

Game Introduction

Dear players,

Welcome to the journey of Church Quest, My Quest! This cooperative card game will carry you across two thousand years of church history on an unforgettable voyage of legacy and learning.

Created to celebrate the 10th anniversary of the Canadian Chinese Theological School Vancouver and to mark the launch of the “Centre for Next Gen Discipleship” — a new initiative that uses creative educational approaches to equip young people and children as disciples as well as supporting the mentors who walk alongside them — this game was designed with fun, interaction and collaboration in mind. We believe that learning can be lively, communal, and fun. Church Quest, My Quest is our gift to the next generation of believers: a way to explore both the challenges and milestones of those who came before us, and to deepen the understanding of the faith we inherit.

We give special thanks to the City Seminary of New York’s Ministry in the City HUB Grant for their generous support — this project would not have been possible without them.

Now gather your team, step into church history, learn from the lives of the faithful who have gone before, and together rethink the church’s identity and mission!

Canadian Chinese School of Theology Vancouver
Centre for Next Gen Discipleship
Nov 2025

Introduction

Church Quest, My Quest is a cooperative card game themed around church history. Players will journey through time, collecting resources, overcoming challenges, and achieving milestones to build the legacy of the Church together. This is a cooperative game, so don’t forget to chat while you play! Discuss, share, and interact. It makes the game even more fun!

Players: 2 – 5 Playtime: 30 – 40 minutes

Objective

All players must work together to accumulate a target number of Milestone points before the Challenge Card deck runs out.

Victory Points Needed (with number of players)

- 2 P - 40 Pts
- 3 P - 55 Pts
- 4 P - 70 Pts
- 5 P - 90 Pts

Components

- **Milestone Cards (40):** Represent significant events in church history. Completing them earns the points needed for victory.
- **Ministry Cards (30):** Represent key roles in church history. Play them to gain a powerful one-time special ability.
- **Challenge Cards (30):** Represent obstacles in church history. They have negative effects and require players to deal with them individually or cooperatively.

- **Resource Cards (56):** Divided into seven types: Faith, Prayer, Wisdom, Church Unity, Love, Hope, and Courage. They are the strength needed to achieve milestones and deal with challenges.

Credit

Church Quest, My Quest: A cooperative card game by the Canadian Chinese School of Theology Vancouver

Project Director	Content Advisor
Rev. Dr. Joyce Chan	Dr. Alex To Dr. Reuben Lee
Game Designer	Graphic Design & Layout
Raymond Leung	Kirsten Kwan Google Gemini

Special Thanks	Playtesters
The Ministry in the City HUB – City Seminary of New York	May Tang
Google Gemini: Throughout the creation process for Church Quest, My Quest, we were fortunate to utilize the Gemini AI model developed by Google. From brainstorming game rules and refining card text to countless balancing tests and generating the final art concepts, Gemini was more than just a tool; it was an indispensable creative partner and consultant in our design process. Its assistance allowed this project to turn from an idea into a reality. We are grateful for the possibilities this technology has provided.	Judie Wang
	Don Lam
	Amy Jia
	Kinyi & Hei
	Molly Yang
	Janice Shu
	Juno Chan

Church Quest, My Quest



Rulebook

9288222

Setup

1. Separate the four card types (Milestone, Ministry, Challenge, Resource) and shuffle each into its own face-down deck.
2. Each player draws 3 Resource cards and 1 Ministry card as their starting hand.
3. Flip over the top 1 card from the Challenge deck. This is the initial challenge and is active immediately.
4. Each player draws 1 Milestone card. The player with the highest point value is the starting player. Shuffle these cards back into the Milestone deck.

5-Player Variant Rules

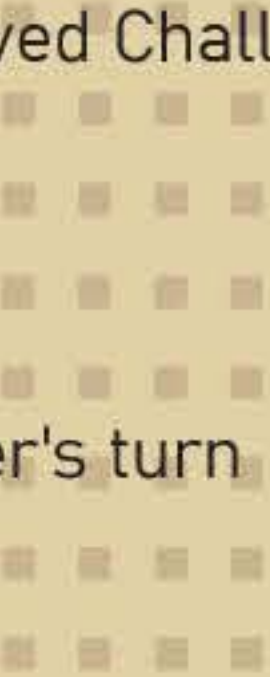
If playing with 5 players, apply the following two special rules:

Setup: After shuffling the Challenge deck, randomly remove 5 Challenge cards from the game without looking at them.

Challenge Phase: You only stop drawing a new Challenge card if there are three unresolved Challenge cards already in play.

Game Flow

The game proceeds clockwise. Each player's turn consists of the following five phases:



1. Upkeep Phase

Before you draw cards, check how many unresolved Challenge cards are in play. For each unresolved card, the team (not each player) must collectively discard 1 card from their hands. The starting player skips this phase on the very first turn of the game.

- **Rules Tip:** This is the ongoing penalty for leaving Challenges on the table. It triggers at the start of every player's turn.

2. Draw Phase

Draw any combination of 3 cards from the Resource and/or Ministry decks and add them to your hand.

3. Action Phase

Choose ONE of the following five actions to perform:

- i. Gather Resources:** Draw 1 additional card from the Resource or Ministry deck.
- ii. Use a Ministry Card:** Play 1 Ministry card from your hand and resolve its ability.
- iii. Achieve a Milestone:** Draw the top 2 cards from the Milestone deck. Choose 1 to attempt and place the other face-down on the bottom of the deck. Read the chosen card's contents aloud to all players. After reading:
 - The active player may play a maximum of one

Ministry card to assist.

- All players may contribute Resource cards from their hands to pay the cost.
- If successful, gain the points. If you cannot or choose not to pay the cost, place the chosen card on the bottom of the Milestone deck and your action for the turn is over.

iv. Deal with a Challenge: You may choose 1 Challenge card in play and single-handedly pay its resource cost to remove it.

- **Rules Tip:** This action is the main way to solve old, pre-existing challenges. This is a solo action.

v. Share Resources: Give 1 Resource card or Ministry card from your hand to another player.

4. Challenge Phase

Check the number of Challenge cards in play.

If the number has **reached the limit** (2, or 3 for a 5-player game), this phase ends immediately.

If the number is **below the limit**, flip 1 new Challenge card. All players may immediately cooperate to deal with this new challenge. If you cannot, the team suffers its penalty.

- **Rules Tip:** The teamwork in this phase can only be used to deal with the "new challenge" just drawn this

turn. Any challenges already on the table must be solved individually via Action #4 in a player's Action Phase.

- **Rules Tip:** If the team fails to deal with the new challenge, you suffer the one-time card penalty immediately. This penalty will not trigger again.

5. End of Turn

Hand Limit: After all other phases are complete, check your hand. If you have more than 7 cards, you must discard down to 7.

Running Out of Cards

If the Ministry / Resource draw deck is empty and a player needs to draw from it, immediately shuffle the discard pile to form a new draw deck.

Winning & Losing

Victory: The moment the team's score reaches the target, all players win immediately.

Defeat: If the Challenge card deck runs out before you reach the target score, all players lose.

Online Resources

