

## Advanced rules for The Mission Booster packs

*The reason for our existence on this earth is to fulfil His will. His will is two-fold; for us it is to be conformed to His image, and for others it is that we bring them to salvation*

The Mission is a collectable card game based on the modern life of a Christian with a strong emphasis on the spiritual struggles and victories that they have. As a player, you will have to use the Christians that you have to reach the lost, develop their heavenly relationship and make sure that they do not get overwhelmed by the tactics of the enemy.

### **Collectable card game basics**

A collectable card game is exactly what it sounds like – a card game that is collectable. You play with cards you own against cards that the opponent owns. Not all of the cards are required to play, in fact if you tried to use them all you would almost certainly lose. Before the game you must decide which of your cards you are going to use for that game. To increase your choice of cards you must collect them. So that collecting is fun and challenging, not all of the cards are as easy to acquire as others. Cards fall into one of three rarity categories, which are marked on the cards themselves. Rare cards are marked R, uncommon cards are marked U and common cards are marked C. Sometimes the letter will be preceded by the letter E; this stands for extra and means the card is either extra common or extra rare. A checklist of the cards along with their rarity is included at the end of this rulebook to help you collect them.

### **Designing a deck**

When building a deck you can include any cards you want to as long as they fit within the restrictions outlined below:

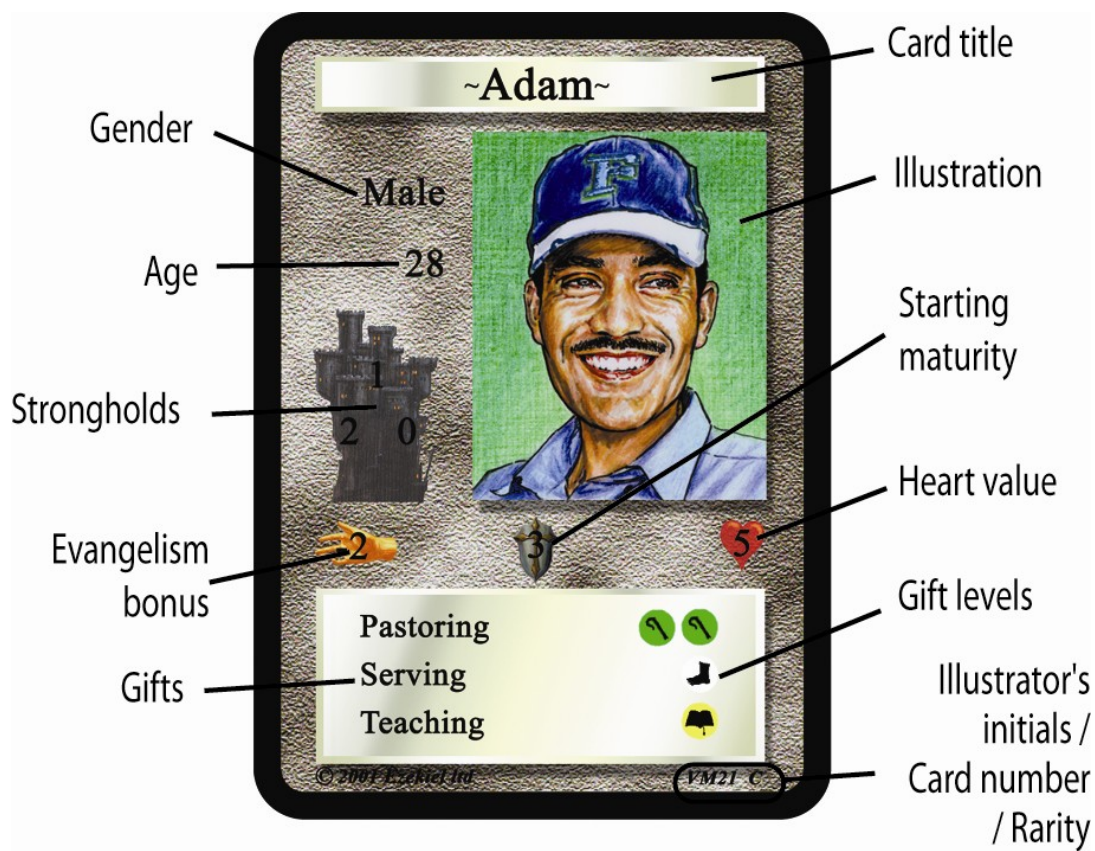
- You must have at least 8 character, 12 stronghold, 32 mission and 28 enemy cards.
- You may not have more than 5 mission and 5 enemy cards in your side deck.
- No more than 75% of the characters can be of the same gender.
- No card may be more than 3 times except strongholds, “Prayer” and “Offer of life”.
- Cards with ~Title~ can only be included once.

