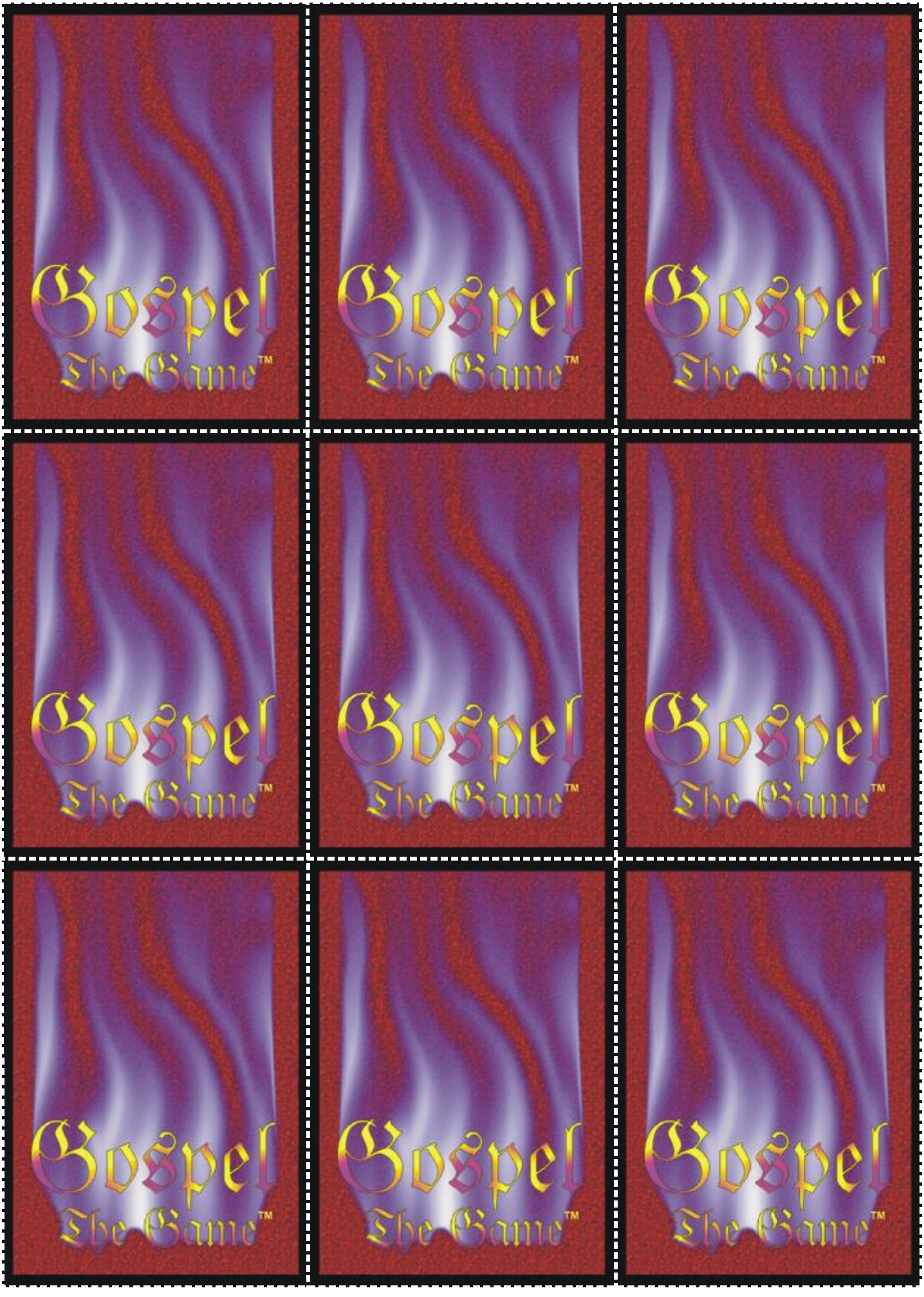
