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 several pages, we will tell you how to play the game. The cards found in this starter deck represent the beginning of your experience. Soon, we hope to expand the game with more cards that God bless us to create. We hope that this answers any questions that you might have about the game. However, we are available online at www.ice-breakerz.org should any additional ones come up. Now sit back and get ready to play.

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

The rules are divided into seven (7) sections:

- Section 1 – General Rules, General Information, Anatomy of the different Card Types, Breakdown of Game Play Arena.
- Section 2 – Basic Rules for beginning the game.
- Section 3 – The Details of Elements of the Game including Descriptions of the different Decks, How to Build your own Deck, Key Terms and ***More***.
- Section 4 – Detailed breakdown of the turn Phases.
- Section 5 – Abilities, What they Are, How They Work, etc.
- Section 6 – Timing within in the Game.

1.1 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. However, be sure that you are maintaining God's will within the confines of the game rules.
2) If a card contradicts the rules of the game, the card wins. The card overrides the rules as they pertain when that card is in play or played. The rules will stand otherwise, again unless stated by a card.
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. More on this in the timing section.
4) Unless noted all Scriptural text is taken from the King James Bible.

1.2 Equipment

You need the two (2) Player Decks complete with Adversity cards for creating the Adversity deck and something to mark or record your Growth.

1.3 Purpose of a Gospel Game

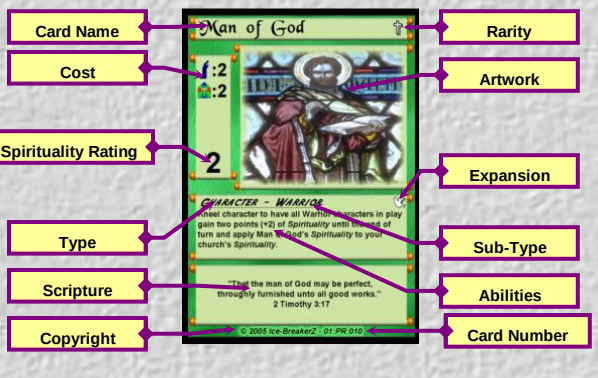
Many people during development have asked why create a Gospel game. Well, the simple reason is to create a fun way to share with people the Gospel of Jesus Christ. While playing this game, you will get a sense of what it means to be a Christian who walks through life's adversities with the help and aide of God, Jesus and the Holy Spirit. In addition, you will have great fun and 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 icebreaker to the Gospel. In short, we seek to glorify God in any and all the ways a Gospel card game can.

1.4 Object of the Game

The objective of Gospel: The Game™ is to be the first to reach ***Maturity*** (*33* points of ***Growth***). This is achieved by primarily by overcoming adversity in your Christian walk throughout the game. One of the unique aspects of this game is how you can both achieve maturity for yourself as well as help others to do the same.

1.5 Parts of the Game

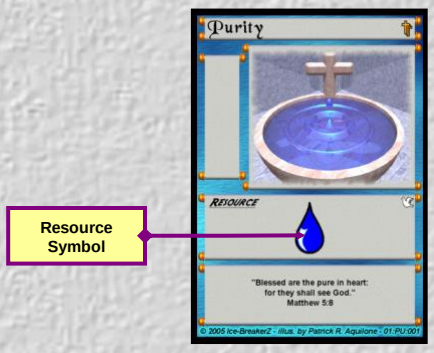
1.5.1 General Anatomy of The Cards



1.5.2 Difference for Adversity



1.5.3 Difference for Resources



1.5.4 Card Types

There are seven basic card types within the game.



Adversity - Adversity is something that we all face in life. We do not want it or wish it upon anyone, but it happens. Therefore, these cards represent the different types of adversities that one might face. These can come from the world, the devil, or evil within the spiritual realm and they all seek to attempt to sway you from Spiritual ***Maturity***. It provides the conflict within the game.

Many of the Adversities will list a **MAX** amount. This is considered to be a maximum *Overcome* requirement. For example, the Demon card shown has a ***Spirituality*** of twice your ***Growth*** (MAX:10) requirement, which means that the ***Spirituality*** requirement is a MAXimum of 10 points of ***Spirituality***. A player with 6 points of **Growth** would not need 12, but the maximum of 10 or greater points of ***Spirituality*** to *Overcome* the ***Adversity***.