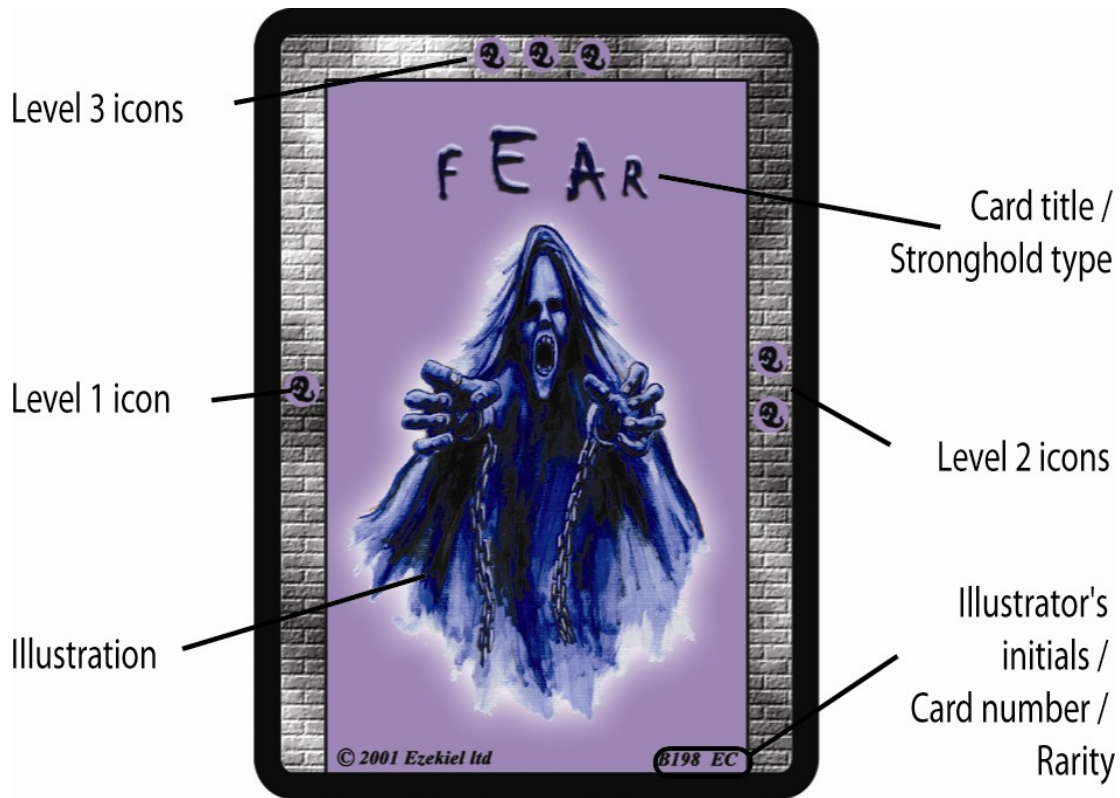
## Understanding the cards

Each card has one of 4 distinctive backs that denote what broad type of card they are. The 4 types are shown below:



Each of these four types of cards has completely different faces and icons. Please find labelled diagrams below of what the icons represent:



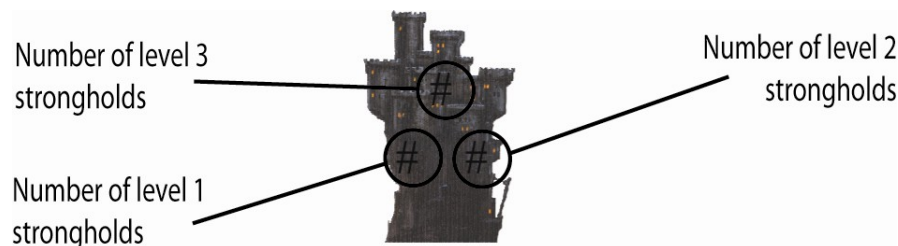




## Setting up

Each player selects 3 of their characters to begin the game as Christians in their church. The only restrictions on their choice are that they are not all of one gender and that if you added all their heart values together (see icons above) it totals no more than 15. These 3 characters are then placed face up in front of the player and the other types of cards are separated, shuffled and placed face down in piles to the player's right.

