Faith



RESOURCE

"And the Lord said, If ye had faith as a grain of mustard seed, ye might say unto this sycamine tree, Be thou plucked up by the root, and be thou planted in the sea; and it should obey you."
Luke 17:6

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Love

RESOURCE

"And now abideth faith, hope, charity (love), these three; but the greatest of these is charity (love)."
1 Corinthians 13:13

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Love



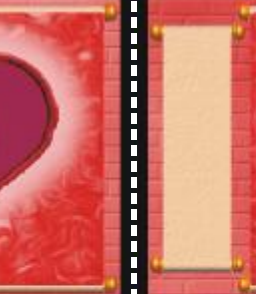
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Scripture Challenge 5

OLD

REFERENCE
Exodus 13:4

SCRIPTURE
"And God said unto Moses, I AM THAT I AM: and he said, Thus shalt thou say unto the children of Israel, I AM hath sent me unto you"

NEW

REFERENCE
James 1:22

SCRIPTURE
"But be ye doers of the word, and not hearers only, deceiving your own selves."

?

REFERENCE
1 Thessalonians 5:17

SCRIPTURE
"Pray without ceasing."

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Scripture Challenge 1

OLD

REFERENCE
Psalm 23:1

SCRIPTURE
"The LORD is my shepherd; I shall not want."

NEW

REFERENCE
John 3:16

SCRIPTURE
"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."

?

REFERENCE
Genesis 1:1

SCRIPTURE
"In the beginning God created the heaven and the earth."

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Scripture Challenge 2

OLD

REFERENCE
Proverbs 13:24

SCRIPTURE
"He that spareth his rod hateth his son: but he that loveth him chasteneth him betimes."

NEW

REFERENCE
Philipians 4:13

SCRIPTURE
"I can do all things through Christ which strengtheneth me."

?

REFERENCE
Romans 8:1

SCRIPTURE
"There is therefore now no condemnation to them which are in Christ Jesus, who walk not after the flesh, but after the Spirit."

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Scripture Challenge 3

OLD

REFERENCE
Psalm 1:1

SCRIPTURE
"Blessed is the man that walketh not in the counsel of the ungodly, nor standeth in the way of sinners, nor sitteth in the seat of the scornful."

NEW

REFERENCE
John 14:6

SCRIPTURE
"Jesus saith unto him, I am the way, the truth, and the life: no man cometh unto the Father, but by me."

?

REFERENCE
Jeremiah 17:9

SCRIPTURE
"The heart is deceitful above all things, and desperately wicked: who can know it?"

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Scripture Challenge 4

OLD

REFERENCE
2 Chronicles 7:14

SCRIPTURE
"If my people, which are called by my name, shall humble themselves, and pray, and seek my face, and turn from their wicked ways; then will I hear from heaven, and will forgive their sin, and will heal their land."

NEW

REFERENCE
James 2:18

SCRIPTURE
"Yea, a man may say, Thou hast faith, and I have works: shew me thy faith without thy works, and I will shew thee my faith by my works."

?

REFERENCE
Genesis 2:24

SCRIPTURE
"Therefore shall a man leave his father and his mother, and shall cleave unto his wife: and they shall be one flesh."

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Christian

†:2



2

CHARACTER

"Among whom are ye also the called of Jesus Christ." Romans 1:6

© 2004 Ice-BreakerZ

Boldness

†:1

⌂:1



FELLOWSHIP

Choose Target player. You speak plainly and boldly about the things of God with Target player. Target player gains four points (+4) of *Spirituality* until end of turn.

"According to the eternal purpose which he purposed in Christ Jesus our Lord: In whom we have boldness and access with confidence by the faith of him." Ephesians 3:11-12

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Believer

†:1

⌂:1



2

CHARACTER

"That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised him from the dead, thou shalt be saved." Romans 10:9

© 2004 Ice-BreakerZ

Holy Spirit

†:2



DIVINE

Choose Target player. Add three points (+3) to target player's *Spirituality*.

