# GAME GUIDE

Race against opponents to strengthen your Faith in God! Summon Bible Characters to pray and gain Faith, but watch out for your opponents as they try to slow you down. With the right strategy, you'll strengthen your Faith against all enemies!

Each player always has a minimum of 1 Faith. Play Characters from the Bible and pray with them to earn more. Your goal is to be the first player to reach 20 Faith.

# THE CARDS

A deck can consist of a mix of five different types of cards: characters, objects, events, psalms, and locations.

## Character Cards



**Adam – God Breathed**

Character - First Family • Human

"Then the Lord God formed a man from the dust of the ground and breathed into his nostrils the breath of life, and the man became a living being. Now the Lord God had planted a garden in the east, in Eden; and there he put the man he had formed. The Lord God made all kinds of trees grow out of the ground— trees that were pleasing to the eye and good for food. In the middle of the garden were the tree of life and the tree of the knowledge of good and evil." - Genesis 2:7-9

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You can summon both light and dark characters from throughout the Bible.

Light characters can be used to pray and gain faith, help your other characters, or challenge opposing characters.

Dark characters can't pray but can help you hinder and challenge opposing characters to slow down opponents.

# PARTS OF A CARD



**Adam – God Breathed**

Character – First Family • Human

*"Then the Lord God formed a man from the dust of the ground and breathed into his nostrils the breath of life, and the man became a living being. Now the Lord God had planted a garden in the east, in Eden; and there he put the man he had formed. The Lord God made all kinds of trees grow out of the ground— trees that were pleasing to the eye and good for food. In the middle of the garden were the tree of life and the tree of the knowledge of good and evil." – Genesis 2:7-9*

**1** Light/Dark Energy Cost

**2** Neutral Energy Cost

**3** Card Name and Version

**4** Card Type and Subtypes

**5** Card Abilities and Scriptures

**6** Health

**7** Strength

**8** Prayer

# All Cards

**1** Light / Dark Cost — How much ⊗ / ◉ energy the card costs to play. (This also determines if the card is a light or dark energy type card.)

**2** Neutral Cost — How much extra energy the card costs to play. (Can be paid for with any mix of light or dark energy.)

**3** Card Name — The name of the card. (Some cards may have versions associated with them.) Only three copies of a card with the same name can be in a deck.

**4** Card Type — The type of the card. (Some cards may have sub-types associated with them.)

**5** Abilities, Effects, & Scriptures — The card's special rules. On Event and Psalm cards, these are called effects. Common abilities use bold keywords.

## Character Cards Only

**6** Health — How much damage the card can take before being exiled.

**7** Strength — How much damage the card deals when challenging an opposing character.

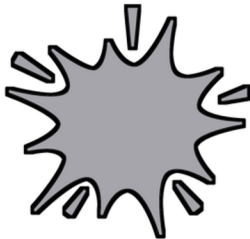**8** Prayer Value — How much faith you gain by praying with this card.

# PARTS OF A CARD

## ENERGY

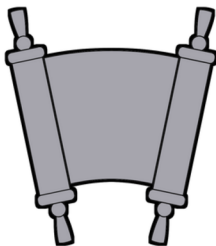| Light | Neutral | Dark |
|-------|---------|------|
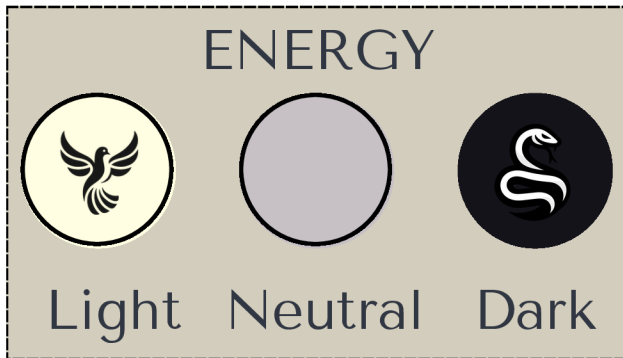
To play a card, pay its Light or Dark Energy Cost plus its Neutral cost with either type of Energy.
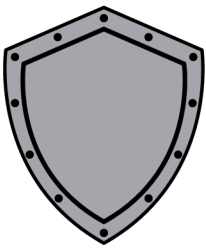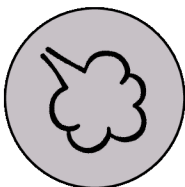
Health — amount of damage the Character can take before being moved to the Exile pile

Strength — amount of damage the Character deals when challenging opposing Characters

Prayer — amount of Faith gained by praying with this Character

Exhaust Ability — allows a card to be exhausted to perform an ability

Exile — a separate pile for cards that are no longer on the field, in your deck, or in your hand

# Object Cards

Objects stay on the field once played and provide you with extra abilities. They can be Exhausted immediately. Some Objects have sub-types that can be used with other cards.

