KINGDOM QUEST

TREASURE HUNTERS

WHY SHOULD OUR CHURCH PLAY KINGDOM QUEST TREASURE HUNTERS?







A MONTH-LONG OUTREACH ADVENTURE FOR YOUR CHURCH & COMMUNITY

KINGDOMQUESTTREASUREHUNTERS.COM

AT A GLANCE

THE GAME

A month-long outreach adventure for your church and community. An original video series sends players into their Bibles, to clues at local businesses, to your church's past services, and finally to a finale event at your church, where a grand prize is awarded and the gospel is shared.

DURATION

One month: a Launch Sunday, 3 Riddle Sundays and a finale event.

INVESTMENT

$3,495 for everything you need to play: your custom-built game, a custom game website and a treasure chest game box full of game pieces. Expansion packs are available for larger churches. Your church also provides a grand prize (we suggest $500 or more in value).

CHURCH RESPONSIBILITIES

Choose a "Treasure Captain" to run the game, pick your dates, recruit 3 local businesses, show a short video each week, give a weekly "location clue" from the front, and host the finale.

GAME REQUIREMENTS

Recordings of your church's services from the previous calendar year, posted online.

THE GOAL

Give everyone in your community, including people who aren't looking for a church, a fun, low-pressure month to get to know yours, then welcome them in person at the finale, where they hear the gospel and are invited back on Sunday.



WHY MOST OUTREACH MISSES THE PEOPLE WE WANT TO REACH

Most churches set aside money each year for outreach: a fall festival, a picnic in the park, a bouncy house barbecue. A single event can cost $3,000 to $5,000. These events often go well. Fifty, seventy-five, even a hundred people come and have a great time. But very few of them become part of the life of the church.



Before they walk in, people want to get to know your church.

That's because most outreach events attract people who are already comfortable with church. The people we most want to reach, the ones who would never RSVP to an event with a church's name on it, usually stay home.

Think of it like dating. You wouldn't meet someone and immediately invite them over to your house. Most people want a neutral, low-pressure activity first, something fun in its own right, where they can get to know you before committing to anything. People approach churches the same way. Before they ever walk through your doors, they're watching from a distance: checking your website, scrolling your social media, maybe clicking on a recorded service.

Kingdom Quest Treasure Hunters is designed to give them that space. Many people who would never attend a church event, including skeptics and agnostics, will still open a Bible to solve a treasure hunt riddle. The game gives them a fun reason to engage with Scripture and with your church, even if they start out just playing for the prize.

WHAT IS KINGDOM QUEST TREASURE HUNTERS?



Kingdom Quest Treasure Hunters (KQTH) is an all-new game designed to engage your church and community with the gospel. It tells the story of a treasure hunter and his dog, Hank, who discover a treasure chest locked with a four-number combination. A mysterious Puzzle Master who once lived in your community left a trail of riddles and clues behind, and now the treasure hunter is calling on your community for help solving them. The short videos, filmed at Capernaum Studios on the sets used for The Chosen, are full of lighthearted, family-friendly humor that all ages can enjoy. This edition, Vault 2:4, takes its name from Proverbs 2:4, which tells us to seek wisdom "like silver and search for it as for hidden treasures." That verse even plays a part in the story itself.

HOW THE MONTH WORKS

1. **Launch Sunday:** Your church announces the game and watches the Launch Sunday video, and every member receives Launch Cards to share with friends.

2. **3 Riddle Sundays:** On each of the next three Sundays, your church shows a new treasure hunter video with a Bible riddle, and the same video is released on your custom game website. Each riddle sends players into their Bibles to find a specific passage, and the verse number tells them which week of your recorded services to search. Your pastor or another leader gives a spoken "location clue" pointing players to that week's partner business, where they find a code word and pick up a game card.



Players move between your church, three partner businesses and your recorded services.

3. **Your past services:** In that week's recorded service, players listen for the code word, and the minute when your pastor says it gives them a number in the combination. That means players actually listen to your pastor's preaching.

4. **The finale:** On the Friday or Saturday after the third Riddle Sunday, players bring their three game cards (paper, or saved on their phones) to a finale event at your church. They use them with the Finale Card to find the last number of the four-number combination, and the first to solve it wins the grand prize. A closing video presents the gospel, and your pastor invites everyone back on Sunday.

