

Pioneering THE CARD GAME

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Game Objective:

The goal of the game is to find new calls and make repeated return visits on them until they become Bible studies and get baptized. The player with the most baptized at the end of the game wins.

Contents:

108 action cards = 67 Return Visit, 9 Territory, 5 Holy Spirit, 3 Angelic Direction, 6 Start Study, 5 Back to Territory, 4 Service Partner, 1 Assembly Day, 1 Lost Interest, 2 Duplicate Call, 2 Move Study, 1 Foreign Language, 2 Bad Neighbor.

108 house-to-house cards = 25 Calls, 2 Instant Study, 38 Not Interested, 38 No Answer, 5 Time's Up.

Setup:

Shuffle all **108 house-to-house** cards and place them down in the middle of the table to form the house-to-house card draw pile. Shuffle all **108 action** cards and then deal **5 cards** face down to each player, placing the remaining cards face down in the middle of the table to form the action card draw pile. If a player is dealt the **Assembly Day** card, have him pick another action card from the deck and then shuffle the assembly card back into the deck. Choose a player to go first.

At any time in the game, when the draw pile for the action cards or house-to-house ministry cards becomes too small, the discard piles should be shuffled and placed at the bottom of their corresponding draw pile.

How to Play:

On a turn, a player may do *one* of the following:

1. Play an action card into the discard pile in the middle of the table and follow its directions.

2. Place down as many **Return Visit** cards as possible onto calls that the player owns, but at most **1 Return Visit** card may be played per call on a single turn. A **Return Visit** card can ONLY be played on a call *if the color of the card matches the color of the person's name.*



The multi-color **Return Visit** cards can be played on any call.

3. Throw out any number of action cards in his or her hand.

At the end of each turn, the player should pick up enough action cards to bring his hand back to 5 cards.

To find new calls, a player must engage in the house-to-house ministry, which is known as *territory mode*. A player goes into *territory mode* by playing a **Territory** card face-up in front of him and then taking the top 10, 15 or 20 cards (*according to amount written on card*) from the house-to-house card draw pile and placing them face down on top of the Territory card. This becomes the territory pile. On the next turn, the player will then draw a card from this territory pile instead of taking from the action card pile. These cards will be discarded in a discard pile beside the house-to-house card draw pile. When the last card is drawn from a territory pile, the territory is *completed* and the **Territory** card is returned to the action card discard pile.



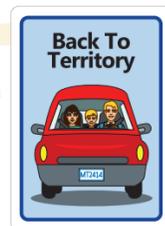
When in *territory mode*, a player may not play any **Return Visit** or **Start Study** cards nor start a new territory but all other action cards may be played.

Once beginning to work in a territory, a player must remain in *territory mode* until either the territory has been completed, until a **Time's Up** card has been picked up, or until the player chooses to quit the territory voluntarily.

If a **Time's Up** card is chosen, it is placed on top of the territory's card pile and all players working on that territory are forced to leave *territory mode*. The territory remains dormant until the player decides to go back to it.



When a **Back to Territory** card is played (by the owner of the territory), the **Time's Up** card on the territory pile is discarded and the player is back in *territory mode*.



A player may leave *territory mode* at any time voluntarily by taking the **Territory** card from the bottom of his territory pile and placing it on top of the territory pile. Upon returning to a territory (with a **Back to Territory** card) the **Territory** card is returned to the bottom of his territory pile.

A **Service Partner** card can be played at any time (provided that the player is not already in *territory mode*) to allow a player to join in on another player's territory.



When more than one person is working in a territory, they take turns drawing cards from the top of that territory's draw pile until it has been depleted.

If a player "voluntarily quits" *territory mode* while working with a service partner, the entire territory is given to the service partner to continue working.

A **Back to Territory** card only allows the territory *owner* to continue in a territory, not any previous partners. A player may, however, play a **Service Partner** card together with a **Back to Territory** card to go into *territory mode* on another player's territory, provided that the territory owner agrees.

When drawing a new **Call** card from the territory pile, the player places it face-up in front of him with the number showing on the top right. A player may have at most 5 calls (does not include studies) at a time. If a player has 5 calls already and picks up a new **Call** card, it must be discarded. However, if with a service partner, the service partner gets the **Call** card.



When drawing a **Not Interested** or **No Answer** card from the territory pile, the player simply discards it and his turn is over.



Turning Calls into Studies:

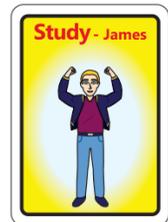
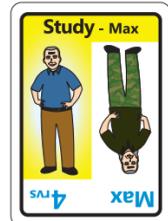
When not in *territory mode*, a player should try to do return visits on his calls to turn them into *studies*. Each **Call** card has a *number and color* at the top-right that indicates the number of return visits that are required to turn that call into a study. A player should keep placing **Return Visit** cards (*of that color only, or multi-color cards*) onto **Call** cards

until the number shown on the card is reached, at which point the call can become a *study*. The player need not make the call into a study right away if so desired, so that other players cannot "steal" it. The call may become a *study* any time in the future, provided that **Return Visit** cards have not been discarded due to a **Foreign Language Handover** card (discussed later).

A **Start Study** card (*of the proper color, or multi-color*) can be used at any time to turn a *call* into a *study*. When a call becomes a study the **Return Visit** cards for that call are returned to the action card discard pile and the **Call** card is flipped 180° around so that the yellow portion is at the top as shown here.



There are two **Instant Study** call cards. When these are picked up, they are placed down in front of the player and count immediately as studies, not needing any **Return Visit** cards to be played on them.