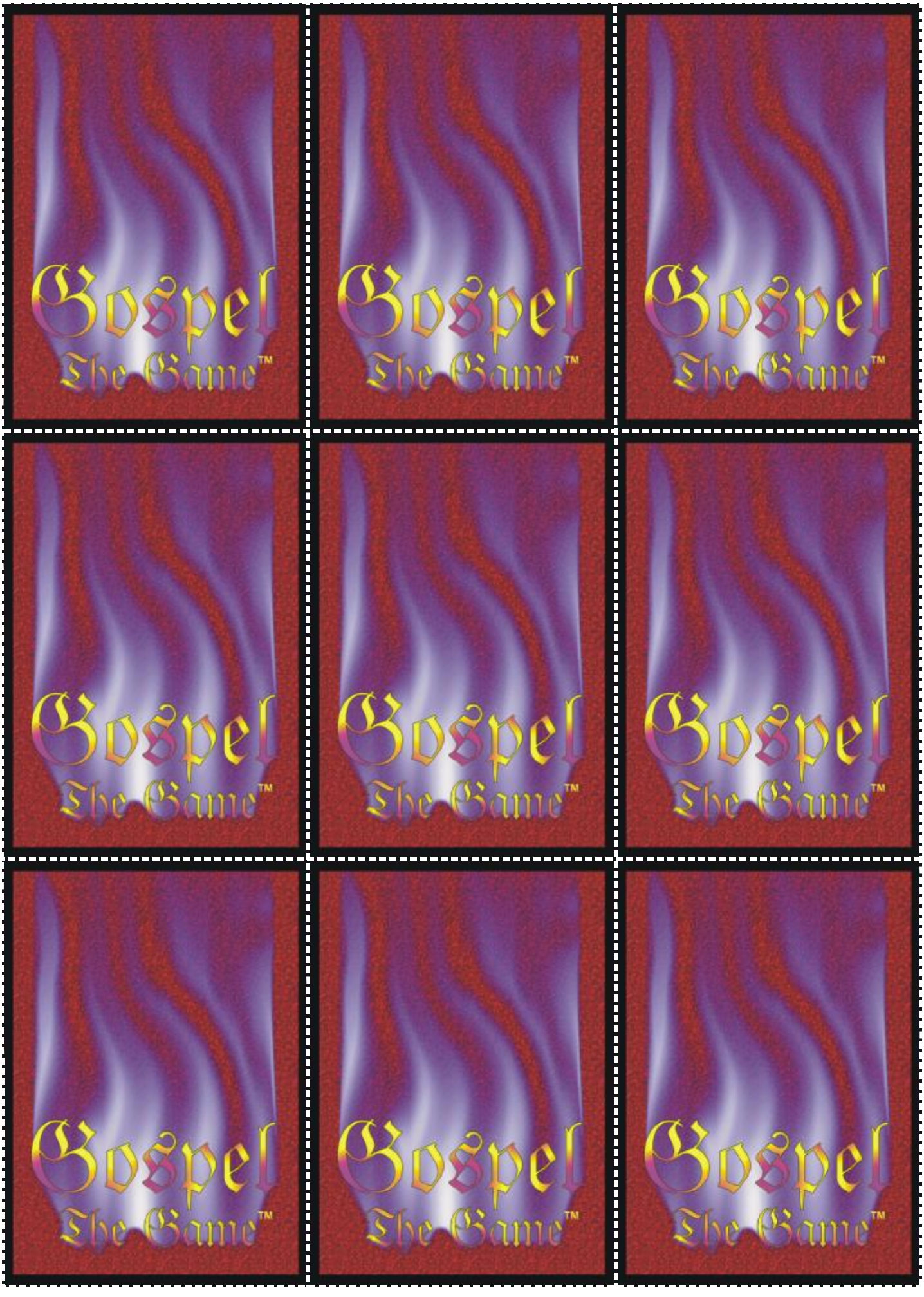