SUN	MON	TUE	WED	THU	FRI	SAT
LAUNCH SUNDAY	Players promote game outside church by distributing launch cards					Host Location 1 Materials Delivered
RIDDLE 1 SUNDAY	Players can begin to visit host location 1, collect game card A, and solve riddle 1					Host Location 2 Materials Delivered
RIDDLE 2 SUNDAY	Players can begin to visit host location 2, collect game card B, and solve riddle 2					Host Location 3 Materials Delivered
RIDDLE 3 SUNDAY	Players can begin to visit host location 3, collect game card C, and solve riddle 3				FINALE EVENT	

We strongly suggest this consecutive-week schedule for the best experience. If this is not possible, the game is still playable with non-consecutive weeks.

A typical game schedule: one Launch Sunday, three Riddle Sundays and a Friday or Saturday finale.

About a week or two before Launch Sunday, your game website goes live with the trailer and a countdown, giving your church time to build excitement. Consecutive Sundays work best, but if you need to skip one, the game still works.

Scan this QR code to watch a 3-minute video showing how the game works.
kqthunt.com/go/behind-the-dial

HOW DOES IT USE OUR CHURCH'S PAST SERVICES?

Each game is custom-built for your church. We pick unique words from selected services in your church's recordings from the previous calendar year. For a game played in 2026, for example, we use your 2025 services. Players have to find those words to solve each of the 3 weekly riddles. Along the way, community players discover your church, often for the first time, by watching or listening to your services.

Most churches have built up a library of recorded services that rarely get watched again after Sunday. KQTH puts that library back to work as an outreach tool.



Players search your recorded services for code words.

HOW DO COMMUNITY MEMBERS PLAY IF THEY DON'T GO TO OUR CHURCH?

Anyone in your community can discover the code words and game cards at your 3 partner businesses. Each game card's QR code takes players to your church's custom game website, which anyone within about 25 miles of your church will see. Players can jump in anytime before the finale, solve the riddles in any order, and listen to your church's past services along the way. To win, they must attend the finale.

CAN PEOPLE JOIN PARTWAY THROUGH THE MONTH?

Yes. Someone who picks up a game card during the last week can catch up on everything through the game website and still play at the finale. And if a business runs out of game cards, its placard has a QR code where players can save a digital game card to their phone.

WHAT IS THE FINALE EVENT LIKE?

The finale is usually held on the Friday or Saturday evening after the third Riddle Sunday, and it's simple to host: a room with tables and a screen for the videos. Players bring their game cards, receive the Finale Card and solve the final puzzle, which takes about 20 minutes and works best with a Bible or Bible app. Hints are read aloud every 10 minutes, and the first player or team to solve it wins the grand prize. Players RSVP on the game website, and your Admin Portal shows a running head count. Plan light snacks and a few extra seats for community guests who may be visiting your church for the first time.



Finale night at Texas City FBC

Families, youth groups, Sunday school classes and small groups often team up to solve the final puzzle together, so the finale builds camaraderie within your church while it welcomes guests from the community.

HOW KQTH REACHES YOUR COMMUNITY



Picking up a game card at a partner business

KQTH reaches beyond your church walls in three ways:

1. **Through local businesses.** Your 3 partner businesses offer game cards to their customers all month long. The professionally printed cards are designed to spark curiosity, with bright yellow text announcing "WIN REAL TREASURE," a hook designed to get everyone excited.

2. **Through your members' hands.** On Launch Sunday, every church member receives Launch Cards: 5×7" cards with the game's story, game information, and a QR code and link to the game website. Encourage members to take a few to hand out to friends, neighbors and co-workers. Anyone can start playing up until the day before the finale, so your church can make the most of the whole month.

3. **Through everyday conversations.** The riddles give church members a natural way to start conversations at work, at school or anywhere else. The high production value of the videos makes for a fun opening line: "Hey, I'm doing this treasure hunt. Are you any good at riddles? Check out this video..."

All three paths lead to the same place: a fun evening at your church, where guests hear the gospel and are invited back on Sunday.

