



Aim of the Game:

Although the aim of the game is to be the first to get to the END tile on the board, the real aim of the game is to learn the scriptures.

This game has been designed to help you progressively memorise scriptures, as well as the book, chapter and verse where they are located.

It is also designed to help "not leave anyone behind" if a player's knowledge relative to other players isn't as comprehensive. The cards & board are designed to allow those with different levels of knowledge to progress along the board as fairly as possible. The SCRIPTURE CARDS are designed to start off with an easy clue, and help you to remember the scripture by repeating the same scriptures several times through the game, whilst getting progressively harder.

How the Cards Work:

Scripture Cards:

The SCRIPTURE CARDS are split up into Hebrew Scriptures (Blue background), Gospels (Red background) and Greek Scriptures (Green Background). This is just to help identify them and isn't important to the gameplay. You can play with any of the cards, or select certain cards whose scriptures you wish to focus on learning.

Each SCRIPTURE CARDS has:

The book, chapter and verse at the top of the card.

It has the scripture quoted at the bottom of the card.

In the middle of the card are 3 clues (questions). Each clue has a coloured circle next to it: Yellow, Pink & Green. The playing board has matching Yellow, Pink & Green tiles. The clue that should be read to the current player depends on the colour tile where the player is situated on the playing board.

Each of the 3 clues gets progressively harder.

Bonus Cards:

BONUS CARDS are picked up when a player lands on a tile with an exclamation mark. Each bonus card has an extra question or instruction on it.

To Play This Game You Will Need:

The card game. The playing board. A token to identify each player on the board.

Player Tokens:

Cut along the dashed line, then fold in half to create colourful player tokens.

How to Play:

Overview:

- Maximum of 7 players. All players start at the START tile on the board.
- Players take it in turns to answer clues on the cards, and move forward faster for each correct answer.
- Try to remember the scripture text, and the book, chapter and verse, as you will need to remember these for harder clues or bonus cards.
- After each player's turn (before picking up a BONUS CARD) read out-loud the book, chapter, verse and full scripture to help memorise it.

Playing Board:

- If you land on a "BONUS CARD" tile, pick up an extra BONUS CARD.
- If you land on an orange tile, follow the instructions on the tile.
- If you decide on a shorter game, all players should follow the shortcuts.

Instructions:

- 1) All players start at the START tile on the board.
- 2) Remove all BONUS CARDS from the deck, shuffle them, and place them face-down on the playing board.
- 3) Shuffle the remaining SCRIPTURE CARDS, and deal 6 to each player face-down. If you want to focus on certain scriptures, then simply select which SCRIPTURE CARDS you want to play with. Each player will play using their 6 cards for the whole game. Put the un-dealt SCRIPTURE CARDS to one side.
- 4) The dealer starts.
- 5) The player who's turn it is (The "Current Player") should pass the top card from their own cards face-down to the player on their left (The "Clue Reader"). (Players should not read their own cards or they will see the answers!)
- 6) The "Clue Reader" should then read the relevant clue to the "Current Player". The clue depends on what colour tile the "Current Player" is on (yellow, pink or green). If the "Current Player" is on a yellow tile, read the yellow clue, etc.
- 7) If the "Current Player" gets the answer correct, move them forward 2 spaces, if they do not get the clue correct, move them forward 1 space.
- 8) Read the book, chapter, verse and full scripture out-loud to help remember the scripture.
- 9) If the "Current Player" lands on a BONUS CARD tile, they should pick up a BONUS CARD and follow the instruction on the card. After, the BONUS CARD should be put to the bottom of the pile of BONUS CARDS. If the player lands on a second BONUS CARD tile during the same turn: do not pick up more than one BONUS CARD per turn.
- 10) Play passes to the next player clockwise.

The penultimate tile will tell you to go back one place. A player can therefore only win from a correct answer.

Please note that some scriptures are too long to fit onto each section of the card. In most cases the full scripture is shown at the bottom of the card. In the cases only part of the scripture is shown due to space, this is indicated by 3 dots (...). We encourage you to look up the scripture in your own Bible, and to read the full scripture after each turn when this is the case.

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