Mission: Ends of the Earth

For Ages 8+ | Playing Time 30 mins | 2 - 6 Players

Contents
1 Starting Board, 105 Tiles, 54 Resource Tokens,
6 Spade Tokens, 24 Mission Cards,
6 Missionaries, 1 Die, 1 Instruction Sheet

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*Jesus said, "But you will receive power when the Holy Spirit comes on you; and you will be my witnesses in Jerusalem, and in all Judea and Samaria, and to the **ENDS OF THE EARTH**." Acts 1:8*

In this exciting tile placement game, players are missionaries traveling to various villages to share the Gospel and to bless them with useful resources.

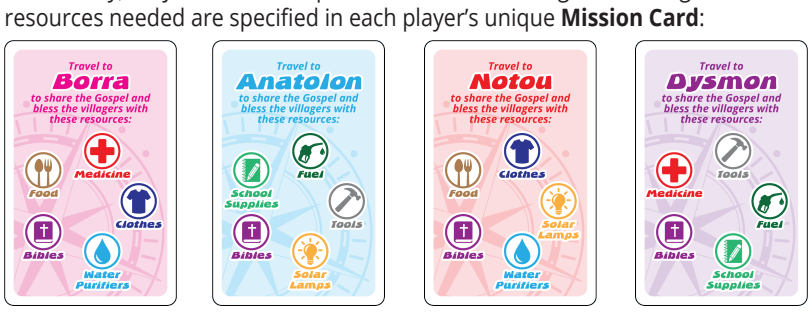
The Bible tells us that Jesus wants us all to be a blessing to people both near and far. Though not all of us have been called to be missionaries, **ALL** of us have been called to be his witnesses and to show practical love to those around us.

What good is it, my brothers and sisters, if someone claims to have faith but has no deeds? Can such faith save them? Suppose a brother or a sister is without clothes and daily food. If one of you says to them, "Go in peace; keep warm and well fed," but does nothing about their physical needs, what good is it? In the same way, faith by itself, if it is not accompanied by action, is dead. James 2:14-17

While Mission: Ends of the Earth is a Christian themed game, it can be enjoyed by everyone.

Objective

Players must place **Tiles** to help their **Missionary** get to their destination village.
On the way, they must collect specific resources to bring to the village. The destination village and resources needed are specified in each player's unique **Mission Card**:



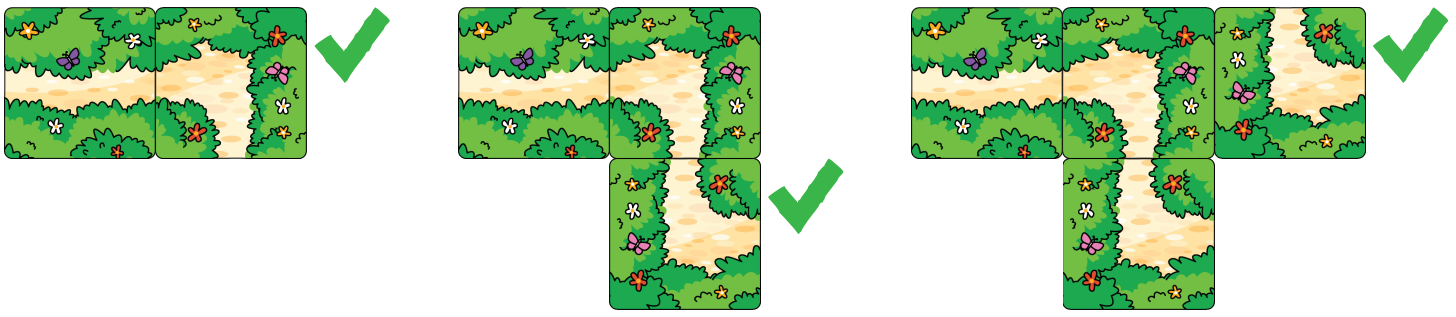
The village names used in the game are the Greek words for "north", "east", "south", and "west" used in Luke 13:29.
People will come from east and west and north and south, and will take their places at the feast in the kingdom of God.

