
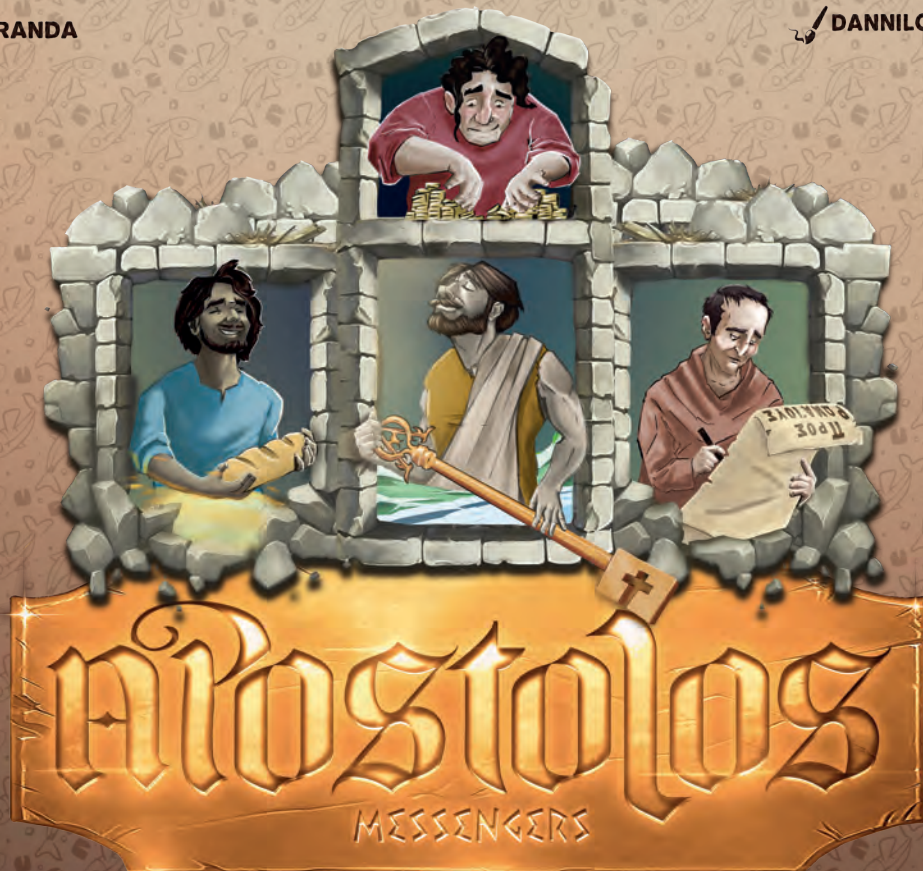
 VINÍCIUS A. MIRANDA

 DANNILO A. CERQUEIRA



RULES



INTRODUCTION

In this game, you will choose one of the apostles to build the seven churches of Revelation and spread the Gospel around the world. For this, it will be necessary to accumulate Influence coins, and also rely a bit on luck. We are all sinners, as were even the apostles, and each one had positive and negative qualities. You choose the apostle, but a coin flip (heads or tails) will decide which quality to use.

Thus, players may end up being “forced” to do something they wouldn’t like, as Romans 7:18-19 says: “For I know that good itself does not dwell in me, that is, in my sinful nature. For I have the desire to do what is good, but I cannot carry it out. For I do not do the good I want to do, but the evil I do not want to do—this I keep on doing.”

For example, Paul was a great church builder, but he was also Saul, the persecutor. Peter received the keys to the Kingdom of Jesus but also denied Him. We all make good and bad decisions at some point.

Each player will receive cards of churches, small groups, synagogues, etc. You will need Influence coins to build the structures indicated on your cards. Each round, you will earn these coins, depending on some factors and the constructions already made. The final goal is to be the first to build the seven churches of Revelation.

ATTENTION

Building the seven churches will not be an easy task. Whoever achieves this will be proclaimed the great winner. And if, in addition, they manage to build them in the same order in which they appear in the Bible, they may receive the honorary title of Great Evangelist.

