



Education in Games Publishing Group is a subsidiary of *The Ridge Publishing Group* and publisher of the HEAVEN'S SEMINARY™ House of Cards—*Flagship Edition* board game series comprising three games: HEAVEN'S SEMINARY—Mission I (strategy game), Mission II (tactics game), and Mission III (arsenal game)—boards, rules for play book, play books, card packs and card decks. A unique feature of the *card decks* is that they can also be used to play additional card games outside of the HEAVEN'S SEMINARY—*Flagship Edition* board games.

THE BEGINNINGS OF AMERICA'S QUINTESSENTIAL GAME

Education in Games Publishing Group is an early-stage global game maker venture group developing revolutionary solutions for educating the masses—merging gaming and university training—creating an amazing consumer experience and a really great product offline and online.

Education in Games Publishing Group are the developers/game publishers of HEAVEN'S SEMINARY—*Flagship Edition*, a breakthrough educational tool free-to-play game that takes a player's otherwise expensive university course teachings to all people at the price of a board game. The HEAVEN'S SEMINARY—*Flagship Edition* board game teaches the player—through Strategy, Tactics, and Arsenal Missions—how to learn about God in play or in real life. Each “game Level,” within a “Mission,” offers a pre-selection of “Level related” information and optional corresponding ePublications for sale from micro-transactions around the game—a freemium business model. Once a game is deployed—through interactive play—the player is put through a learning curve equivalent to curriculum found at traditional (non-revisionist) Universities and Business Schools, giving them the tools needed to succeed.

But information is not enough. Action is what unites every great success. Action or practical application is what produces results. Knowledge is only academic theory until it comes into the hands of someone who knows how to get him- or herself to take effective action. The HEAVEN'S SEMINARY game is about taking the kinds of massive, focused, consistent actions that lead to overwhelming results. And, we tell you how play-by-play . . .



Mission 1



Mission 2

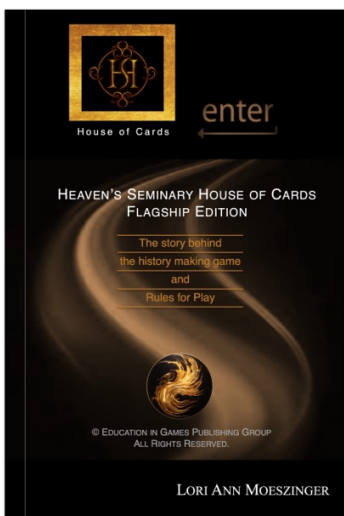


Mission 3

Like Monopoly—the game with the so-called “complicated” rules, thought to be too long, and alleged as having no clear-cut finish—HEAVEN’S SEMINARY—*Flagship Edition*, will go on to break some very important rules on its own. How did success happen so quickly for Monopoly? On the heels of the Great Depression, surely the vicarious thrill of getting rich quick struck a chord in America’s weary heart. Yet even in the surging ‘60s and affluent ‘70s—indeed, in every decade since the ‘30s—the same thrill is reborn. Whereas, the Monopoly game gave America hope during a financial crisis in the 20th century, the HEAVEN’S SEMINARY game gives America hope at, yet, another critical juncture in American history—affordable education in the 21st century.

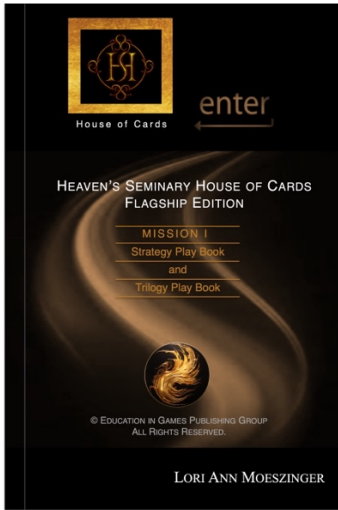
Education in Games—publishers of HEAVEN’S SEMINARY—*Flagship Edition*—operates on the belief that teaching with board games has the power to bring otherwise expensive university course teachings to all people at the price of a board game. *The problem:* The rising cost of education threatens to put higher education out of reach for most Americans. *The solution:* **Education in Games Publishing Group’s** core mission is to advance education with the belief in the effectiveness of board games as an assessable education tool that has the power to prepare would be students to live and work more successfully in the 21st century as informed and competent citizens as opposed to indoctrinated graduates.

Like Monopoly is considered the quintessential game teaching banking, the HEAVEN’S SEMINARY—*Flagship Edition* game is undoubtedly the quintessential American game of its time with its *Flagship Ship* edition focusing on the study of the nature of God and religious beliefs and theory.



Heaven’s Seminary Trilogy: Rules for Play. The times and periods of the course of the world’s history have been predetermined by God. The numbers of the years have been exactly fixed. The prophecies foretold in the Bible concerning the signs and events preceding the end of the world—End Times—points to the exact time period when history will reach its end. But all these things were divine secrets hidden from the beginning of the world.

