Prayer



RESOURCE

"The effectual fervent prayer of a righteous man availeth much." James 5:16b

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Purity



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"Blessed are the pure in heart: for they shall see God." Matthew 5:8

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Scripture Challenge 6

OLD

SCRIPTURE
"Bring ye all the tithes into the storehouse, that there may be meat in mine house, and prove me now herewith, saith the LORD of hosts, if I will not open you the windows of heaven, and pour you out a blessing, that there shall not be room enough to receive it."
REFERENCE
Malachi 3:10

NEW

SCRIPTURE
"And when they were come into the house, they saw the young child with Mary his mother, and fell down, and worshipped him: and when they had opened their treasures, they presented unto him gifts; gold, and frankincense, and myrrh."
REFERENCE
Matthew 2:11

?

SCRIPTURE
"Thou shalt have no other gods before me."
REFERENCE
Exodus 20:3

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Scripture Challenge 7

OLD

SCRIPTURE
"But he was wounded for our transgressions, he was bruised for our iniquities: the chastisement of our peace was upon him; and with his stripes we are healed."
REFERENCE
Isaiah 53:5

NEW

SCRIPTURE
"For all have sinned, and come short of the glory of God;"
REFERENCE
Romans 3:23

?

SCRIPTURE
"All we like sheep have gone astray; we have turned every one to his own way; and the LORD hath laid on him the iniquity of us all."
REFERENCE
Isaiah 53:6

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Scripture Challenge 8

OLD

SCRIPTURE
"... Choose you this day whom ye will serve; ... as for me and my house, we will serve the LORD."
REFERENCE
Joshua 24:15

NEW

SCRIPTURE
"For the wages of sin is death; but the gift of God is eternal life through Jesus Christ our Lord."
REFERENCE
Romans 6:23

?

SCRIPTURE
"Therefore if any man be in Christ, he is a new creature: old things are passed away; behold, all things are become new."
REFERENCE
2 Corinthians 5:17

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Scripture Challenge 9

OLD

SCRIPTURE
"And if one prevail against him, two shall withstand him; and a threefold cord is not quickly broken."
REFERENCE
Ecclesiastes 4:12

NEW

SCRIPTURE
"There is therefore now no condemnation to them which are in Christ Jesus, who walk not after the flesh, but after the Spirit."
REFERENCE
Romans 8:1

?

SCRIPTURE
"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."
REFERENCE
Romans 10:9

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Scripture Challenge 10

OLD

SCRIPTURE
"Trust in the LORD with all thine heart; and lean not unto thine own understanding. In all thy ways acknowledge him, and he shall direct thy paths."
REFERENCE
Proverbs 3:5-6

NEW

SCRIPTURE
"Whether therefore ye eat, or drink, or whatsoever ye do, do all to the glory of God."
REFERENCE
1 Corinthians 10:31

?

SCRIPTURE
"A virtuous woman is a crown to her husband: but she that maketh ashamed is as rottenness in his bones."
REFERENCE
Proverbs 12:4

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Co-Worker



:1
:1
1

CHARACTER

"We therefore ought to welcome such, that we may be fellow-workers for the truth." 3 John 8

© 2004 Ice-BreakerZ

Friend



:1
1

CHARACTER

"He that loveth pureness of heart, for the grace of his lips the king will be his friend." Proverbs 22:11

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Neighbor



:1
1

CHARACTER

"And the second is like unto it, Thou shalt love thy neighbour as thyself." Matthew 22:39

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Intercessor



:2
2

CHARACTER - WARRIOR

Kneel character and choose a target player. That player gains four points (+4) of *Spirituality* until end of turn. If target player is an opponent, you gain 1 point of *Growth*.

"Also now, behold, my witness is in heaven, and my record is on high. My friends scorn me: but mine eye poureth out tears unto God. O that one might plead for a man with God, as a man pleadeth for his neighbour!" Job 16:19-21

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Man of God



:2
:2
2

CHARACTER - WARRIOR

Kneel character to have all Warrior characters in play gain two points (+2) of *Spirituality* until the end of turn and apply Man of God's *Spirituality* to your church's *Spirituality*.

"That the man of God may be perfect, throughly furnished unto all good works." 2 Timothy 3:17

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Fervent Prayer



:1

FELLOWSHIP

FAILED: Choose Target player. Discard that player's *Adversities* and treat it as if that player had *Overcome* the *Adversity* instead of *Failed* it.

"Confess your faults one to another, and pray one for another, that ye may be healed. The effectual fervent prayer of a righteous man availeth much." James 5:16

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Angel of the Lord



:4
3

CHARACTER - ANGEL

Kneel character to choose target player. Target player gains two points (+2) of *Spirituality* until the end of turn. If Target is an opponent, gain 1 point of *Growth*.

"And the angel of the LORD appeared unto him in a flame of fire out of the midst of a bush: and he looked, and, behold, the bush burned with fire, and the bush was not consumed." Exodus 3:2

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Multitude of Angels



:2
2

CHARACTER - ANGEL

"And suddenly there was with the angel a multitude of the heavenly host praising God, and saying, Glory to God in the highest, and on earth peace, good will toward men." Luke 2:13-14

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Angel



:1
1

CHARACTER - ANGEL

"And there appeared unto him an angel of the Lord standing on the right side of the altar of incense." Luke 1:11

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Spiritual Armor

:2



EMPOWERMENT

Kneel to add two points (+2) of *Spirituality* to your church.

"Put on the whole armour of God, that ye may be able to stand against the wiles of the devil." Ephesians 6:11

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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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Co-Worker

:1

:1

1



CHARACTER

"We therefore ought to welcome such, that we may be fellow-workers for the truth." 3 John 8

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Friend

:1

1



CHARACTER

"He that loveth pureness of heart, for the grace of his lips the king will be his friend." Proverbs 22:11

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Neighbor

:1

1



CHARACTER

"And the second is like unto it, Thou shalt love thy neighbour as thyself." Matthew 22:39

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Intercessor

:2

2



CHARACTER - WARRIOR

Kneel character and choose a target player. That player gains four points (+4) of *Spirituality* until end of turn. If target player is an opponent, you gain 1 point of *Growth*.

"Also now, behold, my witness is in heaven, and my record is on high. My friends scorn me: but mine eye poureth out tears unto God. O that one might plead for a man with God, as a man pleadeth for his neighbour!" Job 16:19-21

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Man of God

:2

:2

2



CHARACTER - WARRIOR

Kneel character to have all Warrior characters in play gain two points (+2) of *Spirituality* until the end of turn and apply Man of God's *Spirituality* to your church's *Spirituality*.

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Fervent Prayer

:1



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Angel of the Lord

:4

3



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Multitude of Angels

:2



2

CHARACTER - ANGEL

"And suddenly there was with the angel a multitude of the heavenly host praising God, and saying, Glory to God in the highest, and on earth peace, good will toward men." Luke 2:13-14

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Angel

:1



1

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Spiritual Armor

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Co~Worker

:1

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CHARACTER

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Friend

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Neighbor

:1



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Intercessor

:2



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Man of God

:2

:2



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Angel of the Lord

:4



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Multitude of Angels

:2



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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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0

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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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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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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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"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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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



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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



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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



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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 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:

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Terms:

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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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GOSPEL: THE PHASES

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