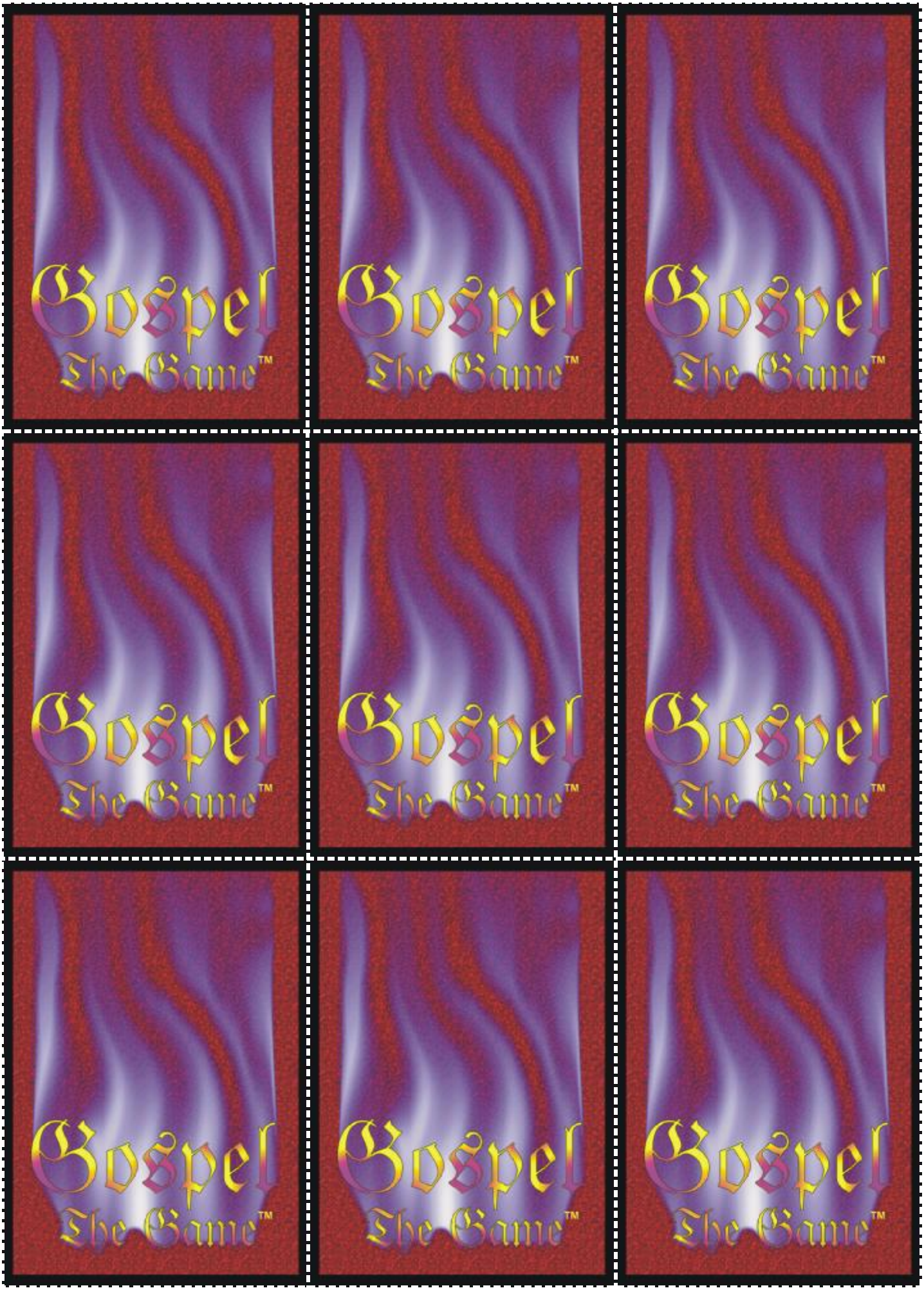
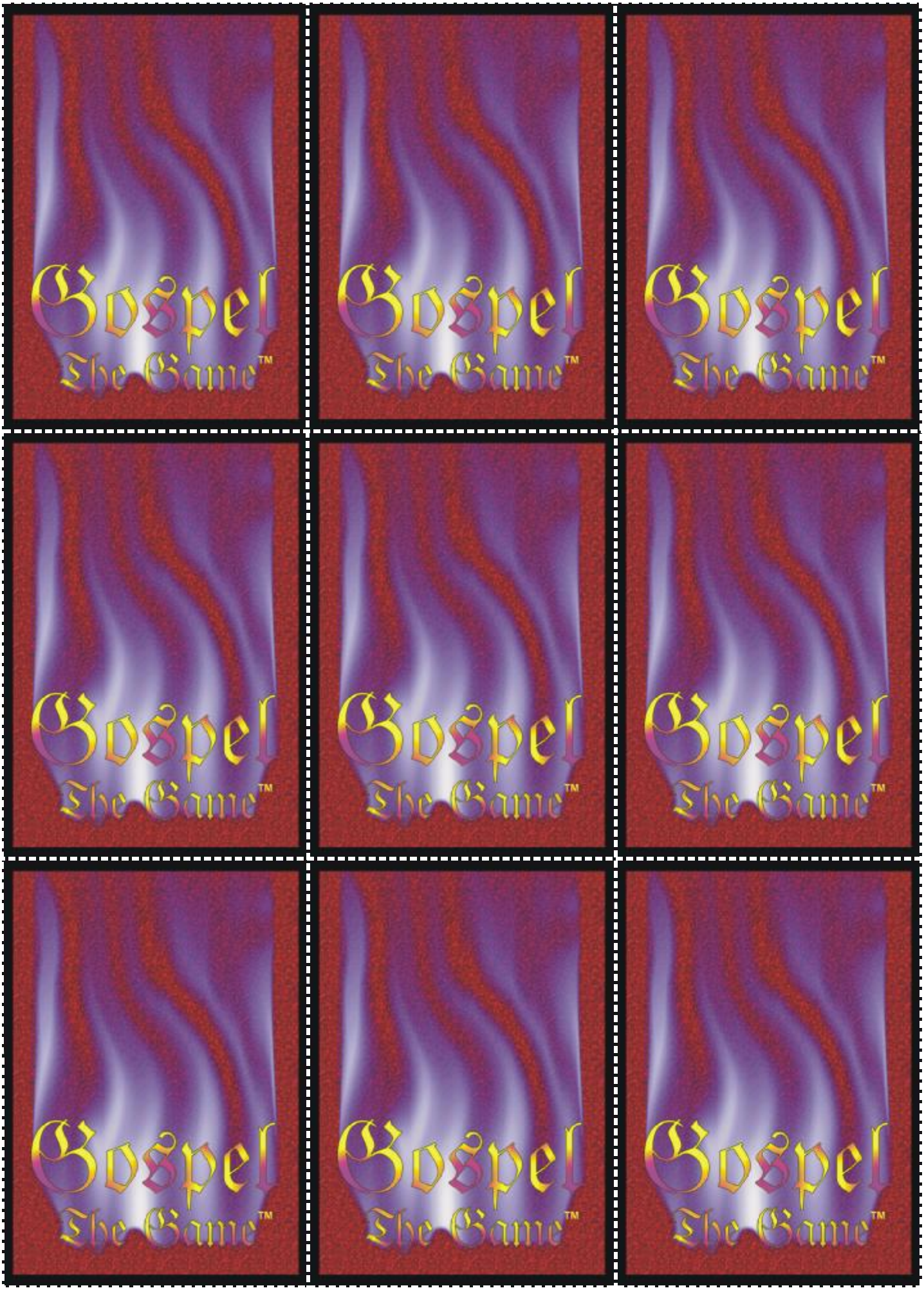