There are 9 different types of resources:

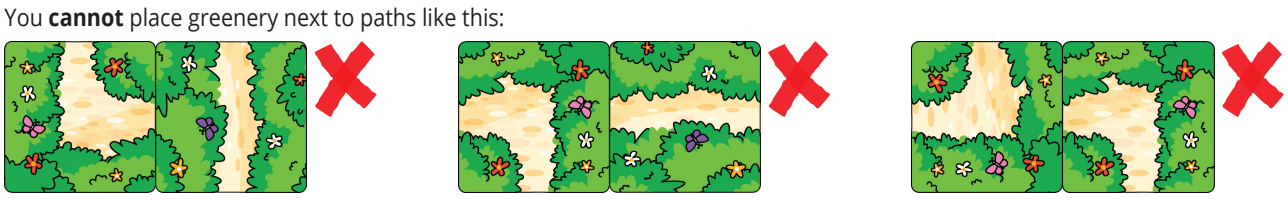
The first player to reach their destination village with the required resources wins!

Tile Placement Rules

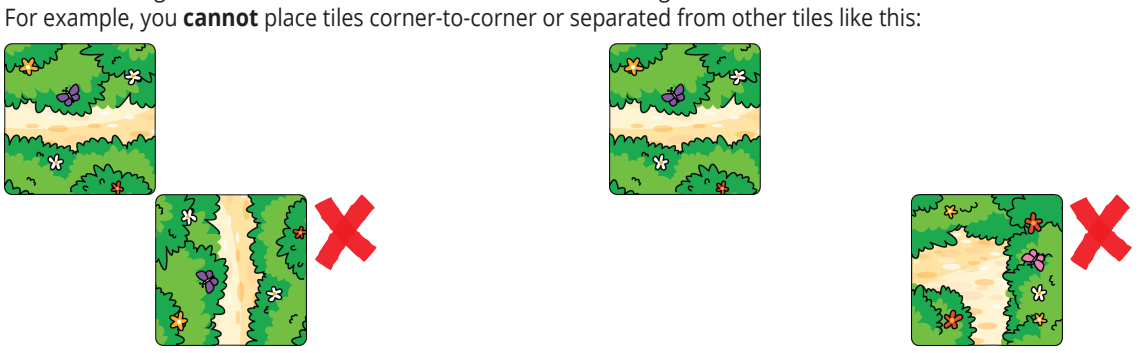
Each tile shows part of a path and must be placed such that it continues the landscape.
For example, paths must continue to paths and greenery must continue to greenery, like this:



You **cannot** place greenery next to paths like this:



At least one edge of the tile must be in full contact with an existing tile.
For example, you **cannot** place tiles corner-to-corner or separated from other tiles like this:



Special Tiles

There are 3 types of special tiles to take note of.
These special tiles have unique attributes but are placed following the same Tile Placement Rules above.

Resource Tiles are marked by a circle with a resource icon. To collect this resource, players must move their **Missionary** to stop at this tile.

Crisis Tiles are marked by a circle-backslash symbol with a resource icon. When any player draws a **Crisis Tile**, it triggers an **immediate** crisis for **all players**. **All players** who have that resource must surrender that **Resource Token** immediately.

Crisis situations for each **Crisis Tile** can only be triggered **once** per game. Players cannot re-trigger the same crisis by landing on this tile.

Airstrip Tiles are marked by a pink Airplane icon. If there are 2 or more **Airstrip Tiles** that have been placed, players may "fly" their **Missionaries** from one **Airstrip Tile** to another.

Set-up

1 Place the **Starting Board** at the center of the table. Each player selects 1 **Missionary** and places it on a **Start** space. Only 1 **Missionary** is allowed on each Start space.

2 Shuffle the **Mission Cards** and deal 1 **Mission Card** facedown to each player. The **Mission Card** specifies each player's destination village and the resources they need to collect. Players must not reveal their mission to other players and are not allowed to change their **Start** spaces after seeing their **Mission Cards**.

3 Shuffle the **Tiles** and place them facedown in several stacks.

How to Play

Take turns to play. The youngest player goes first, and play carries on in a clockwise direction. On your turn, follow these steps:

Step 1 Roll the Die

If the die shows a spade

→ Collect 1 **Spade Token**.

You can only hold a maximum of 1 **Spade Token**. If you are already holding 1 **Spade Token**, you cannot collect any more.

The die will also show a number

→ This indicates the total number of actions you can take during this turn.

