



We specialize in developing  
experiential-discovery-learning  
simulation games  
to impact lives for eternity

**CREATIVELY!**  
"IMPACTING LIVES FOR CHRIST"  
LifeIMPACT Ministries is a non-profit body  
committed to the purpose of  
**impacting lives creatively**  
towards the fulfillment of  
**Christ's Great Commandment**  
& **Great Commission**





# LIFEgame®

Discover Your Purpose in Life

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LIFEgame™ is a creative simulation game of life that seeks to provide an environment for participants to discover God's purposes for their lives in this world. Initially, LIFEgame™ mainly targeted at youths & young-adults, but it has been proven that it works as well for adults and even retirees too.

A "make-believe" world is set up in a camp or retreat environment where participants are given the opportunity to live out their whole lives however they wish. Starting at age 15, they begin to pursue their dream, get an education, find a job, buy their first car, purchase a house, get married, raise a family, and climb the ladder of success. Every hour they will

age 5 years and they have to take care of their personal needs like food, clothing, health, etc. Like in real-life they may face health problems, accidents, fines, or even death as a result. No one knows how long they will live. Some might die prematurely while others may retire at a ripe old age before they meet their creator face to face.



LIFEgame™ is about living life and that's where the reality of the real world sets in. Eventually, each participant will question, "What's the point of life?" and that, is the whole point of the LIFEgame™—an opportunity to discover God's purpose for living. Coupled with small-group discussions, dramas, mimes, songs, videos, & messages, the LIFEgame

challenges participants to: (1) commit to Christ for salvation; (2) commit to live a life after Christ-given purposes; (3) and commit to serve Christ fulltime in ministry.



## COMMON FEEDBACK

"What did you do to my son in the camp?? He came home a changed person, ... I like what you are doing in the camp!"  
– (mother of a student)

"It taught me and showed me the purpose of human living in this world..." –Lih Kwok (student)

"It was a real big wake up call for me to get out of my comfort zone and start to be God's mouthpiece." –Li Hsien (student)

"Life has no meaning without an eternal vision and mission. ...Yes, it reminded me what the definition of 'Christian' is. What on earth am I living for?" –Yoong Seng (young-adult)

"My life could turn out just like that... It began to dawn on me that this is no longer a game anymore, it's real life!" –Karin Chang (young-adult)

"I messed up that life; I am not going to mess up this life!!! Period! Definitely a positive impact." –Kiah Loon (young-adult)

"Very practical & almost like real ...the lessons learned will be ingrained in me ...a much better method than pure preaching." –Lydia Lee (young-adult)

"What you did in the game was exactly what you have been doing in your daily life. Actually you transferred your soul into the game. It's worthwhile to know where you are going from now on. –Albert Teow (adult)

"It was a revelation to me as it will happen in reality in the near future, perhaps tomorrow. How easy it is for us to lose sight of God and His purpose for us. ...a good and powerful reminder for us who are always busy in life." – Joanna Koay (adult)

"It helped me to take a deeper insight of what is God's purpose for me at this stage of my life." –Joyce Wong (senior adult)



On average, about 70% of the participants made one of these life-changing decisions.

Since 1984, some 60 LIFEgame™ camps have been conducted in Malaysia, Singapore, Hong Kong, India & Indonesia impacting some 14,000 lives for Christ ranging from youths to retirees.



*Pastor John Kwan & team*

[www.lifeimpactministries.com](http://www.lifeimpactministries.com)



# CAREERgame™

## Preparing for Career in the Society

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**C**AREERgame™ is a creative simulation program that was designed to provide an environment for participants to discover and experience the transitional process from student life to a career life in the society. The CAREERgame™ is a branch-program from the popular LIFEgame™ that has impacted more than 14,000 lives in Malaysia, Singapore, Hong Kong, Indonesia & India. This experiential-discovery-learning program targets primarily high school students as well as students at the college or university level. It takes 2 full days to provide a platform for the participants to anticipate their life would have been, or could have been or should have been.



A “virtual” city (the marketplace) is set up with infrastructures & facilities like college, bank, mall, food court, supermarket, hospital, clinic, police station, court house, city hall, country club, transportation, insurance agency, financial trading, & etc. Starting at the age of 15, participants begin pursuing their dream—acquire



the best education affordable, graduate with a major, prepare resume for job interviews, find suitable employment, care for their personal life necessities, buy their first car, purchase a house, adjust to the changing work environment, strive for promotions, consider venturing out as a young entrepreneur and climb the ladder of success.

Life in the society is neither scripted nor predictable. Participants have equal opportunities to make their own free-will choices as to how they wish to live. Every 90 minutes marks the passing of 2 years. They will gradually age, and some will age even faster than others, depending on how they have cared for their own needs—food, clothing, health—and the choices they make at work, leisure, risks & consequences in life. As in real-life, they may encounter retrenchment, unemployment, inflation, family obligations, health problems, accidents, law suit, corruptions, and even the possibility of premature death.