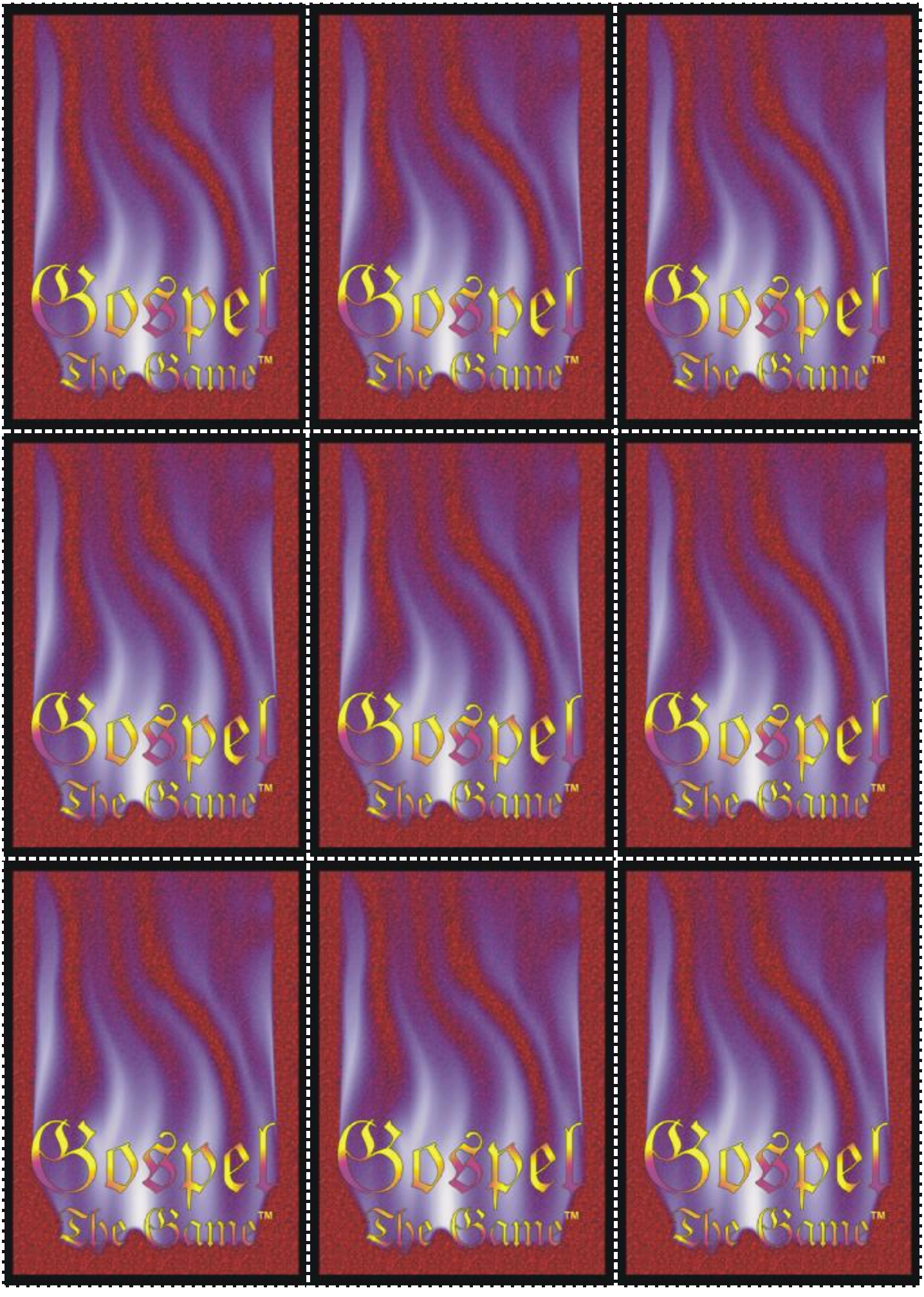