Next each Christian has strongholds allocated to them by their opponent(s). In a two player game the opponent selects from their own strongholds at their own discretion. In three or more players the opponents alternate allocating strongholds starting with the opponent to the player's left. Each Christian is given a number of strongholds at the levels determined by the castle icon on the character (see below).



Strongholds are allocated by placing the card with the corresponding edge protruding as shown in the example. This way the number of icons visible on the stronghold card corresponds to the level of the stronghold. Strongholds continue to be allocated until either all opponents wish to stop or the full allocation shown on the card is reached. A Christian cannot have 2 strongholds of the same kind (fear, pride etc.) allocated to them. See the example below:

1.  Here is Claude. He needs to have 2 level 2 strongholds and 1 level 3 stronghold.
2.  The first opponent decides to give him Anger at level 3 as shown.
3.  The second opponent gives him Fear as one of his level 2 strongholds. It is a 3 player game so...
4.  The first opponent allocates his last level 2 stronghold and chooses Pride. Claude is done.

Lastly each Christian is given a maturity dice. Place the dice somewhere on the card with the face up number of the dice equal to the Christian's Starting Maturity value. Also the sword should be pointing downward.

Repeat the above steps for all Christians. They should each now look something like this:



## The objective

The objective of The Mission is to reach a victory point (VP) total of 19 or more – the first player to achieve this wins. At the end of every turn all players work out how many victory points they have and if any have 19 or more they win. If several players qualify then the one with the highest total wins, if equal, another turn is played.

### Calculating victory points

Every maturity point on your Christians (as shown on the dice) is worth 1VP. Also every Christian is worth 1VP. These are sometimes referred to as maturity and presence points respectively. E.g. if a player has 4 Christians of maturity 4, 1, 3 and 1 then they have  $4+1+3+1=9$  VPs from maturity and add to that an extra presence point per Christian and that player's total is  $9+4=13$  VPs.

## The turn

Each turn goes through several phases with all players taking part in each phase. Once the phase cycle is complete a new turn begins starting with the disengage phase again. The order of the turn phases is as follows:

- Disengage phase
- Draw phase
- Action phase
- Discard phase

## Disengage phase

This is the first phase of the turn. In this phase simply rotate all swords on all the dice on Christians to point down. If they are pointing down already then leave them alone. This process of rotating the sword on a dice (also called maturity dice) to point down is called “disengaging”. Some cards in play (i.e. not discarded, in a draw deck or in your hand) may also have effects that say “during the disengage phase”, as you would expect, those effects occur during this phase. Once that is done the phase is complete, move on to the Draw phase.

### Engaging Christians

This is an opportune time to talk about engaging. Sometimes cards require Christians to engage, either as part of a condition, cost or sometimes an effect. Engaging a Christian involves turning the sword on the dice to point upward. If it

is up already then the Christian cannot engage again until they have first been disengaged by another card or in the next disengage phase. This system, as you will see, stops a player from repeatedly using the same Christian in the church but forces them to utilise all their Christians.

## **Draw phase**

The first thing each player does in this phase is to turn the top card of their character deck over and place him/her above their Christians face up as a “bound soul”. This process is called “introducing a character”. These characters are not yet Christians but as you will see later they are targets for evangelising; a process by which you hope to convert them into Christians.

The second thing each player does is draw their hand for the turn. Each player draws 4 Mission and 3 Enemy cards unless they kept some from the previous turn (see the discard phase). If so then that player draws one less card for each one they have kept, of the same type. E.g. a player keeps 1 Mission card from the previous turn so this draw phase he draws only 3 Mission and 3 Enemy cards. Or if a player keeps 1 Mission and 1 Enemy card then she only draws 3 Mission and 2 Enemy cards in the following draw phase. Also note that some cards in play may affect the number of cards drawn, such as “A time of Shaking” or “Purity”. Once hands have been drawn by all players, move on to the Action phase.

## **Action phase**

In this phase players take alternate “actions” although all players (potentially) are involved in every action.

Whoever has the lowest VP total takes the first action of the phase and then proceed clockwise. If two or more players share the same total then whoever went last in the previous turn goes first this turn. If it is the first turn of the game then flip a coin or roll a dice for the first action.