GAME CARDS THAT OPEN DOORS

The game cards at partner businesses don't carry a church's name, and that's a real advantage with people who are hesitant about church. Many people who aren't church regulars wouldn't pick up a card with a church name on it. Instead, they join the treasure hunt first, then discover that it's hosted by your church when they visit the game website. Your church's name appears at the top of the game website, along with links to your church's website and recorded services, so every player is just one tap away from learning more about you. It's an honest, gentle way to ease people into meeting your church for the first time.



A host location placard and game cards

THE VALUE OF A MONTH-LONG OUTREACH

Over the course of 3 Riddle Sundays, players get to know your church by watching or listening to your past services, and some even start attending during the game to see the videos in person and get the clues first. By the time newcomers arrive at the finale, they will already have heard three of your pastor's sermons. Your pastor's voice and preaching style, and the feel of your services, won't be unfamiliar. And because the finale is a special evening event rather than a regular Sunday service, it's an easy first step through your doors, and a natural moment to invite guests back the following Sunday.

SOMETHING NEW TO TALK ABOUT

Many people struggle with evangelism because they don't know how to break the ice. That's why we put so much work into making KQTH a unique, memorable experience for players wherever they are in their faith journey. It gives your church members something genuinely new to share, and a natural opening to talk about faith, the gospel and your church.

Puzzle games, escape rooms and mystery games like Clue are more popular than ever with families and adults of all ages.


Sharing a game card at a partner business

SEE IT IN ACTION



Finale night at Texas City FBC, with one of the winning families (center)

TEXAS CITY FBC

Texas City First Baptist Church is a 120-year-old congregation with a long tradition, and they played KQTH in August and September 2026. Here's what Pastor Pierce Eaton had to say:



ON WHY THEY PLAYED

"It was a tool in the hands of the people of our church to engage their co-workers, friends, neighbors with something that's a little different, a little goofy, a little quirky. Something that shows people outside of our church that we're fun, we're not going to bite you."

ON EQUIPPING THE CONGREGATION

"Don't just solve it on your own. Go to that co-worker and say, 'Hey, my church is doing this treasure hunt and there's a riddle I can't quite figure out. Would you mind helping me figure out this riddle?' ... You can start that conversation with somebody who otherwise you may not talk to about the Lord."

ON THE PARTNER BUSINESSES

"We get to go into a business as a church and say, 'Hey, we get to be representatives of Jesus to those workers that are there, to the business owner, and build a relationship with people that are in our community.'"

ON THE FINALE

"The final event really exceeded my expectations, honestly. The people were very engaged ... having the opportunity to gather everyone together for a unique event like this and invite them back on a Sunday and invite them to know Jesus. It was great. I loved every bit of it."

ON PLAYING AGAIN

"We would absolutely play it again. In fact, I think by doing it again it'll be more successful because now the people know what to expect."

John Talley served as Texas City's "Treasure Captain," the volunteer who runs the game. (John also serves on the Church Coach Ministries team as a coaching specialist.)



ON RECRUITING BUSINESSES

"I don't think anybody turned me away. ... We had a great experience with all three businesses we partnered with. And I think they saw it as a win-win for them and for us."

ON RUNNING THE FINALE

"I had no idea what to expect ... I was a little anxious. ... But I just followed the instructions. The whole thing went great. Played the video, passed out the cards, read the clues at the right time. And it was great."



"IT WAS LIKE A FOUR-WEEK-LONG ESCAPE ROOM."



"IT WAS A GOOD CHALLENGE."

FROM THE PLAYERS

"It was like a four-week-long escape room. So we liked it." Another player said the puzzles were "definitely not easy ... It was a good challenge." And one family said searching the church's recorded services "also allowed us to go back and watch previous sermons that we haven't seen before."

375+
game cards picked up at a single partner business

636
visits to the church's game website

40%
sales increase at that partner business

By the numbers: Texas City played with the base game plus one expansion pack (600 of each game piece). The game website received 636 visits during the game, and players watched the game videos 250 times on the website, outside of Sunday services. The church's recorded services used in the riddles gained 147 new views, and about 75 players attended the finale. Pecan Jack's, a new local ice cream shop and the church's first partner business, gave out more than 375 game cards, and its sales were up 40% over the previous month while the game was running.