Objects stay on the field once you play them and provide extra abilities you can use during the game.

There are many different types of objects you will find while playing such as Equipment or Food. Some objects may have a type while others may not.

## Forbidden Fruit
Object - Food

⌒, Exile this card: Lose 2 Faith and Draw 2 Cards

"When the woman saw that the fruit of the tree was good for food and pleasing to the eye, and also desirable for gaining wisdom, she took some and ate it. She also gave some to her husband, who was with her, and he ate it. Then the eyes of both of them were opened, and they realized they were naked; so they sewed fig leaves together and made coverings for themselves." - Genesis 3:6-7

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## Let There Be Light
Event

Gain 3 Energy

"And God said, "Let there be light," and there was light. God saw that the light was good, and he separated the light from the darkness. God called the light "day," and the darkness he called "night." And there was evening, and there was morning—the first day." - Genesis 1:3-5

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# Event Cards

Events are single use cards that can benefit you or hurt your opponents.

Once you play an Event card, the effect on the card resolves immediately and the card is then put into the exile pile.

## Psalm Cards

Psalms are a unique type of event card that work the same way but can be played in one of two ways. You can play them normally by paying their cost. Or you can exhaust a character you control to "Recite the Psalm", allowing you to play the card without paying its energy cost!

To recite a Psalm, exhaust a character with a total energy cost greater than or equal to the psalms energy cost. Then play the Psalm for free!

## Location Cards

Location cards are a special card type that stay on the field once you play them. Move a Character following the rules below to a location to activate the Location's ability.

## Moving Characters

You can move one of the Characters on your field to a Location on your field by paying one light, dark, or neutral energy depending on the energy type of the location.

A character can move to a location the same turn either one is played. It doesn't matter if the moving character is exhausted or not. There is no limit to the number of characters that can be at a single location. A character cannot move from a location except to move to another location.
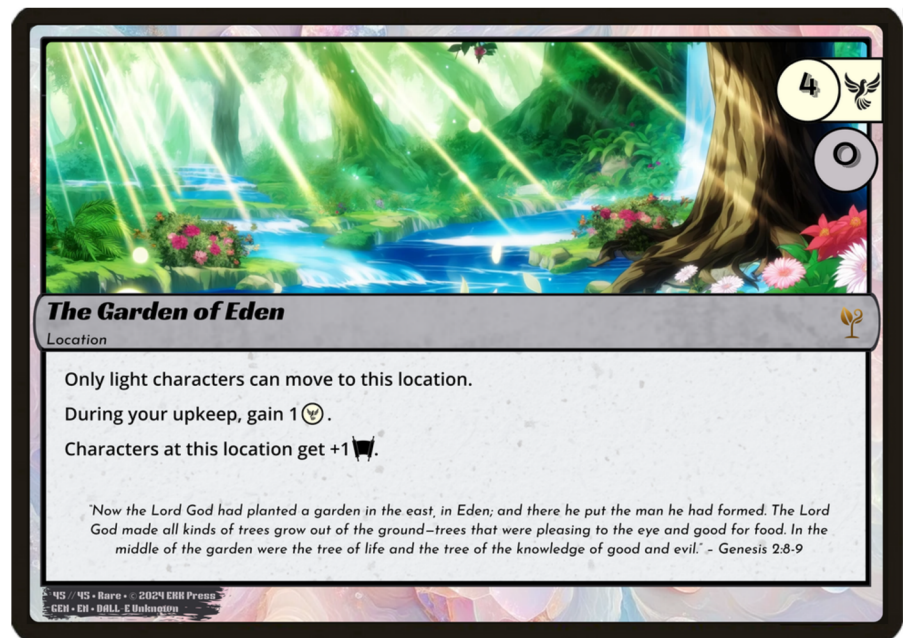
# ABILITIES

Many cards have abilities you can use during your turn. Cards in the deck, Exile pile, or hand are not affected by abilities unless specifically stated. Special abilities have extra Energy costs that must be paid before the effect can go off. This might include an exhaust cost, an energy cost, text that explains a specialized cost, or any combination of these. You cannot use the abilities of a Character that you just played that turn.

# EXHAUSTING

Exhausted cards cannot be used again until they are Prepared again. Characters cannot be Exhausted until they have been on the field for a full turn.

Cards can be Exhausted by:
1. Using an ability with the 🗯 symbol
2. Praying
3. Challenging another Character



Prepared

Exhausted

# How to Challenge

While praying is how you win the game, sometimes you need to slow your opponents down. To do this, you can challenge their characters. First, exhaust one of your characters to use them in the challenge. Then choose an opposing character. Both characters in the challenge deal damage equal to their strength to one another. To do this, look at each character's strength and put that much damage on the other character. (Use small dice to keep track of a characters damage)

## In Order

1. Exhaust a Character on your field
2. Choose an opposing Character
3. Both Characters deal damage equal to their strength to each other
4. Use small dice to keep track of damage
5. Exile cards with more damage than Health

## Damage

A character is exiled when they have damage on them equal to or exceeding their Health. (Use small dice to keep track of a characters damage) If this happens, put the character card into the exile pile.