COMPONENTS



8 Character cards



28 Revelation churches cards
(4 of each church)



52 General cards



1 Coin styled as
"heads or tails"



40 Influence coins



1 Key of the Kingdom

GAME SETUP

1. Preparing the table: Place the Revelation churches cards in one deck and the General cards in another, both face down in the center of the table. Gather all Influence coins to form the bank, a common pile accessible to all players. Each player will take or return coins directly from the bank when required.

2. Dealing the cards: Separate and shuffle the Revelation churches cards then deal one to each player (the remaining cards can be acquired during the game). Next, shuffle the General cards and deal five to each player.

3. Key of the Kingdom (who begins): Give the Key of the Kingdom to the oldest player. That person will begin the character selection in the first round.

GAME FOR TWO OR THREE PLAYERS

The only difference is that each player will choose two characters and play on the turns of both selected characters.

HOW TO PLAY

Initial character selection: The player who holds the Key of the Kingdom begins (in the first round, the oldest player; in subsequent rounds, the one who received the Key after choosing Peter in the previous round), who takes all the Character cards and, without looking at them, selects one and leaves it in the middle of the table. Then, from the remaining cards, chooses which Character to play with in the first round. He passes the remaining Character cards to the player on his left, who chooses one character and passes the rest to the next player, until every player chooses their character for the first round. If playing with six players, the last player to choose may look at the Character card that was face down in the middle, choose between those and leave the unwanted one in the middle, face down.

Note: Only reveal your character when the player with the Key of the Kingdom calls your character's name!

Action turn: As the player with the Key of the Kingdom calls out the characters in order (check the number next to their name), the player reveals who they are, receives two Influence coins from the bank, and flips the coin to determine which ability they will use. An ability can only be used once per turn.

Note: Each player may pay 1 Influence coin to re-flip the coin. This benefit may only be used up to 3 times during the game.

In each round, the player can choose to draw 2 General cards or 1 card from the deck of the Revelation Churches instead of receiving 2 Influence coins.

Construction: To build, a player must gather enough Influence coins as indicated on the General construction card. Pay the amount to the bank and reveal the card for all to see. Each player has a limit of one construction per turn, except for the character Paul, who can build two. There is no limit to the number of cards in hand. However, the Revelation churches cards must be built as soon as the player meets the required conditions.

Attention: when building one of the Revelation churches, you will receive 1 extra General card and 1 Influence coin.

Conclusion: After finishing your turn, announce it and pass the turn to the next player.

New round: When all characters have been revealed, shuffle them and start choosing again, beginning with the player who holds the Key of the Kingdom.

End of the game: The game ends immediately when a player builds all seven Revelation churches.



GAME MECHANICS SUMMARY

- Choose the character.
- Collect your resources.
- Flip the coin to decide which ability you can use.
- Build your constructions.

CHARACTERS CARDS

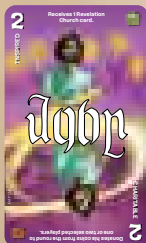


Peter, The Rock/Coward

The Rock: He is the first to choose a character for the next turn, as he holds the key to the Kingdom (he will be the narrator in the next round). Attention: you will only lose the Key when another player chooses Peter and activates his "The Rock" ability; until then, you will remain the first to choose and the narrator, even if in a round his "Coward" side is activated.

Coward: He cowers and refuses to play in the current round (only earns the Influence coins for the turn but cannot build anything; he has cowered).

Peter gains 1 additional Influence coin on each of his turns for every blue construction he has made.



John, Inspired/Charitable

Inspired: For having been inspired to write the book of Revelation, receives 1 Revelation Church card.

Charitable: He donates the resources obtained that round to one or two players he chooses.

John gains 1 additional Influence coin on each of his turns for every purple construction he has made.



Mary¹, Exemplar/Seductress

Exemplar: Gains an extra Influence coin, as she dedicated all her coins to anoint the King.

Seductress: Returns to her “old life” and seduces a character, who will not be able to play in the current round, or seduces another player to swap one of their Revelation church cards with her.

How does Mary’s seduction work? She announces the name of the character she wants to seduce (note: the character, not the player’s name). The seduced character, when called, must say: “Sorry, I was seduced and cannot play.” Their turn will then be skipped. The other option is to seduce someone to swap a Revelation church card with her, Mary’s choice. The choice of “seduction” to be used must be made once per turn.