Characters - Characters, which are played in your ***Church***, represent people in your world that can aid you in your attempts to walk through life's ***Adversities***. Certain characters will have special abilities that equip them for fighting the evil that is present in our world while others will just be able to provide their ***Spirituality*** to help. Characters are the main line of support for overcoming ***Adversity***.

The Mother card shown has an ability to increase your spirituality by kneeling Love resources.



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 pass. Sometimes the event is good and sometimes it is bad.



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

Empower Target - An empowerment that attaches to Target type of card.

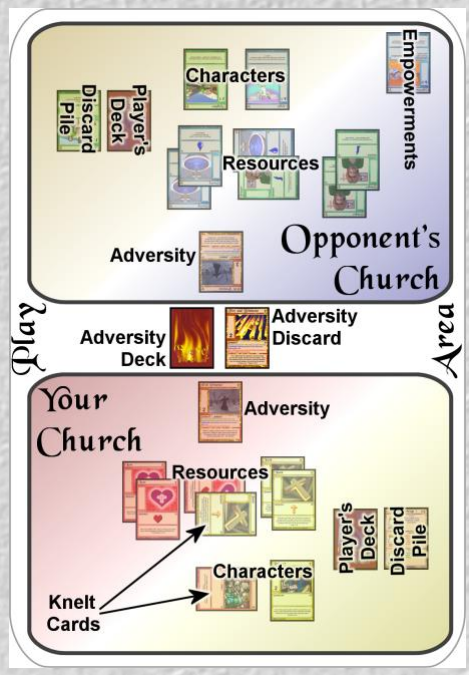


Fellowship - What would a Christian be without fellowship? ***Fellowship*** cards represent the ability of the Body of Christ to aid you in your attempts to overcome trials. These cards can only be played on your opponent's turns to aid him/her in overcoming an obstacle. The benefit is that you get to 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. You begin the game with two resources in play signifying a new believer who has recently become a Christian and still young and naïve in his/her awareness of the spiritual aspects of life. As the game progresses, your spiritual ***Resources*** grow symbolizing the growth of a Christian in greater understanding and power.

1.5.5 Playing Area or Table Top



Note:

This is only a suggested layout that defines all the important areas of play. You do not have to lay out in this fashion, but all areas must be visible at all times.

2. The Basics

2.1 Setup

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

1) One (1) complete Faith / Love Players Deck.

2) One (1) complete Prayer / Purity Players Deck.

3) Two (2) complete sets of twenty (20) Adversity Decks (one to go with each Players Deck).

4) One (1) rulebook.

There is one other item you need. It is something (i.e. piece of paper, dice, etc.) to note your Spiritual ***Growth*** (explained later) 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. At 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 of ***Growth*** at the end of any turn) wins the game.

To begin, take both Adversity decks and shuffle them together (you can sort out whose are whose after the game) and place this deck in the middle of the playing field. Next sort through your deck and take out two spiritual **Resources** from your deck (for first time playing for the Faith / Love deck take 1 Faith and 1 Love, and for the Prayer / Pure deck take 1 Prayer and 1 Purity). Place these cards face up in front of you in your personal playing area, which is referred to as your **Church**. Refer to section 1.5.5 for a graphic breakdown of the game's playing field.

> ***Note:***
>
> *The term **Church** or your **Church** refers to your play area and represents those who would be within your sphere of influence and be able to aid you in your walk with Christ.*

> ***Note: Terminology***
>
> *There are many terms used within this game. To aid you, there is a specific section (see 3.1.4) that addresses terminology later in the rulebook. Important keywords will be bold.*

Now shuffle the remaining deck and place it in your ***Church*** to represent upcoming events and characters you will meet in your walk throughout the game.

> ***Note:***
>
> *A description of common formats for laying out your **Church** is illustrated in section 1.5.5.*

Determine who will go first. You may use any methods you like (i.e. rock, paper scissors; dice; coin; etc.).

Now that this has been completed, we are ready to begin. Draw seven cards from your play deck. Now we are ready to look at the turn sequence.