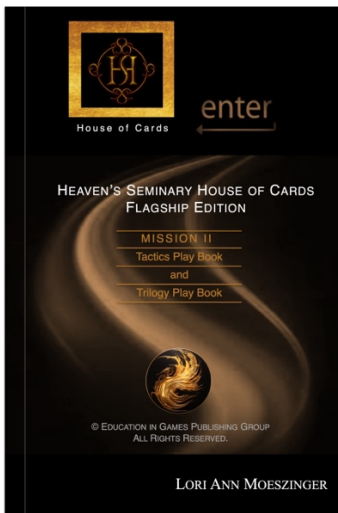
On the heels of End Times, surely the vicarious thrill of understanding the Bible cover to cover through game play will strike a chord in America’s weary hearts. Fueled by vision and insight, the HEAVEN’S SEMINARY game will revolutionize your understanding of God’s Word and world religions as well as the world we live in today. The HEAVEN’S SEMINARY game gives America hope at a dangerous period in human history—affordable education. Think of “Heaven’s Seminary Trilogy: Rules for Play” as a prequel to the HEAVEN’S SEMINARY House of Cards flagship edition.



Heaven's Seminary Mission I: Strategy Play Book. The HEAVEN'S SEMINARY Mission I Strategy Play Book progresses the player through the entire Bible, told in chronological order to provide a single continuous account of Bible history from Creation to End Times, along with key events as it relates to world history and Middle East history.

- Heaven's Seminary Modules and Levels—218 Levels
- Heaven's Seminary Appendix—Synopsis of each book of the Bible
- Heaven's Seminary Resources—New Narrated Study Bible series

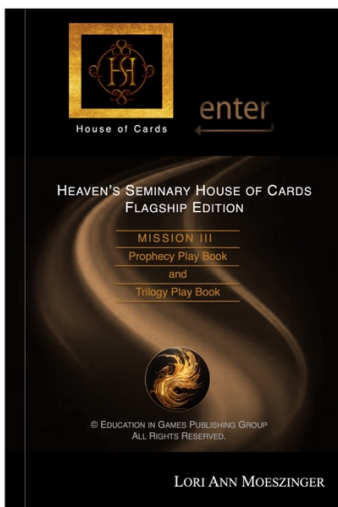
The HEAVEN'S SEMINARY Mission I: Strategy Play Book is divided into ten Modules—comprising 218 Levels. The first Module is a baseline story of two worlds: the visible world (the universe) and the invisible world (the Spirit world). The following nine Modules—systematically—are an overview of the entire Bible, told in chronological order (4000 BC to AD 2024).



Heaven's Seminary Mission II: Tactics Play Book. The HEAVEN'S SEMINARY Mission II Tactics Play Book advances the player's knowledge with an innovative, memorable, and repeatable mock Seminary or University of Theology education (degree program options determine required courses and electives).

- Heaven's Seminary Modules and Levels—400 Levels
- Heaven's Seminary Appendix—Synopsis of each Seminary textbook
- Heaven's Seminary Resources—Hoyle Theology Encyclopedia series

The HEAVEN'S SEMINARY Mission II: Tactics Play Book is divided into ten Modules—comprising 400 Levels. Each Module embraces the HEAVEN'S SEMINARY "Strike Team" Professors; each specializing in various course work required to complete the player's chosen degree curriculum requirements—simulating a typical education in a four year Bible College.



Heaven's Seminary Mission III: Arsenal Play Book. As we watch world events unfold, Biblical prophecy becomes a subject of intense interest. The HEAVEN'S SEMINARY Mission III: Arsenal Play Book brings clear answers to every prophecy in the Bible, backed with solid Scriptural evidence.

- Heaven's Seminary Modules and Levels—1012 Levels
- Heaven's Seminary Appendix—The Study of the Order of Prophecy
- Heaven's Seminary Resources—Documentaries in Print series

The HEAVEN'S SEMINARY Mission III: Arsenal Play Book is divided into ten Modules—comprising 1,012 Levels. Each Module herein embraces the HEAVEN'S SEMINARY "Strike Team" Professors; each specializing in prophecies. Combined, Mission I, Mission II, and Mission III proceed through 1,630 levels of play.

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The Ridge Publishing Group headquarters is based in Coeur d'Alene, Idaho.

The Ridge Publishing Group

Coeur d'Alene, Idaho



Lori Ann Moeszinger—the visionary behind The Ridge Publishing Group—is a storyteller at heart, crafting narratives that resonate and empower. She writes under the names: Lori Ann Moeszinger for her biblical and personal pieces; Ann Patterson for her legal expertise pieces; L. A. Moeszinger for her AuthorsDoor and blog pieces; and a handful of others for the Urban Chronicles Publishing House and The Manhattan Diaries series. A former lawyer turned author, publisher, and creator; she inspires change through storytelling—passion drives her pen, crafting tales that inspire action and faith.