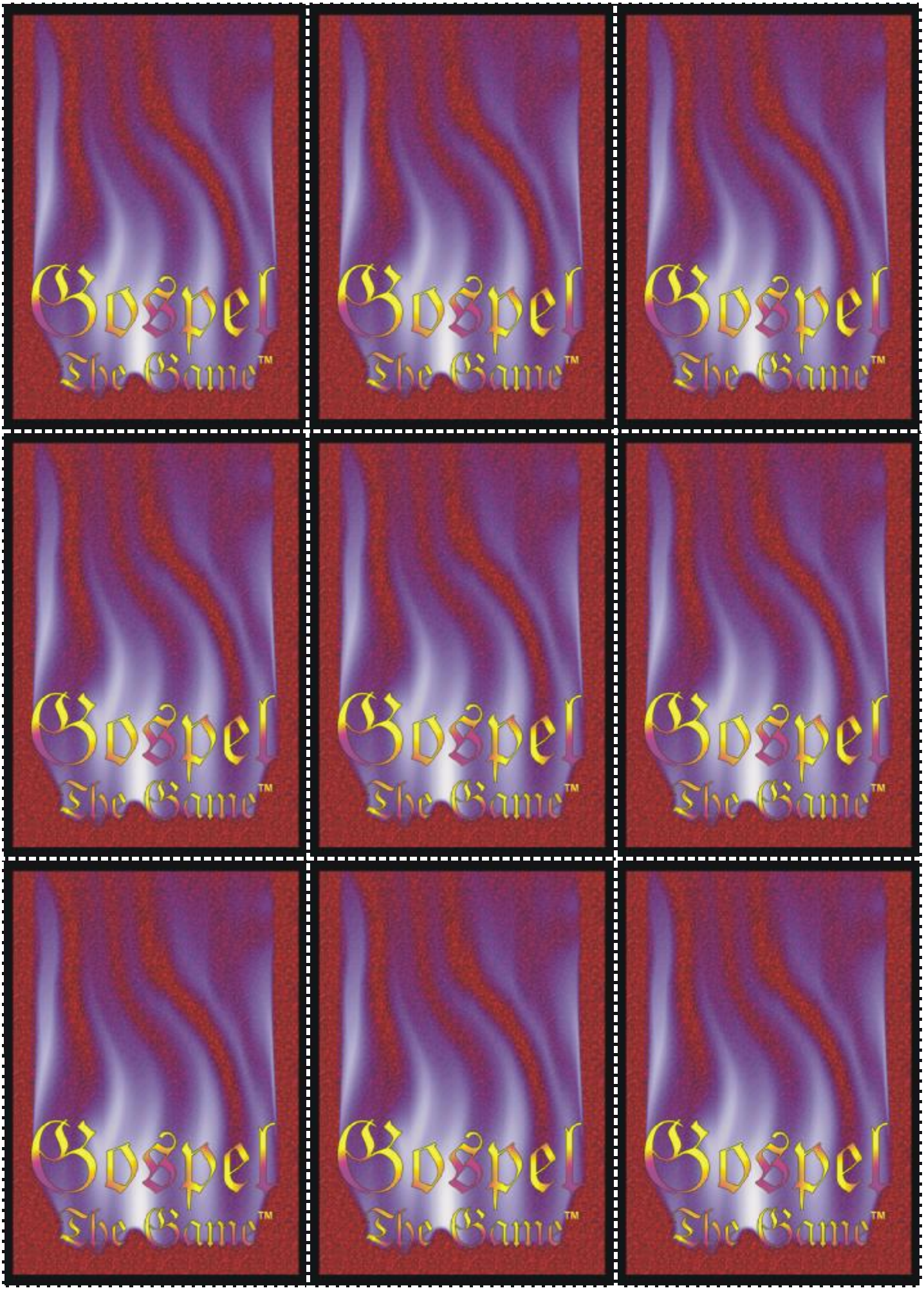