Some cards may allow you to move damage from one card to another. This does not count as dealing damage. To do this, move the damage from one character to the other, check its Health, and exile it if necessary.

# Challenging Example

Noah - Captain of the Ark's controller exhausts him to attack The Serpent - Deceiver. Noah has 2 strength so The Serpent will receive 2 damage. The Serpent has 3 strength so Noah will receive 3 damage.(Use small dice to keep track of damage) Since The Serpent has only 1 Health but has 2 damage he is removed from the field and is put in the exile pile. However, Noah has 4 Health and only 3 damage  so he remains on the field.
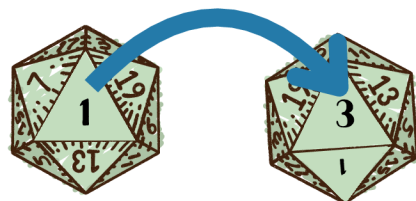


SURVIVED                                        EXILED

# PRAYING
## To earn Faith and win the game.

To pray with one of your characters, exhaust them and gain faith equal to the Prayer value found in the lower left-hand corner of the card. Remember you cannot pray with a character the same turn you play them.

1. Exhaust a Character
2. Add that Character's Prayer value to your Faith total

# Setting Up

Each player needs their own deck and a way to keep track of how much faith they have. Both players will also need a way to keep track of how much damage each character has taken and how much light and dark energy you have.

To start:
1. Determine which player should go first.
2. Each player shuffles their deck.
3. Each player sets their faith counter to 1. (During the game, your faith can never go below 1 faith)
4. Each player draws 5 cards for their starting hand.
5. Each player looks at & may alter their starting hand.

## Altering Your Starting Hand

There is a chance that your starting hand may have too many cards that cost too much for you to play early in the game. If this is the case, before starting the game, you may place any number of cards from your hand on the bottom of your deck in a random order. Then draw back up to 5 cards in hand. Each player may do this only once before starting the game.

# Playing the Game

## ON YOUR TURN: IN ORDER

1. <u>Prepare</u>—your Exhausted cards on the field by turning them upright

2. <u>Manage</u>—cards on your field that include effects that occur during your Manage phase

3. <u>Draw</u>—a card
   a. The first player does not draw a card on the first turn of the game
   b. If you cannot draw, you lose the game

4. <u>Gather</u>—a combination of ⬤/⬤ Energy based on the current highest Faith.

| Highest Faith | Energy Gained |
|---|---|
| 1 - 3 | 2 |
| 4 - 9 | 3 |
| 10 - 15 | 4 |
| 16 - 19 | 5 |
| 20 | Winner! |

5. <u>Action</u>—in any order, do any of these:

   a. Spend Energy to play cards in your hand
   b. Use an ability on a card that's on the field
   c. Move a Character to a Location
   d. Pray with a Character
   e. Challenge an opponent's Character

6. <u>Discard</u>—down to maximum 7 cards in hand

# Gathering Energy

Each turn, during your gather phase, you gain an amount of light/dark energy in any combination based on the highest faith achieved by <u>any</u> player in the game. This energy remains in your energy pool until you use it to pay a cost, or a card effect removes it.

## ENERGY ALLOWANCE

| Highest Faith | Energy Gained |
|:---:|:---:|
| 1 - 3 | 2 |
| 4 - 9 | 3 |
| 10 - 15 | 4 |
| 16 - 19 | 5 |
| 20 | Winner! |

# Building a Deck

You get to choose which characters, objects, events, psalms, and locations you want to play with. Your deck:

1. Must have at least 40 cards in it.
2. Cannot have more than 3 copies of any single card.

For example: Your deck cannot have more than 3 copies of "Adam - God Breathed". Different versions of a character count as different cards, so having 3 copies of "Adam - God Breathed" in your deck doesn't stop you from having 3 copies of "Adam - Nomenclator" as well.

# Ending the Game

The first player to reach 20 faith or more wins. If your deck runs out of cards, you lose the next time you would have to draw a card.

# Multiplayer Games

This game can also be played with up to 4 players. With 3 or 4 players, the rules stay the same except that at the end of a player's turn, the player to their left takes the next turn. Additionally, when playing with 3 or 4 players, the first player draws a card on their first turn.

Whenever an ability requires more than one player to do something at the same time, start with the player whose turn it is, then. Proceed to the left until each affected player has resolved the action.