In a player’s action he does three things in a specific order:

- Activate Mission cards in play (if desired) then
- Play up to one Mission card then
- Play up to one Enemy card

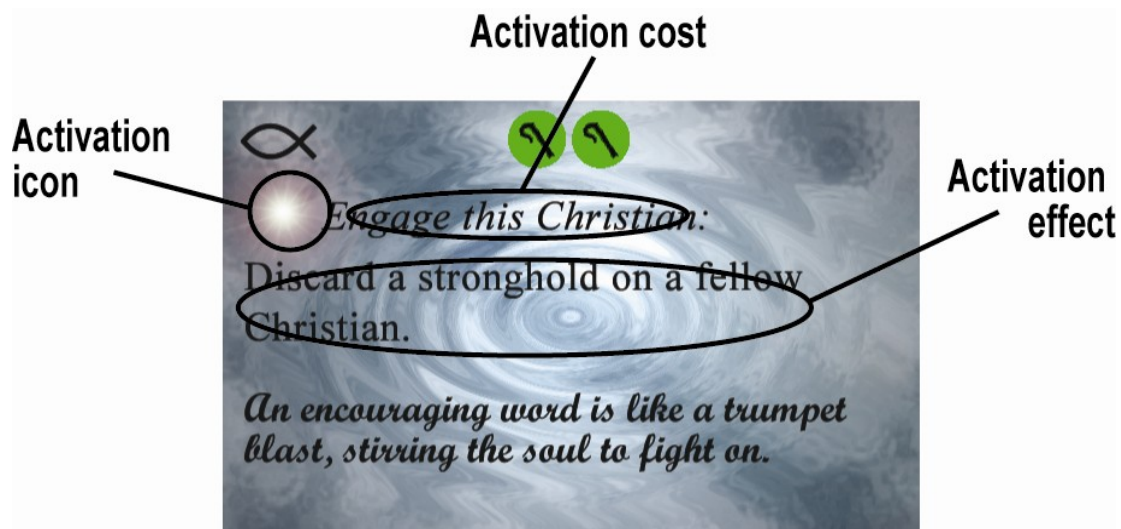
After completing these three things (if desired) the player passes on to the next one. A player may skip doing any of those but may not change the order. E.g. a player may activate two mission cards in play then play an Enemy card but once he has played an enemy card he may not then play a mission card. Or maybe a

player plays a Mission card then passes on to the next player, choosing not to play an enemy card.

If a player plays no cards (even if they activate mission cards) they are said to have passed their action. As soon as all players pass in a row the phase ends, move on to the discard phase. But as long as at least one player continues to play cards from their hand every action, the action phase continues. This makes passing in the hope to play cards later a risk in case all players follow suit and the phase instantly ends. However it is sometimes a useful tactic.

### Activating a mission card

A player may activate as many Mission cards in their action as they wish before playing any cards from their hand. If a Mission card can be activated then it bears a special activation icon. See the example below:



First the player declares that she is activating the card. Then she pays the activation cost, in this case by engaging the Christian to whom the card is attached (see playing a mission card below). If she cannot pay the cost (such as the Christian already being engaged) then she cannot activate the card. Once the cost has been paid the activation effect takes place. Note that the activation effect does not occur when the card is played but only when the card is *activated*. As long as a card is in play the activation effect can occur as many times as the player can pay the cost to activate it. These cards can be very powerful if used correctly.


Occasionally there is an effect printed above the activation icon and cost. In those cases the effect described above the icon and cost is always active but the effect below only occurs when the card is activated by paying the cost in your action.





## Playing a mission/enemy card


To play a card first you must understand the various icons that direct you where to play it and detail any conditions that have to met before the card can be played.

The area icon, situated towards the left, directs you where to play the card and will be one of the following:


 This icon means that the card must be played on a specific Christian. When the card is played you must announce which Christian you are playing it on. Mission cards must be played on your own Christians and Enemy cards must be played on opponent's Christians. NB A Christian cannot have two copies of the same card on them at any one time.


 If two of these icons are present it means that the card is played on two Christians. In this case both of the Christians must meet the conditions on the card before it is played. These are called dual-character cards. Note: If one Christian counters the card or annuls the card in some way then the entire card is countered.

 This icon means that the card is not specific to a Christian. These cards are simply played somewhere on the table, have their effect and are then either discarded or remain in play.

 These cards must be played on Bound Souls. Again, Enemy cards must be played on the opponent's bound souls and Mission cards on your own bound souls.

The other icons that may or may not be on the card are situated in the middle and are the *conditions* of that card. Only cards that are played on Christians may have conditions. These conditions restrict which Christians the card can be played on. The possible icons are:

 These are gift icons. There may be between one and three of any particular gift icon. This means that the card can only be played on a Christian who has that gift at the corresponding level *or higher*. It is never a disadvantage to have too high a gift level on a Christian. Only Mission cards require gifts.