FROM THE BUSINESS MANAGER

"One of the things that I found that was really encouraging for us was how many newcomers came in. ... We are really encouraged to see all the new participants that arrived just by coming to Pecan Jack's alone." (Shae Jorgensen, manager of Pecan Jack's)

Scan this QR code to watch a video about Texas City FBC playing KQTH!

kqthunt.com/go/texas-city

BETHEL CHURCH JOINS THE HUNT

Bethel Church in Janesville, Wisconsin, held its Launch Sunday on October 18, 2026, and even built a sermon series around the game, called "Kingdom Quest."

WATCH THEIR LAUNCH

kqthunt.com/go/bethel-launch



FROM THE SENIOR PASTOR

"We're going to have fun together. We're going to get involved out in our community... There's a great opportunity for you to grab a neighbor or friend and say, 'Hey, our church is just doing something fun. You want to go on a treasure hunt with us?'" (Pastor Jason, Senior Pastor)



FROM THE YOUTH AND WORSHIP PASTOR

"...not just to have fun ourselves, but to try to engage our community for the gospel." (Pastor Seth, Youth and Worship Pastor)

ABOUT THE VIDEO PRODUCTION







Behind the scenes at Capernaum Studios. Right: Josh Timonen (left) directing Josh Lee.

KQTH was filmed on location at Capernaum Studios outside Dallas, Texas, in its "First Century Village," the sets used to film Seasons 1–3 of The Chosen. (KQTH is not affiliated with or endorsed by The Chosen.) The video series stars Josh Lee, who plays Jesus in "The Promise," an annual live stage production in Dallas, Texas. The Puzzle Master was voiced by broadcaster and voiceover artist Bill Brooks and acted by Dennis Norton. Hank the Corgi appears as himself!

THE GOSPEL MESSAGE





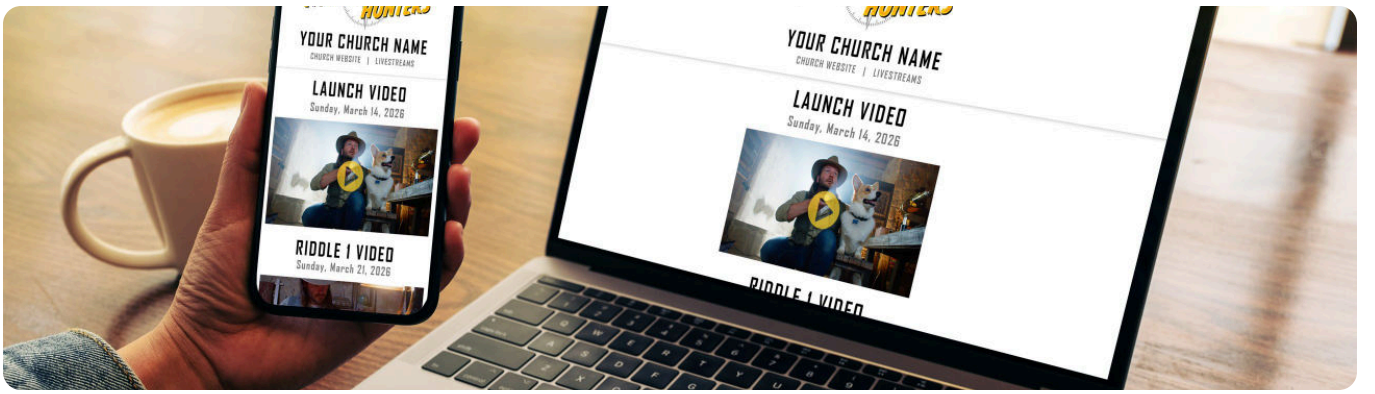
The game's finale video includes a gospel message focused on what C.S. Lewis called "Mere Christianity." It isn't denomination-specific. Instead, it focuses on the core truths of the gospel, and it ties the whole adventure together: a relationship with Jesus is the true treasure. The finale is your church's opportunity to build on that message and go deeper.

In the closing video, the Puzzle Master's final letter explains the real treasure. He tells how he once believed he was "the captain of my own ship," until darkness shook his world and he opened a Bible looking for answers. The letter walks through sin, Jesus' death on the cross to pay for it, Jesus' words "I am the way and the truth and the life," and his parable of the treasure hidden in a field. It ends by inviting players to receive "the free gift of salvation."