2.2 Basic Turn Sequence

The game consists of a series of ***Rounds*** where each player gets a single ***Turn***. A player's turn is further divided into five ***Phases***. These Phases are:

2.2.1 Worship

The beginning of a turn all characters and cards that were ***knelt*** (i.e. rotated sideways to indicate usage during the previous round) ***stand*** (return to their upright position).

2.2.2 Prayer

Draw **TWO (2)** cards if able, and if you are able and desire you may place **ONE (1)** ***Resource*** into play from your hand at this time.

> ***Note: Running out of Draw cards***
>
> *If at any time you run out of cards, then you will not be able to draw new cards for the remainder of the game.*

2.2.3 Trial

Trials are further broken down for ease of understanding. However, all of these sub-phases are all considered to still be the Trial Phase. Thus, if a card states that it has ability during the Trial Phase, that ability can be played during any of the following sub-phases.

2.2.3.1 Draw

Draw the appropriate number of ***Adversity*** cards (see note) from the Adversity Deck *if and only if* your ***Church*** is not presently facing an ***Adversity***.

> ***Note: Facing Adversities***
>
> *In order to balance the beginning of the game with the end game, you must draw two adversities and overcome them simultaneously after you have achieved 16 points of **Growth**. In example, if one **Adversity** calls for a **Spirituality** of 10 and the other calls for a **Spirituality** of 5 then you will need 15 total to overcome. Use the following to remember how many adversities to draw:*
>
> *If you have a **Growth** of up to 16 points (i.e. 0 - 16) then draw **ONE (1) Adversity**.*
>
> *If you have a **Growth** greater then 16 points (i.e. 17 – 33) draw **TWO (2) Adversities**.*

2.2.3.2 Overcome

Attempt to overcome the ***Adversity***. You overcome by the combination of cards you have in your ***Church*** coupled with any cards your opponent may play to help you (see note on How to Overcome). If you do not have sufficient cards to overcome the adversity; however, you have the needed cards in your hand and you have the required number of resources available (standing) in your ***Church*** to play them, you may do so at this time (see note about how to play a card from your hand). You can do this by playing cards from your hand if you have the resources to do so, using character abilities if applicable, asking and receiving help from fellowship cards your opponent may play to help, or character abilities that your opponents can play.

> ***Note: How to Overcome***
>
> *There are several different categories of **Adversity** cards (that have no bearing on whether or not the **Adversity** has a sub-type listed on the card) that require different means to overcome them. The following is a list of the most common types of **Adversities** and how to overcome them:*
>
> *1) **Spirituality Adversity** – This **Adversity** represents a direct Spiritual challenge and therefore requires **Spirituality** to counter this. You **Spirituality** is determined by the **Spirituality Rating** (large number on the left side of the card under the cost) of the characters in your **Church**. Assuming you have enough **Spirituality**, to overcome this challenge **kneel** the appropriate number of Characters in your **Church**. You can also play cards out of your hand (assuming you have the resources required) to boost your **Spirituality**.*
>
> *2) **Resource Adversities** – This **Adversity** represents a direct challenge towards your spiritual **Resources** and requires **Resources** to counter this. Some require the sacrifice of a resource while others require a certain number of resources to overcome. If the resource requires a certain number of resources (say 10, and you have 8 in play) and you*

have the other resources in your hand (the needed 2), you may play them at this time..

3) ***Character Adversities*** *– This* ***Adversity*** *represents a direct challenge towards the characters in your* ***Church*** *and requires character to counter this. Again, this could be total number of characters, Spirituality strength of your characters, or sacrificing of a character within your* ***Church****.*

Some ***Adversities*** *are considered to be* ***Global*** *and will adversely affect your opponents if you fail to overcome them. It is always to your opponents benefit to aid you; however, in the case of* ***Global Adversities****, it is strongly recommended.*

At any time while facing an ***Adversity****, your opponent may play* ***Fellowship*** *cards or character abilities within his* ***Church*** *to aid you in overcoming.*

Note: Playing A Card from Your Hand

Whenever you bring a card into play, you must have the available (standing, non-kneeling, non-knelt) resources available in your ***Church*** *to bring the card into play in your* ***Church****. To know what resources are required refer to the icons and numbers on the left hand side of the artwork that matches the icon on the resource cards in your* ***Church*** *(the multi-colored church icon represents any resource type). To signify that you are using resources this turn, kneel the appropriate number of resource cards (rotate sideways). Resources that are knelt are considered to be in use and not available for other cards until they stand on your next turn.*

2.2.3.3 Resolution

If all the requirements of the ***Adversity*** can be met, then kneel the appropriate cards (including any opponents cards as applicable) and discard the ***Adversity*** into the *Adversity Discard Pile.* Award yourself and any player who played ***Fellowship*** cards ***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 (which may include discarding a character, reducing your ***Growth***, or many other such events). The ***Adversity*** card is then laid in your ***Church*** in hope of overcoming it next turn. The negative affects are applied **every time** you fail to overcome the ***Adversity***.