Gospel
The Game™

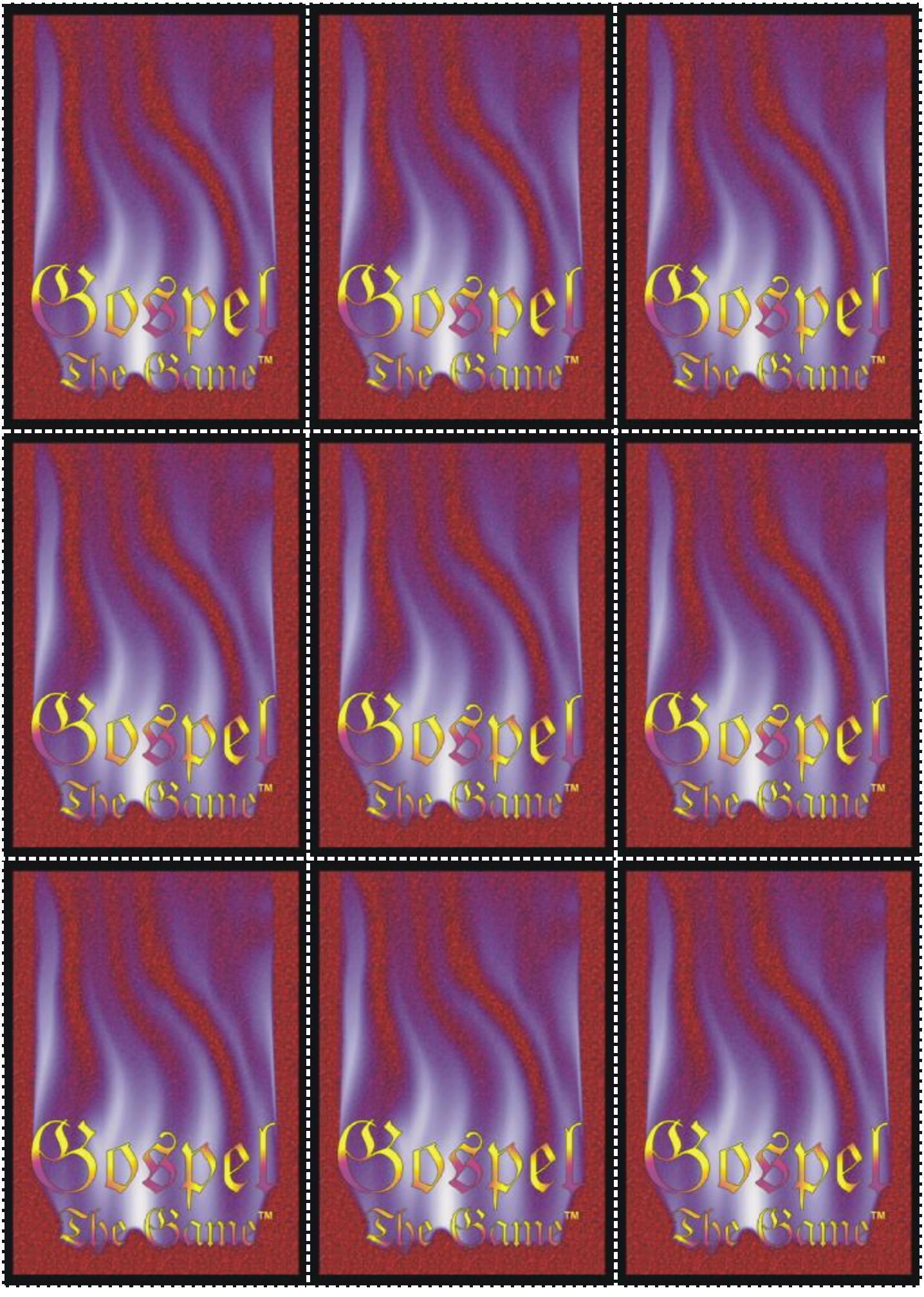

Gospel
The Game™

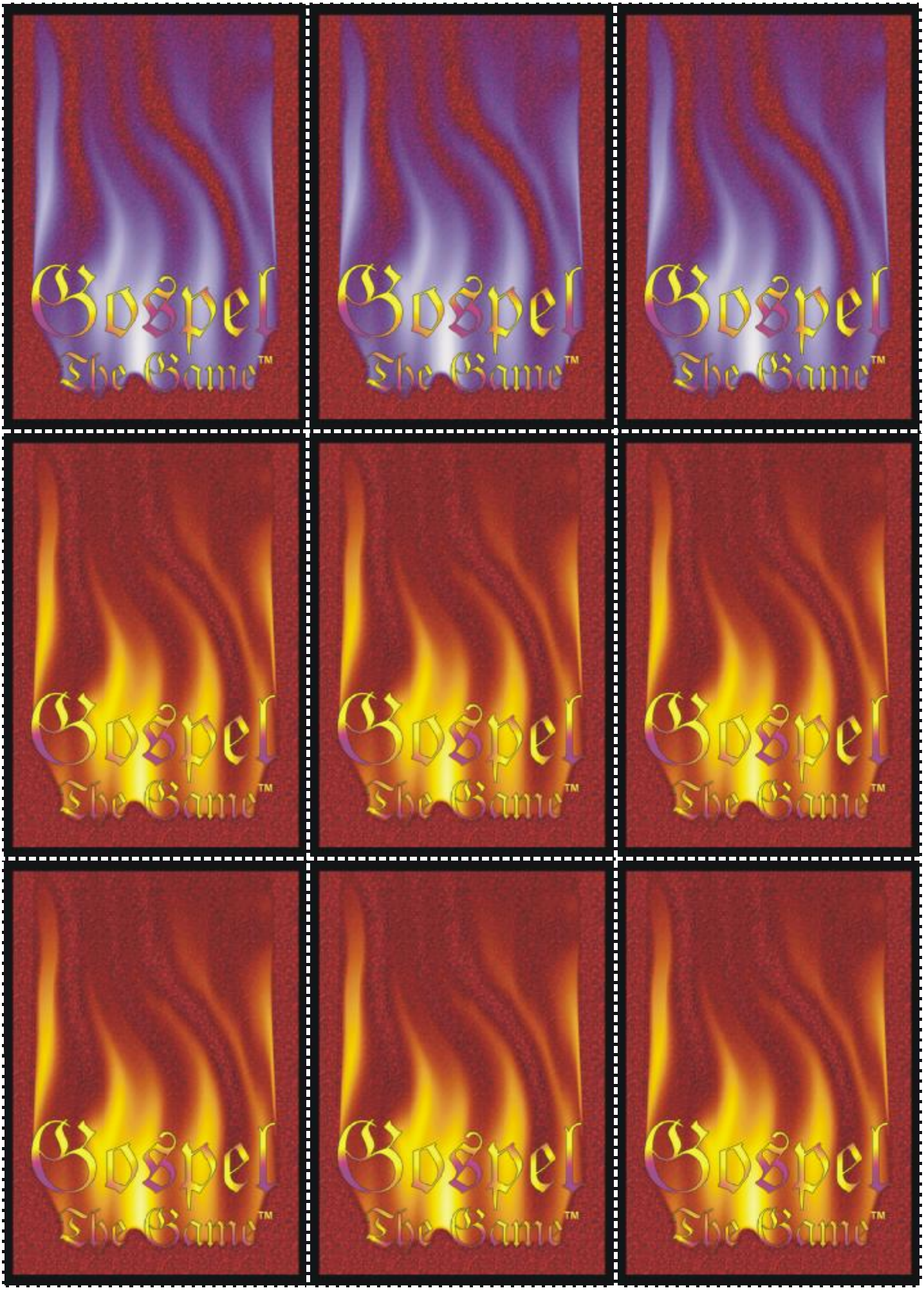

Gospel
The Game™

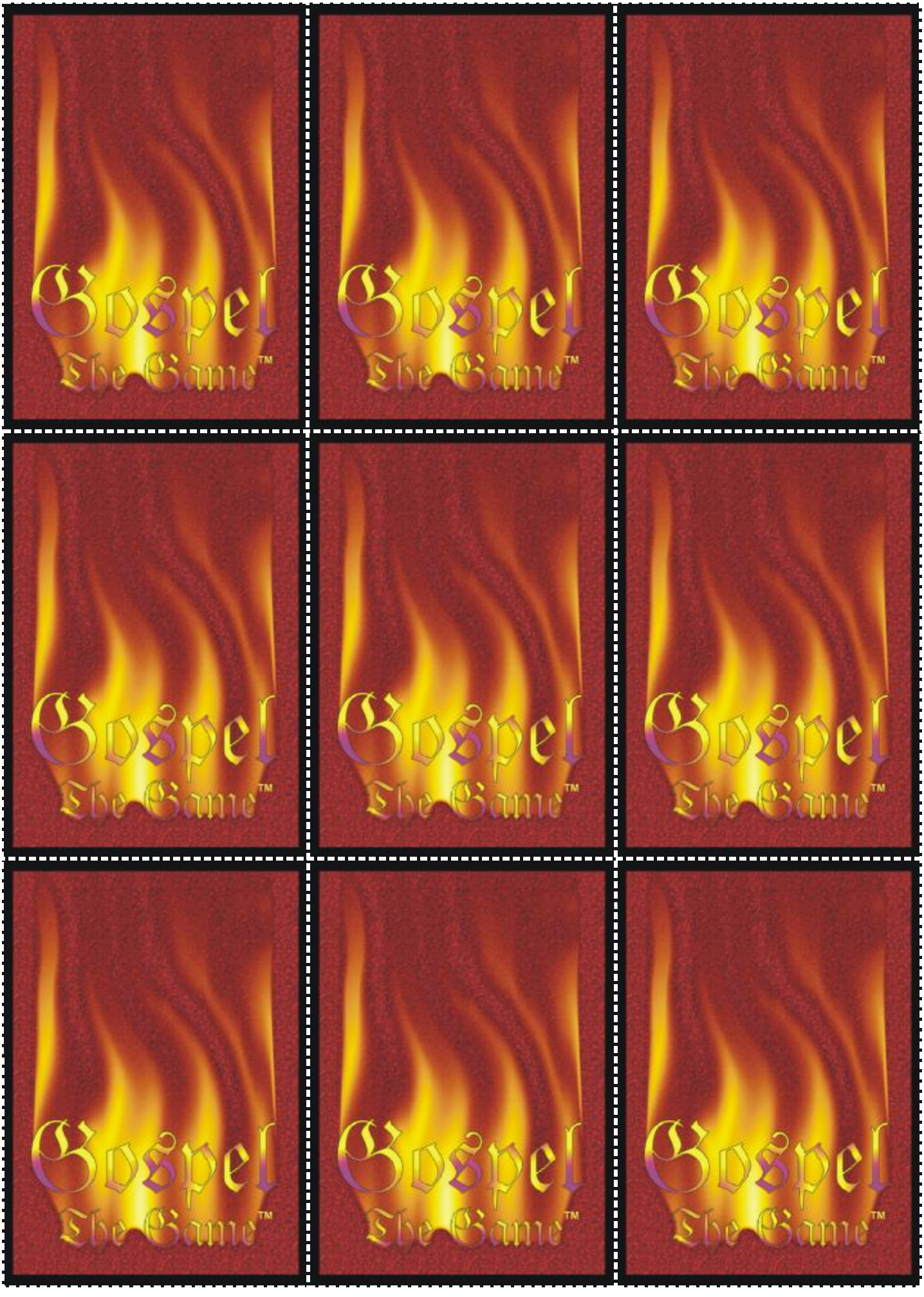

Gospel
The Game™


Gospel
The Game™


Gospel
The Game™


Gospel
The Game™


Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™
Gospel
The Game™


Gospel
The Game™

Gospel
The Game™

Gospel
The Game™

Gospel
The Game™

Gospel: The Phases

1) Worship:
All cards that were *Knelt* (rotated) now *Stand*.

2) Prayer:
Draw a card. You may play one resource if in your hand.

3) Trial:
Draw an *Adversity* card from the Adversity Deck.

4) Overcoming:
You may any or all of the following:
* Kneel characters to have their *Spirituality* added to your *Spirituality* pool for the remainder of this *Adversity* Trial.
* Play any cards (based on availability of resources) or character abilities (if not standing if kneeling is required) you can to attempt to *Overcome* the *Adversity*.
* You may play Resources if you have them in your hand and the *Adversity* requires them as part of the *Overcome* condition.
* Other players may play Fellowship cards (as their resources and desire allow) to help you.

