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Welcome and Introduction

Who is this for?

Welcome to the Eden's Conflict game master's guidebook, a resource designed to bring new life to your Bible study sessions. If you're a teacher, pastor, or anyone passionate about guiding youth and young adults in their spiritual journeys, this guide is for you. In an age where traditional Bible studies sometimes struggle to engage our young people, Eden's Conflict aims to take a fresh approach—one that remains deeply rooted in Biblical principles while stimulating creativity, thoughtful discussion, and personal growth.

What is the role of the game master?

In many story-driven games, the role of the game master is to serve as the outside influence on the rest of the player's experience. While the storytelling portion of this

document is not a requirement to play Eden's Conflict, the need for a game master who can help bring to life the inner workings of the game is. As you help your players develop a deeper understanding about the spiritual forces around them through each session, they can begin to take charge of their own spiritual experiences both on and off the gameboard.

Eden's Conflict is more than just a game; it's a tool designed to help transform abstract concepts of spiritual warfare into an interactive experience. As the game master, it's your job to lead your players' through the game's many intricate layers. By drawing out the spiritual truths embedded within the different rules and scenarios. Whether it's through post-game group discussion or in-game storytelling, our ultimate goal is to deepen each player's understanding of spiritual warfare, the skills and tactics needed to fight, along with the faith and confidence to apply these concepts in their own personal lives. The purpose of this guide is to give you a basis to build off of. As your players' continue to explore the depths of the unseen world, you will have a growing list of discussion points to help guide the conversation concerning personal spirituality and how to take on a more proactive role within it. From understanding the basics of spiritual warfare to wrestling with deeper questions around personal struggle and temptation, this guide will help equip you to examine these profound topics in a way that is both engaging and grounded in scripture.

How to use this guide:

To use this game effectively in your classroom or youth group, we recommend a focus on practicality. While we aim to lay the groundwork for you to build off of, we understand that there is no such thing as a one-size-fits-all approach. Instead, we believe that this guide should help you bring out the most from your time with your players' rather than a hardened set of instructions. We want you to feel empowered to build upon these foundations, adapting the game and its lessons to the unique needs of your group setting.

Ultimately, our hope is that **Eden's Conflict** will not only cultivate a sense of community and fun but also spark a deeper interest in scripture. As we aim to set the stage for vibrant discussions, helping players see the relevance of God's Word in their lives and inspiring them to explore their faith with renewed imagination and curiosity.

So remember, as you prepare to guide your group through this journey, this is just the beginning. Let this instruction be your companion as you discover new ways to connect with the youth and young adults you serve, using the timeless truths of scripture to navigate the challenges of today's spiritual landscape.

Overview: What is Eden's Conflict Game about?

Eden's Conflict is a strategic card game meant to show some of the practical aspects of spirituality. This means that the rules of the game are strewn with well-considered moral teachings. Just as Christ used to depict heaven and the nature of God from everyday stories like The Good Shepherd, The Sower, and The Prodigal Son. So we want to illustrate a tangible connection between the words of scripture, our beliefs, and the actions we take.

Mindset and Explanation (📖)(📖)(💬)

For your convenience, the rest of this guide is divided into the following categories:

- **Instructions** (📖): Meant to aid the GM in comprehending the rules more thoroughly. This game is designed in a way that allows you to increase or lower the difficulty as needed. For the purpose of this first session, we will start with a basic game model and gradually increase the game difficulty over the following sessions. Be sure to reference the included rules sheet with your copy of the game for a more thorough breakdown of any specific rule. You can also check the game page on our website for the most current updates and demo videos. ([Link](#))
- **Story** (📖): Designed to help the GM explain the rules to the players in a creative format. For the storytellers among you, we've included a short narrative arc to help you engage your most imaginative players!. You may read, skip, or modify the stories as you see appropriate. Some of these scenarios also include **player decisions**. This will help your players feel more involved in the story's progression and eventual resolution.
- **Discussion** (💬): Intended to assist the GM in connecting the dots between the players' spiritual experiences and the rules and narrative of the game. Throughout this guide, we will be building a mindset around the who, where, why, and how of spiritual warfare. During each session, we recommend you focus on these points to help your players' establish a proper mindset for the choices they must make as to which side of this cosmic conflict they will fight for.