"And they were all filled with the Holy Ghost, and began to speak with other tongues, as the Spirit gave them utterance." Acts 2:4

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Member

†:1



1

CHARACTER

"And whether one member suffer, all the members suffer with it; or one member be honoured, all the members rejoice with it." 1 Corinthians 12:26

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Brother

♥:1



1

CHARACTER - FAMILY

"Yea, brother, let me have joy of thee in the Lord: refresh my bowels in the Lord." Philemon 20

© 2004 Ice-BreakerZ

Kin

♥:1

⌂:1



1

CHARACTER - FAMILY

Add 1 point (+1) to your *Spirituality* if there is another Family character in your church.

"Either his uncle, or his uncle's son, may redeem him, or any that is nigh of kin unto him of his family may redeem him; or if he be able, he may redeem himself." Leviticus 25:49

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Mother

♥:2



1

CHARACTER - FAMILY

Add 1 point (+1) for each ♥ resource you kneel to your *Spirituality*.

"For I was my father's son, tender and only beloved in the sight of my mother." Proverbs 4:3

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Musician

♥:1

⌂:1



2

CHARACTER - ARTISAN

"Here are the men who served, together with their sons: From the Kohathites: Heman, the musician, the son of Joel, the son of Samuel,..." 1 Chronicles 6:33

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Spouse

:1



1

CHARACTER - FAMILY

"Therefore shall a man leave his father and his mother, and shall cleave unto his wife: and they shall be one flesh." Genesis 2:24

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Revival Service

:2



FELLOWSHIP

You hold a revival and share in the true spirit of the church. All of your cards in your church are available to target player until end of turn. That player may use any of your *Standing* cards as if it was their own.

"And I say also unto thee, That thou art Peter, and upon this rock I will build my church; and the gates of hell shall not prevail against it." Matthew 16:18

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Christian

:2



2

CHARACTER

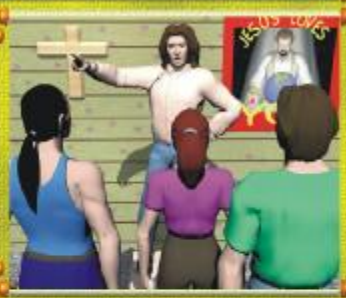
"Among whom are ye also the called of Jesus Christ." Romans 1:6

© 2004 Ice-BreakerZ

Boldness

:1

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FELLOWSHIP

Choose Target player. You speak plainly and boldly about the things of God with Target player. Target player gains four points (+4) of *Spirituality* until end of turn.

"According to the eternal purpose which he purposed in Christ Jesus our Lord: In whom we have boldness and access with confidence by the faith of him." Ephesians 3:11-12

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Believer

:1

:1



2

CHARACTER

"That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised him from the dead, thou shalt be saved." Romans 10:9

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Holy Spirit

:2



DIVINE

Choose Target player. Add three points (+3) to target player's *Spirituality*.

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CHARACTER

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Brother

:1



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CHARACTER - FAMILY

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Kin

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CHARACTER - FAMILY

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"Either his uncle, or his uncle's son, may redeem him, or any that is nigh of kin unto him of his family may redeem him; or if he be able, he may redeem himself." Leviticus 25:49

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Mother



:2

1

CHARACTER - FAMILY

Add 1 point (+1) for each ♥ resource you kneel to your *Spirituality*.

"For I was my father's son, tender and only beloved in the sight of my mother." Proverbs 4:3

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Musician



:1

:1

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CHARACTER - ARTISAN

"Here are the men who served, together with their sons: From the Kohathites: Heman, the musician, the son of Joel, the son of Samuel,..." 1 Chronicles 6:33

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Spouse



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Christian



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Christian

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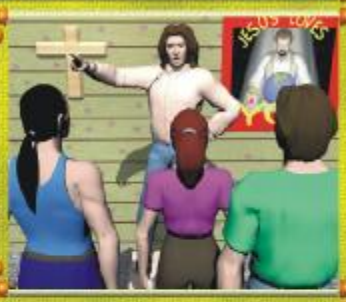
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Grace



0

ADVERSITY
The Grace of God shines upon you. There is no Adversity to overcome this turn.

