

INSTRUCTION BOOK

GOYEE!

UNLEASH THE PIONEER IN YOU



GOYE!

THE BOARD GAME

"Go ye therefore, and teach all nations, baptizing them in the name of the Father, and of the Son, and of the Holy Ghost." Matthew 28:19

OBJECTIVE OF THE GAME

The goal of *GoYe!* is to accumulate as much Total Member Involvement (TMI) points as possible before the Second Coming of Jesus. This is achieved by planting churches, completing mission trips and using your spiritual gifts.

Inspired by the Great Commission and the urgency of Christ's soon return, you and your friends have accepted the mission to spread the Good News around the world. As you live a Christian life, you will accumulate resources and discover different strategies for engaging in mission. You must decide how best to use the resources given you, for God's service, to maximise TMI before the Second Coming. *GoYe!*

SET UP

Before starting, each player must:

- 1 Receive one of each of the five resources (such as finance, faith, Scripture, etc.).
- 2 Place a church on the Growth Factor Indicator, at the church level.
- 3 Place a church in one of the four conferences touching Battle Creek (this is your initial church plant).



- ④ Place your player piece in the GoYe! starting square.
- ⑤ Have a resource reference card in front of you. This explains the cost and TMI value of each item.
- ⑥ Shuffle and place the Life Card and Special Card decks face down on the table.
- ⑦ Once setup is complete, decide who will take the first turn. Turns proceed in a clockwise order around the table.


A resource reference card showing a table of item costs and TMI values.

Item	Cost	TMI
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5



THE 3-PHASE TURN

Each player's turn consists of three phases, and they must be played in the following order:



1. Free Church Plant

Plant one free church in a conference that borders a conference you already occupy. These churches must expand your reach. For example, if you own a church in Quebec, you can place your next free church plant in Greenland (since the small red dots denote connected conferences across waters). You can plant your church in a conference that another player occupies, but if you don't have space or forget to plant, you lose the opportunity for that round.



Note: Each conference can hold up to three churches.

2. Roll the Dice

Roll both dice together to move your piece clockwise around the board. The number you roll will determine where you land and what resources you collect. The board uses color-coded sections to indicate which resource you will earn.



- If you roll doubles, collect the resources for that roll and roll again. There is no limit to how many times you can roll doubles in a single turn.

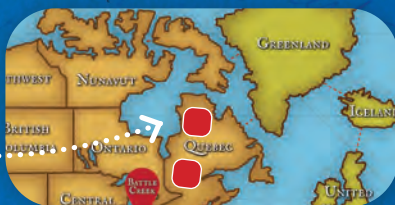
3. Buy, Build, Trade

In this phase, players can buy special cards, build church structures, and trade resources with other players. With the storehouse you can always trade three of any one resource to get one of another type (for example: three Diplomacy for one Scripture). Players are only limited by their resources and can do multiple things in phase 3.

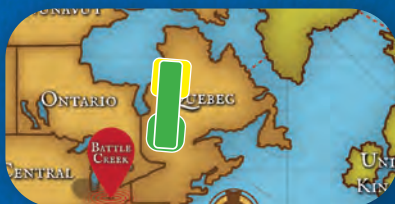
- When you buy a church, you can place it inside any conference you already occupy or in a bordering conference.



CHURCH



- To build a Conference Office, there must be at least two churches in that Conference, and you must own at least one of them. A Conference Office sits on top of 2 or 3 churches.



- To build a Division Office, there must be at least two Conference Offices in that division, and you must own at least one of them. The Division Office sits on the division stamp, and there can only be one division office per division area.



DIVISION



- To build the General Conference Office, there must be at least two Division Offices, and you must own at least one of them. The GC Office sits on the GC stamp. There can only be one GC Office.



GENERAL
CONFERENCE



THE CARDS

In *GoYe!*, there are two main decks: Life Cards and Special Cards. Each deck plays a crucial role in helping players collect resources, refine their strategy, and collect Total Member Involvement (TMI) points.

Life Cards

These cards feature historical stories from early pioneers or from the writings of Ellen G. White.

When you pick up a Life Card, you will read aloud about an experience that one of the pioneers of the early church went through. You then collect the resources pictured on that card. The amount and type of resources you earn will correlate to the experience or challenge described. After collecting the resources, place the Life Card at the bottom of the deck.



Special Cards

Special cards can be purchased during the third phase of your turn. This deck consists of three categories of cards:

1. Spiritual Gifts

These cards include gifts such as evangelism, teaching, wisdom, and administration. They impact how you play the game by granting you special abilities. Spiritual gifts amplify your gameplay and provide long-term advantages. Once activated, they have continual power and remain active until the end of the game.

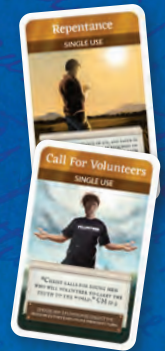


2. Single-use Events

These cards are played once and then placed in a discard pile after use. Examples of single-use events include:

- **Repentance:** Allows you to avoid the penalty of landing on the Backsliding square.
- **Call for Volunteers:** Helps with community service or global mission efforts.

Each card provides a unique benefit and should be played strategically.