Judas², Manager/Traitor

Manager: Demands 1 coin from each player. If a player has no coins, they simply do not pay.

Traitor: As remorse for his betrayal, he abandons all his Influence coins (they are returned to the bank).



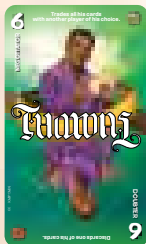
Matthew, Collector/Accountant

Collector: Charges an influence coin from the bank for each of his built cards.

Accountant: Must give an account, returning one Influence coin to the bank for every two cards built.

¹ Mary is the only character who was not an apostle. She was included in the game using creative freedom, without suggesting she was an apostle.

² Judas was called as a disciple and was part of the group of the Twelve. We included him in the game, even though he abandoned the mission that had been entrusted to him, using creative freedom, without suggesting that he was an example to follow.

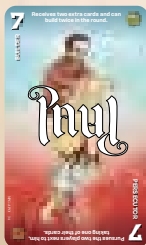


Thomas, Negotiator/Doubter

Negotiator: Can swap his entire hand of cards with another player. If you have no cards, simply take the cards of another player.

Doubter: For not believing in the quality of his own cards, he will be forced to discard one of them, of your choice.

Thomas gains 1 additional Influence coin on each of his turns for every green construction he has made.



Paul, Builder/Persecutor

Builder: As a great builder, he gains two extra General cards and can make up to two constructions on his turn.

Persecutor: Pursues the players next to him, taking one card at random from the hand of a player beside him.



James, Facilitator/Son of Thunder

Facilitator: Can exchange any of his small groups cards, synagogues, or already built churches for a Revelation church without paying anything for it (only once per turn).

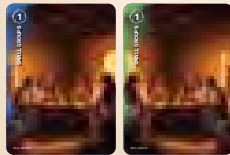
Son of Thunder: As he is the son of thunder, he is compelled to destroy the construction of any other player, provided it is not a Revelation church.

How to destroy another construction: Yes, your character will harm someone! But remember, even the apostles did this, albeit unintentionally... To destroy a construction, you pay the same amount of Influence coins that the player paid to build it... And boom!³

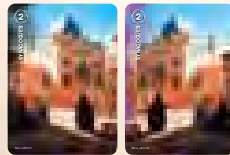
James gains 1 additional Influence coin on each of his turns for every black construction he has made.

GENERAL CONSTRUCTION CARDS

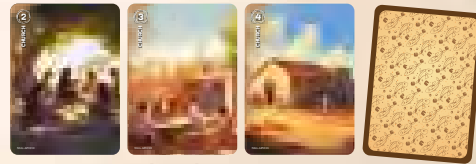
The General construction deck includes small group cards, synagogue cards, church cards, and other special effect cards that grant extra advantages, allowing for the construction of more churches or facilitating strategic exchanges. Additionally, there are unique cards that offer powerful abilities, capable of changing the course of the game in critical moments. Use these cards wisely, as they may be the key to helping you build the seven churches of Revelation.



Small groups

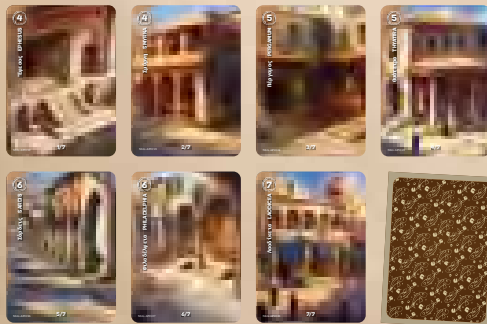


Synagogues



Churches

Church exchange: For every 3 small groups built or 2 synagogues built, the player can trade them for one of the Revelation churches in their hand. The player may trade an already built church card for one of the Revelation church cards by paying an additional two Influence coins. To make any exchanges (with small groups, synagogues, or churches) for Revelation cards, these must already be in the player's hand. Attention: The cards given in the exchange are placed at the bottom of the General cards deck.

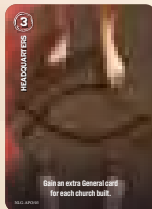


REVELATION CHURCHES CARDS

The Revelation churches (4 cards for each church) with variable costs from 4 to 7 coins. Each building provides an Influence coin and an extra construction card.

