

HOW TO

PLAY

BCMC™

TRADING CARD GAME



Build your deck.

Each player should select their b

A good deck will include:

3 LOCATION CARDS

At least 1 CHARACTER CARD

(Higher value character

As many PARTNER CARDS as y

At least 1 ACTION CARD

(Higher value action c

All POWER UP CARDS listed

Add RESOURCE CARDS until yo

How to play.

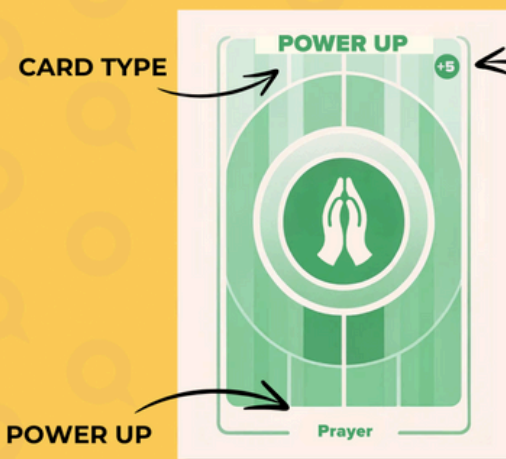
Two players will go head to head
out of the 3 games. Players will d
following order:

Take turns.

1. Each player places a LOCATION CARD
2. Each player places a CHARACTER CARD
(Some character cards help certain p
3. Each player reads their LOCATION CARDS
will all double) then CHARACTER CARDS
listed on the LOCATION CARDS
(points).
4. Tally the first line of impact points and
EXAMPLE: $3 \times 5 = 15$
5. Each player places an ACTION CARD
6. Each player reads their ACTION CARDS
listed can be played. Each POWER UP
7. Tally the second line of impact points
EXAMPLE: $4 \times 5 = 20$
8. Now add the top white box total to
EXAMPLE: $15 + 20 = 35$ TOTAL IMPACT
9. Each player reads their LOCATION CARDS
these RESOURCE CARDS in the bar
10. Add the impact points of all RESOURCE
with the highest total value of impact
11. Clear the board of all cards and rep



GAME INSTRUCTIONS



OBJECT OF THE GAME

Build the best deck of 30 cards that is capable of earning the “Impact Points” necessary to purchase the resources listed on the Location Card your opponent picks for you. The player who is able to purchase the most resources for their location wins.

1. BUILD YOUR DECK

- 3 LOCATION CARDS
- 1 high value CHARACTER CARD (higher value Character Cards and Character Cards that add +5 to Partner Cards are best)
- As many PARTNER CARDS as you want
- At least 1 ACTION CARD (higher value Action Cards combined with their Power Up Cards are best)
- All POWER UP CARDS listed on your action card
- Add RESOURCE CARDS until you have 30 cards total

2. HOW TO PLAY

Two players will go head-to-head playing 3 rounds of the game. The winner is the player who wins 2 out of the 3 games. Players will decide who goes first and will take turns laying down cards.



3. LOCATION CARD

Each player places a LOCATION CARD from their own deck down for their opponent to play on. Card should be placed facing their opponent so they can read it.



4. CHARACTER CARD

Each player places a CHARACTER CARD down for themselves. (Some Character Cards help certain Partner Cards and add +5 to the Character's value. Choose wisely.)



5. PARTNER CARD

PARTNER CARDS are paired with LOCATION CARDS. Each player must check their deck to see if they have any PARTNER CARDS listed on the LOCATION CARDS played. PARTNER CARDS double their CHARACTER CARDS impact points. If the player doesn't have any of the listed PARTNER CARDS, they don't get to play a PARTNER CARD and miss out on double points.



6. IMPACT POINTS

Tally the first line of Impact Points (total of your Character Points, possible +5, and possible x2 if you have the PARTNER CARD). Write the total in the top white box using your whiteboard marker.

EXAMPLE: $3 + 5 \times 2 = 16$



7. ACTION CARD

Each player places an ACTION CARD for themselves.



8. POWER UP CARDS

Each POWER UP CARD is connected to an ACTION CARD. Each player reads their ACTION CARD to see what POWER UP CARDS are listed. Only the POWER UP CARDS listed can be played.

Each POWER UP CARD adds +5.



9. IMPACT POINTS

Tally the second line of Impact Points (Action Points plus any Power Ups that add +5). Write the total in the second white box using your whiteboard marker.

EXAMPLE: $3 + 5 + 5 = 13$



10. IMPACT POINTS

Now add your totals up from each line to get your Total Impact Points Earned.

EXAMPLE: $6 + 13 = 19$ TOTAL IMPACT POINTS



11. RESOURCE CARDS

Six RESOURCES are listed on each LOCATION CARD. Players use their Impact Points total to purchase as many RESOURCE CARDS from their hand as possible for the LOCATION they just played and place them in the row of barrels at the bottom of the gameboard. RESOURCES can only be purchased if the player has enough Impact Points to purchase them. Tally up all RESOURCES. The player with the highest Impact number wins!



12. PRAY

Shake hands. Take a moment to pray for both LOCATIONS you just played.



13. REPEAT

Clear the board of all cards and repeat for 2 more rounds. A new LOCATION CARD must be played for each round.



14. WINNER

The winner is the player who wins 2 out of 3 rounds.



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