 These are stronghold icons. Again there may be between one and three of any particular stronghold. These mean that the card can only be played on a Christian who has that stronghold at the corresponding level or

higher. It is never a disadvantage to the opponent to have too high a stronghold on that Christian. Only enemy cards require strongholds.



This icon means that when you successfully play the card the Christian must engage. If the Christian is engaged already then you cannot play this card on that Christian.



The shield icon represents the Christians maturity. It will have either a number on it or a number and either a – (meaning “or less”) or a + (meaning “or more”). To play the card on the Christian they must have maturity equal to the number or within the range specified. E.g. if the number is 3+ then the Christian must have maturity of 3 or more to play the card on them.

Once a card has been successfully played the conditions are irrelevant. Cards do not become discarded if the conditions are no longer met. Once again this applies ONLY to when the card is played.

The other icon that may appear on the card is the Kairos icon:



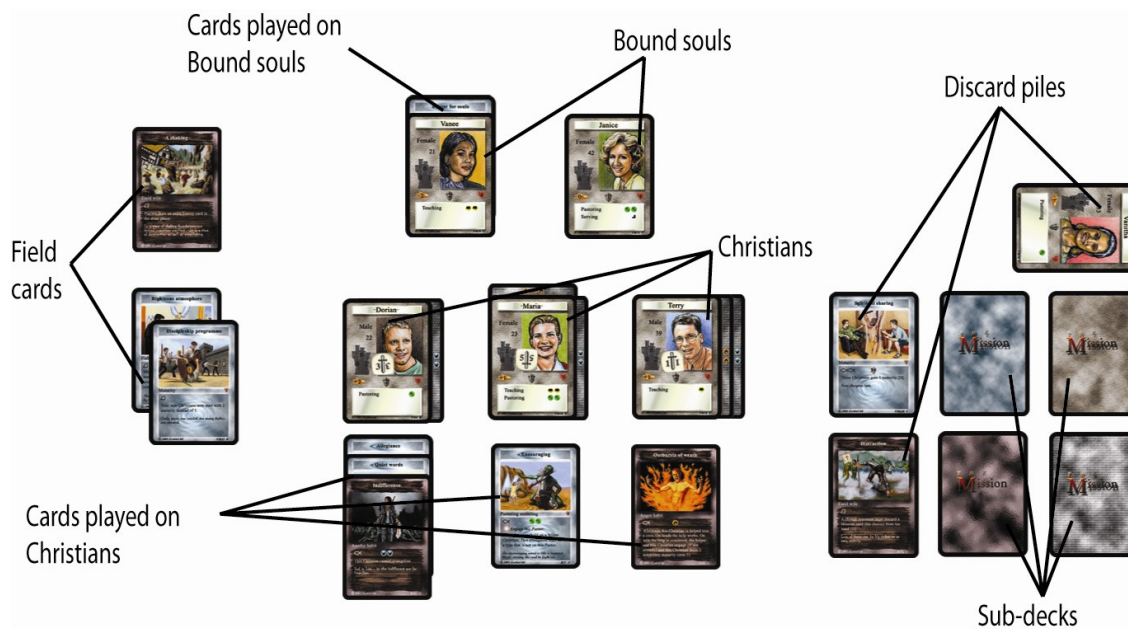
This is the Kairos icon; Greek for “an appointed time”. It appears sometimes in the text bar to the right, and sometimes over the activation icon. If the icon is situated in the text bar then the card can be played as a Kairos (see later). If it is over the activation icon then the card is played as normal but it may be activated (see above) as a Kairos. Cards played or activated as a Kairos do not have the normal restriction of having to be played/activated during your action. You may play a Kairos card (or activate a Kairos effect) at any point in the action phase and resolve it immediately. It is “free” and so if done during your action it does not use up your only Mission/Enemy card play for that action. Most of the time these are used in response to something, but not always. If several Kairos cards/effects are used in a row the one used most recently is resolved first then proceed *backwards*.

### **A Kairos example**

A player plays the enemy card “Whom he may devour” on an opponent’s Christian. This card requires a maturity level of 1 to play. The player who owns the Christian declares he is playing a Kairos card and plays “Prayer”, a Kairos card that instantly matures a Christian one point thereby nullifying “Whom he may devour”. But then the first player also declares he is playing a Kairos card and lays “Unteachable” a pride card that counters a mission card being played, because that Christian also happens to have pride. The cards are resolved backwards. So Unteachable happens first and removes the Prayer card.

Because Prayer no longer occurs the Christian does not mature and “Whom he may devour” is successfully played and resolved. Of course the Christians player could play more cards or activate more effects to keep the chain going and try to stop the card. He could have activated a Kairos effect already in play on a fellow Christian such as “Covering” to deflect the “Unteachable” but unfortunately he doesn’t have the right cards so has to let it pass.

