



*Fight the good fight of faith,
lay hold on eternal life*

1 Timothy 6:12

Official Game Manual

Introduction

Welcome to The Good Fight of Faith!

The Good Fight of Faith (or GFF) is a Christian-themed, Bible-focused computer game that teaches scripture and important spiritual truths as the player adventures throughout the fictional world of Allegoria.



Meet Adam!

Adam is a new believer in Jesus Christ who has heard the gospel and tasted the true grace of God. But he quickly learns that he has a powerful enemy: Satan, the tempter of man and accuser of the brethren, who will stop at nothing to destroy his precious faith!

Join Adam on an exciting adventure throughout the land of Allegoria, where the spiritual truths of scripture are transformed into a visible, tangible world to explore. Adam will discover the books of the Holy Bible, preach the gospel of Christ to others, and equip himself with the whole Armour of God in order to stand against the wiles of the devil. Learn with him what it truly means to be a Christian; to “fight the good fight of faith”, and lay hold on eternal life.

- Explore the huge world of Allegoria (different in each new game)
- Assemble the Bible by collecting individual books, scattered across the land
- Battle enemies using the sword of the Spirit, the word of God, like Jesus did
- Learn scripture as you find items, unlock doors, fight devils, etc.
- Meet and evangelize a diverse cast of characters
- Visit churches to meet other believers who can support you
- Hear (and preach!) the word of God through *real* sermons
- Conquer the five enemy strongholds to obtain the whole Armour of God!

Getting Started

A new adventure awaits!

Play online

The latest version of *The Good Fight of Faith* can be played online at:

<https://www.gffgame.com/play>

(Chrome browser recommended)

Download to your PC

GFF can also be downloaded onto your computer so you can play while offline.

Download the appropriate version for your operating system here:

<https://www.gffgame.com/downloads>

System requirements

The game runs in a browser at 1024 x 768 resolution.

A mouse (or similar pointing device) and keyboard are required.

Mobile devices are not supported; however, the game may run on a tablet if a keyboard and pointing device are connected.

Starting the game

If playing online, you'll need to click the 'Play' button to start the game. (This grants permission to play audio and capture keyboard input.)

If playing the downloaded version, run the executable to start the game.
(i.e. click or double-click the icon)

Audience & Play Suggestions

How to get the most out of this game

GFF can be enjoyed by children, teens, and adults; and there's something here for new believers, for mature Christians, and even for those who have never picked up a Bible before. This game can be played in a number of ways, depending on what you want to get out of it.

- **Child & Parent:** Kids of practically any age can enjoy the game by playing with a parent or older sibling. Children can control the character and adventure through the world; parents can help with guessing or looking up scripture references, and take opportunities to explain concepts to the child.
- **New to the Bible / New Believer:** Instead of guessing scripture references, play with an open Bible, concordance, or Bible search app. Instead of challenging yourself, take the opportunity to start looking into and learning the Bible as you play!
- **Focus on Memorization:** Select the “Focused” game type, and only a curated selection of the most important or famous verses from each Bible book will appear in battle. You'll see the same verses again and again (similar to flash cards), which will make it easier to associate each one with its reference.
- **Learn the Books in Order:** Choose the “Canonical” books order, and you will discover the books of the Bible in order from Genesis to Revelation. If you are currently reading the Bible in its canonical order, you can use the books in-game as you read them.
- **Scripture Knowledge Challenge:** Want to see how well you know the Bible? Challenge yourself with the “Classic” game type, where verses in battle are completely random, and you'll have to figure out the context to make good guesses!
- (See [Chapter 1: Main Menu & Game Options](#) for more information.)

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1: Main Menu & Game Settings

Start a new game or continue a previously saved game

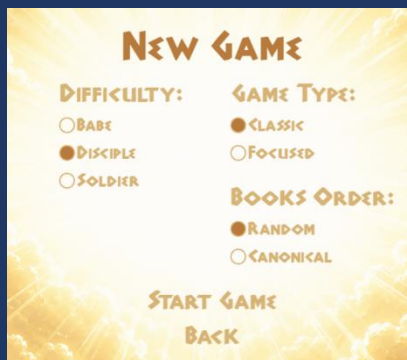
Main Menu

The first thing you'll see beyond the Title Screen is GFF's Main Menu. Here you can start a new game, continue an existing game, or choose other options:

- [View Glossary](#) lets you browse the glossary entries for in-game concepts and items without needing to start a game and open the Glossary subscreen.
- [Options](#) allows configuring game options before starting the game (so if you wanted to speed up conversations or mute character sounds before the opening cutscene, you can do that here).
- [Credits](#) shows a list of people who worked on various aspects of the game and/or website.
- [Exit Game](#) will return you to the website's home page.



New Game Settings



When starting a new game, there are several settings you can configure to customize the game to your liking: Difficulty, Game Type, and Books Order.

(Note that these settings cannot be changed after the game is started.)

Difficulty	Babe	Easiest: weaker/slower/fewer enemies, more grace
	Disciple	Normal: average enemies, normal grace
	Soldier	Hardest: stronger/faster/more enemies, less grace
Game Type	Classic	Challenge your knowledge of scripture by allowing ALL verses to appear from selected books.
	Focused	Focus on learning and identifying only the most important or famous verses from selected books.
Books Order	Random	Begin with the Gospel of John. Books in treasure chests are fixed, and you will acquire them in a random order. The next book you find could be Hebrews, Joshua, or Proverbs.
	Canonical	Begin with the Book of Genesis. Books in treasure chests are not fixed: no matter which one you open next, you will always find the books in canonical order, from Genesis to Revelation.

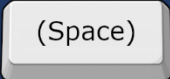
For suggestions on which settings to choose, depending on how you want to enjoy the game, see [Audience & Play Suggestions](#).

2: Controls

Guide Adam along his grand adventure!

GFF is primarily played using the keyboard; in fact, after clicking the **Play** button to start the game, the mouse is no longer required—the entire game can be played using only the keyboard. (The mouse is an optional convenience for interacting with the UI; see [Chapter 3: Game Interface](#) for more info.)

This table shows the keyboard controls and any requirements for performing the function:

Movement	Walk	   	Only usable when not in a conversation or cutscene
	Run	 +    	
Abilities	Talk		There must be a person standing in front of Adam
	Pray		Requires Faith > 0 and Grace > 0
	Raise Standard		Requires Faith > 0; must not be in a safe room or stronghold
	Street Preach		Requires Faith > 0; must be in a room with unconverted sinners
Other	Show Nametags		(Names show as ??? until you meet them)
	Pause/Unpause		Only usable when not in a conversation or cutscene
	Show Help Dialogue (in-game manual)		

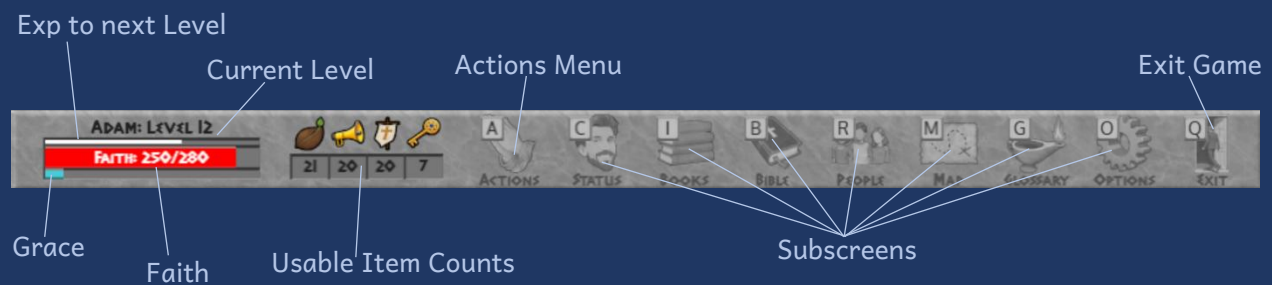
3: Game Interface

Interface bar & subscreens

GFF's interface consists of the Interface Bar and 7 Subscreens.