For Example:

If you have three characters in your ***Church*** *and you fail to overcome an adversity that requires you to discard a character over three turns you will have discarded the three characters. If you continue to fail but have no characters then there is nothing you can do to meet the fail condition. Of course, you may bring additional characters into play during your* ***Overcoming*** *or* ***Replenish*** *Phases. On the other hand, if the* ***Adversity*** *required a* ***Spirituality*** *less then the total* ***Spirituality*** *of the three characters in play, then the* ***Adversity*** *is overcome, discarded, and* ***Growth*** *is awarded.*

2.2.4 Replenish

You may now play any cards you have in your hand that you have the available Resources to bring them into play (except Fellowship cards because they are only played on your opponent's turns). You can use this time to strengthen your ***Church*** in order to better help you overcome the ***Adversities*** that are coming.

2.2.5 Ending Prayer

This is 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 on Cards in Hand). It is suggested for fun to signal the end of your turn you say *"Amen".* If at this point, any player has reached ***Maturity*** (i.e. reached 33 points) then that player has won the game.

Note: Cards in Hand

You must count the number of cards in your hand and do the following.

If you have less then ***THREE (3)*** *cards in your hand, you can either remain where you are or pay two (2) resources (of any type) per card to draw up to a maximum of* ***THREE (3)*** *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 (7)*** *cards in your hand, you can either discard down to seven (7) cards (your choice what you discard) or pay two resources (of any type) per card above seven (7) 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 not capitalized on (although many times not through lack of wanting to play the cards) and therefore a penalty is enforced.*

Note:

There is an exception to the rules. A card is always considered to be correct and may alter the Phases, repeat a specific Phase, stand knelt cards outside of worship, and the list goes on. Always assume that the card is correct and not the rules should a situation arise.

2.3 How to Win the Game

To win the game, you must be the first player to achieve Spiritual ***Maturity*** (reaching a score of *33* points of ***Growth***) 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.

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.

You are now ready to go and play.

3. The Details

This section will explain in detail some of the items in Gospel: The Game™.

3.1 Decks

Note:

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

3.1.1 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. Be sure to review the tips listed in section 3.1.3.

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

2) Except for ***Resources*** cards, there can be no more then **FOUR (4)** 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.

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3) There can be any number of ***Resources*** in a deck. Since resources are where you gain your ability to function (play cards from your hand) in the game, it is important to be able to have enough of them in a deck.

4) There is no requirement on how many different types of resources can exist in one deck.

3.1.2 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 **TWENTY (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 **TWO (2)** of any one adversity in your deck. Therefore, there will be no more then **TWO (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.*

3.1.3 Tips & Suggestions

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 more then 100 cards in it maximum or less then 50 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).

> ***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).*
>
> *60 total cards.*

3) 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 common will be one or two ***Resource*** decks.

3.1.4 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.

> ***Note:***
>
> *Many of the terms described here will make more sense when you refer to the illustrations in section 1.5 which show the card and playing field breakdowns.*

3.1.4.1 Kneeling

Kneeling is the act of rotating a card sideways to indicate that you are using that card. When you kneel a card, you need to announce why you are kneeling the card. For example, if you are using the card *Believer* to add to your ***Spirituality*** to overcome and ***Adversity*** announce that you are "Using his Spirituality."

3.1.4.2 Standing

Standing is the opposite of kneeling. Standing a card is to return it to the upright position where it is available for use by kneeling.

