

1.0 THE BOARD GAME

You probably remember the scripture at Romans 10:14c - "How, in turn, will they hear without someone to preach?" Having offered oneself willingly in preaching and teaching activities, each Kingdom Publisher need to reflect on this question "How, in turn, will I preach without knowing the scriptures?" Thus, the objective of this game is to help publishers to get to know most of the scriptures that can be used in the ministry (e.g House-to-House) through an interactive and exciting board game which can be played with fellow Christian brothers/sisters or family members.

USES:

- New World Translation of the Holy Scriptures
- Reasoning from the Scriptures.
(These items are not included in the game box)

BENEFITS: Promotes improvement in scriptural knowledge, fosters bible study consciousness and enables strategic thinking. This game also encourages family bonding and is meaningful, purposeful fun.

PLAYERS: 2 or more.

AGES: 13yrs-adult. (For every family member)

PLAYING TIME: 30-60 minutes.

1.1 THE GOAL

The goal of this game is to become familiar with selected scriptures found in *Bible Topics for Discussion* (these are located at the last few pages of the *New World Translation of the Holy Scriptures*), *How Would You Respond* and *Conversation Stoppers* (these are located in *Reasoning from the Scriptures* Book). Knowing and using these scriptures can enable any Kingdom Publisher acquire sufficient 'Bible studies', 'Return visits', 'Magazines', 'Brochures' or 'Hours' while covering preaching territories - on the board. For the purpose of playing this game, you will be performing well if you acquire the most score in the following order - 'Bible studies', 'Return visits', 'Magazines', 'Books', 'Brochure', and 'Hours'.

1.2 GAME PIECES

The game consists of 1 board, 1 dice, 1 score sheet, 8 pawns, 8 'miss turn' cardholders, 3 decks of *Scriptural Questions* (GREEN) cards (marked deck "a", "b" and "c" on the card faces), 1 deck of *How Would You Respond* (PURPLE) cards, 1 deck of *Conversation Stoppers* (YELLOW) cards and 1 Sand Timer (30 seconds timer). Each deck of *Scriptural Questions* consists of 80 cards, the deck of *How Would You Respond* has 70 cards and deck of *Conversation Stoppers* consist of 13 cards. **That's a total of 323 playing cards!**

1.3 PREPARING TO PLAY

Place the board on a table. Put the *How Would You Respond*, *Conversation Stoppers* and *Scriptural Questions* cards face-down (after shuffling each) on any available space on the board or any other appropriate location off the board. Each player (Publisher) chooses a Pawn which will represent the Publishers as they move across the board. The Conductor should have a copy of the *Reasoning from the Scriptures* book handy – See **Section 1.4**

1.4 THE CONDUCTOR

The Publishers should select a Conductor (a non-player in the game) who will keep 'field service' records (i.e the game scores of the Publishers) and lookup certain answers in *Reasoning from the Scriptures* book. The Conductor should ensure that he/she has the score sheet provided in the game. On the alternative, a score sheet can be downloaded via our website www.TheocraticGames.com and copies made for future use.

1.5 STARTING THE GAME

Each Publisher (player) throws the dice. The Publishers should then be arranged clockwise in the order of dice scores (highest to lowest). Each Publisher receives four (4) *Scriptural Questions* cards starting from the player with highest dice score. However, the Publisher with lowest dice score will start the game.

Note: If more scriptural questions are required, more decks of the *Scriptural Questions* cards can be added.

1.6 PLAY!

1.6.1. The Publisher with the lowest dice score should start by taking the sand timer. He should choose one of his *Scriptural*

Questions cards while keeping it hidden from every player in the game and ask the next player in clockwise order (who is now the player with the highest dice score) the scriptural question in the selected *Scriptural Questions* card. Each of the playing cards has *bible topics* [e.g Interfaith] on top of the card as a reference to what the scripture is based on, this should be mentioned before asking Publishers scriptural questions [e.g. He should say "This question is about Interfaith", then ask the scriptural question on the card]. The Publisher [with the turn] has the option of either asking: "What does this scripture say?" or "Which scripture says this?" Any can serve as the question and the other as the expected answer.