Interface Bar

The Interface Bar is always visible at the bottom of the screen when you are outside of battle. It provides important information at a glance, like current Level, Faith, and Items. It also has clickable icons to access the subscreens and other functions, and shows hotkeys that can be pressed instead, if you prefer using the keyboard.



Subscreens



Status

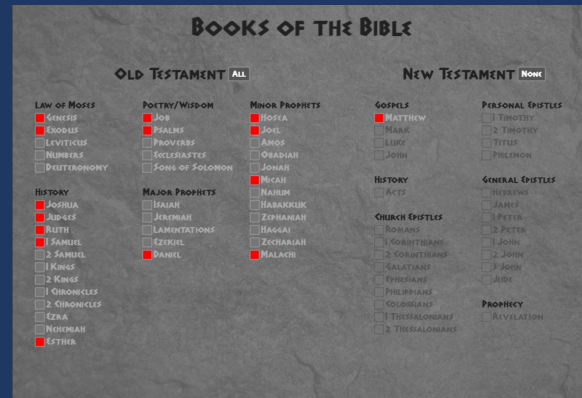
The Status subscreen shows detailed information about your adventure: levels and experience, faith, items obtained, and a collection of statistics that show your accomplishments in the current game.





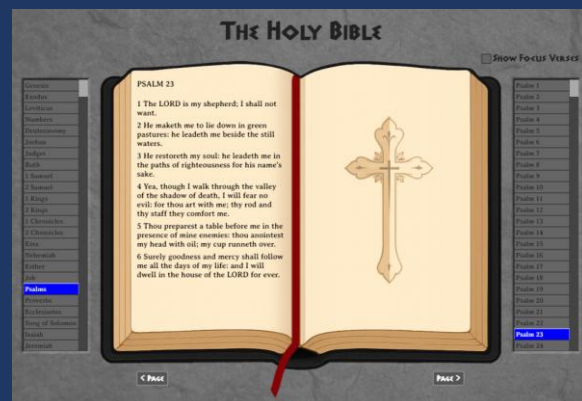
Books

The Books subscreen shows all the books of the Bible you've collected so far, and allows choosing which ones you want to use in battle. Using more books will make your attacks stronger, but it will be harder to guess the right book.



Bible

The Bible subscreen is a simulation of the Holy Bible, containing the complete text of the KJV. You can visit this screen any time you want to read a book or passage that catches your interest, or to look up a reference.



People

The People subscreen shows all the towns you have discovered, and the people you've met in each one. You can view basic information about each person, like their name and whether they are a believer.





Map

The Map subscreen shows a map of the current area: the Land of Allegoria (if you're outside) or whatever building you are in. Only rooms that you've discovered already are shown on the map, so keep exploring!



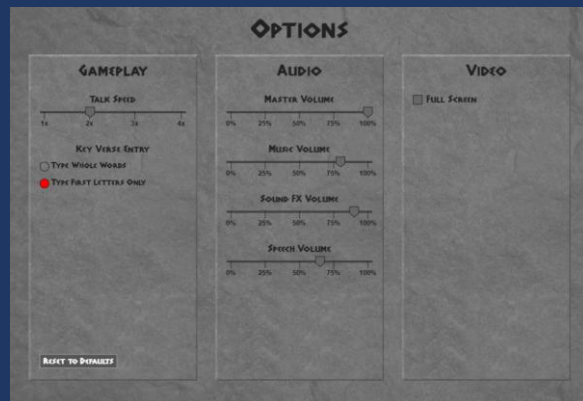
Glossary

The Glossary subscreen contains a listing of many of the concepts and items in the game. Each entry has a graphic, the scripture which inspired it, and an explanation of what it means in the world of GFF.



Options

The Options subscreen contains options and settings for Gameplay, Audio, and Video features. You can change the characters' talk speed, set volume levels, choose a method for entering Key Verses, or enable Full Screen mode.



To exit from any subscreen, press  or click the Exit button in the Interface Bar.

 can also be used, but it may close Full Screen mode.

4: Exploring Allegoria

Discover a vibrant world where the truths of scripture are made manifest

What exactly is Allegoria?

Allegoria is a fictional land where spiritual things are seen and touched as if they were part of the natural world. It represents the journey of a Christian as seen through the eyes of faith: the intersection of the natural world with the spiritual. Here you will see forests and mountains, towns and people, much like you would see in our own Earth; but you will also find spiritual items, visit spiritual locations, and do battle with spiritual enemies. For example: the “sincere milk of the word” is represented by a literal bottle of milk; and the spirit of Pride you sometimes struggle with is now a devil that will chase you down and attack you!

Exploring a New World

The world is reimaged every time you start a new game; so even if you have played GFF a dozen times before, there’s always a brand new Allegoria to be explored! Certain things will always be the same: there will always be 10 towns, 5

unique regions, and 5 enemy strongholds. However, each town and region will have a different name and layout; each person will be a new, unique individual; and each



treasure will be in a completely different location. You'll have to explore the world and talk to its people to discover the secrets and challenges of each adventure!

Visibility



As Adam sets out on his quest and ventures beyond the safety of his home church, he will quickly discover that the world is a dark place. And in

Allegoria, this means literal darkness obstructing his vision! But there's good news: for each of the Ten Commandments Adam finds, his vision range will increase, allowing him to see further!



Towns

There are 10 unique towns throughout the land of Allegoria, each a bustling community of people going about their daily lives—and every one of them in need of the knowledge of God and the gospel of Jesus Christ. If you're looking to win souls to the Lord, you will find them aplenty in the towns. (On the People subscreen, you can view a list of all towns you've discovered and the people you've met there.) Each town has its own church and Spirit Travel location.



Churches

Each town has its own church: the local assembly of believers who continue together daily in fellowship and ministry of the word. The saints can assist you with information about people, items, and the land of Allegoria, so be sure to meet them all. (Read more about churches here: [Chapter 8: Churches](#))



Spirit Travel (Quick Travel)

As your adventure begins, you will receive an unlimited travel pass for Spirit Travel, Allegoria’s premier travel agency. Each town has its own Spirit Travel location, instantly recognizable by the stylish travel agent hanging out by the front door. (And the big, bold sign that says “SPIRIT TRAVEL”.)



To book a flight, simply talk to the travel agent and tell him where you want to go. At the beginning of the game, each town has only one connecting flight to another town. As your adventure progresses, additional routes will unlock; eventually, you will be able to fly from any origin town to any destination town.

Strongholds

Allegoria isn't all sunshine and lollipops: just as in our world, there is a battle going on between the kingdom of God and the kingdom of Satan. The enemy has established five strongholds throughout the land: bastions of darkness and evil that stubbornly resist the advance of God's truth and light.



As a Christian soldier wholly dedicated to the cause of the Lord Jesus, Adam must endeavor to war against these devil-infested places, and—by the grace of God—to bring them crumbling down. (Read more about strongholds here: [Chapter 11: Conquering Strongholds](#))

5: Items & Inventory

Collect an assortment of spiritual items to aid your quest

Collecting Items

The land of Allegoria is chock-full of treasures, each of which benefits Adam in a particular way while also teaching or illustrating some spiritual truth to the player. Whenever an item is obtained, a popup will display



with its name, icon, and scripture passage which describes its biblical context. (Additional information about each item can be found in the Glossary subscreen.)

