



Pioneering

THE CARD GAME

A quick guide
for how to play!

Action cards setup:

Deal each player 5 action cards (labelled 'Pioneering'), leaving the rest in a draw pile.

Territory cards setup:

The Territory cards are left in their own draw pile. These never become part of your 'hand' but eventually get drawn to a personal territory pile only when you use a **Territory** action card.

Play:

There are two different play modes, *return visit mode* and *territory mode*.

At the outset of the game, you don't yet have any calls on which to make return visits. Therefore, you need to get into *territory mode* right away. **IMPORTANT:** If in the initial deal you didn't get a **Territory** action card, or a **Service Partner** action card, it is recommended to discard all 5 cards and take 5 new ones for your turn. (You need to get into the territory and start making some good calls!)

On your turn in *territory mode*:

Your turn will go very quickly. Pick only one territory card: "no answer"... or "not interested"... or maybe you'll get a good call, ... and you're done your turn.

On your turn in *return visit mode*:

Use your action cards to help your return visits progress (maximum *one* card on each RV). At the end of your turn, you can discard action cards you don't want and draw more so that you end up with 5 *cards* for your next turn.

Switching between play modes:

During play, individual players will either be in *territory mode* or *return visit mode* (never both at the same time). At any time you may leave *territory mode* to do return visits without needing any special card. However, you need a **Back to Territory** card or **Service Partner** card before you start working territory again.

See the complete rules for more details or watch the tutorial at: MinistryIdeaz.com/Pioneering