See below an example of a game in progress for one player:



The opponent would have a mirror image of what you see above.

### Game terms and processes

Some processes are described on cards in their effect. Please see the list below so you know how to resolve them.

**Maturing** – If a Christian gains maturity simply turn the maturity dice on them over so that the new maturity level is shown on the top of the die (no Christians can mature beyond 5). This does not engage or disengage the Christian unless stated. Also if a Christian loses their last maturity point (to go to zero) then they instead become “shaky” and on 1 maturity (see below).

**Evangelism attempts** – Evangelising plays a big part of The Mission. It is by evangelising that players get more Christians in their church and also a great way to gain victory points. If a Mission card allows a Christian to make an evangelism attempt the follow the process below:

- Firstly the player must select one of her bound souls. This is the bound soul the Christian is evangelising. If there are no bound souls then the player cannot evangelise.
- Secondly the top card of the evangelising player's Mission deck is turned face up and the response number is noted (see Mission card diagram on page 3). The response number is the number printed over the heart icon.
- Add to or subtract from the response number, the evangelising Christians evangelism bonus. This will be between -2 and +2. Also add or subtract any other bonuses from cards in play or the card used to make the evangelism attempt itself.
- If this total is equal to or greater than the Bound Soul's heart value (see diagram on page 2) then the attempt was successful. If the total is less than the attempt was unsuccessful.
- Regardless of the outcome the Mission card turned face up in the second step is now discarded.
- Some cards allow multiple attempts to be made. If that is the case then resolve each one individually using the process above.

If the attempt failed then nothing further occurs, proceed with the action as normal. If the attempt was a success then the Bound Soul is saved. Move her alongside the other Christians in the church area, allocate her strongholds, as in set up, and give her a maturity die at level 1. It is important to note that all saved Christians start on 1 maturity and engaged. Only the Christians selected at the start of the game take advantage of the maturity level marked on the card.

**Countdown** – This means that the card is a countdown card. When a countdown card is played it is placed at 90° clockwise to normal. In each disengage phase rotate the card a further 90° clockwise. In the phase that the card becomes upright any effect described below the word “Countdown”. Takes place. If several of these cards activate at the same time, the player with the lowest VP total selects one of his own to activate first. Then proceed clockwise until all countdown cards are activated and resolved.

**Shaky** – Certain things may cause a Christian to become shaky. This is bad news for the Christian as it means they are in a state of indecision about their faith. A shaky Christian is turned face down and does not count toward your VP total. No cards may be played on them (unless stated). It is just as if that Christian were not there. All cards on them “freeze” as they are, and have no effect. Some cards cause Christians to become steady (the opposite of shaky). If this occurs, turn the Christian back face up and they are on whatever maturity level they were on before and engaged. Shaky Christians are also prone to the “Backslide” card. Christians who backslide are discarded and all cards attached to them go into their respective discard piles.

**Banish** – Discarded cards may be retrieved in various ways but a banished card may not. If a card effect ends with *[Banish]* or a card effect banishes a card, it is

not placed in the discard pile. Instead remove it from the game completely. Place the card to one side and return it to the deck once the game is over.

**Optional discard** – Occasionally a card will have *[Optional discard]* after the effect. This means that the card's owner has the option of discarding the card in any discard phase if they wish.

**Min 1** – This may appear after a losing maturity effect. It simply means that this cannot cause the Christian to go shaky.

**Dormant** – A dormant Christian literally does nothing. They cannot have Mission cards played on them nor will they engage or perform any other activity. They may be affected by other cards as long as it requires nothing on their behalf, such as engaging or using gifts. Enemy cards may be played on them and affect them as normal.

## Discard phase

Players may select up to one Mission and up to one Enemy card to keep in their hand. Remember for every card you keep you draw one less in the following turn (see Draw phase). Any other cards left in a player's hand are discarded. Players then total up their VP's and check to see if any player has won. Assuming no player has won the game, start another turn beginning with the disengage phase.

## Odd situations

Some situations may occur during games but are rare. If any of the following occurs resolve them as noted.

**I've run out of characters** – Don't introduce any more characters in the draw phase and play on as normal.

**I've run out of Mission/Enemy cards** – Players may, if they wish, have another side deck of up to 5 Mission and 5 Enemy cards. The first time a deck runs out a player may banish up to 3 cards from that discard pile and replace them with cards in their side deck. Then they are reshuffled and reused as a draw deck. The second time the same deck runs out, you lose.