**C**AREERgame™ sets a stage for the individual to discover oneself & experience life ahead. As each person immerses himself in this simulation, reflection of reality sets in. Unlike traditional motivational training seminars which only stimulate one's intellectual processes, CAREERgame™ stimulates the experiential aspect that provokes the mind, body & emotions. This approach allows the individual to completely engage himself and be totally open to discover and learn. Eventually, each participant will ask, *"Where am I heading in life?"* and that, is the whole point of the program—an opportunity to discover what life is like in the real world out there.

Coupled with motivational talks, group discussions, true life-stories, creative skits, mimes, songs & videos, the CAREERgame™ provides a platform for participants to realize their need to:

1. Prepare themselves academically for their career ahead.
2. Project their career paths that suit their own personality.
3. Polish their conduct & character for the workplace & the marketplace.



## FEEDBACK

"I learned how hard our parents work and how much money they need to spend for us... I felt kind of happy to learn and understand the real life our parents are facing. I regretted for spending my parents money like water." —*Jessica Tan (student)*

"What did you do to my son in the camp?? He came home a changed person, ...I like what you are doing in the Camp!" —*(mother of a student)*

"Very practical & almost like real ...the lessons learned will be ingrained in me ...a much better method than pure lecturing." —*Lydia Lee (young-adult)*

"LifeGame changed my approach on life. I've realized that every decision no matter big or small really does affect life. Life to me now means so much more than just simply living, but my goal is to live a significant life..." —*Sarah Tiong (young-adult)*

"It will raise the level of awareness for everyone. A MUST PROGRAM !!!" —*Frankie (father of teens)*

"Should have had this early so that could have the opportunity at a younger age. Please open to more age group." —*Liana (mother of teens)*



[www.lifeimpactministries.com](http://www.lifeimpactministries.com)  
Also the developer for LIFEgame™ & WORLDgame™



# PURPOSE DRIVEN CHURCHgame®

HEALTHY CHURCH GROWTH TRAINING KIT



Based on Pastor Rick Warren's book, "*The Purpose Driven Church*", the PurposeDriven™ CHURCHgame™ is designed to teach balanced church growth principles in a creative way. By playing the game, the participants can discover for themselves the BIG picture of a healthy church and how each principle contributes towards the overall growth process. It also provides a platform for players to experiment with various strategies and experience the possible outcome before applying them in the real church setting. Some healthy church principles that can be discovered in the game:

- Discover the church purposes given by Christ in the Great Commandment & Great Commission.
- Understand the connection between these purposes and how they affect growth.
- Realize the importance of setting priorities in strategic planning for short term & long term growth.
- Balance between quality & quantity growth.
- See how each person's Christian habits will affect church health.
- Reach out to unbelievers in community and bridge them to church.
- Nurture believers into ministers & messengers.
- Discover how each believer is SHAPEd for church ministry.
- Handle the difficulties caused by inactive "lukewarm" Christians.
- Manage church finances—tithing & offering, staff salaries, ministries & maintenance expenditures.
- Evaluate & plan ahead for church expansion to accommodate growth.
- Staff your pastoral team for effective teamwork with members.
- Fence off each spiritual attack that fall on the church.

...plus many church growth principles to be discovered.





Created by Pastor John while pursuing his M.Div. at Malaysia Baptist Theological Seminary in 2000, the CHURCHgame™ has been utilized by numerous churches in Malaysia, Singapore, Hong Kong, & Indonesia.

Recommended by the Pastor Rick Warren, this CHURCHgame is a creative “experiential-discovery-learning” tool that can motivate & mobilize believers—church members, & leaders, pastors & missionaries, seminary students—towards the fulfillment of Christ’s Great Commandment & Great Commission.

**PURPOSE DRIVEN CHURCH**  
RECOMMENDED BY  
**PASTOR RICK WARREN**  
Senior Pastor of Saddleback Church

"This game is a great opportunity for any church leader to discover for themselves what the BIG picture of a healthy church is all about. No matter what the size of your church, this tool will help you develop priorities for balancing the purposes in your church, creating an intentional discipleship plan, and targeting your community through evangelism. The CHURCHgame teaches the Purpose Driven Church paradigm in a fun and creative way!"

Rick Warren  
Founding Pastor, Saddleback Church



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A non-profit body that exists for the purpose of impacting lives creatively towards the fulfillment of Christ’s Great Commandment and Great Commission.



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Rev., M.Div. (MBTS, Malaysia), B.A. (HLG, USA)  
PD Church Health Award 2003 recipient  
Creator of the PD CHURCHgame,  
LIFEgame & MISSIONgame.

# MISSIONgame®

Does fear hold you back from sharing your faith to unbelievers? Do you often desire to share Christ but don't know where to start? Does "missions" sound remote to you? Do you dread getting involved in missions?



marketplace also present to them opportunities to reach out to the unbelievers which will be role-played by volunteers.

MISSIONgame is a simulation program developed by LifeIMPACT Ministries in partnership with Wycliffe Singapore. It aims to provide a creative approach to TRAIN Christians on evangelism & missions, to EXPERIENCE the process of preparing & participating in missions and to be MOTIVATED to reach lost souls.