Baptizing Studies:

Whenever any player picks up the **Assembly Day** card from the action card draw pile, he places it into the discard pile (it will be shuffled into the deck again later). At that time, all players who have studies then take their **study Call** cards and remove them from the game area. These are no longer "studies" but are now baptized publishers of the good news and remain the player's "spiritual children" for the remainder of the game. The player with the most of these at the end of the game will win.

Each time the **Assembly Day** card is picked up, ALL action cards in the draw and discard piles should be re-shuffled to begin fresh again, with the **Assembly Day** card shuffled in as well.

Specialty Cards:

The **Holy Spirit** card can be played when not in *territory mode* to double the return visit count for a single call. Just place the card down with your call and it doubles the number



of return visits that you have for that call. When a call becomes a study, this card is discarded along with the return visits for that call.

The **Holy Spirit** card may be played when in *territory mode* to ignore a **Time's Up** card. It allows the player to immediately discard the **Time's Up** card and continue working in that territory (along with any partners). The **Holy Spirit** card must be discarded along with the **Time's Up** card.

The **Lost Interest** card can be played against another player to cause one of his studies (chosen by the player losing the study) to be returned to the discard pile.

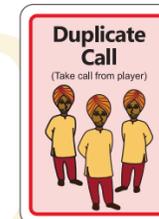
The **Foreign Language Handover** card can be played against another player to cause one of his *regular calls* to be lost. This card cannot be played on *studies*. The player losing the call must then choose one **Call** card and return it to the house-to-house discard pile. All **Return Visit** cards or **Holy Spirit** cards attached to it are returned to the action card discard pile.



A **Move Study** card can be played to cause one *study* from another player to become his. The player who played the **Move Study** card selects any *study* from any player and takes it as his own. This card cannot be played on calls that are not yet studies.



A **Duplicate Call** card can be played to cause one *regular call* from another player to become his. The player who played the **Duplicate Call** card selects any call from any player and takes it as his own along with its **Return Visit** and **Holy Spirit** cards, which must remain with that call. This card cannot be played on studies.



A **Bad Neighbor** card can be played against another player to cause all **Return Visit** and **Holy Spirit** cards for 1 particular call (chosen by player losing the call) to be discarded, making the player start over again for that call, as if the call was brand new.



An **Angelic Intervention** card can be played any time a player tries to play a red card on you (i.e., **Lost Interest**, **Foreign Language**, **Move Study**, **Duplicate Call** or **Bad Neighbor**). It cancels out the card played against you. It must be discarded at the time that the other player has played the red card against you.



Game Over:

The game can end in one of 2 ways which should be decided upon by all players before the game begins.

1. **One Year:** As soon as the **Assembly Day** card has been picked up for the third time, the game ends.
2. **Fastest 5:** The first person to have 5 baptized students wins the game.

Education:

For educational purposes, whenever a **Return Visit** card is played, read the scripture and have others guess the cited book/chapter/verse. Or read the book/chapter/verse and have the others quote the scripture. For more spiritually advanced players, have them explain why that is a good scripture for the ministry.

Bible Flashcards Mode:

If you don't have enough time to play a full game, you may use the **Return Visit** cards to help memorize scriptures: Remove all of the cards except for the 67 **Return Visit** cards. Take turns reading the scripture or cited book/chapter/verse, and have others try to guess per the previous paragraph. "Bible Flashcards Mode" works great while waiting in the car or traveling to the territory.

If you're all by yourself, simply challenge yourself using your thumb to cover the part you would like to guess (either the book/chapter/verse or the scripture).

Collaborative Game Version:

The game can also be played in a non-competitive way where players collaborate to get the maximum number of people baptized before the game ends. The following changes should be made:

Instead of dealing 5 cards at the beginning of the game, all players begin with zero cards. On a turn, if a player has no cards or cannot play any cards in his hand, the player should pick up a card from the deck and play it if possible, otherwise the card remains in their hand to be used later. However if a red card is picked up and cannot be played, it is discarded immediately. If the player already has a card in his hand that he can play, then he should play that card and not pick up anything.

If a **Return Visit** card is picked up and can be played on one of the player's calls, it should be played immediately. If, however, it cannot be played (e.g., the color doesn't match) then it should be handed to the next player (clockwise direction) who is able to make use of it. If no players can use it, the player who picked it up keeps it in his hand until it can be used. In this way, players help each other's calls to progress toward a Bible study.

When a player is in the territory and finds a new call or study, if he already has 5 calls, he passes the call/study to another player to be cultivated.

Duplicate Call cards: the call is taken from another player. It is best to take a call that has a different color than a call that you already have so that you can play more cards on your turn. Try to take a call from a player that has the same color more than once, as it will have less impact on their play. You cannot use this card if you already have 5 calls.

Move Study cards: since this is "Cooperative Mode," it does not matter which player holds on to the studies.

Bad Neighbor cards: it is best to remove the return visits from the player on which it will have minimal effect, perhaps from a player who has multiple calls of the same color, or a player who has not yet built up much on that call.

Lost Interest and **Foreign Language Handover** cards - since this is cooperative, it does not matter which player loses the study/call.

Angelic Intervention card - This may be presented and played right away by ANY player to cancel out a **Lost Interest**, **Foreign Language** or **Bad Neighbor** card in order to prevent the "team" from losing a study, call or return visit.



Phone/fax: 1-877-446-0784
Email: questions@ministryideaz.com
Website: ministryideaz.com

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