1.6.2. The responding Publisher can answer the question directly or may request for a *Hint* (which appears at the base of the *Scriptural Questions* card). If the responding Publisher gets the answer **without** the hint, he should move his Pawn according to the number appearing on the *top right* corner of the *Scriptural Questions* card, in the direction of the arrow on the board. If the responding Publisher gets the answer **with** the hint, he should move his Pawn according to the number appearing on the *bottom left* corner of the *Scriptural Questions* card, in the direction of the arrow on the board. Any 'Bible studies', 'Return visits', 'Magazines', 'Books', 'Brochures', or 'Time' acquired on the board by the responding Publisher as a result, should be recorded on the scoresheet.

Note: Until Publishers can master the scriptural answers, whenever **sufficient** knowledge of the scriptural question being asked is demonstrated, a Publisher may be awarded the score at the top right corner of the *Scriptural Questions* card, or the score at the bottom left corner of the *Scriptural Questions* card if a **fair** knowledge of the scripture is established.

1.6.3. Whenever a responding Publisher fails to get the answer correctly (with/without the hint) within the period of the sand timer, the asking Publisher should read out the correct answer to the rest of the Publishers in the game and then move his Pawn according to the number appearing on the *bottom left* corner of the *Scriptural Questions* card in the direction of the arrow on the board.

1.6.4. After the asking Publisher, has completed his play, he should drop the utilized *Scriptural Questions* card (away from shuffled cards) and replace it with another card from the shuffled *Scriptural Questions* card. The turn to play and the sand timer then passes to the next player in clockwise order. This Publisher will select one of his card and asks the next Publisher to him [in clockwise order] the scriptural question with Sand Timer with him. This process goes on in clockwise order. Each Publisher's Pawn remains on the spaces occupied and proceed from that point on the Publisher's next turn. *No*

more than one Pawn may rest on the same space at the same time - See Section 1.9

1.6.5. A player will utilize *How Would You Respond* or *Conversation Stoppers* cards if he/she lands on any such marked spaces – See **Sections 1.7 & 1.8**

Note: The *Sand Timer* also serves as a marker of who has current turns. Selected spaces on the board are marked with Bible Study, Return Visit, Brochure, Book, Magazine or Time. Each Publisher should ensure that the Conductor keeps his scoresheet record of their 'activities' accurately. – See **Section 2.0**

1.7 HOW WOULD YOU RESPOND?

Whenever a Publisher lands on a space marked *How Would You Respond?* he will utilize a *How Would You Respond* card. He should pick up the card on top and first read out the reference on the card (to enable the Conductor establish the correctness of the Publisher's answer) before providing his answer. For example, *rs p.15* means that the answer can be located on Page 15 of *Reasoning From the Scriptures* Book. Upon Publisher's provision of his answer, the Conductor will read out correct answers as written in the *Reasoning From the Scriptures* Book for all to know. Depending on the substance of the answer provided, the Conductor determines if Publisher should move his pawn according to the number appearing on the *top right* corner of the *How Would You Respond* card or according to the number appearing on the *bottom left*. The Publisher should then move his pawn accordingly in the direction of the arrow on the board.

Note: If a Publisher lands in the space marked *How Would You Respond* and fails to obtain points through use of the *How Would You Respond* card, such Publisher should remain where he is without losing a turn. The utilized *How Would You Respond* card should be returned and stacked at the bottom of the remaining shuffled *How Would You Respond* cards.

1.8 CONVERSATION STOPPERS

The same rules of Section 1.7 apply here with the exception of the losing of turns. A publisher will want to turn potential *Conversation Stoppers* into opportunities for further progress in the game and the achievement of goals (See Section 1.1), therefore an inaccurate response to a *Conversation Stopper* will make such a Publisher lose a turn while playing.