Most items that you find will be in treasure chests. There are two kinds of chests: common chests and premium chests.

Common Chests



Common chests are brown with grey iron trim. They have a chance to appear randomly in any *non-safe* room (i.e. in any room where enemies roam). Common chests may contain faith-restoring items (milk, meat, strong meat), usable items (seeds, sermons, standards), or experience bonuses. Items found in common chests are not unique: you can find the same types of items over and over again. Any usable items will be added to your inventory (you can hold up to 99 of each), and you can see how many you have in the Interface Bar or Status subscreen.

Premium Chests

Premium chests hold unique (or limited quantity) items. Each one is in a fixed location, on a marble pedestal surrounded by pillars and curtains; you'll have to explore the whole world to find them all. Premium chests have gold trim and come in four different colors, depending on what type of item they contain:



Blue Chest = a Key Verse



Red Chest = a Book of the Bible



Purple Chest = one of the Ten Commandments



Gold Chest = a piece of the Armour of God

Key Verses

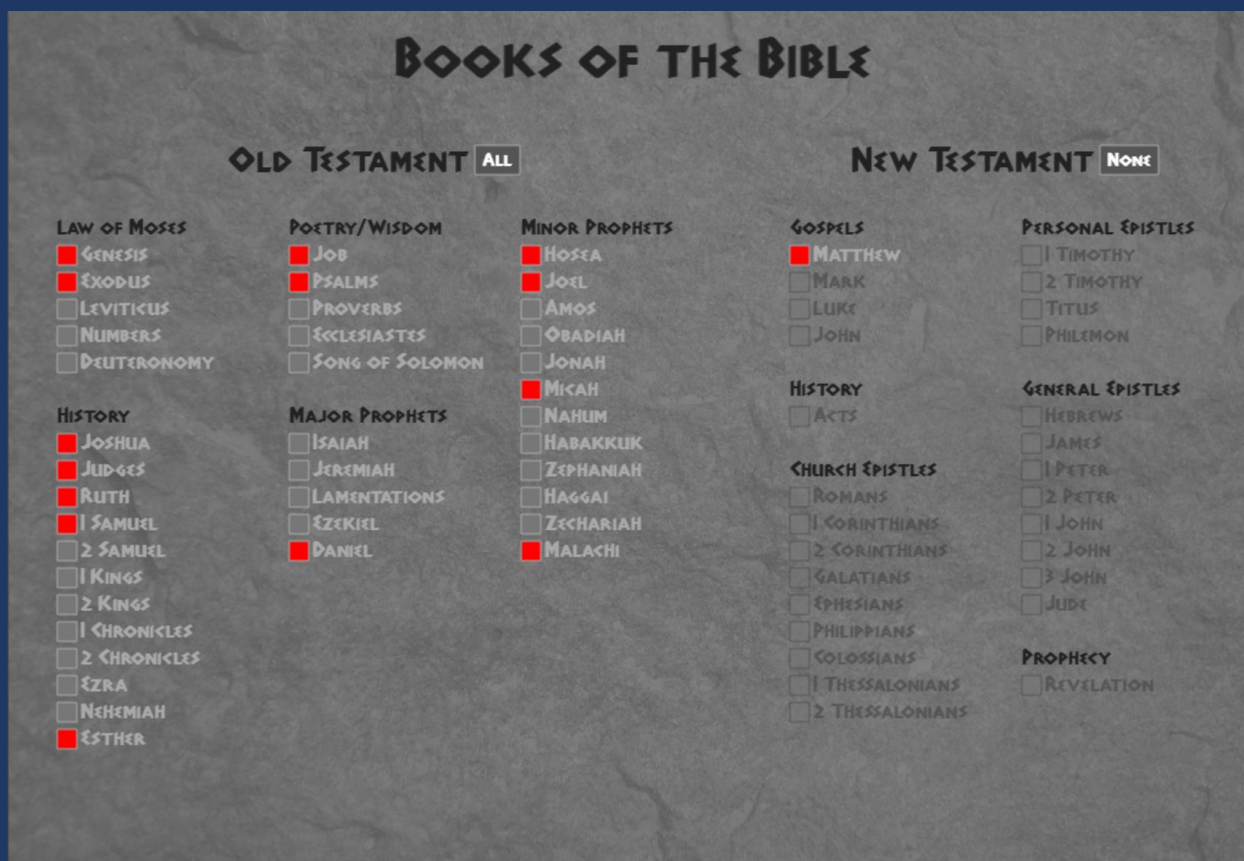
There is a fixed number of Key Verses in the game (matching the number of locks); but they are generic and consumable, so only your current amount will be shown. Also, Key Verses belong to a particular stronghold, and can only be used there. The interface only reflects how many you have for the *current* stronghold.



For example, let's say you collect 2 Key Verses in the Tower of Deception, and then leave the Tower without using them. Once you're outside, the interface will show that you have 0 Key Verses, because you're no longer in a stronghold. If you enter the Dungeon of Doubt, it will show only keys found there. When you return to the Tower of Deception, it will again show that you have 2 Key Verses—the ones you found there before.

Books Inventory

At the beginning of your adventure, you will receive one book of the Bible (either *John* or *Genesis*, depending on your chosen Books Order option). As other books are obtained from the red chests, you will need to manage your inventory of books. Open the Books subscreen by pressing  or clicking its icon on the Interface Bar.



In this subscreen, you can choose which books you want to use in battle: each round, a random verse will be served from one of your selected books, and you will need to guess its reference. (See [Chapter 9: Combat](#) for more information.) Books shown in light grey are those in your inventory; you can select as many as you wish. Books in dark grey are those which haven't been found yet. Each book obtained (even if it isn't selected) will permanently increase Adam's maximum Faith by +5, so try to find as many as you can!

Special Item Sets

There are three sets of special items: the Fruit of the Spirit, the Ten Commandments, and the whole Armour of God. As you collect each of these items, it will be added to its set in the Status subscreen.

As with the books of the Bible, Adam will gain a permanent +5 to his maximum Faith for obtaining each item, in addition to other benefits listed here:



Commandments (10)

Expands vision range, allowing Adam to see further

Found in purple chests, scattered across the land



Armour of God (5)

Protects Adam from enemy attacks in battle

Found in gold chests, one per stronghold



Fruit of the Spirit (9)

Makes Adam's evangelism efforts more productive

???... Maybe the churches can help you?

6: People & Conversations

Meeting the precious souls of Allegoria

The People of Allegoria

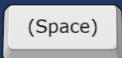
Like our own world, Allegoria is teeming with diversity: you'll meet people of many backgrounds and appearances, and all of them are valuable and precious to God their Creator.



People are mostly found in the towns where they live, but you may also see them just beyond the outskirts. If you find someone out in the wilderness, you can be sure that their hometown is nearby.

Some people in each town have already come to faith in Christ (you'll meet them when you visit the church: see [Chapter 8: Churches](#)); but most of those you come across are yet in darkness, walking according to the course of this world, serving their own desires and vanities. Their only hope of light and life is to know the grace of our Lord Jesus Christ, and to hear his word through the foolishness of preaching.

Starting a Conversation

You can talk to any person by approaching them (make sure you're facing them) and pressing  . The conversation typically begins with a greeting and continues as a series of speech bubbles.