A simulated city environment is set up for the participants to practice lifestyle evangelism, as well as a foreign city with a different language & culture for them to experience missions. Participants will face the tension of balancing their career, family obligations, personal spiritual growth, church commitment, and also the call to missions. The workplace &



Just as Jesus said in Acts 1:8, "...you will be my witnesses in Jerusalem, and in all Judea and Samaria, and to the ends of the earth," the participants can also go on missions to a foreign land. They will encounter a variety of challenges commonly faced by missionaries along with the joy & excitement of reaching lives for Christ.

Participants will discover how they can invest their time, talents & treasures into God's kingdom as they pray for missions, pledge towards missions, prepare themselves for mission and participate directly in missions. Then at the final roll-call, participants will stand before their Master to give an account of their lives.

In summary, MISSIONgame provides a platform for Christians to:

1. Overcome the fear of sharing Christ.
2. Practice lifestyle evangelism.
3. Discover missions through praying, pledging, preparing & participating.
4. Realize the urgency to share the gospel.



“Will someone be in heaven because of you?”  
“Will someone miss heaven because of you?”

Game developed by  
**LifeIMPACT Ministries**  
in collaboration with **Wycliffe Singapore**.  
[www.lifeimpactministries.com](http://www.lifeimpactministries.com)



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# WORLDgame™

**W**hat if you were the leader of your country, how would you govern your country differently? What would you do to bring about progress in your country and at the same time tackle the issues that plague our world? Would you be able to make a change in this world? Stretch your imagination in this creative WORLDgame™.



WORLDgame™ is an interactive simulation game about governing nations and handling global issues. A virtual world is setup with the mechanism for governmental leadership, natural resources & production, national consumption, diplomacy & trade, fluctuation global market, research & development, military defense, regional summits & United Nations meetings, & other global issues. With this set as a backdrop, WORLDgame™ provides a platform for participants to encounter & experience the pressing issues facing our present world, and how each country can play a role in making a difference.

Participants will be grouped into different countries randomly. Working together in teams, they will role-play as national leaders & diplomats taking on specific leadership roles of their country—prime minister, defense minister, finance minister, industry minister, health minister, foreign affairs minister, & etc. Each country differs in their governing, economical growth, natural resources, industrial production, population consumption, literacy, health standard, military strength, technology advancement, religious influence, diplomatic relations, trades policies, & etc. (Data sourced from the CIA Factbook 2009).



Whatever could happen in the real world could also happen in this WORLDgame™. Each team works within the perimeter of their country to ensure the survival of their own nation setting policies for their own country & diplomatic relations with other countries. However, every decision & action made will affect the progress of their nation and may have immense global effect. Countries will encounter a range of challenges like poverty, global warming, energy crisis, outbreak of disease, terrorism, political threats, economy meltdown, natural disaster, military conflict, and other issues that demand tough choices. In the midst of all these, they have to constantly choose between maintaining their own status quo or to look beyond their own borders to make a difference in this world.



In summary, WORLDgame™ is a simulation game that provides a platform for the participants to realize & experience:

- *Knowledge vs. ignorance* – Current pressing issues that our world is facing.
- *Partnership vs. individualism* – Team effort in bringing about change.
- *Contribution vs. consumerism* – Leadership change in managing challenges.
- *Courage vs. fear* – Vision to make a difference in this world.

WORLDgame™ game is also an ideal setting for motivational talks & discussions on the environmental issues that need to be addressed by this generation. Ultimately, it aims to help the participants:

1. Realize that human nature contributes to most of the global issues.
2. Realize that unselfish principles are the solution in handling global issues.
3. Realize that they are the agents of change for our world.



**"Change the world starting with someone's."**

Game created by  
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8 together  
Accomplishing Acts 1:8

MALAYSIA (2006)

- ★ Soulworks, Kuala Lumpur
- ★ Air Item Methodist BB Coy, Penang
- ★ Chinese Methodist Sarawak Conference
- ★ Sabah Basel Churches
- ★ Petros Activities Centre, Sabah
- ★ Golden Lampstand Baptist, Johor Baru

INDIA, Kohima (2006)

HONG KONG (2007)

- ★ Ministry on the Rock, Hong Kong

SINGAPORE (2010)

- ★ Wycliffe Singapore
- ★ His Works, Singapore

INDONESIA (2010)

- ★ Milestones, Bandung, Indonesia

VIETNAM, Ho Chi Ming (2011)

NEW ZEALAND, Queenstown (2011)

AUSTRALIA (2012)

- ★ Chinese Methodist, Adelaide

CANADA (2012)

- ★ Church Mission Ed. & Korean Ministries, Toronto

TAIWAN (2013)

- ★ Inspiring Moments, Taipei
- ★ Taichung Pastors Fellowship

UNITED KINGDOM (2013)

- ★ Chinese Methodist, London

FRANCE, Paris (2014)

**CONTACT US**

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We welcome any ministry partner who has the **passion**, the **vision** & the **mission** to impact the world **creatively** together for **Christ**.