Want to see it first? Your leadership team is welcome to watch the gospel video before you decide. Scan this QR code to watch it.

kqthunt.com/go/gospel

WHAT IT ASKS OF OUR CHURCH



Your church's custom game website, with your church's name and links at the top

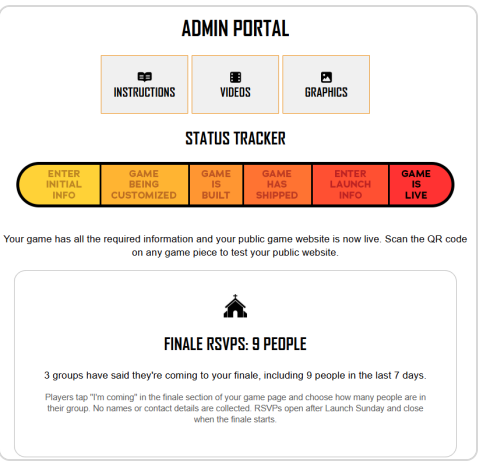
WHAT DO WE NEED BEFORE WE START?

Your church needs a mostly complete set of recorded services from the previous calendar year, posted online where anyone can find them. YouTube, Facebook or your church's website all work, and the recordings can be video or audio. Don't worry if a few Sundays are missing: we build every game with enough flexibility to work around gaps. If your church only started posting services online this year, contact us. We may be able to customize the game further for you.

> **Tip:** Adding the date to the start of each recording's title (for example, "1/05/25 – Sermon Title") makes the right services much easier for players to find.

WHAT DOES OUR LEADERSHIP NEED TO DO?

Less than you might think. When you order, you get access to an admin portal where you choose your game dates. Our team then custom-builds your game and ships everything your church needs to play, packed in a treasure chest game box. From there, your church's jobs are:



Your Treasure Captain's admin portal, with a "pizza tracker" that shows your game's progress from setup to live.

- Choose a "Treasure Captain" to run the game: managing the admin portal and partner businesses, keeping the game's secrets and organizing the finale. Most Treasure Captains spend 2–3 hours a week, plus the finale evening, with 3–4 helpers. In Texas City, that team included someone to post on social media and have each week's video ready, two staff members or volunteers to help with week-to-week details, and a few spotters at the finale.
- Choose your game dates in the admin portal.
- Recruit 3 local businesses to partner with.
- Write a short, playful clue phrase for each business. For Pecan Jack's, an ice cream shop in Texas City, it might be "A Texas nut, a common name and happiness in every scoop."
- Drop off each business's placard and game cards on the Saturday before its Riddle Sunday, so the clues stay secret until they're revealed.
- Show each treasure hunter video. Each one is about 3 minutes long. You can show it before, during or after your Sunday service, or at a weekly event night. We recommend showing it around your main services so it reaches the most people.
- Have your pastor or another leader give the spoken "location clue" on each of the 3 Riddle Sundays, telling players where to find that week's clues. The clue is also posted on the game website.
- Host the finale event at the end of the month.

Your players don't need any training. Everything they need to know is built into the videos and cards, and part of the fun is figuring it out as they go. Your Treasure Captain knows how the "magic trick" works, and everyone else gets to enjoy the adventure as it unfolds.

HOW DO WE CHOOSE OUR 3 PARTNER BUSINESSES?

Locally owned small businesses work best, because the owner can say yes without checking with a corporate office. Look especially for places where a visit is quick and inexpensive, like ice cream shops, coffee shops and bakeries. Players can stop in, pick up a game card with a treat or a coffee, and be on their way, and every customer passes the counter where the cards are displayed. Sit-down restaurants are usually a harder fit, since players have to spend more and stay longer just to pick up a card. In a smaller town without three good fits, a library or another staffed public location works well too, as long as it can display a placard and a stack of game cards.

Businesses usually love being part of the game. Your church sends its members through their doors to find clues, and new customers from the community come in looking for game cards. Partner businesses are encouraged to invite customers at the register: "Have you played the treasure hunt game yet? Take a card!"

In Texas City, Pecan Jack's ice cream shop gave out more than 375 game cards, and its sales were up 40% over the previous month while the game was running. Manager Shae Jorgensen said: "We've absolutely seen an uptick of new participants just from walk-ins. … We've also been able to add a lot of amazing clientele, both through the church and the game. So we're extremely grateful for that."