"But unto every one of us is given grace according to the measure of the gift of Christ." Ephesians 4:7

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Grace



0

ADVERSITY
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Mercy



0

ADVERSITY
God shows Mercy on you. There is no Adversity to overcome this turn.

"So then it is not of him that willeth, nor of him that runneth, but of God that sheweth mercy." Romans 9:16

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Mercy



0

ADVERSITY
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Lust



1

ADVERSITY - SIN
You have fallen into wanting your desires of God's.
OVERCOME: Spirituality equal to your Growth (Max: 5)
FAIL: Lose 1 point of Growth.

"But my people would not hearken to my voice; and Israel would none of me. So I gave them up unto their own hearts' lust: and they walked in their own counsels" Psalms 81:11-12

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Lust



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OVERCOME: Spirituality equal to your Growth (Max: 5)
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Backsliding



1

ADVERSITY

You are backsliding in your faith to God.
OVERCOME: Spirituality equal to your Growth (Max: 5)
FAIL: Lose 1 point of Growth and discard one character from your church.

"The backslider in heart shall be filled with his own ways: and a good man shall be satisfied from himself." Proverbs 14:14

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Backsliding



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Lying



1

ADVERSITY - SIN

You have been caught lying. Repent!!
OVERCOME: Discard a resource from your church.
FAIL: Lose 2 points of Growth.

"Thou shalt not bear false witness against thy neighbour." Exodus 20:16

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Lying



1

ADVERSITY - SIN

You have been caught lying. Repent!!
OVERCOME: Discard a resource from your church.
FAIL: Lose 2 points of Growth.

"Thou shalt not bear false witness against thy neighbour." Exodus 20:16

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Fire and Brimstone



2

ADVERSITY

The fire of God burns! Only strong in spirit can lead.
OVERCOME: Spirituality equal to two times your Growth (Max: 10).
FAIL: All players lose 1 point of Growth and discard the top 3 cards from their deck.

"The LORD trieth the righteous: but the wicked and him that loveth violence his soul hateth. Upon the wicked he shall rain snares, fire and brimstone, and an horrible tempest: this shall be the portion of their cup." Psalm 11:5-6

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Bitterness



1

ADVERSITY

There is bitterness in your heart. Repent!!
OVERCOME: Spirituality equal to your Growth (Max: 5).
FAIL: Discard one character and all Empowerments from your church.

"Looking diligently lest any man fail of the grace of God; lest any root of bitterness springing up trouble you, and thereby many be defiled;" Hebrews 12:15

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Bitterness



1

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Division



1

ADVERSITY

There is division in your church.
OVERCOME: At least 5 resources of any type in your church.
FAIL: All players discard one character.

"So there was a division among the people because of him." John 7:43

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Division



1

ADVERSITY

There is division in your church.

OVERCOME: At least 5 resources of any type in your church.

FAIL: All players discard one character.

"So there was a division among the people because of him."
John 7:43

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Demon



2

ADVERSITY - DEMONIC

You come face to face with a demon.

OVERCOME: Spirituality of two times your Growth (Max: 10)

FAIL: All players lose 2 points of Growth and discard one character they have in play.

"For if God spared not the angels that sinned, but cast them down to hell, and delivered them into chains of darkness, to be reserved unto judgment;"
1 Peter 2:4

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Demon



2

ADVERSITY - DEMONIC

You come face to face with a demon.

OVERCOME: Spirituality of two times your Growth (Max: 10)

FAIL: All players lose 2 points of Growth and discard one character they have in play.

"For if God spared not the angels that sinned, but cast them down to hell, and delivered them into chains of darkness, to be reserved unto judgment;"
1 Peter 2:4

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Evil Presence



2

ADVERSITY - DEMONIC

You are considered a threat and the enemy had dispatched an evil presence to distract you from God.

OVERCOME: Spirituality of two times your Growth (Max: 10)

FAIL: All players lose 1 point of Growth.

"When I looked for good, then evil came unto me: and when I waited for light, there came darkness. My bowels boiled, and rested not: the days of affliction prevented me." Job 30:26-27

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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.

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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.

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