The 3 possible actions are:

1. **Draw and Place 1 Tile**
2. **Use 1 Spade Token**
3. **Move your Missionary 1 Space**

You can perform **any combination** of the above possible actions, up to the number indicated by your dice roll. For example, if you **rolled a 3**, you may: **Draw and Place 2 Tiles, and Move your Missionary 1 Space.** Or if you **rolled a 4**, you may: **Draw and Place 1 Tile, Use 1 Spade Token, and Move your Missionary 2 Spaces.**
(You can use the **Spade Token** collected on the same turn.)

You must **declare** your choice of actions and you **cannot change** your choices once you have started on the next step.

Step 2 Perform Your Actions

Perform the actions that you have declared at the end of Step 1.

1. Draw and Place Tiles

→ Drawing 1 **Tile** and placing it counts as 1 action.

Draw the top **Tile** from any facedown stack and place it such that it continues the existing landscape. (See **Tile Placement Rules** overleaf.) All **Tiles** taken during each turn must be placed in the same turn. You cannot hold on to any **Tiles** to be placed in future turns.

If a **Crisis Tile** is drawn, **all players** who have that resource indicated must surrender that **Resource Token** immediately. The **Crisis Tile** is then placed the same way as any other **Tile**.

2. Use Your Spades

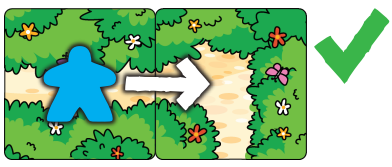
→ Using 1 **Spade Token** counts as 1 action.

Spades allow you to move a previously placed tile to another location. Only tiles which are **not occupied** by any **Missionary** may be moved. You may move any unoccupied tile, even if it results in some tiles becoming separated. But you must place the tile in the new location following the **Tile Placement Rules**. Surrender your **Spade Token** after moving the tile.

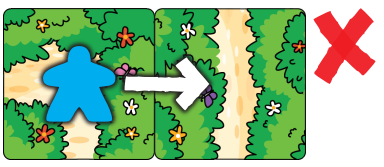
3. Move Your Missionary

→ Moving your **Missionary** 1 space counts as 1 action.

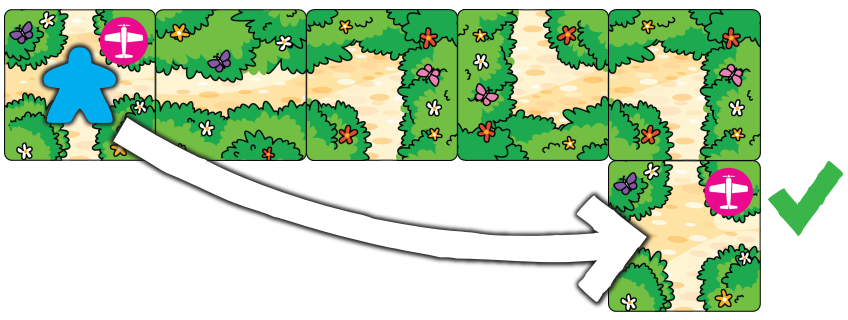
You can move to an adjacent tile with a connecting path. Tiles may be occupied by more than 1 **Missionary**.



You cannot move to an adjacent tile if there is no connecting path.



Airstrip Tiles allow your **Missionary** to fly from 1 **Airstrip** to any other **Airstrip**. For example, this counts as 1 action:



Step 3 Collect Resources

If you have moved your Missionary in Step 2, and it has stopped on a Resource Tile, you may collect the corresponding Resource Token.

You cannot collect **Resource Tokens** if you are merely passing through a **Resource Tile** without stopping there.

You can only hold a **maximum of 1 token of each resource**. If you are already holding 1 token of that resource, you cannot collect any more.

To keep opponents guessing about the progress of your mission, you may collect resources that are not specified on your **Mission Card**.

After Step 3, your turn ends.
The player on the left goes next.

The game ends when any player reaches their destination with all the resources specified on their Mission Card.

Cooperative Game Variation

Mission: Ends of the Earth can also be played as a cooperative game. In this variation, players reveal their missions to other players and everyone works as a team to place Resource Tiles and Airstrip Tiles within easy reach of players who need them. The game ends when all players reach their destinations with all the resources indicated on their Mission Cards.