3.1.4.3 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.*

3.1.4.4 Bringing Cards into Play

Each card has a cost listed on the card even if the cost is zero (which can be represented by a blank cost area). This cost represents the amount of ***Resources*** needed to add this card whether character or other card to your ***Church***. To bring a card in play, you must have enough ***Resources*** in play that are not already being drawn from (i.e. standing, non-knelt, non-kneeling). When you wish to bring a card into play, kneel the appropriate number of ***Resources*** (rotate them sideways) 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 (standing). Of course, as you grow in the game your number of available ***Resources*** will grow also.

3.1.4.5 Church

In contrast to the Playing Field, your ***Church*** pertains only to the cards in your area of play. It 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 of your ***Church***.

> ***For Example:***
>
> *Revival Service states that "… All of your cards in your church are available to target player until end of turn..." This means that any cards you have in play, your opponent can use.*

3.1.4.6 Growth

The single most important element of the game is the Spiritual ***Growth***. ***Growth*** represents your personal level of Spiritual ***Growth*** throughout your walk. 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 ***Growth***. Your ***Growth*** can be represented by dice, pencil and paper, or whatever else you can come up with. 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 ***Growth***.

3.1.4.7 Character's Spirituality

Each character in the game has a Character's ***Spirituality*** Rating. This number or rating represents how much this character will contribute to aiding your in overcoming an ***Adversity***. To draw upon a character's ***Spirituality***, you must kneel that character.

3.1.4.8 Spirituality

Spirituality is the general term to represent the total of your ***Spirituality***, which can come from ***Empowerments***, Character's *kneeling*, Character *Abilities*, or ***Fellowshipping***. At the beginning, your ***Spirituality*** is **ZERO (0)** then add any ***Spirituality*** bonus from ***Empowerments*** (*kneeling* where necessary). Next *kneel* characters to add their ***Spirituality*** to your total. Finally, take into account any ***Fellowship*** cards or character *abilities* your opponents play. This final number is your total ***Spirituality*** until then end of your turn.

> ***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.*

3.1.4.9 Adversity Rating

The *Adversity Rating* defines how difficult the ***Adversity*** is to overcome. In addition, this also represents the number of ***Growth*** points you and any player who used ***Fellowship*** cards to aide you will receive once the ***Adversity*** is overcome.

3.1.4.10 Spiritual Maturity

Spiritual ***Maturity*** in this game is the goal by which one player will win the game. Spiritual ***Maturity*** is represented by 33 points of ***Growth***. 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 ***Growth***.

3.1.4.11 Symbols of the Game

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
NeutralX		Rainbow	Requires X (number of) Neutral (Any color) Spiritual Resources

3.1.4.12 Resources

Resources represent your present ability to bring elements of a spiritual nature into your ***Church***. 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) *kneel* it (rotate it sideways). 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 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 charity (love)." (1 Cor 13:13b) 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 and/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. Simply put, Neutral can be thought of as ANY. So, if a card requires a Neutral Resource to be played, you can kneel any Resource you have in play to pay this cost. In depth, 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. Strictly Neutral cards (including cards that span two Resource icons) 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 knelt to pay for a neutral cost, but a card that produces a neutral resource cannot be knelt to pay a faith (or love, or prayer, or pure) resource.

3.1.4.13 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.



Rarity is the function of limiting 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.

3.1.4.14 Expansions

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

4. The Turn Phases

After the initial setup has been completed the players then alternate turns following a set of Phases that are important to playing the game. Here we attempt to answer any questions that you might have for the different phases of the game.

4.1 Worship

The *Worship Phase* affords the player the chance to regain all his/her resources, characters and other elements in their ***Church***. During this Phase, the follow occurs in this order.

1) **Refreshing** – All cards in your ***Church*** that were *Knelt Stand*.

2) **Effects** – Any effect, abilities, or whatever that occur during the *Worship* Phase now take effect.

4.2 Prayer

The *Prayer Phase* allows the player to draw cards and increase the number of ***Resources*** for playing. In short, it is the preparation phase for doing battle with the adversities that you are about to face. During this phase, the follow occurs in this order.

1) **Draw** – You must draw **TWO (2)** card from your player's deck. If you have exhausted all your cards and have no discard pile to reshuffle, then you may skip drawing cards.

> ***Note:***
>
> *If you ever run out of cards then can not draw.*

2) **Play a Resource** – You may place **ONE (1)** ***Resource*** from your hand into your ***Church*** to increase your ability to play cards from your hand. You do not have to play a resource. You can hold on to them if you desire. You may only play **ONE (1)** ***Resource*** per turn (exception note under *Overcoming Phase*).

