order to balance the beginning of the game with the end game, you must draw more resources and overcome them simultaneously. To know how many Adversities to draw use the following:
> If you have a Spiritual Growth of up to 15 points (i.e. 0 - 15) then draw one Adversity.
> If you have a Spiritual Growth greater then 15 points (i.e. 16 – 33) draw two Adversities.

> Note:
> If you ever run out of Adversity cards then reshuffle the discard pile into a new draw deck.

3.4 Overcome

This is the stage where the meat hits the road. This is where you have the opportunity to overcome the Adversity set before you prior to it

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causing any ill affects. During this stage, any or all of the following may occur.

1) You may play (as Resources allow) any Character, Empowerment or Divine card that will assist you in overcoming the adversity. It is important to note that only cards that are somehow relating to you overcoming the adversity can be played at this time.

> Note:
> The only except to this rule is that any Divine card can be played at any time you can pay the cost and have the desire. Therefore, Divine cards that do not pertain to overcoming the Adversity could be played.

2) Any opponent player may play one or more Fellowship cards to assist you in overcoming the Adversity. The decision to play Fellowship cards are completely at the discretion of your opponents. That means that even if you can and do overcome the Adversity without help an opponent can still play a Fellowship card to aid you and you can not refuse.
3) If you can not by any means overcome the obstacle, you may ask your fellow opponents for aid. It is complete up to them whether or not to aid you if they have a Fellowship card in their hand. It is

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very possible that your opponents may wish to help, but not be holding a Fellowship card.

3.5 Resolution

This stage is where it is determine if you have successfully overcome the Adversity. During this stage, the following occurs.

1) If you have successfully overcome the requirements of the Adversity card with all the cards in your Sphere as well as the aid of any Fellowship cards played, then you and everyone who played a Fellowship card each gain the Spiritual Growth equal to the Adversity Card's Adversity Rating (unless otherwise noted on the Fellowship card).
2) If you have not overcome the Adversity, then the card is to be placed within you Sphere until such time as you have overcome the Adversity. Any ill affects listed on the Adversity card take effect and remain in effect until the Adversity is discarded.

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3.6 Replenish

This stage allows you to play any cards that you wish (Resources allowing). You may place additional Character or Empowerments in your Sphere. You may also play any Divine cards for whatever bonus they may give you. Basically this is your chance to improve you Sphere for handling Adversities.

> Note:
> You can not discard an Adversity at this time. Adversities can only be discarded during the Adversity or Resolution stages of your turn. This is true even if you somehow become able to overcome the Adversity at any other point within the game.

3.7 Ending Prayer

Basically this is the end of your turn. During this stage, the follow occurs in this order.

1) Count the cards in your hand.
    a. If you have less then three cards, you may choose to pay two resources of any type per card to draw up to a total of three cards in your hand. In other words, if you had plenty of resources and only one card in your hand, you could use four

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resources to draw two more cards.

b. If you have more then seven cards, you must either discard down to seven cards or pay two resources per card above seven cards to keep it. In other words, if you had eight cards in your hand you could either pay two resources to keep the cards or discard one card down to seven cards in hand. If you choose to discard, the card to be discarded is at your discretion.

2) Signal the end of your turn. It is suggested that you say “Amen” to end your turn.

3) Check to see if any player has achieved Spiritual Maturity and won the game.

Note:
Although it is not stated, Divine cards can be played any time you have enough resources and the desire to play them.

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4. Abilities

What is an Ability and how is it used. This section deals with important questions about Abilities and how they work.

4.1 What are Abilites?

Certain characters in life has inherent God-given abilities that seem to ooze out of them. For example, a pastor possesses the special ability to care for and love the congregation. In the game, certain characters and empowerments will have abilities that are inherent to that card. When these cards are in play, they have the chance to greatly affect the other characters in your Sphere. What the Ability does will be written on the card itself.

