



WARNING: PLEASE READ THESE INSTRUCTIONS CAREFULLY BEFORE ATTEMPTING TO PLAY GODQUEST™. RETAIN THESE INSTRUCTIONS FOR FUTURE USE. GODQUEST™ CAN BE ADDICTIVE FOR SOME USERS. PLEASE PLAY RESPONSIBLY.



To join a gaming community (a.k.a. "Discipleship Group") or for troubleshooting support, contact questions@crcc.org.

PROGRESS TRACKER

GAME 1 CLUE IDENTIFICATION TALLY

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7

CLUE SEARCH SELECTED: _____

GAME 2 SERVICE IDENTIFICATION TALLY

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7

SERVICE ACTION SELECTED: _____

GAME 3 ENEMY IDENTIFICATION TALLY

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7

LEVEL UP SELECTED: _____

GAME 4 CLUE IDENTIFICATION TALLY

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7

CLUE SEARCH SELECTED: _____

BEFORE YOU BEGIN

GAME OBJECTIVE

The objective of GodQuest™ is to experience God more often throughout the day. GodQuest™ includes 4 games, all of which are essential for reaching this objective. The 4 games are: Explore The Territory, Engage In The Mission, Character Level Up, and Multi-Player Experience.

POWER-UPS

Power-ups are mini games that equip players and guide you through the game. The power-ups included in GodQuest™ are intended to get you started. You do not need to complete them all to advance toward the game objective. During GodQuest™, you will find certain power-ups are more effective than others for your style of play. You are encouraged to modify power-ups to your playing style to further the game objective of experiencing more of God.

TRACKING PROGRESS

The gaming experience will be greatly enhanced by tracking your progress. Players can download the free "Tally Counter" app from Google Play or the App Store. **NOTE:** A tally counter is not essential for playing GodQuest™.

CUT SCENES (A.K.A. "MESSAGES")

Go to: www.crcc.org/listen-to-messages

GAME 1: EXPLORE THE TERRITORY

The God we are seeking to experience through GodQuest™ is already present in every part of the game. Your challenge is to identify the clues as you explore the terrain in which the game is played. Clues may be hidden in several areas, including nature, art, science, and music. To identify the clues, you will need to employ the Wonder tool.

NOTE: All players have access to this tool. Younger players may be able to access the tool more easily, and can serve as a resource for this game.

GAME 1 POWER-UPS

CLUE IDENTIFICATION: Take note of each time you sense wonder through everyday experiences: a sound, smell, sight or touch that stirs positive emotion within you. Ask yourself why you are moved, and embrace the moment. Track the number of clues identified each day on your Tally Counter. At the end of the day, check your tally and see how present God is in the world.

CLUE SEARCHES: Suggested ways to search for clues include: looking up at the stars; listening to music that feels meaningful to you; employing all your senses as you go for a walk in nature; closely studying a flower; visiting an art gallery; Googling "amazing facts about..." (Earth, the universe, the human body, magnets, etc.).

GAME 2: ENGAGE IN THE MISSION

The God we are seeking to experience through GodQuest™ is Love. Love is the currency of the game, and it grows by being exchanged. You can build up the supply of love in the game by interacting with other players in various ways, including (i) serving them, and (ii) appreciating being served by them. Your challenge is to find opportunities to serve and to appreciate being served. **NOTE:** Opportunities may be smaller and more frequent than you expect!

GAME 2 POWER-UPS

SERVICE IDENTIFICATION: Take note of each time your life is made easier by the (often hidden) work of others (e.g., being able to buy products at the store or walk in a well-maintained park). Track the number of services identified each day on your Tally Counter. At the end of the day, check your tally and appreciate how much Love is in the world.

SERVICE ACTIONS: Suggested ways to serve others include: giving people your full attention, helping out a neighbor, volunteering at Cedar Ridge through the Ministry Fair (or via the website: www.crc.org/serving-opportunities), letting other people go ahead of you, etc. Be aware of God loving through you as you serve.

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GAME 4: MULTI-PLAYER EXPERIENCE

GodQuest™ is designed as a multi-player game. Interactions among players increase the supply of Love, help with combatting persistent “enemies,” and make the game more enjoyable. Your challenge is to use the rich environment produced by multi-player interactions to find additional clues of God’s presence. **NOTE:** Do not become distracted by searching for elusive High Score Players. For best results, focus on the players you already know.

GAME 4 POWER-UPS

CLUE IDENTIFICATION: Take note of any positive interactions you have with people throughout the day—no matter how trivial they seem. Track the number of interactions each day on your Tally Counter. At the end of the day, check your tally and see how present God is in the people around you.

CLUE SEARCHES: Suggested ways to search for clues of God’s presence in other people include: arranging to meet up with a friend for coffee; having a family meal outside away from the TV and other distractions; taking an invitation to the Harvest Festival round to a neighbor’s house and stopping to ask how they are doing; making eye contact and smiling at each person you pass at work or on the street.

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GAME 3: CHARACTER LEVEL UP

To progress toward the GodQuest™ goal of experiencing more of God, you must maintain strength and health, and acquire additional skills. This game focuses on leveling-up by exploring your character’s divine origin, and unique characteristics. Your challenge is to combat “enemy” game elements that deplete your resources (including Shame, Criticism, Fear, and Distraction) by using the Reflection tool. **NOTE:** Some powerful or persistent “enemies” require multi-player combat.

GAME 3 POWER-UPS

ENEMY IDENTIFICATION: Take note of each time you have a negative thought about yourself throughout the day. Combat this with a word of self-kindness. Track the number of times this happens each day on your Tally Counter. At the end of the day, check your tally and see how often you have reminded yourself of God’s presence in you.

LEVELING UP: Suggested ways to increase strength, health and resources include: taking 5 minutes each morning to invite God into your day; walking the Cedar Ridge labyrinth; setting aside 1 hour this week to do something you really enjoy; asking for prayer/help with persistent “enemies”; looking at yourself in a mirror and repeating, “I am a beloved child of God.”

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GAMING COMMUNITY (“DISCIPLESHIP GROUP”) NOTES

When you meet together consider the following:

- How was this week’s message helpful in the quest to experience more of God?
- Was any of it unhelpful, and if so, why?
- How have the power-ups gone so far? Which ones were tried, and what have group members learned from the experience?
- Are there certain power-ups that group members can commit to over the long term?
- What are the main obstacles group members face in experiencing God’s presence in the world (Game 1), through service (Game 2), in oneself (Game 3), or in others (Game 4)?
- Which power-ups—either those listed in this user guide, or suggestions from group members—might be helpful in addressing these obstacles?

Take some time to pray for one another to experience more of God in the coming week.

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