(📖) Game Setup: Before You Play

- Distribute the following to each player before you progress through the story mode; this setup will be based on a 4-person game; be sure to remove all four wild cards from the temptation deck beforehand.
- 1 battlefield gameboard.
- 1 character and 1 temptation card, placed face up to the side of the gameboard.
- 4 promises and 1 True Meditation grace card as the starter hand.

Gameplay: Order of Operations

- When rolling the dice, it's important to remember the 3-1 rule. The player who rolls the dice must perform all actions, both good and bad, as shown in the instructions field guide. Then, before the dice are passed, all other players **must** perform one of the three available actions.

Building Armor: How to Get Points

- Players' gain points by placing scripture cards on their battlefields. This can happen by either rolling the build icon or playing an advanced action called "Gift." We recommend each player read the card as they place it on the board. Since all scripture cards are written in the King James Version, this is a great way to build literacy, cultivate a stronger memory, and spark the occasional humorous moment.

Grace Cards: When to Play Them

- The player who is rolling the dice may use one grace card during their turn; they may only play one card at a time unless otherwise stated on the card. For this first game, we recommend starting each player with a **True Meditation** card.
- If you're following the story mode, this will trigger the "**Spend**" action of the card, allowing the players to start the game with a free boosted card. Be sure to read the included Field Guide sheet with your copy of the game for more details on grace cards.

Battles: Temptations Attack

- For this first game, keep battles simple when temptations attack. Players are impervious to temptations with the same color as promises already deployed on the gameboard. Should the attacking temptation differ from a player's defenses, it then targets the most vulnerable promise card on the board. The battle is decided by calculating the point strength difference; the card with the lower points is returned to the decks.
- Temptations come in three different point sets of 5, 10, and 15. **These points double whenever the temptation on your gameboard matches the temptation behind your character card.**

Game Ending: How to Win (Campaign Mode)

If you are following along with the campaign story, then the game ends once either of these conditions are met:

- One of the six hourglass cards is found.
- Promise or temptation cards have claimed two game boards. A board is claimed when six cards of either type are on the board.
- **Optional:** You can increase the number for either ending condition by 1 to extend your playtime by 10-20 minutes per increment.

Advance Actions: How to Use Them

- Both players' and the game have optional advanced actions. For the first few rounds, we recommend focusing on the flow of the game and sticking with the dice actions. Once players are comfortable with this, you can introduce them to the advanced actions. (See field guide for further details.)
- If a player rolls skulls during this time, follow the advanced action rule for one skull roll. So rolling 3 skulls will turn over 3 cards from the temptation deck to the community sin pile. You can expand to the rules for 2 and 3 skull rolls when you feel the players are ready for more of a challenge.
- **Prayer: "Boosting"** is all about taking time to mentally recall the words of faith in a quite meditative moment between you and God. Reminding us that preparation at the beginning of the day will go far to help us overcome the challenges we will face throughout it.
- **Study: "Merging"** two cards together helps us understand the steps we take to build our faith, which begins with understanding the relationship between scripture's promises. And as we study our Bibles line by line and verse by verse, we strengthen our mental connection to our Creator.
- **Witnessing: "Giving"** a card to another player serves as a reminder that sharing the gospel we already believe in strengthens its roots in our own hearts. Allowing us to strengthen our existing faith in the process.

Thank You

This completes our first edition of a game master's guide. I hope this book helps you understand a little bit more about the vision I had when making this game. And I hope this booklet helps you create immersive and engaging gaming experiences for your players.

Ultimately Eden's Conflict is here to train up a generation with the power of God's word, and for that we need your help. Remember that just as in the game and in life, you play a crucial role in leading your players toward the source of the path of victory. Like the leadership of Rehoboam of old, heavy are the words "and all Israel with him." (2 Chronicles 12:1) The choices you make today can help or hinder the faith of those most vulnerable to doubt and poor decisions or to trust in divine grace.

Disclaimer

This document is subject to revisions and updates.

As we continue to learn from those who use **Eden's Conflict** in their ministries, we may find new insights, strategies, and enhancements to share. We encourage you to check back regularly for updated versions that may include new ideas, improved discussion points, or refined gameplay strategies. Our goal is to continually support you in your mission to guide others in their spiritual journey.

If you have any questions or suggestions as we continue to develop this content, please email us at info@edensconflict.com.