4.3 Trial

The *Trial Phase* is fairly straightforward. This is where you face whatever ***Adversity*** you have come across and attempt to Overcome it.

4.3.1 Draw

During the *Draw* portion of the *Trial Phase*, you **MUST** draw the appropriate number of ***Adversity*** cards (see note below) from the Adversity Deck **UNLESS** you failed to overcome an ***Adversity*** during your last turn. If that is the case, then you are still in the process of overcoming a previously encountered ***Adversity*** (i.e. there is an Adversity in your ***Church*** that has not been 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* which requires 5 resources and 5 ***Spirituality*** and *Heretic* which requires 5 resources you must have 10 total resources and 5 points of ***Spirituality*** to use in play to overcome). 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 the more ***Growth*** you have achieved. To know how many ***Adversities*** to draw use the following:
>
> 1) If you have a ***Growth*** less then or equal to 16 points (0 – 16) then draw **ONE (1)** ***Adversity***.
>
> 2) If you have a ***Growth*** greater then 16 points (i17 – 33) draw **TWO (2)** ***Adversities***.
>
> 3) If you are playing a team variation then you need to add one ***Adversity*** draw for ever 16 points of ***Growth*** (i.e. draw ONE up to 16, TWO up to 32, THREE up to 48, etc). This is because ***Maturity*** value changes for team play based on the number of players within a team. See team variation rules below (section 7.1.4).

> ***Note:***

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

4.3.2 Overcome

The *Overcome* portion of the *Trial Phase* is where the rubber hits the road. This is where you have the opportunity to *Overcome* the ***Adversity*** set before you prior to it causing any ill affects. During this phase, 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:***
>
> *If the given **Adversity** to Overcome requires **Resources** that you lack within your **Church** but possess them within your hand, you may play them at this time. This is an exception to the one **Resource** per turn rule.*

> ***Note:***
>
> *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 also be played.*

2) Any opponent player may play one or more ***Fellowship*** cards to assist you in *Overcoming* the ***Adversity***. If you cannot by any means overcome the obstacle, you may ask your fellow opponents for aid. It is very possible that your opponents may wish to help, but not be holding a Fellowship card. The decision to play ***Fellowship*** cards is 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 cannot refuse. By the same note, an opponent may choose to sit on a ***Fellowship*** card and not play it when you need it. It is suggested for the greatest enjoyment, that you **ALWAYS** play ***Fellowship*** cards to help out both your opponent and yourself.

4.3.3 Resolution

The *Resolution* portion of the *Trial Phase* is where the rewards or penalties for *Overcoming* or *Failing to Overcome* an ***Adversity*** are handed out. During this phase, the following occurs.

1) If you have successfully met the *Overcome* requirements of the ***Adversity***, then you and everyone who played a ***Fellowship*** card are each rewarded ***Growth*** equal to the ***Adversity*** card's *Adversity Rating* (unless otherwise noted on the Fellowship card). If you *Overcame* two or more ***Adversities*** at the same time, then you are rewarded ***Growth*** equal to the sum of the *Adversity Ratings* on the ***Adversity*** cards you *Overcame*.

2) If you have not *Overcome* the ***Adversity***, then the card is to be placed within your ***Church*** until such a time as you have *Overcome* it. Any ill affects listed on the ***Adversity*** card under the *Fail* statement take effect and **REMAIN** in effect until the ***Adversity*** is discarded. If an opponent played a ***Fellowship*** card, they do not receive any ***Growth*** as you did not *Overcome* the ***Adversity***. If you fail when you have drawn two Adversities, then both cards fail affects are applied.

