



BASIC GAMEPLAY

OBJECT OF THE GAME

Each player brings a deck of 30 cards from their own personal collection. Two players go head-to-head in a game that simulates real-life missions through BGMC. Based on the Location Card handed to each other at the beginning of the game, players must use their earned Impact Points to purchase as many of the listed Resources on that Location Card as they can. The player who is able to purchase and send off the most Resources for their Location wins.

HOW TO BUILD A DECK (30 CARDS)

Players will need:

- 3 Location Cards (One for each round.)
- 1 Character Card (Note: Some Character Cards add +5 to Partner Cards.)
- As many Partner Cards as you want
- 1 Action Card
- All Power-Up Cards listed on your Action Card
- Add Resource Cards until the deck has 30 cards total.

HOW TO PLAY

Two players face each other and play their own games in front of themselves, laying down cards simultaneously in this order:

1. LOCATION CARDS

Each player starts by giving a Location Card to their opponent. The Location Card should be turned so the opponent can read it and place it in the first spot on their game mat/board.

2. CHARACTER CARDS

Next, each player plays a Character Card for themselves. Place it next to your Location Card on the next spot on your game mat/board. (Some Character Cards help certain Partner Cards and add +5 to the Character's value, so choose wisely.)

3. PARTNER CARDS

Each player can play a Partner Card for themselves. Only the Partner Cards listed on the Location Card can be played. Place the Partner Card next to your Character Card on your game mat/board. Only one Partner Card can be played per round. Partner Cards double (2X) the Character Card's value. If a player has none of the listed Partners, they do not get to play a Partner Card and miss out on the double points.

4. TALLY THE FIRST ROW

Do some quick math to tally up the first line of Impact Points. Use a piece of paper, a whiteboard, or the **BGMC Trading Card Score Tracking App**.

- Total the Character Card value with a possible +5 and possible 2X if you have the right Partner Card.
- (Example: $3 + 5 \times 2 = 16$)

5. ACTION CARDS

Each player plays an Action Card for themselves on their second row of their game mat/board.

6. POWER UP CARDS

Each player plays the Power-Up Cards listed on their Action Card. Power-Up Cards should be placed next to the Action Card on the second row of the game mat/board. Each Power-Up Card adds +5 to the value of the Action Card.

7. TALLY THE 2ND ROW

Add the Action Card value to the Power-Up Cards (each adds +5). Use a piece of paper, a whiteboard, or the **BGMC Trading Card Score Tracking App**.
(Example: $3 + 5 + 5 = 13$)

8. TOTAL IMPACT POINTS

Add the top row total to the bottom row total. This gives each player their total Impact Points available to spend on Resources.
(Example: $16 + 13 = 29$)

9. RESOURCE CARDS

Six Resources are listed on each player's Location Card. Players must check if they have those Resource Cards in their deck and place as many of them as they can in the barrels at the bottom of the game mat/board. Players must also check if they can afford those Resources using their total Impact Points. Use a piece of paper, a whiteboard, or the **BGMC Trading Card Score Tracking App**. The player who purchases the most Resources, with the highest combined value, wins. In the case of a tie, refer to overall Impact Points earned to determine the winner.

PRAY

Shake hands. Take a moment to pray for both Locations.

REPEAT

Clear the board of all cards. Return the Location Cards to their original owners. Repeat the game for 2 more rounds. A new Location Card must be played for each round.

DETERMINE THE WINNER

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

COMPETITIVE GAMEPLAY

Using cards from the Expansion Packs like Champions and Disasters and Silver and Gold, competitive gameplay follows the same rules as basic gameplay, with these suggested changes and additions:

40 CARDS IN A DECK

Players are allowed 40 cards in their deck.

CHOOSING A CARD GENERATION

Before building a 40-card deck, players must agree on which card generation will be used for the game (Generation One, Rise of Revival, or another available generation). This ensures Resources align properly with the Locations in play.

DISCARD AFTER EVERY ROUND

Players must discard all of their cards, except for Power-Ups, after every round. Starting decks need the following: Players will need:

- Several Field Event Cards in a separate deck.
- 3 Location Cards
- 3 Character Cards with their Booster Cards.
- 3 Partner/Champion or Legend Cards
- 3 Action/Super Action Cards
- Up to 3 low-value Action Cards
- All Power-Up Cards listed on the Action/Super Action Cards
- Up to 3 Change of Plans Cards
- As many Versatile Cards as you want
- As many Disaster Cards as you want
- Add Resource Cards until the deck has 40 cards total

CHAMPION/LEGEND CARDS

Champion/Legend Cards feature missionaries and ministers that can only be played in specific locations. Players benefit by using Champion/Legend Cards in place of a Partner Card, but they can only be played for the locations listed on the card. Champions/Legends can add +5 or +10 before the 2X multiplier (doubling the score of the top row).

SUPER ACTION CARDS

Super Action Cards are higher-value cards and help raise a player's overall Impact Points. They feature real kids who have gone above and beyond in raising funds for BGMC. Super Action Cards also have 3 Power-Ups listed on them, so players have more chances to gain extra points.

CHANGE OF PLANS CARDS

Just like in real life, sometimes things don't go the way we plan. After Action/Super Action Cards are played, players can upset their opponent's game by placing a Change of Plans Card on their opponent's Action/Super Action Card. This disrupts their opponent's Power-Up combination plan.

WHY HAVE LOW-VALUE ACTION CARDS?

Once a player disrupts their opponent's game by placing a Change of Plans Card, they must place a new Action Card down for their opponent. A low-value Action Card will cause their opponent's new Impact Score to be considerably less than it would have been.

VERSATILE CARDS

There are 7 types of Resources. Versatile Cards can be used in place of any Resource within that type and cannot be wiped out by a Disaster.

DISASTER CARDS

Once both players have played all of the Resources they can, players may use Disaster Cards to wipe out their opponent's Resources. Disaster Cards cost -5 to use, and players must have enough Impact Points to play them. Disaster Cards can only wipe out Resources of the type listed on the Disaster Card.

FIELD EVENT CARDS

Field Event Cards affect both players and apply to all three rounds of the game. At the beginning of the game, each player submits as many Field Event Cards as possible (recommended minimum of 10 total). Shuffle all submitted Field Event Cards together into one face-down stack. This shared stack is used for all three rounds. Players should remember which Field Event Cards belong to them so they can retrieve them after the game. At the start of each round, flip over the top Field Event Card. The effect listed applies for the entire round.

SILVER AND GOLD CHARACTER CARDS

Silver and Gold Character Cards provide powerful one-time advantages. Only one Silver Character Card or one Gold Character Card may be used per game. Silver Character Cards protect a player's Action Card from Change of Plans Cards. Once played, the Action and Power-Up combination for that round is locked and cannot be disrupted. Gold Character Cards allow a player to retrieve one card from their discard pile at the end of a round and use it again in the next round.

BOOSTER CARDS

Booster Cards enhance the value of the characters that are listed on them. Play a Booster Card on top of it's corresponding Character Card to add +3 Impact Points to that character.

Discover our full catalog of cards, watch videos demonstrating gameplay, and find out where to purchase additional products at:

BGMCTRADINGCARDS.COM