Some people will introduce themselves right away; others are more reserved, and may take a while before they are ready to open up and tell you their name. After greetings and introductions, you will usually have one or two general options for how to converse:

- **Make Small Talk:** Adam will talk about whatever happens to cross his mind in the moment: a compliment, a remark about the weather, or a random thought about life. This is the default conversation option, and it's always available. It's like Adam's way of saying, "I don't have a seed ready, but I can still say something nice and be friendly." Although it's not the most spiritual option, small talk can help to break the ice with people and provide some insight into how cordial they are, or even how receptive they are to hearing about God.
- **Preach the Gospel:** Adam will expend a Seed item to share a scripture about the gospel of Christ, or man's need for repentance and faith toward God. (This option is only available if Adam has at least one Seed.)



Planting a Seed



As mentioned above, Seed items are used for evangelism when talking to a person one-on-one. "Faith cometh by hearing, and hearing by the word of God" (Rom. 10:17); however, "some believed the things which were spoken, and some believed not" (Acts 28:24).

Reactions to the preaching of the word will vary: some will believe more and more, eventually being born again and entering the kingdom of God; sadly, others will despise the word, and ultimately perish.

In GFF, when a person becomes a believer, he/she will join the nearest local church, where you can henceforth visit them to share further conversations and fellowship.



7: Faith, Grace, & Abilities

I can do all things through Christ which strengtheneth me

Faith

Galatians 2:20 tells us that Christ lives in the believer, and our life in the flesh is lived by the faith of the Son of God. In GFF, *Faith* is Adam's primary stat, representing his spiritual life: it is the strength of the inner man, begotten by the word of God when he was *born again*. As Adam adventures through the land, he will hear the word of God through reading the scriptures and hearing the preaching of faithful brethren, which will help him to grow in Faith and keep the Faith.

When Adam is attacked by enemies, his current level of Faith will decrease. He will have to seek out spiritual nourishment from the word of God to replenish his faith: this can be done by obtaining milk, meat, or strong meat items, or gathering with the saints to hear the word preached.



Certain spiritual milestones, like discovering Books of the Bible, Commandments, or Fruit of the Spirit, will permanently increase Adam's **maximum capacity** for Faith.

Grace

The true grace of God is a wonderful and powerful thing: it is the Almighty God granting us his favor and power to do his will, and it means light, blessing, and salvation. "If God be for us, who can be against us?" (Romans 8:31)



In GFF, Grace is represented as a sky-blue meter under the red Faith meter. Adam grows in grace as he walks in the light and does what is right in the eyes of God:

hearing the word, obtaining spiritual items, preaching the gospel to others, etc. The maximum amount of Grace is always the same as the maximum amount of Faith.

Grace has two primary functions in the game. In battle, Grace gives a proportional chance to restore a small amount of Faith each round. Adam can also use the Pray ability to call upon God's Grace to restore his Faith.

Note: Grace in the world of GFF can seem a little “mechanical”, which is unfortunate. Admittedly, when making a game about spiritual things, some compromises have to be made to create mechanics that work and keep the game balanced. Please, try not to think of Grace as a resource that can be earned and used up; but rather, scripturally:

- *Accessed by faith (Romans 5:2)*
- *Given by God to those who walk uprightly (Psalm 84:11)*
- *Something to grow in (2 Peter 3:18)*
- *Available to help in time of need (Hebrews 4:16)*

Pray (Ability)

Press  (or select “Pray” from the Actions menu) to have Adam pray to the Lord. Prayer restores his Faith according to the amount of Grace that he has.



For example, if Adam has 90/100 Faith, and 30 Grace, prayer will convert 10 Grace to restore his Faith to maximum, and he will have 20 Grace remaining.

Preach Sermon (Ability)

If Adam has collected at least 1 Sermon item, he can use it to street-preach to a group of people at once. To preach a Sermon, stand in any room with one or more unconverted persons, and press  (or select “Preach a Sermon” from the Actions menu): Adam will pull out his bullhorn and start proclaiming the word!

As with evangelizing one-on-one by planting a Seed (see [Chapter 6: People & Conversations](#)), reactions to preaching of the word of God will vary. Some individuals will heckle and complain; some will receive the word with gladness; and others will listen curiously, wondering what you are doing. If a person believes enough to receive the word into their heart, they will be converted, and join the assembly of saints at their town's local church.



Raise Standard (Ability)



The Standard is a somewhat rare item that can be raised as a banner to proclaim victory in Christ over sin, death, and the powers of darkness, effectively claiming ground for the kingdom of God. Alleluia!

Press  (or select “Raise a Standard” from the Actions menu) to have Adam raise a Standard in the current room. Standards can only be raised in non-safe areas (excluding stronghold interiors and entrances); they remain permanently in place where they are raised, and immediately cause the following effects:

- the area becomes safe (enemies may never spawn there again)
- any enemies already present are instantly banished
- the area becomes 100% visible



8: Churches

The family of God

Visiting a Church

Each of Allegoria's 10 towns has a local assembly of believers in Christ: his church, his body. They continue his work upon earth: the reconciling of sinners to God, and the increasing and edification of itself in the love of God.

By God's grace, each church also has a physical building (chapel) to meet and worship in. But remember: the church is the PEOPLE, built together into a spiritual temple for God to dwell in (Ephesians 2:19-22).



When you visit each church, you will find the believers gathered outside the chapel, enjoying some fresh air as they spend time together.

How Can We Help You?

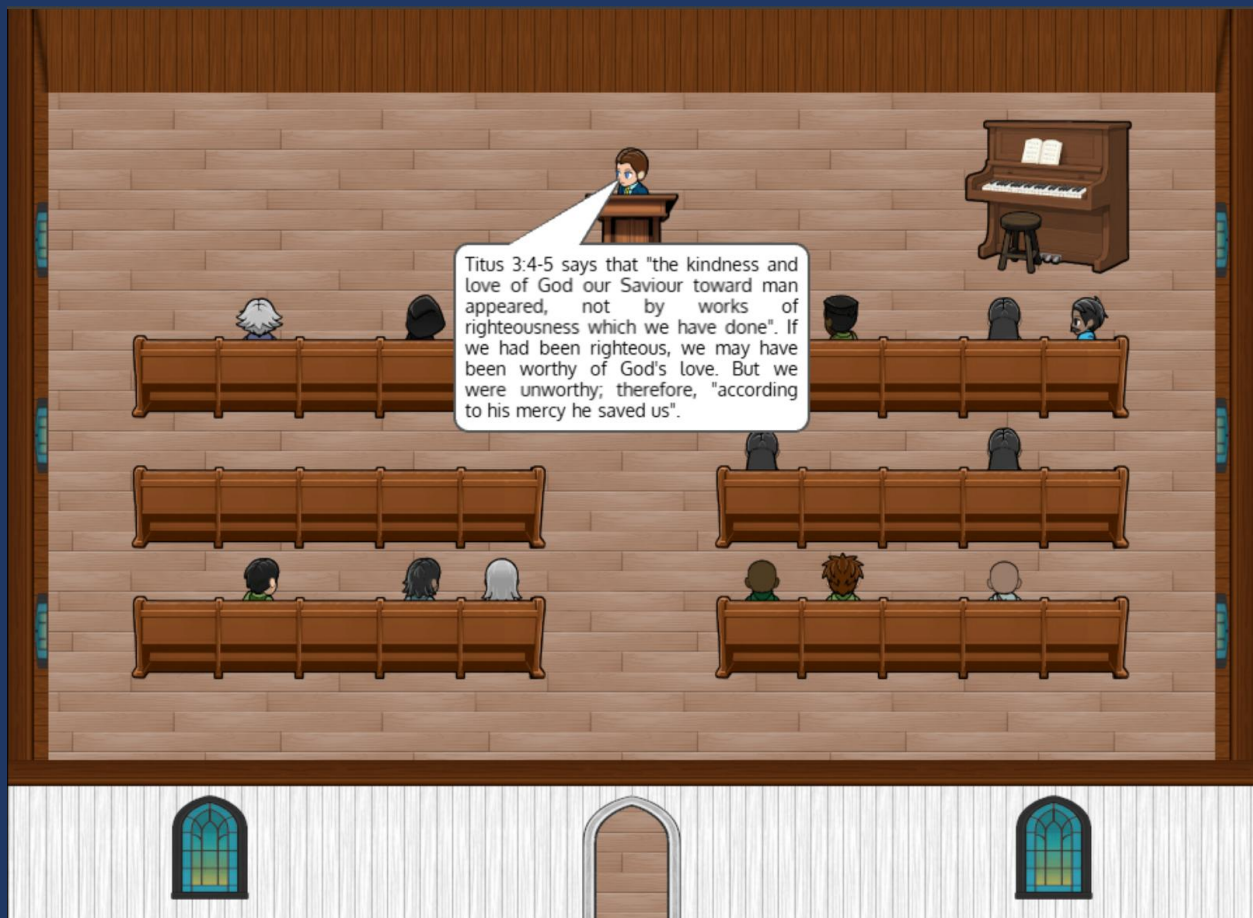
As the people of God, the church is family to all those who are children of God by faith in Jesus Christ. They love Brother Adam as one of their own, and will always welcome him into their fellowship. And they want to help him!