We also encourage churches to use this as a chance to build new relationships. Consider choosing at least one business your church has never worked with before.

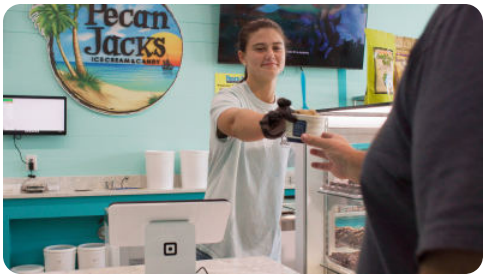
KEYS TO A SUCCESSFUL GAME

KQTH gives your church everything it needs, but the game reaches as far as your church carries it. Here's what the most successful churches do:

- **Your pastor champions it from the front.** Show each video with enthusiasm, have fun delivering the location clues, and remind the congregation every week that this is a tool for reaching people, not just a game.
- **Everyone should play and have fun!** Encourage your whole congregation to play, even members who never plan to hand a card to a neighbor. Make it clear from Launch Sunday that the game is for everyone: families solving riddles together, small groups teaming up and friends racing to the finale. A church buzzing about the game draws others in naturally.
- **Your members share their Launch Cards.** Encourage everyone to take a few on Launch Sunday and use the riddles as conversation starters.
- **You support your partner businesses.** Deliver each business's materials on time, leave your contact information, and check in during the week.
- **Your Treasure Captain follows the plan.** One organized person who reads the instructions and keeps the game's secrets makes everything run smoothly.



Pastor Pierce Eaton holding up a Launch Card from the front at Texas City FBC





Pecan Jack's in Texas City: a quick stop, with game cards and the placard right on the counter.

- **You build up the finale.** Use the third Riddle Sunday to promote the finale and urge players to invite others. Plan a warm welcome for first-time guests, with welcome gifts and a way to collect contact information.
- **You plan your follow-up ahead of time.** Decide before the finale how your church will follow up with guests who attend, so the relationships the game starts continue after it ends.

We'll walk alongside you through every step, but a church that brings energy to the game gets the most out of it.

FOLLOWING UP AND MEASURING RESULTS



Players watching the finale video in Texas City

AFTER THE FINALE: TURNING GUESTS INTO LASTING RELATIONSHIPS

KQTH grew out of Church Coach Ministries' assimilation training, which helps churches welcome newcomers well, follow up well and connect people to the life of the church. Every game comes with a best-practices guide that walks your team through hosting the finale and following up with guests.

For example, we recommend having a welcome gift and a guest leave-behind card ready at the finale, just as you would for a first-time visitor on a Sunday, and inviting guests to share their name and email so your church can follow up with them.

Churches that want to go further can also take Church Coach Ministries' full assimilation training, a 4-month program.

HOW WILL WE KNOW IF IT WORKED?

Because we build your game ahead of time, you'll know exactly which recorded services players will be watching. Write down the view count on each of those videos before the game launches, then check them each week. The increase gives you a clear picture of how many people played. Attendance at the finale and the number of guests who return on the following Sundays will tell you the rest.

Your results report: At the end of your game, we'll send you a one-page report showing how many people played your game, how many times players visited your recorded services from the game website, how far players got through each video, and how many finale RSVPs you received.

WHAT DOES IT COST?





Everything your church needs arrives in a treasure chest game box.

Kingdom Quest Treasure Hunters costs $3,495, and tax-exempt churches pay no sales tax. That includes:

- Your custom-built game, tailored to your church's recorded services
- Your custom game website, which releases new videos and clues through the month
- A treasure chest game box with 300 each of the Launch Cards, Game Cards A, B and C, and Finale Cards, plus placards for your 3 partner businesses and a sealed solution and hints envelope
- An admin portal with a status tracker, a finale RSVP head count, all game videos and printable materials to download, and promotional graphics for social media and print
- A one-page results report at the end of your game
- Guided onboarding and our best-practices guide

The game works for churches of any size and style, from 50 people to 5,000. Game pieces are meant to be one per player, so larger churches can add expansion packs of 300 additional game pieces for $495 each. Our suggestions:

- Under 250 people: no expansion packs needed
- 250–400 people: 1 expansion pack
- 400–700 people: 2 expansion packs
- 700–1,000 people: 3 expansion packs
- 1,000–1,300 people: 4 expansion packs
- 1,300–1,600 people: 5 expansion packs

- Over 1,600 people: contact us for a recommendation

For comparison, a single church outreach event typically costs $3,000 to $5,000. Those events often draw people who already attend church somewhere. The base KQTH game works out to about $11.65 per player when all 300 game pieces are used, and it keeps reaching people throughout your community for a full month. Most churches spend about $4,000–$4,500 all in: the game, a grand prize and finale refreshments. If your grand prize is donated, your cost can be even lower.