**I've run out of strongholds** – You cannot allocate any more strongholds. Try to have enough stronghold cards for any game you play.

***I ve run out of Christians*** – If all your Christians are either backslidden or shaky in the discard phase then you forfeit the game. Remaining players may continue but you must withdraw all your cards from play.

***Due to cards in play I end up drawing no Mission cards*** – This would be very rare. In such circumstances you may draw one Mission card, assuming you kept none back from the previous turn.

## Solitaire

It is possible to play The Mission by yourself with a little modification. Simply pit the Mission deck against the Enemy deck and allocate yourself strongholds. In a balanced deck you should end up meeting the objective but playing this way can show areas where your deck can improve.

## Team games

Team games play like normal multiplayer except you can play Mission cards on team mates Christians and, with their permission, you can count team mates Christians as fellow Christians. The objective for team games is to have all players on the team to reach a VP total of 15 or more (vary the amount if you want to). Make sure you take alternate actions and don't allocate team mates strongholds.

## Glossary

Hopefully the rest of the game terms are self explanatory but if you are unsure, refer to the below:

***Attack*** – If an Enemy card is played on a Christian without being countered then that Christian is said to have been attacked.

***Card types*** – The card type tells you every category that the card falls into. E.g. a “Lust habit” is both a lust card and a habit card. The card “Lustful intentions” is of type “field wile” so it is a field card and a wile card but NOT a lust card.

***Countered*** – A card just played that gets countered is discarded without having its effect. If a card just activated gets countered it has no effect but remains in play.

***Fellow Christians*** – These are Christians from the same church, but not the Christian himself.

***Gift cards*** – Power and anointing cards are both considered gift cards.

**Help** – If the term “fellow Christian” appears in the card’s effect then the Christian benefiting from the effect is classed as being helped by the other Christian. If both Christians benefit then they count as helping each other.

**Involved** – Any Christian who is being affected by the card in question counts as being “involved”.

**Must** - If the first word of a card’s effect is “must” then it means the card can only be played under certain circumstances. These do not count as conditions. If for some reason the circumstances described on the card are not true the card is immediately discarded.

**OR** – This means the card can have more than one effect. When such a card is played the player must declare which of the effects he is intending to apply. Only one can be applied.

**Prophet/teacher etc.** – A Christian with the gift of prophecy at any level is considered a prophet. This applies equally to the other gifts.

**Redirect** – If a card is redirected it means that the card is played on a different character of the redirecting player’s choice. In this instance the card may be redirected to any character regardless of whose character it is. However the new target must still meet the conditions on the card if there are any.

**Shared strongholds/gifts** – If the Christians both/all have the same type of stronghold/gift, regardless of level, then they count as sharing that stronghold/gift.

**Temptations** – Dart and habit type cards are both considered temptation cards.

**Use gifts** – If a Christian’s gift is used to meet the conditions of a power card then the Christian counts as using that gift. Also if a Christian activates an anointing card then they count as using the gift to which that card relates. Note however that playing but not activating an anointing card does not count as using a gift.

**Weakening/strengthening strongholds** – If a stronghold is weakened then its level reduced by one. Simply re-orientate the stronghold so that the new level is visible. If a stronghold strengthens its level is increased by one. Level 3 strongholds cannot be strengthened and a level one stronghold that gets weakened is instead discarded.

## Credits

Game design  
Illustrations  
Graphics  
Rulebook

Nathan Hawkins  
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Nathan Hawkins  
Nathan Hawkins

Special thanks to Virginia Mull, Simeon Hawkins, Michael Batey, Sam Stringer, Billy, Ben Stringer and Antony Meade for their extra input in making this game possible.