When Adam talks to one of the saints, you will see that they are eager to help him in a variety of ways: finding treasures, explaining concepts, informing him of nearby strongholds, or telling him about people in town who need to hear the gospel! Sometimes they will even have gifts for you!



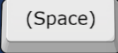
Church Services

When Adam approaches a chapel, the doors will swing open, inviting him to enter. If he goes in, the other saints will follow him inside, and a church service will begin! One of the men of the church (or possibly even Adam, as guest speaker) will get up to the pulpit and preach a message of edification, exhortation, or comfort. While the sermon is preached, Adam's faith is restored to its current maximum level.



As the fictional people of Allegoria preach one to another, you also, dear player, would do well to heed their words: these are *real* sermons, the word of God, which can have an important spiritual impact on your life and walk with God!

Playing the Piano

After a church service, when other believers have left the chapel, Adam can stay behind to play the piano! Simply approach the piano and press  (as if talking to someone): Adam will have a seat on the stool and give you a choice of songs that you'd like him to play. (You can press  at any time to stop.)



(Note: the songs played in-game by Adam are actual piano recordings performed by the real-life Adam Cesar. Enjoy!)

The Prayer of Faith

Should Adam be defeated in battle, he will need to be restored with the help of other believers to regain his faith. Visit any church and talk to the brethren: they will hold an impromptu prayer meeting to pray for Adam, that he may be healed. The effectual fervent prayer of a righteous man availeth much!



9: Combat

Fighting the good fight

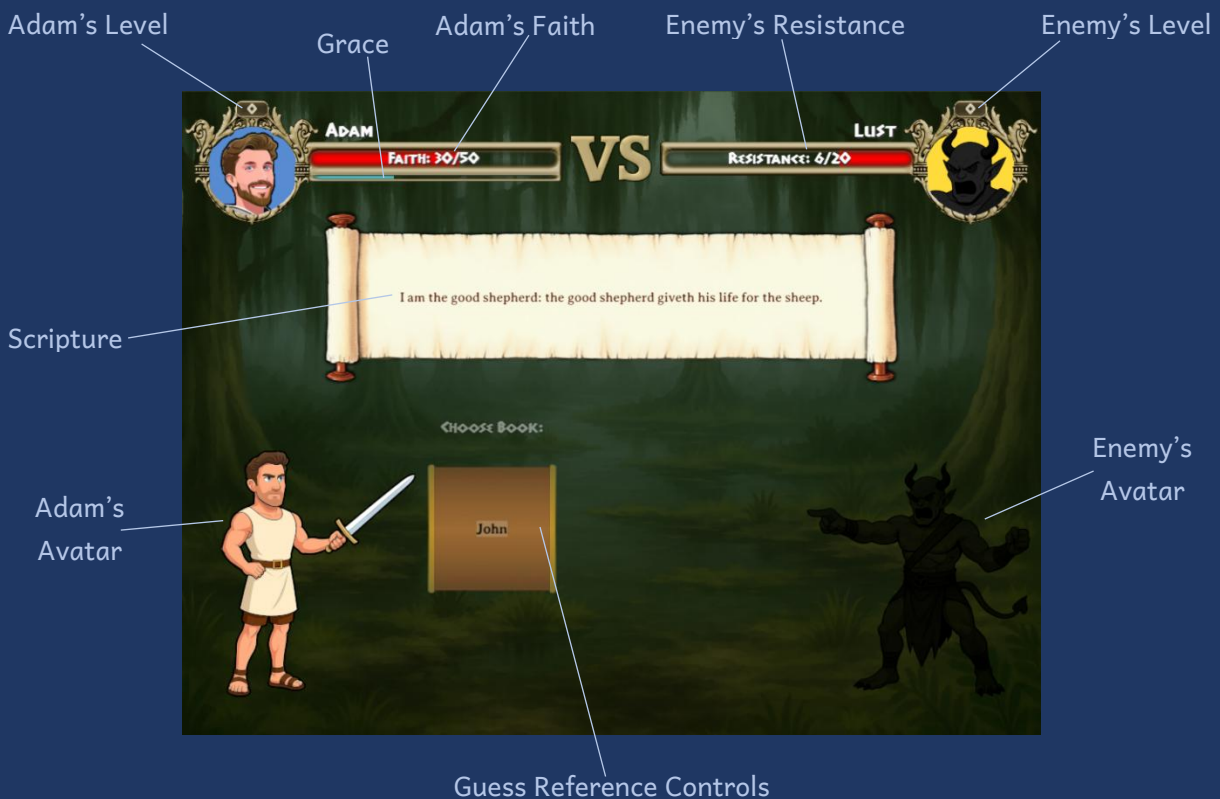
We Wrestle not Against Flesh and Blood

Although some individuals you meet may be hostile toward Adam for the gospel's sake, it is not the people who are his real enemies. It is the forces of spiritual wickedness, the Devil and his angels; it is the sin that besets us; it is fleshly lusts, which war against the soul. In Allegoria, these take the form of spirits and devils who will give chase, seeking to turn Adam away from the faith. Should one of them reach him, a battle will begin.

Grrr!



The Battle Screen



Wielding the Sword of the Spirit

Since our adversaries are not carnal, the weapons of our warfare are also not carnal, but spiritual. To do battle with spiritual enemies, we must wield the Sword of the Spirit, which is the word of God. In GFF, Adam squares off against the devils using scripture, similar to how Jesus did in Matthew 4 and Luke 4.

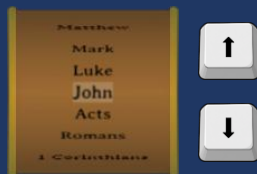
Adam's selection of Bible books (see [Chapter 5: Items & Inventory](#)) represents those which he knows well enough to utilize and recall when contending with the enemy. Each round during battle, a verse from one of those books will appear, you'll need to guess the reference: book, chapter, and verse.