Hank plush: a great runner-up prize from our online store

Planning the grand prize: Your church provides the grand prize, and we recommend one worth at least $500 in value, such as a weekend trip for two, a TV, gift cards or a game console. Letting the winner choose between options adds a fun personal touch, and many churches get prizes donated or discounted by local businesses. We also encourage smaller runner-up prizes for second and third place. Branded items such as T-shirts and Hank plush toys make great runner-up prizes, and they're available at KingdomQuestTreasureHunters.com. Enter your prize details in your admin portal, and they'll be announced on your game website.



Example prize ideas

FOR CHILDREN'S AND YOUTH MINISTRIES



IS THIS JUST FOR KIDS?

No. Because of the characters and the video world, some people assume KQTH is a children's program like VBS. The main game is designed for all ages, from families to young adults to seniors. For children's and youth ministries, we offer a separate Junior Edition.

THE JUNIOR EDITION: AGES 8 AND UP

The Junior Edition has simpler puzzles made for younger players. It's great for youth groups, children's ministries and Sunday schools, and it plays just like the main version: videos are shown weekly during your youth sessions, and you schedule a finale at whatever date and time works best for the group. The Junior Edition is available for pre-order now for $3,495 and ships in January 2027.

TEACHING OUR YOUTH ABOUT EVANGELISM

The Junior Edition is a great tool for teaching young people about evangelism. Through the month, they visit the partner businesses (with a parent or leader), meet people in the community, and invite friends and classmates to join the game, come to the finale, and be part of your youth program.

FREQUENTLY ASKED QUESTIONS

HOW MANY TIMES CAN WE PLAY? CAN WE DO IT EVERY YEAR?

Each game is custom-built to be played once. The vault combination is unique to your church, so it's a "one-time solve." Each purchase covers one custom game. Our hope is to create new adventures in the future, so your church could make KQTH a recurring part of its outreach. We'll let you know as new editions become available.



The treasure hunter and Hank on the run

HOW FAR AHEAD DO WE NEED TO ORDER?

You choose your game dates, and they can be any time that works for your church. Just set your Launch Sunday at least one month after you order, so we have time to customize your game and ship it to you. You can order well in advance, and recruit your partner businesses and choose your Treasure Captain on whatever timeline suits you.

CAN WE CHANGE OUR DATES AFTER WE ORDER?

Yes. You can reschedule anytime before Launch Sunday in your admin portal. If your new dates fall in a different calendar year, just contact us.

DOES OUR CHURCH PAY SALES TAX?

Not if your church has sales tax exemption status. Create an account at KingdomQuestTreasureHunters.com and upload your exemption form to your profile. Once we approve it, your orders are tax-free. Step-by-step instructions are at KingdomQuestTreasureHunters.com/pages/tax-exemptions.

CAN WE PAY BY CHECK?

Yes. Email support@kqthunt.com, and we'll arrange payment by check.

IS THIS A RAFFLE OR GAMBLING?

No. KQTH is free to play for everyone, with no purchase or donation required to play or win. The grand prize goes to the first player to solve the puzzle, so it's won by skill, not by chance.

WE'RE A TRADITIONAL CHURCH. WILL THIS FIT US?

Yes. KQTH doesn't change your worship service. The short videos simply fit into your Sunday morning wherever works best for you. Pastor Pierce Eaton of Texas City FBC put it this way: "We're a 120-year-old church that has a lot of tradition, and yet the church has embraced this. ... If we make it clear that that's the goal of this, it's not just a game for the sake of doing a game, this is a tool to reach people, then our church will embrace it."

CAN WE LIVESTREAM OUR SERVICE WHILE SHOWING THE VIDEOS?

