

@CHURCH RULES

BASIC RULES

Objective: Using the six cards in your hand, assemble and present "groups" to earn the most points in three scoring categories. The highest sum total wins.

Set up: Shuffle and deal each player six cards to form their hand. (*In the Advanced Rules, use the remaining cards to form a draw pile.*)

Turn Order: Over the course of five rounds, players assemble a hand of six cards by keeping a certain number of cards each round and passing the remaining cards to their left. Players may never have more than six cards in their hands. Each round, the number of kept cards increases by one.

Set up: Deal 6 to each player
Round 1: keep 1, pass 5
Round 2: keep 2, pass 4
Round 3: keep 3, pass 3
Round 4: keep 4, pass 2
Round 5: keep 5, pass 1
Scoring: Total from 3 categories

SCORING

Scoring: From the cards in their hands, players may present and score one "group" of cards (2-6 cards) for each of the three category. The highest sum total from all three categories wins. All six cards may be used to score in each category. *Ties* are determined by whoever went to church last.

SCORING CATEGORIES

A) Symbols: Multiply the total number of cards with matching symbols by 3. Only **one** Wild card may be used (wild cards have animals) (e.g., 3 Prayer cards + 1 Wild card = 4 cards: $4 \times 3 = 12$ points).

B) Colors: Multiply the total number of cards with matching colors by 2 (e.g., 3 green cards: $3 \times 2 = 6$ points). *The Sloth card is a Wild card for colors and may be used for any color group.*

C) Unique: (a card is unique if it does not match your other cards in symbol or color) 1 point for each unique card in the group (e.g., 3 unique cards = 3 points). *Add a 5 point bonus for 5 unique cards.*

ADVANCED PLAY RULES

The advanced play rules adds a sixth round during which each player *may* use the special action associated with the practice symbols on their cards **or** do nothing and pass. At the end of sixth round, score according to the normal rules.



Storytelling: Show a Storytelling card from your hand. All other players must show their Storytelling cards openly. If you choose, you *may* swap your card with any shown Storytelling card.



Service: Show a Service card from your hand. All players must pass one card from their hands to the player on their left. You must pass your shown card.



Prayer: Show a Prayer card from your hand. State aloud one of the practice symbols, and then draw and reveal three cards. Any cards matching the named symbol may be swapped with any cards from your hand. The shown card must be the first card swapped.



Retreat: On your turn, place a Retreat card in front of you. You cannot be affected by any subsequent special actions played. Before scoring, take the card back into your hand.



Hospitality: Show a Hospitality card from your hand, and then draw and reveal one card for each player. Starting from the left of the active player and moving clockwise, all players *may* swap one revealed card with a card from their hand or pass. If you choose to swap, you must swap the shown card.



Sabbath: Use any of the special actions from any other practice card.



Partner Card: Place one Partner card in front of you. During the color scoring category, any cards in your hand of the same color as the Partner card are now worth 3 points, including that card. The *Financial Aid for Service Sloth* card counts as a Wild card for color and symbol.

DISCUSSION QUESTIONS

Setup: @church can also be used as a discussion activity through which players consider “who” the church is and how we are formed together in the Christian faith. Playing with the *basic rules*, player can pause after each scoring category and ask:

- D) **Practices** (symbols): How does your church embrace the practice(s) you collected? How could the various life-stages you’ve collected participate in that practice together?
- E) **Life-Stage** (color): What role does the life-stage color you collected play in the your church? In what ways could you connect more to that generation?
- F) **Unique** (non-matching): What is an activity or experience that could connect the diverse characters in your group?

Playing with the *advanced play rules*, ask players to share a story of how they have participated in the practice shown on their used card in the special action round.