3. Mission Trips

These cards highlight pioneering missionaries and the places they served. Your job is to expand the church to reach these same places. Completing a mission trip will earn you the TMI value stated on the card. Mission trips often require careful planning, as they provide significant rewards.

CARD USAGE

- **Life Cards:** When you pick up a Life Card, collect the resources immediately and then return the card to the bottom of the deck.
- **Special Cards:** Remain face down, until they are activated, used or traded. These cards are of single-use; they can only be played once. After they are used, place them in the discard pile. These cards are not recycled back into the deck.
- **Note:** Mission trips and spiritual gifts have a TMI value, hold onto these until the Second Coming, at which point the TMI will be counted towards your final score.



Important: Special Cards cannot be played in the same turn that they are purchased. You can purchase as many special cards as you like in a single turn. A Spiritual Gift with a duplicate power, does not double the outcome. For example, 2x Wisdom Spiritual gift does not allow you to collect 2 free resources per turn, but is still worth its 10 TMI at the Second Coming.

STRATEGY TIPS

- Don't roll the dice directly on the game board, as it will soon be filled with churches, conferences, and other structures.

- Keep your Special Cards secret if possible. Your strategy should adapt based on the cards you draw and the actions of other players.

THE GROWTH FACTOR INDICATOR

At the start of the game, all players begin at the Church Level on the Growth Factor Indicator. As you progress through the different organisational levels, the amount of resources you collect will increase. Here's how it works:

- 1x Church Level: You collect one resource every time you land on a resource square.
- 2x Conference Office Level: You collect two resources.
- 3x Division Office Level: You collect three resources.
- 4x General Conference Level: You collect four resources.

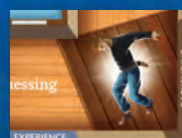
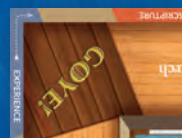


As you advance through the levels by constructing churches and offices, the number of resources you collect increases based on your current level.

Note: The special functions of the 4 corner squares of the board do not change as you move up the Growth Factor Indicator. For example, you only ever collect one experience resource for passing *GoYe!*, and resources from Revival and Reformation squares and Life Cards are not multiplied either.

RULES FOR CORNER SQUARES

1. **GoYe Square:** Every time you pass this square, you collect one experience. However, if you land directly on it, you collect experience multiplied by your current organisational level (for example, if you're at the Division Office level, you collect three experience).
2. **Collect Offering Square:** Collect the offering so that you can invest the resources in the work.
3. **Backsliding Square:** Your turn ends immediately as you land on this square. No one can trade with you, and you cannot plant your next free church plants until this issue is dealt with. On your next turn you have a choice to make.
 - a. Roll only one dice (each turn) until you land on or pass the Revival and Reformation square, at which point you can move to phase 3 of your turn.



- b. Roll both dice, and if you roll doubles, move directly to revival and reformation, collect the resources and begin phase 3 of your turn. If you do not roll doubles, you make no progress at all and await your next turn.

Note: If you have a Repentance Special Card, you can play it at any point, even in the instant you land there, and avoid missing any turns.

4. **Revival and Reformation Square:** Collect one of each of the five resources. This square does not multiply with the Growth Factor Indicator.



SPECIAL AREAS ON THE BOARD

- **Life Cards:** If you land on a Life Card square, take the first card on the top of the deck and read aloud the story. Then collect the resources stated on the card. Life Cards do not multiply with the Growth Factor Indicator.
- **Work:** When you land on a Work square, collect your finance resources multiplied by your Growth Factor Indicator, and also collect one additional Finance resource and place it in the Offering.



THE END AND SCORING

The Second Coming occurs (game ends) immediately when every conference has at least one church in it. You can now calculate the final TMI scores.

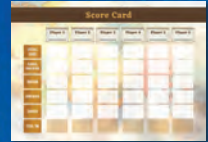
To calculate your Total Member Involvement (TMI):

1. Add up the TMI from your Special Cards.
2. The General Conference is worth 30 TMI per Division on the board (no matter who owns them).
3. Division Offices are worth 20 TMI per conference office in that division (no matter who owns them).
4. Conference Offices double the value of the churches in that conference and are counted together with the churches beneath them. So

they could be worth either 20 or 30 TMI depending upon if they were built upon two or three churches.

5. Churches that are not canvassed by a conference office are worth 5 TMI each.

A special scorecard is included in the box to help you tally up the scores easily. Once the scores are calculated, the player with the highest TMI wins, though everyone should be aware that the ultimate victory is the Second Coming itself!



Player Sets (for up to 6 players)

Each player set contains the following:

- 1 x Player Piece
- 40 x Churches
- 12 x Conference Offices
- 5 x Division Offices
- 1 x General Conference Office

NAME OF DIVISIONS

NAD = North American Division

IAD = Inter-American Division

SAD = South American Division

TED = Trans-European Division

EUD = Inter-European Division

CAD = Central Africa Division

ESD = Euro-Asia Division

MENA = Middle East and North Africa Mission

NSD = Northern Asia-Pacific Division

SPD = South Pacific Division

The game supports 2-6 players, takes 90 minutes to play, and is recommended for ages 13 and above. For a quicker game option, set a countdown timer for the Second Coming (30 or 60 minutes). When the alarm sounds, the game ends immediately.

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Video tutorial