View Context



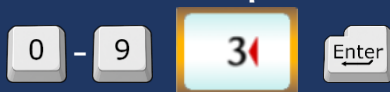
Sometimes the immediate context can help you to guess where the verse is. Hold down the Left or Right arrow keys to view the previous or next verse (if applicable).

Guess Book



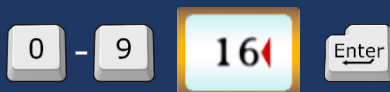
Use the Up or Down arrow keys to cycle the book wheel until your chosen book is highlighted, then press Enter.

Guess Chapter



Use the Number keys to type your guess for the reference chapter, then press Enter.

Guess Verse



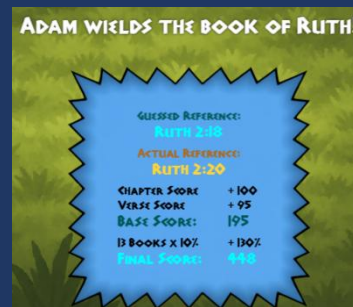
Use the Number keys to type your guess for the reference verse, then press Enter.

After completing your guess, the scripture will become a Sword and attack the enemy!



If you have at least the book correct, the attack will be a hit; its power will depend on how accurate your chapter and verse guesses are, and how many books you are using. Here's a complete breakdown of how the attack is calculated:

Chapter Score:	Accuracy of chapter guess (up to 100)
Verse Score:	Accuracy of verse guess (up to 100)
+ Perfect Bonus:	Extra +100 if the guess is perfect
Base Score:	Combined guess value
+ Books Bonus:	Each book used adds +10% of the Base Score
Final Score:	Base Score + Books Bonus
Damage to Enemy:	10% of Final Score



Enabling more books (on the Books subscreen) will make your attacks stronger—as long as you can still guess the book. However, if you guess the book incorrectly, the attack will miss completely; so beware using too many books that you are unfamiliar with.



The best outcome for each guess is, of course, to guess the complete reference (book, chapter, and verse) **perfectly**. This counts as a *Critical Hit*, and adds +100 to your already perfect (200) Base Score—which means it makes the attack 50% stronger!

Michael Fought, and the Dragon Fought

Battles in GFF are *turn-based*: after Adam takes his turn, the enemy (unless defeated) will also get a turn to attack! They will continue to take turns every round until the battle ends. It's in your best interest to end battles quickly and conserve Faith!

Put On the Whole Armour of God

As enemies level up throughout the game, their attacks will become stronger. For protection, Adam must acquire the Armour of God from the five strongholds.

Armour:	Where to find:	Use/Effect:
Sword of the Spirit 	(you start the game with it)	Included with the set, but technically not armour. This is your offensive weapon!
Girdle of Truth 	Tower of Deception	
Breastplate of Righteousness 	Keep of Wickedness	
Shoes of the Gospel of Peace 	Fortress of Enmity	Wearable armour: when hit, decreases damage to Adam's Faith by 50%
Helmet of Salvation 	Castle of Perdition	
Shield of Faith 	Dungeon of Doubt	Moveable armour: gives a 25% chance to block 50% of damage <i>independently of other armour's effect</i>

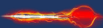
Each wearable piece of the armour functions independently, covering a different part of Adam, and he can find them in any order. There's a chance for each one to be hit; until Adam collects them all, he won't be fully covered: so you'll notice that he sometimes takes half-damage (when armour is hit), and sometimes full-damage (if he's missing a piece). Of special note is the Shield of Faith, which is moveable because Adam holds it on his arm. The shield has a chance to deflect **any attack*, and the effect stacks with other armour; so when Adam is fully equipped with the whole Armour of God, there will be a 75% chance to take half-damage, and a 25% chance to take no damage at all!

(*Note: Except for Fiery Darts, enemies' *special attacks* cannot be blocked by the shield.)

Enemy Attacks and Status Effects

At the beginning of the game, most enemies will use only “basic” attacks. Although they will get stronger as the game goes on, basic attacks are pretty straightforward: they deal direct damage to Adam’s Faith.

However, as enemies increase in level, they will begin to use more devious *special attacks*, including some that afflict Adam with various nasty status effects! Since we are not ignorant of Satan’s devices, here is a list of them:

Fiery Dart		Like a basic attack, but stronger; no other effect. (This is the only special attack that can be blocked by the shield.)
Poison		No initial damage, but poisons Adam for 3 rounds, causing extra damage that is not reduced by armour.
Snare		Ensnares Adam for up to 3 rounds, making him lose his turn. Each round, Adam has an increasing chance to break free.
Smoke		For 3 rounds, veils part of served scripture texts, making them harder to identify and guess. (Applies to context verses, too!)
Roar		Makes Adam shiver with fear for 1 round. If he misses his next attack, he will lose his confidence and flee the battle! Uh oh...
Lying Words		Damages proportionally to Faith already lost. If Adam is full of Faith, it won’t affect him; but it becomes very dangerous when Faith is low.
Flame Breath		A strong attack that causes damage immediately, but then continues to burn Adam for the next 2 rounds.
Flood		A very strong attack. There is no other effect, but it is very dangerous.
Devour		“Be sober, be vigilant; because your adversary the devil, as a roaring lion, walketh about, seeking whom he may devour...” (1 Peter 5:8)

Victory and Defeat

The battle rages on until either Adam or his adversary is forced to withdraw.

If Adam wins the battle, he gains experience from his victory; with enough experience, he will level up and get stronger! (See [Chapter 10: Character Progression](#).)

"Resist the devil, and he will flee from you."
(James 4:7)



"...and Satan standing at his right hand to resist him."
(Zechariah 3:1)



*"Trust and obey,
for there's no other way
to be happy in Jesus,
but to trust and obey."*

-Traditional Hymn

On the other hand, if Adam's Faith ever drops to 0, he will have no power to stand before his enemy, and he will suffer a defeat! With no Faith remaining, Adam's world becomes grey and dismal, because he is not holding fast the confidence and rejoicing of his hope. He finds it impossible to trust and obey the Lord; he cannot open treasure chests, enter strongholds, or do anything spiritual.



WHERE IS YOUR FAITH?

WHILE YOU HAVE NO FAITH, ENEMIES WILL NOT ATTACK YOU;
HOWEVER, YOU CANNOT OPEN TREASURE CHESTS OR OBTAIN
NEW ITEMS.

YOU MUST SEEK OUT OTHER BELIEVERS WHO CAN RESTORE YOU
IN THE SPIRIT OF MECKNESS.

BE NOT FAITHLESS, BUT BELIEVING!

Amen!

Don't worry—the game is not over! But Adam must have his Faith restored before he can progress through the game.

To do that, he will need to visit one of the churches so the saints can pray for him! (See [Chapter 8: Churches](#) for more information.)

10: Character Progression

Growing in the faith

Faith is the Victory

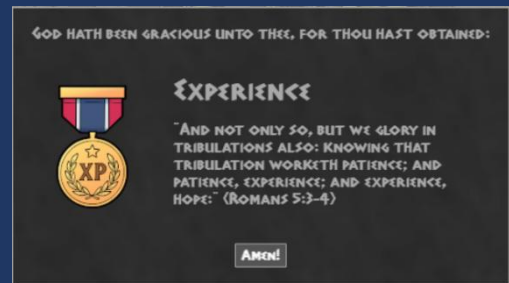
Our faith in God and Christ is the victory that overcomes the world (1 John 5:4); and Adam, too, must be strong in Faith to overcome in the land of Allegoria. Adam's capacity for Faith is initially small, but he can grow in Faith in two main ways:

1. Each special item he collects (Book, Commandment, Fruit, Armour) will increase his maximum Faith by +5; more about this in [Chapter 5: Items & Inventory](#).
2. Each level he gains will increase his maximum Faith by +10.