Yes, absolutely, and we encourage it. Your online viewers can follow along with the game each week, and every video is also posted on your game website.

DO PLAYERS NEED A SMARTPHONE?

No. The game can be played entirely without one. Players can watch each video when your church shows it, and they can find and watch your recorded services on any computer. The game website's address is also printed on every game card.

WHAT HELP DO WE GET DURING THE GAME?

Our team is just an email or phone call away at support@kqthunt.com or 574-527-5472, and we respond within 24 hours. If you run low on game cards, we can ship expansion packs overnight. We want your game to be a success.

MEET THE TEAM

For years, Church Coach Ministries (**ChurchCoachMinistries.org**) has worked with hundreds of churches on stewardship, fundraising and assimilation training, helping them connect better with their communities. Members of the CCM team saw a great need for new approaches to outreach and created Kingdom Quest Treasure Hunters.

JOSH TIMONEN

WRITER AND DIRECTOR

Josh wrote, directed and edited the KQTH video series, drawing on decades of media production and more than 30 short films, and he drew from his own testimony when writing the Puzzle Master's closing letter. Raised in a Christian home, he hadn't been properly equipped for the challenges he met as a teenager, and after reading Richard Dawkins's The Selfish Gene, he left the faith. From 2006 to 2010 he worked as Dawkins's right-hand man, building RichardDawkins.net and filming most of his online content, including "The Four Horsemen." Dawkins thanked him in The God Delusion and dedicated The Greatest Show on Earth to him.

Years later, Josh and his wife visited a small church near their new home in Texas: their first time in a church in 20 years. They kept coming for the community, and over time Josh read the New Testament and books like The Case for Christ and Cold-Case Christianity, became convinced that Jesus truly rose from the dead, and gave

his life to Christ. His story has since been featured by Ray Comfort's Living Waters and Decision Point. Having once been the skeptic in the back row, Josh knows how much it matters to get to know a church before trusting it. Today he uses the same filmmaking skills that once promoted atheism to help churches share the gospel.



The KQTH team at the FBC Orlando Conference

JEREMY MALICK

EXECUTIVE PRODUCER · FOUNDER OF CHURCH COACH MINISTRIES

Before God called him into ministry in 2007, Jeremy spent ten years in banking as a commercial lender and mortgage sales manager. He served as executive pastor at two churches and as a training specialist over multiple districts, then founded Church Coach Ministries in 2014 to help train and strengthen existing churches. Jeremy coaches churches across the country in assimilation, stewardship, capital campaigns and build-out design, and KQTH grew directly out of his assimilation training. He is also an executive producer of KQTH.

MAUREEN TIMONEN

PRODUCER

Maureen began her career at a busy Hollywood production company, where she oversaw foreign and domestic distribution and marketing campaigns, including trailers, press materials and posters. Credited as Maureen Norton, she has worked as a post-production supervisor on over 100 feature films, and her credits include major releases starring Robert De Niro and Sylvester Stallone. She is the producer of KQTH and now makes films alongside her husband, Josh.

NICOLE MALICK

EXECUTIVE PRODUCER · DIRECTOR OF CHURCH COACH MINISTRIES

As Director of Church Coach Ministries, Nicole brings a wide range of skills to every project. As an executive producer of KQTH, she leads operations, including order fulfillment, production and inventory management, merchandise sourcing, customer relations, and business administration and finance.

Mission Revive, LLC was formed by this team, in association with Church Coach Ministries, to create and distribute KQTH. We walk alongside every church through the whole game: guided onboarding, promotion and the month of gameplay.

Church Coach Ministries is based in Texas and is an official partner of Tithe.ly. Learn more at ChurchCoachMinistries.org. Scan this QR code to watch Jeremy and Josh introduce KQTH on a Tithe.ly webinar.

kqthunt.com/go/webinar

NEXT STEPS

1. **Watch trailers, game recaps and other videos** at KingdomQuestTreasureHunters.com.
2. **Ask us anything.** We'd love to answer your leadership team's questions. Email contact@kqthunt.com or call 574-527-5472.
3. **Order your game** at KingdomQuestTreasureHunters.com, and we'll start building your church's custom adventure. Allow about one month for customization and shipping.

VISIT OUR WEBSITE



contact@kqthunt.com | 574-527-5472

KingdomQuestTreasureHunters.com

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