> ***Examples:***
>
> *1) Assume you had 15 points of **Growth** and drew your one **Adversity**. This Adversity is* Lying *(Adversity Rating of 1) which requires the discarding of one **Resource**. You do so, and receive 1 point of **Growth**.*
>
> *2) Assume you had 17 points of **Growth** and drew your two **Adversities.** These Adversities are* Lying *(Adversity Rating of 1) and* Fire and Brimstone *(Adversity Rating of 2). As above you discard one*

Resource *and you knelt a* ***Spirituality*** *of 12, which is greater, then the MAX 10 restriction on the card. You receive 3 points of* ***Growth*** *because that is the sum of the two cards* ***Adversity Ratings****.*

3) *Assume you have the same situation as example 2, only your opponent plays* Boldness *which gives a target player 4 additional points of* ***Spirituality****. As above, you would receive 3 points of* ***Growth****. In addition, your opponent will receive 3 points of* ***Growth*** *for playing a* ***Fellowship*** *card to aid you in Overcoming the Adversity.*

4) *Assume you have 6 points of* ***Growth*** *and drew your one* ***Adversity****. This Adversity is* Fire and Brimstone *(Adversity rating of 2). You need to have a* ***Spirituality*** *of twice your* ***Growth*** *to a max of 10. Since twice your growth is greater then the MAX of 10, you need to have a Spirituality of 10 to Overcome. You only have 4 points of* ***Spirituality you can kneel****. Your opponent plays* Boldness *giving you 4 more points in the hope that you can somehow gain the two more points needed. You cannot and therefore fail at overcoming the* ***Adversity****. As per the fail condition, all players lose a point of* ***Growth*** *and discard the top 3 cards off of their player's deck. No* ***Growth*** *is awarded because the* ***Adversity*** *was not overcome.*

4.4 Replenish

The *Replenish Phase* allows you to play any *Character*, *Empowerments*, and *Divine* cards that you desire (***Resources*** allowing). Basically this is your chance to improve your ***Church*** for handling future ***Adversities***.

Note:

You cannot discard an ***Adversity*** *at this time.* ***Adversities*** *can only be discarded during the Trial Phase of your turn (unless a card states otherwise or a Divine card is played that removes the* ***Adversity****). This is true even if you somehow become able to overcome the Adversity at any other point within the turn.*

4.5 Ending Prayer

The *Ending Prayer Phase* is the end of your turn. During this phase, the follow occurs in this order.

1) Count the cards in your hand.

   a) If you have less then **THREE (3)** cards, you may choose to pay **TWO (2)** ***Resources*** of any type per card to draw up to a total of **THREE (3)** cards in your hand. In other words, if you had plenty of ***Resources*** and only one card in your hand, you could use four resources to draw two more cards.

   b) If you have more then **SEVEN (7)** cards, you must either discard down to **SEVEN (7)** cards or pay **TWO (2)** ***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, but not required.

3) Check to see if any player has achieved ***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.*

5. Abilities

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

5.1 What are Abilites?

Certain characters in life have 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 ***Church***. What the Ability does will be written on the card itself.

5.2 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 instant and therefore are similar to ***Divine*** cards for Timing purposes (for Timing see section 5.2.4).

For Example:

Abilities are considered to be instant 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.

5.2.1 Always On "Passive" Abilities

This first type of ability is referred to as an always on also referred to as "Passive" because they do not need to be triggered to be played. 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:

The character Kin *states "Add 1 point (+1) to your Spirituality if there is another Family character in your church." This ability is* ***ALWAYS ON*** *as long as this character is in play. In this specific example, you would gain an additional point of* ***Spirituality*** *as long as there is another character with the subtype of* Family *in play in your* ***Church****.*

5.2.2 Pumping Abilities

A pumping ability is an ability that needs ***Resources*** "Pumped" into it 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 phase (unless otherwise stated), but can be very powerful in aiding you in *Overcoming* ***Adversity***.

For Example:

The character Mother *states "Add 1 point (+1) for each <Heart Resource Symbol> resource you kneel to your Spirituality." For each Heart* ***Resource*** *you kneel and* ***Pump*** *into this character you gain a point of* ***Spirituality*** *until the end of the phase.*

5.2.3 Kneeling Abilities

Kneeling abilities require that you activate it by *Kneeling* the card to use the power. These affects will remain until end of the phase (unless otherwise stated).

