



## Introduction

In the Biblical book of Ephesians, the apostle Paul wrote about the Armor of God. These are examples of the tools we have as Christians to fight back against the Enemy's attacks. This game was inspired by these teachings and provides an engaging experience with both cooperation and competition. In this game, two players work with, and against, each other to be the first one to rescue three Lost Souls.

## Contents and Requirements

1 deck of 54 cards | 2 players, ages 12 and up | 15-30 minutes

### Setup

First, take the Card/Turn Guide card out of the deck and set it aside. Players can use this as a quick reference while playing. Next, shuffle the deck and set it off to the side as the Draw pile. All cleared or discarded cards (except rescued Lost Souls) are sent to the Discard pile, next to the Draw pile. When the Draw pile is empty, shuffle the Discard pile back into a Draw pile. Both players draw seven cards (you will draw to seven at the start of each turn). The player who has the most Lost Souls in their hand goes first. If neither player has any Lost Souls, the younger player goes first.

### Gameplay

At the start of your turn, play all Lost Souls from your hand in a line between players (see reference image on the back). Next, any Sin cards are played from your hand on top of a Lost Soul card. You may play Sin cards on any Lost Soul, but it's a good idea to spread them out and play one Sin card on one Lost Soul if you can, rather than all on one. If there are no Lost Souls in play, keep the Sin cards in your hand until your next turn when Lost Souls are available. After Sin cards, any Demons in your hand are played in the area between your edge of the playing area and the line for Lost Souls (see image).

After this, you may now play (in any order) any Armor, Gospel, and Ammunition cards from your hand. Armor cards are played in the space between you and the Demon cards. You may only play one Armor card on yourself per turn. There are six pieces of Armor - when you have collected the full set, you may discard them all on your turn to then remove all Demon and Sin cards from play (this includes any that may be still in a player's hand).

Gospel cards are played on the Lost Souls. You can only play Gospel cards on Lost Souls that don't have any Sin cards on them (but you can play Sin cards on Lost Souls that have Gospel cards on them). You can play any number of Gospel cards on your turn, but only one on each Lost Soul per turn. You must play four Gospel cards on a Lost Soul to rescue it. The one who plays the fourth Gospel on a Lost Soul discards the four Gospel cards and moves the Lost Soul off to the side near them to keep track of score. On the bottom of the Gospel cards is a Blessing – something that affects gameplay or an extra action you can take. When you play a Gospel card on a Soul you can choose if you want to use that Blessing or not. Unless the card says otherwise, the Blessing only affects the one who played it, and can only be used on this turn. If you choose not to use it, just play the Gospel card and continue with your turn.

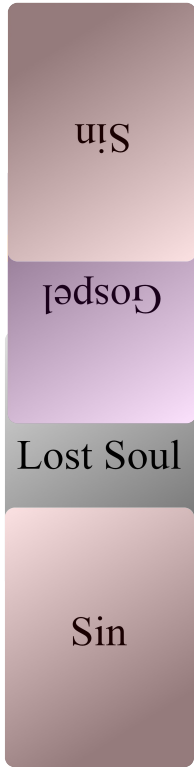
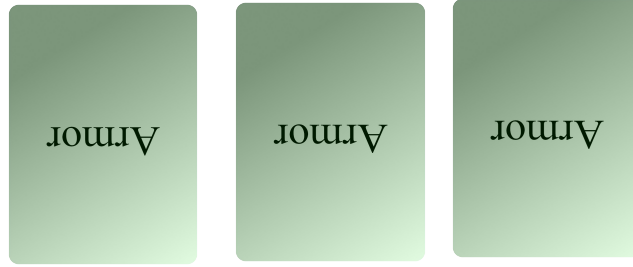
Ammunition cards are played on Demons and Sin. It takes one Ammunition to clear a Sin card and two to clear a Demon card. Just like with Gospel cards, you can play as many Ammunition cards as you want, but only one per Sin or Demon card per turn. You cannot clear the Demons in front of *you*. Your opponent must play on *your* Demons and *you* must play on *theirs*. When a Demon is in your way, you must still play Lost Souls, can play Ammunition on your opponent's Demons (Eccl. 4:9,10), and may play Armor cards on yourself. You can't, however, play anything on Sin or Lost Souls (Matt. 7:5). When a Sin or Demon is cleared, discard it along with the Ammunition cards played on it. You don't have to play every Ammunition, Gospel, or Armor card in your hand. If you find that you can't play anything at all on your turn, you must discard at least one card. When you're finished with your turn, play passes to the other player.

### Losing and Winning

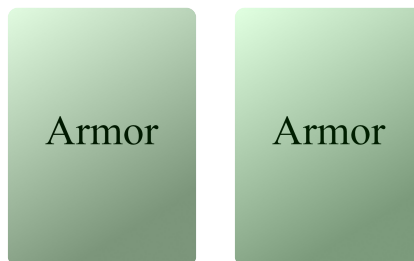
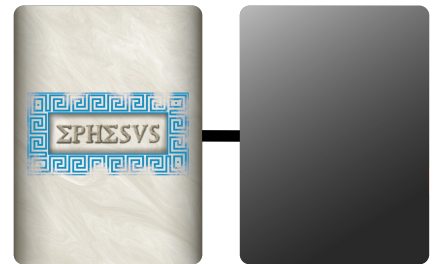
There are two possible defeat conditions. If all four Demon cards are in play on one player, **OR** if all ten Gospel cards are in play and you can't rescue anymore Souls, both players have lost and the game ends (Revelation 3:15-16; John 15:1-8). The first player to rescue three Lost Souls wins the game!



*Player 1*



Draw/Discard



*Player 2*