5) Resolution:
Once everyone who is going to play a card has done so.
You Overcome: You gain *Growth* equal to the Adversity Rating of the card. Everyone who played Fellowship cards also gain *Growth* equal to the *Adversity Rating* unless otherwise stated on the card.
You Fail: You must do fulfill the Fail condition on the card.

6) Replenish:
You may any or all of the following:
* Play valid cards (Character, Divine, Empowerments) you have the resources available to play.
* Issue a Scripture Challenge.

7) Ending Prayer:
Your turn is ending you must check your cards in hand.
* **Less then 3:** You may pay 2 resources per card to draw up to three cards in your hand.
* **More then 7:** You must pay 2 resources per card beyond seven or discard down to seven.

© 2004 Ice-BreakerZ

Gospel
The Game™

Gospel
The Game™

Gospel: The Game

Quick Start:
A) Obtain a deck: Either a prebuilt or one of your own.
B) Create Adversity Deck: Each player adds their Adversity cards to the Adversity deck. Then shuffle this deck and place it in the center of the table.
C) Each Player Pulls out 2 Resources.
D) Each Player Pulls out a Scripture Challenge.
E) Start Growth: Set to zero.
F) Decide Who Goes First: By any method of choice.
G) Initial Growth Challenge: Challenge player to left with all the scriptures on the card you pulled. Score one ***Growth*** point for at least correct book.
H) Each Player thoroughly Shuffle their deck.
I) Each Player draws Seven Cards for the initial hand.
J) Game: The one with the least Growth goes first and takes turn, play proceeds clockwise.

Steps for Scripture Challenge:
A) Announce: Announce the challenge and select player.
B) Ask: Ask whether Old, New, or Random Testament.
C) Challenge: Read Scripture.
D) Answer: Ask opponent for reference.
E) Score: Each player recieves 1 ***Growth*** point or book or 2 ***Growth*** points for full reference.

Terms:
A) Church (or Sphere of Influence): Your area of play.
B) Play: Entire game area.
C) Kneel: Act of using a card, rotate the card 90 degrees.
D) Stand: Ready card that is not Knelt (kneeling, rotated).
E) Growth: Your personal Spiritual Growth during the game.
F) Spirituality: The total number of Spirituality points from characters in play in your church.

© 2004 Ice-BreakerZ

Gospel
The Game™

Gospel
The Game™

Gospel: The Game

Quick Start:
A) Obtain a deck: Either a prebuilt or one of your own.
B) Create Adversity Deck: Each player adds their Adversity cards to the Adversity deck. Then shuffle this deck and place it in the center of the table.
C) Each Player Pulls out 2 Resources.
D) Each Player Pulls out a Scripture Challenge.
E) Start Growth: Set to zero.
F) Decide Who Goes First: By any method of choice.
G) Initial Growth Challenge: Challenge player to left with all the scriptures on the card you pulled. Score one ***Growth*** point for at least correct book.
H) Each Player thoroughly Shuffle their deck.
I) Each Player draws Seven Cards for the initial hand.
J) Game: The one with the least Growth goes first and takes turn, play proceeds clockwise.

Steps for Scripture Challenge:
A) Announce: Announce the challenge and select player.
B) Ask: Ask whether Old, New, or Random Testament.
C) Challenge: Read Scripture.
D) Answer: Ask opponent for reference.
E) Score: Each player recieves 1 ***Growth*** point or book or 2 ***Growth*** points for full reference.

Terms:
A) Church (or Sphere of Influence): Your area of play.
B) Play: Entire game area.
C) Kneel: Act of using a card, rotate the card 90 degrees.
D) Stand: Ready card that is not Knelt (kneeling, rotated).
E) Growth: Your personal Spiritual Growth during the game.
F) Spirituality: The total number of Spirituality points from characters in play in your church.

© 2004 Ice-BreakerZ

Gospel: The Phases

1) Worship:
All cards that were *Knelt* (rotated) now *Stand*.

2) Prayer:
Draw a card. You may play one resource if in your hand.

3) Trial:
Draw an *Adversity* card from the Adversity Deck.

4) Overcoming:
You may any or all of the following:
* Kneel characters to have their *Spirituality* added to your *Spirituality* pool for the remainder of this *Adversity* Trial.
* Play any cards (based on availability of resources) or character abilities (if not standing if kneeling is required) you can to attempt to *Overcome* the *Adversity*.
* You may play Resources if you have them in your hand and the *Adversity* requires them as part of the *Overcome* condition.
* Other players may play Fellowship cards (as their resources and desire allow) to help you.

5) Resolution:
Once everyone who is going to play a card has done so.
You Overcome: You gain *Growth* equal to the Adversity Rating of the card. Everyone who played Fellowship cards also gain *Growth* equal to the *Adversity Rating* unless otherwise stated on the card.
You Fail: You must do fulfill the Fail condition on the card.

6) Replenish:
You may any or all of the following:
* Play valid cards (Character, Divine, Empowerments) you have the resources available to play.
* Issue a Scripture Challenge.

7) Ending Prayer:
Your turn is ending you must check your cards in hand.
* **Less then 3:** You may pay 2 resources per card to draw up to three cards in your hand.
* **More then 7:** You must pay 2 resources per card beyond seven or discard down to seven.

© 2004 Ice-BreakerZ