Gaining Experience and Levels

In order to level-up, Adam needs to gain Experience. This can be done in a few ways (such as finding Experience bonus items), but mainly by fighting the Lord's battles. Adam can run away from enemies if he needs to (for example, when he's getting low on Faith); but it's important to understand that running away is not going to make him stronger. To gain that valuable Experience, he'll need to "be strong and of a good courage", and engage them in battle!



Leveling Up is for You, Too!



Remember that Adam's adventure through Allegoria is an illustration of our own spiritual journey through life; and just like Adam's quest, we all have trials and challenges ahead of us. Take every opportunity,

dear player, to seek the Lord diligently, to hear his word, and to obey his voice, even when facing opposition. Tribulation worketh patience, and patience, experience; and we need that experience to strengthen our faith, so we can lay hold upon the hope set before us.



11: Conquering Strongholds

Taking the fight to the enemy!

Strongholds of the Enemy

Allegoria is, of course, an allegorical world; and much of what Adam sees is a manifestation of spiritual things. Such is the case with enemy strongholds: when Adam enters a stronghold, he's crossing over into their domain—a place of spiritual wickedness. Instead of the transparent spirits that roam the world, Adam will see them here as they really are: devils! And Adam himself, instead of sporting his signature navy suit, will be dressed up to do battle with them!



Stronghold Themes

Each of the five strongholds has a different theme, color, layout, boss enemy, and reward—a piece of the Armour of God!

In addition, each stronghold includes a unique effect or mechanic, relating to its theme, which creates a special challenge; for example, there will be something in the Tower of Deception that will try to deceive you! As you explore each stronghold, try to figure out the unique effect in each one, and how to overcome it by Faith. (You may also find someone who can tell you more about each stronghold, including an explanation of its effect.)



Note that the strongholds can be entered freely and completed in any order, though you may find certain ones more challenging than others.

Here's a list of the 5 strongholds, themes, and the rewards for conquering them:

Entrance:	Name/Theme:	Reward:	Rooms:
	Tower of Deception 	Girdle of Truth 	63
	Dungeon of Doubt 	Shield of Faith 	70
	Keep of Wickedness 	Breastplate of Righteousness 	81
	Fortress of Enmity 	Shoes of the Gospel of Peace 	83
	Castle of Perdition 	Helmet of Salvation 	113

Watch out for Traps!

The stronghold interiors are dark and gloomy, and their evil denizens frequently lay traps to ensnare the unwary. These can be hard to spot; and if Adam stumbles into one of them, it will damage his Faith and stun

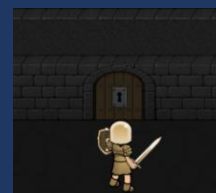




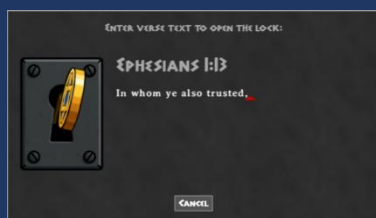
him for a couple seconds, making him an easy target for nearby enemies! If you see a trap, it's usually easy to avoid; but if Adam is already being chased by enemies, he may not notice a trap in his path until it's too late...

Locks and Key Verses

As you explore the strongholds, you'll see that they are very maze-like, and the way to move forward can be difficult to find. Sometimes, your path will even be blocked by a locked door!



Each locked door is associated with a different Bible verse reference. To open it, you'll need a Key Verse item, which you can find within the stronghold in blue treasure chests. Once you have the key, just touch the door, and it will show the reference for the verse. You can look it up in your Bible and type it in; or, if you know the verse and have it memorized, you can try typing it from memory. As you type the text letter-by-letter, you will see the key turn inside the lock!



When entering a Key Verse text, you only need to enter the letters and spaces (capitals and punctuation are added automatically). For younger children, or those who have trouble typing long verses, there is an option in the

Options subscreen to only enter the first letter of each word, rather than all letters.

(Note: Key Verses are from a curated list of some of the most important verses in the Bible; typing them out to open a lock is a great way for players to learn them.)

Rescuing Captives



Occasionally, you may come across a prison cell with a person trapped inside, captured by the enemy! They have been praying to the Lord for deliverance, and... perhaps he has sent Adam to help free them!

In order to rescue a captive, Adam will need a Key Verse to open the locked cell door. He will also have to defeat the devils that guard the cell: they will not allow their prisoner to escape without a fight!



Meeting the Prophet

The strongholds can be difficult, but God has sent someone ahead to prepare the way for Adam and help him to succeed. In each stronghold lies a prophet's chamber, where a prophet of the Lord is patiently awaiting Adam's arrival and praying for him.

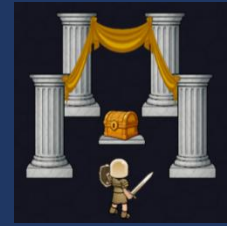


Talk to the prophet to learn more about the stronghold, the enemies that lurk within, and the treasures waiting to be recovered. He can also explain the unique effect of each stronghold, and give Adam advice for overcoming it. And if Adam needs some encouragement in his Faith, the prophet may be able to help with that, too!

(You can return to the prophet's chamber to speak with him as many times as you'd like.)

I Am thy Shield, and thy Exceeding Great Reward

Deep within each stronghold, Adam will find a golden chest containing a piece of the precious Armour of God, which will protect him against Satan and his minions, that he may be able to withstand in the evil day.



Alas, before Adam can step forward to claim his reward, a powerful enemy—the master of the stronghold—will surely challenge him! Before approaching the golden chest, be sure Adam is strong in Faith, and able to use his selection of books skilfully! Bosses have higher resistance than normal enemies; and each one has his own signature special attack, which he can use multiple times throughout the battle!

After defeating the boss, Adam will at last be able to prove and equip a piece of the Armour of God, and enjoy its benefits for the rest of the game. (See [Chapter 9: Combat](#) for an overview of the effects of the Armour in battle.)

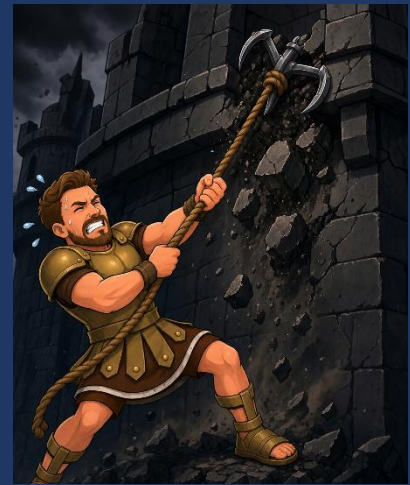


A shining portal will then appear near the pedestal; Adam can step into the light to instantly exit the stronghold and return to the entrance.

The Pulling Down of Strongholds

Adam's main objective is to obtain the Armour of God from each stronghold; but, ideally, he should not leave them standing.

If God gives us victory over something evil, we should have a readiness to cast down the imaginations and high things that exalt themselves against the knowledge of God, that they rise not again to stumble ourselves or others. Adam, too, has this opportunity...