If you have already built a Revelation church and have a duplicate in your hand, you may exchange it with another player at the end of each turn. The other player can refuse your request unless you have the "Breaking bread" card.

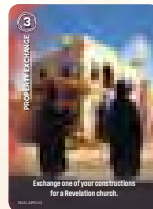
GENERAL CARDS



Headquarters:

Gain an extra General card for each church built. This effect is only activated after the headquarters is constructed.

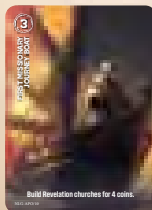
(4 cards, each cost 3 coins).



Property exchange:

Exchange one of your constructions for a Revelation church.

(3 cards, each cost 3 coins).



First missionary journey boat:

Build Revelation churches for 4 coins.

(3 cards, each cost 3 coins).

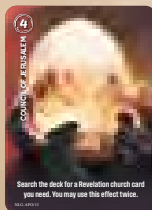


Second missionary journey boat:

Build a Revelation church

for 1 Influence coin.

(4 cards, each cost 3 coins).

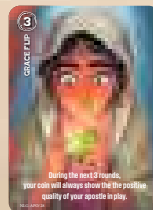


Council of Jerusalem:

Search the deck for a Revelation church card you need.

You may use this effect twice.

(2 cards, each cost 4 coins).

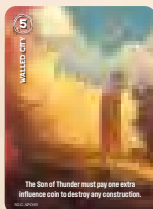


Grace Flip:

During the next 3 rounds, you don't even need to flip the coin; it will automatically show the positive quality of your apostle.

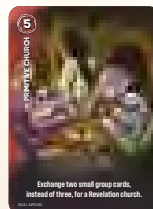
(4 cards, each cost 3 coins).

UNIQUE CARDS



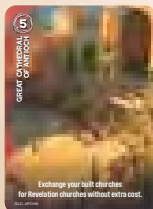
Walled city:

The Son of Thunder must pay one extra Influence coin to destroy any construction.



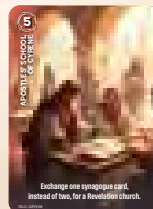
Primitive church:

Exchange two small group cards, instead of three, for a Revelation church.



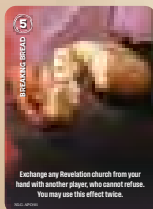
Great Cathedral of Antioch:

Exchange your built churches for Revelation churches without extra cost.



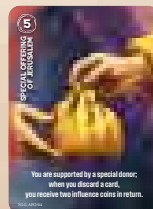
Apostles' School of Cyrene:

Exchange one synagogue card, instead of two, for a Revelation church.



Breaking bread:

Exchange any Revelation church from your hand with another player, who cannot refuse. You may use this effect twice.



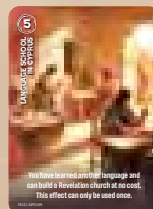
Special offering of Jerusalem:

You are supported by a special donor; when you discard a card, you receive two Influence coins in return.



Multiplication at the Temple gate:

Discard a General card from your hand to receive three new ones.



Language school in Cyprus:

You have learned another language and can build a Revelation church at no cost. This effect can only be used once.

**With the rules in hand and these challenges ahead,
it's time to put your faith into action!
Gather your friends, choose your apostle,
and begin the mission to build the seven churches of Revelation.**

Let the adventure begin!

ABOUT THE CREATORS

AUTHOR



Vinicius, or Vini, is a Brazilian Seventh-day Adventist pastor and writer living in Spain. Married to the educational psychologist Juliana and father of Bernardo, he has published 14 books, many of which use Pop Culture to explore themes that extend beyond mere entertainment. Recognizing the growing interest in games, he decided to use them as a means to share the Gospel and provide meaningful entertainment for young Christians, encouraging them to reflect on spiritual matters.

ILLUSTRATOR AND DESIGNER



Dannilo Cerqueira, or Dann to his close friends, is from Salvador (Brazil) and lives in Braga (Portugal). An admitted nerd, he is an emerging artist and a dentist by training (you definitely didn't see that coming!). Above all, he is a Christian. Passionate about illustration and character design, he has turned this passion into a career. He is married to the amazing Kelly, a lover of ice cream and rainy weekends.

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Collection Safeliz Games



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