## Card checklist

#	Title	Rarity	#	Title	Rarity	#	Title	Rarity
1	Raj		ER	36 Sian		C	71 We are not ignor.	R
2	Chloe		R	37 Tanya		C	72 A willing heart	U
3	Colin		R	38 Terry		C	73 Allegiance	U
4	Daniel		R	39 Vanee		C	74 Church meeting	U
5	Diane		R	40 Vanitha		C	75 Count it all joy	U
6	Eddie		R	41 Acts of kindness		R	76 Covering	U
7	Giles		R	42 Administration		R	77 Demonstr. of pow.	U
8	Levi		R	43 Ch. on a mission		R	78 Dev. of intercess.	U
9	Martha		R	44 Disarming the en.		R	79 Dev. of pastoring	U
10	Nicole		R	45 Disc. programme		R	80 Dev. of prophecy	U
11	Adrian		U	46 Empowering		R	81 Dev. of serving	U
12	Ashok		U	47 Fasting		R	82 Dev. of teaching	U
13	Carl		U	48 Focused teaching		R	83 Diligence	U
14	Dorian		U	49 Foresight		R	84 Eagerness	U
15	Doris		U	50 Godly marriage		R	85 Encouraging	U
16	Fiona		U	51 God's timing		R	86 Excising the gift	U
17	Martin		U	52 HS prompting		R	87 Grace	U
18	Nicholas		U	53 In His perfect will		R	88 Hearing the word	U
19	Saffron		U	54 Insight		R	89 Meat	U
20	Sharon		U	55 Last chance		R	90 Mercy	U
21	Adam		C	56 Local churches		R	91 Mission exper.	U
22	Andrew		C	57 Mentoring		R	92 Powerful teaching	U
23	Arthur		C	58 Move of holiness		R	93 Prayer backup	U
24	Ben		C	59 Oracles of God		R	94 Prayer burden	U
25	Betty		C	60 Overcomers		R	95 Prayer for souls	U
26	Chandra		C	61 Praying church		R	96 Rev. hidden sin	U
27	Christina		C	62 Revelation		R	97 Sensing changes	U
28	Claude		C	63 Revival		R	98 Stepping out	U
29	Fay		C	64 Righteous atmos.		R	99 Street preaching	U
30	Frank		C	65 Self sacrifice		R	100 Vision	U
31	Jean		C	66 Shepherding		R	101 When you have...	U
32	Janice		C	67 The prodigal		R	102 Basic doctrine	C
33	Kenneth		C	68 The time is short		R	103 Blessings	C
34	Maria		C	69 Time of protection		R	104 Confidence	C
35	Pauline		C	70 Travail		R	105 Conviction	C



#	Title	Rarity	#	Title	Rarity	#	Title	Rarity
106	Councelling	C	141	Disobedience	R	176	Whon may devour	U
107	Dead to the flesh	C	142	Explosion	R	177	A haughty look	U
108	Equipping	C	143	God resists proud	R	178	Backslide	U
109	Evangel. training	C	144	Hierachy	R	179	Blinded	U
110	Expanding vision	C	145	In or out	R	180	Compulsion	U
111	Forgiveness	C	146	Loveless	R	181	Disinterest	C
112	Friend of sinners	C	147	Malicious tongue	R	182	Distraction	C
113	Friendship even.	C	148	Many shall fall	R	183	Fear of stepping out	C
114	God with humble	C	149	Neglect	R	184	Heresy	C
115	Godly lifestyle	C	150	Perversion	R	185	Irritation	C
116	Helping	C	151	Relentless attack	R	186	Limited weaponry	C
117	Hitting the streets	C	152	Shallow ground	R	187	Loss of strength	C
118	Holding up arms	C	153	Shame	R	188	Lost ground	C
119	HS experience	C	154	Sleeping	R	189	Man's recognition	C
120	It is not tedious	C	155	Unholy atmosph.	R	190	Misuse	C
121	No weap. formed	C	156	Unholy relationsh.	R	191	Outbursts of wrath	C
122	Purity	C	157	A hard heart	U	192	Reluctance	C
123	Quiet words	C	158	A more opp. time	U	193	Small attack	C
124	Redeem the time	C	159	Be angry not sin	U	194	Spirit of lust	C
125	Renewal	C	160	Boredom	U	195	The brink	C
126	Repentance	C	161	Carnal friendship	U	196	The hierling	C
127	Spiritual author.	C	162	Damping the Spir.	U	197	The winking eye	C
128	Spiritual sharing	C	163	Distrust	U	198	Tiredness	C
129	Strengthening	C	164	Dryness	U	199	Unprepared	C
130	Study of the word	C	165	Enticed	U	200	Unresponsive	C
131	Timely word	C	166	Fling	U	201	Unteachable	C
132	Vague indication	C	167	Indifference	U	202	Anger	EC
133	Word of knowled.	C	168	Key loss	U	203	Apathy	EC
134	Words of God	C	169	Lustful intentions	U	204	Fear	EC
135	Offer of life	EC	170	Offence	U	205	Lust	EC
136	Prayer	EC	171	Pornography	U	206	Pride	EC
137	A shaking	R	172	Rebellion	U			
138	Controlling spirit	R	173	Robbed	U			
139	Crept in...	R	174	Self condemnation	U			
140	Demonic warfare	R	175	Stagnancy	U			

Happy Collecting!!