4.2 Different Types of Abilites

There are a couple of different types of abilities that all pertain to how the ability is used within the game. Abilities are considered to be instants and therefore in the case of the temporary ability affects are resolved just as Divine cards are in the Last Played (or activated) First Resolved.

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For Example:
Abilities are considered to be instants and therefore in the case of the temporary ability affects are resolved just as Divine cards are in the Last Played (or activated) First Resolved.

4.2.1 Always On Abilities

This first type of ability is referred to as an always on. The reason for this is that the ability begins working as soon as the card (character or empowerment) is played and remains until the card is discarded or end of the game.

For Example:
Michael the Archangel's abilities gives all Angels plus two to their Spiritual Rating. This ability takes affect as soon as Michael is played and remains until he leaves play.

4.2.2 Pumping Temporary Abilities

A pumping ability is an ability that needs resources to be activated and can grow based on how many resources you use to activate the ability. These affects only last until the end of turn, but can be very powerful in aiding you in overcoming Adversity.

For Example:

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A Deacon has an ability that adds to your Spirituality one point for every one Faith and one neutral (or any other color). If you had three Faith and one Love in play available you could pump up your Spirituality by two points by using this ability of the Deacon (i.e. one Faith and one Love for one point and one Faith and one other Faith for the neutral to add the other point).

4.2.3 Non-Pumping Temporary Abilities (Use Symbol)

The only remaining Ability type is the non-pumping or single-shot temporary ability. These abilities need only to be activated to provide the affect and remain until end of the turn. To signal that these are non-pumping the Use Symbol (see section 2.5.10) will appear in their cost listing. To activate these, you must announce the cards ability and then flip it over (back side up). It will remain like this until you next Worship stage.

For Example:
The Intercessor has an ability to aid a player by increasing their Spirituality by 4 points. Because the use symbol is present, this can only be used once per turn.

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5. Odds-n-Ends

This section is designed for all information that does not fit into another category directly.

5.1 Variations on the Game

From time to time, you may wish spice up the game with some variations. Here are some common ones that we thought of to help you.

5.1.1 Blitz Challenge (The Mini Game)

Once you have been collecting for a while, you will garner a stack of Scripture Challenge cards. Select at least 20 of these cards and have all your friends do the same (no limit on duplicates). Take all the decks, shuffle them together and place them in the center of the game table. Decide by any means who will go first and then play will proceed clockwise. Here are the steps to follow on your turn.

1) Draw a card from the top of the pile.
2) Turn to the player to your left and ask for a Testament (i.e. Old, New or Random).
    a. As a variation, you could have a specific Testament night (i.e.

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Old Testament night) and only read from that section of the Challenge card.

b. As a variation, you could agree to start with the Old Testament. Then once the cards have been completely gone through, reshuffle and start with the New Testament and then do the same for the Random Testament.

3) Read the appropriate Scripture.

a. As a variation, you could read the reference and require the Scripture as the answer. If you do it this way, you may wish to have a Bible handy in the translation you are most familiar with and then use it for determining if the answer is correct.

4) If the player to your left gets it right, then that player gains two points.

5) If the player does not get it right and there are more then two players. The Scripture is up for grabs. If any other players (except yourself and the player initially asked) can answer the reference

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(going clockwise in order) then score one point.

6) If no player can give you the reference, then read the reference and score yourself one point.
7) To win, you can either of the following.
    a. Pass through the entire deck (three times if using the b. variation above) and the player with the highest score wins.
    b. Select a fixed score to attempt to achieve. The first player to reach this score wins. If you have gone through the entire deck and not have a winner, reshuffle the Challenge cards and continue.

5.1.2 Testament Nights

As above, you can select a given night to be a specific testament night and only read Scripture Challenges under that Testament.

5.1.3 Scripture Blast

Since every card has a Scripture on it. It can be a fun way to get familiar with Scriptures to read the Scripture of ever card as it is played for the first

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time during a game (i.e. if you are playing your second resource of the same type in play you would not read the Scripture). To add to this, you can have players lose a point of Spiritual Growth every time they fail to read the card the first time it is played.

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