When certain conditions are met for each stronghold, Adam will be able to pull it down permanently. However, it will take some effort, and Adam must find someone spiritual who can help him...

12: Hints & Tips

A few pointers to help you and Adam

Read the Bible

Adam's success in Allegoria depends, in large part, on his knowledge of the Holy Bible; and the best way you can help him succeed is to read the scriptures yourself!

When guessing scripture references in battle, the most important part is to get the book right (otherwise your attack will miss completely). As you read each book of the Bible, try to get a good overview of the book, including a grasp of:

- **What type of book is it?** Is it a historical narrative? A collection of songs and prayers? A letter written to someone, or a church?
- **What is the theme of the book?** Is it all about a particular message? Does it tell a story about something?
- **Who are the main characters?** Is Abraham a prominent figure? Are you reading about kings and prophets? Is it mostly Jesus, or his apostles, speaking?

Being able to answer these questions about each book will not only help you guess the references, but it will help you understand the Bible as a whole, which is very important. The holy scriptures were written by many different people over a very long time; but they were given by inspiration of God, through men moved by the Holy Ghost (1 Timothy 3:16; 2 Peter 1:20-21). As you read the Bible, try to hear both the voice of the human authors, and the voice of the Lord speaking to you through them.

Let the Saints Help You

When you start out, Allegoria can feel huge and overwhelming, and you may not be sure where to go or what to do. Talk to the saints in each church: they can help you to find treasures (books and commandments), nearby strongholds, and people who may be receptive to the gospel.

Furthermore, they may even have special gifts for you—especially if you have helped them in the past.

And when Adam is getting low on Faith, remember that he can always join the nearest church for a service, which will restore his Faith. Adam is not alone on this journey!

Evangelize Strategically

Over the course of the game, Adam will collect Seed and Sermon items, which can be used for evangelism: preaching the gospel to others. Here are some tips to get the most out of these items:

- Talk to the saints of the church to see if they have any hints about people who will (or won't) hear the word.
- Use the “Small Talk” option first when meeting strangers; this can sometimes help you gauge how friendly they are.
- Sermons are rarer items that let you preach to many people at once. Don't use a Sermon when there is only one person nearby (better to use a Seed in that case). But if there is a large crowd gathered in one place, it's a great opportunity to get the most out of a Sermon.
- Be patient! You will often have to till the soil, plant, and water before you will be able to reap!
- Take note of people's reactions over time. As you continue sowing Seeds and preaching Sermons, how does Fred Taylor's attitude change? Does he become more interested in the gospel, or does he start getting more hostile?
- Gathering the Fruit of the Spirit will increase the effectiveness of Adam's evangelism efforts, both planting Seeds and preaching Sermons. (You may discover that the same fruits borne in your own life will make your words more effective, too!)

Manage Your Books Collection

Using more books in battle will make Adam stronger—but ONLY if you're able to guess the right book for the reference! It's usually better to take fewer books that you know well and can distinguish, so that you can attack more reliably. Here are some tips for managing your selection of books:

- **Start small:** You begin with only 1 book, so it's impossible to miss. As you collect more, you don't need to use them all right away. Try using a few that you can recall well.
- **Learn unfamiliar books:** If you find the book of Amos, but you aren't sure what's in Amos, read or skim through it before bringing it into battle.
- **Bring a variety:** If you know that Genesis is history, Psalms is songs/prayers, and Romans is teaching, it's pretty safe to bring them into battle together, even if you don't know them well, because they're easy to tell apart.
- **Avoid using similar books together:** Certain groups of books, like Kings/Chronicles and Matthew/Mark/Luke, have significant overlap in narration and subject matter. Unless you know these books very well (and even if you do!), they can be difficult to tell apart, which can result in a lot of misses.

Also note that in GFF, the Difficulty options are balanced based on an approximate number of books that the player is estimated to be using by the end of the game. For example, when playing on "Babe" difficulty, you should be able to take on the game's most challenging enemies using no more than 10 books; you don't need to use all 66. On the other hand, to succeed on "Soldier" difficulty, the player is expected to wield ~60 books in order to achieve victory.

Making Good Guesses in Battle

If you manage your selection of books wisely, and plan ahead by getting an overview of chosen books, you'll have a much easier time in battle. Here are some additional tips to help you make good guesses:

1. **Peek at the context:** Remember, you can use the left/right arrow keys to peek at the verses immediately before or after the target verse. Not only does it make the context easier to identify, but it can also help you to figure out whether the target verse is the first or last in the chapter or book.
2. **Think about who & what:** Does the text of the verse mention who is speaking, or to whom they are speaking? What are they talking about? Do you know any books (and chapters) in your current selection that fit the situation?
3. **Learn from your mistakes:** If you guessed that a verse about David was in the book of Numbers, you'll miss—but the results panel will show you the correct reference. Try to remember that for the next time you get a verse about David.

(If you struggle with the full context of books, or want to focus on learning specific, important verses, consider selecting the “Focused” game type when you start a new game.)

Pray Without Ceasing

It's important for Adam to stay strong in Faith, especially when exploring the strongholds. Each stronghold has a unique effect that will hinder Adam, or make things more dangerous, based on its theme.

However, these effects will have no effect on Adam if his Faith meter is full! So, when Adam gets roughed up in battle (or steps into a trap!) and is missing some Faith, he should remember to pray constantly in order to keep his Faith fully charged!

Developer's Prayer

My prayer to the Lord for you, dear player

Holy Father: Thank you for life. Thank you for the privilege of being alive. Thank you for the privilege of knowing thee the only true God, and Jesus Christ, whom thou hast sent. Thank you for loving me. Thank you for bestowing upon me your love, your grace, your truth, your light, and your salvation. Thank you for sending your Word into my heart by faith, and the Spirit of your Son, that I might call you Abba, Father. Thank you for the hope of eternal life in Christ.

Please use me, Father, for your work and purpose. Make my life holy by faith, by the washing of water by the word, by your Holy Spirit. Use me, as an ambassador for Jesus Christ, a fingertip of his body, to touch the lives of others and minister to them.

Father, I thank you for giving me grace to do this work as a labor of love, for your name's sake. As you've freely given it to me, let me also freely give it to others; may it be to them a fountain of your precious Word, a well of water springing up into everlasting life. I'm casting seed into the wind, trusting that your Spirit will blow and direct it into hearts and minds, even in places afar off whither I cannot tell.

For every one who plays this game—whether child, parent, churchgoer, atheist, or pastor—my prayer is that they would hear your word, and truly understand the gospel of your Son, the Lord Jesus. As they collect the Books of the Bible, I pray they would read the wonderful words of life, and believe them. As they gather the Fruit of the Spirit, I pray they would bring forth this fruit by your Spirit. As they gather the Ten Commandments, I pray they would be made the righteousness of God in Christ. As they equip the whole Armour of God, I pray they would learn to trust in you, the true and living God. As they preach the gospel to the fictional, cartoony people of Allegoria, I pray that they would be burdened for the real people in their own world, and wax confident that the gospel of Christ is indeed the power of God unto salvation, both in them and in others. And as they stand against darkness, against sins and spirits and devils, against every high thing that exalts itself against the knowledge of God, I pray that they would understand that “the good fight of faith” is REAL: that there is a war for truth and for souls, and we must all choose a side; and that the will of God is for each of us to have real victory through the faith of our Lord Jesus Christ.

All glory and praise, to the Lamb that was slain, who has borne all our sins, and has cleansed every stain: Hallelujah, thine the glory! Hallelujah, amen! Hallelujah, thine the glory: revive us again!