For Example:

The character Man of God *states "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****." To use this ability, you* ***MUST*** *kneel the* Man of God *character card. Once you have done this, you can gain the benefit of all of you characters with the subtype of* Warrior *gain 2 additional points of* ***Spirituality*** *thus increasing your overall* ***Spirituality*** *for Overcoming* ***Adversities.*** ***Also, this card's ability remains until end of turn instead of end of phase.***

5.2.4 Triggered Abilities

A Triggered ability is an ability that requires something to occur within the game before you can use it. To signify a triggered ability, the card will have the trigger listed in *italics* and be underlined (except on **Adversity** cards where they are differentiated by a

different color). A card **MUST** be in play to have its effect trigger if it is a *Character*, *Empowerment* or ***Adversity***. ***Divine*** and ***Fellowship*** cards **MUST** have their Trigger met before they can be played. With the exception of ***Adversities*** (which **MUST** apply their effect once the trigger has been met), a Triggered Ability is at the discretion of the player to use.

> ***For Example:***
>
> *The character* Worshipper *states "WORSHIP: Kneel Worshipper to Gain 1 point of Growth if and only if Christian Music is in play. You may only gain one point per turn no matter how many Worshippers you have in play." In this case, the trigger is the Worship phase of a turn. During the Worship phase, you may kneel the* Worshipper *card to gain a point of Growth if the card* Christian Music *is in play. Thus effectively making the requirement of* Christian Music *in play part of the trigger.*

6. Timing

Since Instant style events occur within the game, it is important to touch upon Timing rules.

1) Instant style events (or instants) are the following:
   A) ***Divine*** Cards
   B) ***Fellowship*** Cards
   C) Card *Abilities*.
2) Passive Abilities take precedent over all other instants within the game because they are always on.
3) Remaining Instants are resolved Last In First Out (LIFO) order. For example, the FAIL trigger on an ***Adversity*** card is a triggered ability that **MUST** occur if the player cannot meet the *Overcome* requirements. Assuming that you fail an ***Adversity*** and the FAIL trigger is activated. At that point, if an opponent plays the card *Intervention* (which effectively discards the ***Adversity*** as if it was *Overcome*), you must apply LIFO rule. Following that, the *Intervention* was the last played and the first to occur when resolving. When it finishes resolving the FAIL trigger could resolve. In our example, the card would be discarded and therefore **NOT** able to resolve it's trigger.

> ***Note:***
>
> *Unless otherwise stated, if a card is discarded before it's triggered ability was to be resolved, then it is not present in the game to resolve it's triggered effect and ignored.*

7. Odds-n-Ends

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

7.1 How many can play at once?

There is no limit to the number of players that can play in a game. However, larger games can get difficult to play.

7.1.1 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 cannot gain additional ***Growth,*** as you did not actually help someone else. A variation 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 to 40) to allow for the fact that there is no direct opponent.
3) Any card that calls for selecting target opponent may be targeted to you and still count as an opponent.

7.1.2 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.

7.1.3 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 games, there are a few additional rules to play by.

1) When using ***Fellowship*** cards, the first opponent in a clockwise direction, has the first option to play cards. If the ***Adversity*** is *Overcome* then playing of ***Fellowship*** cards stop. If the ***Adversity*** is not *Overcome* then the chance to play ***Fellowship*** cards goes to the next opponent in a clockwise direction. It is still possible that all opponents will play ***Fellowship*** cards before a particular ***Adversity*** is *Overcome*. All the rules about *Overcoming* and awarding of ***Growth*** apply. This is to allow for longer gameplay.
2) Card Abilities and Divine cards do not suffer the same restriction as ***Fellowship*** cards do and any and all players may use them.
3) After you decide who goes first, play continues clockwise around the table.

7.1.4 Team Games

Team games are defined as a game with more then two players who form into teams. Since there is no limit, then you can have as many as you desire to play in a single game; however the teams **MUST** have equal numbers of players. Keep in mind that the more players you add the larger the ***Adversity*** Deck will grow. When playing team games, there are a few additional rules to play by.

1) All the rules for multi-players games apply with the following exceptions.
   A) The word opponent refers to anyone not on your team.
   B) Fellowship cards may not be played on your teammates turn.
2) Each team has ***Growth*** to represent your collective effort. Therefore, if any team member gains ***Growth*** it is added to the team ***Growth***.
3) ***Maturity*** is no longer 33, but 33 times the number of players on a team.

Number of Players on Team	Spiritual Maturity Goal
2	66
3	99
4	132
Etc.	Etc.

4) You must sit alternating between teams so that each team will have had one player have a turn before a second player on a team has a turn. Therefore, the person on your immediate left and immediate right will be an opponent teammate.