Note: If a Publisher lands in a space marked *Conversation Stoppers* and fails to obtain points with the use of the *Potential Conversation Stoppers* card, that Publisher loses his next turn. As a reminder of the turns lost, the utilized *Potential Conversation Stoppers* card should be placed in the Publisher's 'miss turn' cardholder in full view of all the other players until the Publisher has fulfilled the loss of his turn. Thereafter, the utilized *Potential Conversation Stoppers* card should be returned and stacked at the bottom of the remaining shuffled *Potential Conversation Stoppers* cards for re-use.

However, if a Publisher lands in a space marked *Conversation Stoppers* as a result of providing correct response to an **un-answered scriptural question of another Publisher** (See Section 1.6.3), he will utilize *Conversation Stoppers* card. If this Publisher **fails** to answer such *Conversation Stoppers* question correctly, he will **not** lose a turn.

1.9 HANDOVER (DISPLACEMENT)

When a Publisher lands on a space *currently* occupied by another Publisher, the incoming Publisher displaces the current Publisher by swapping their physical location. Whatever is marked on the space vacated by the incoming Publisher will not be recorded by the displaced Publisher. However, the incoming Publisher will acquire whatever is marked on the displaced Publisher's space [e.g the handing over of Bible Studies to another Publisher].

2.0 'FIELD SERVICE REPORT'

Each time a Publisher's pawn lands on marked spaces (Bible Study, Return Visit, Brochure, Book, Magazine or Time) and receives scores, the Conductor should take note of the Publisher's score on that space in the scoresheet. The space marked *Time* has its score in minutes

2.1 CROSSROAD

Every Publisher will move on a straight line in the direction of the arrow on the board. However, whenever a Publisher *lands* at a crossroad or if he has to *complete* his move beyond a crossroad for which he has option of moving in either direction, he will make a *personal decision* as to which direction he would like to take. The Publisher will possibly make this informed decision based on which of the 'territories' will be more productive for him in terms of getting more 'Bible studies', 'Return Visits', 'Magazines', 'Books' or 'Brochures'. In this case, thinking ability will come into play!

2.2 UNCOVERED TERRITORY

When a Publisher lands on a space marked 'Uncovered Territory', the Publisher should move his pawn to the indicated 'uncovered territory' on the board and remain at the 'uncovered territory's' entry point. He will then proceed from that entry point on his next turn. Going to an 'uncovered territory' should not be viewed as a setback for the Publisher but a privilege of 'service' in order to 'bear thorough witness' to the good news. It also gives the Publisher the opportunity to acquire more 'Bible Studies', 'Return Visits' e.t.c.

2.3 JOINING OR RE-JOINING THE GAME

2.3.1 A new Publisher may decide to join the game even though it has already begun. He should select four (4) *Scriptural Questions* cards. This Publisher will take his turn after the person who has the last turn in the game.

2.3.2 A Publisher who was part of the game but exited without crossing the "finish" line may choose to re-join the game. He will select four (4) *Scriptural Questions* cards. Such Publisher will take his turn after the person with the last turn in the game.

2.4 ENDING THE GAME

Any Publisher can choose to leave the game without bringing the game to its end, provided there are two or more Publishers desirous of continuing the game. If a Publisher chooses to leave the game, he should return his cards to the bottom of remaining shuffled deck of cards.

The game comes to an end when the second-to-last Publisher crosses the 'Finish' line. At the end of the game, scores are tabulated and results declared (See Section 1.1). All participants should be commended for their efforts, and all should be encouraged to continue improving their scriptural knowledge.

2.5 MISCELLANEOUS

No Publisher may transfer, swap, borrow or lend scores to another Publisher.

Enjoy and have fun playing this board game!

WHAT WOULD YOU SAY?

Please send us your comments, suggestions or feedback if you purchased or have played this game. We would love to hear from you so as to improve this game or create other Bible-based games in the future. Please indicate if we can use an extract of your comments on our website under the section "*Testimonials*". This will be posted on the website with only your first name & initials of your last name and location e.g *Bill C., North Dakota*.

WOULD YOU WELCOME MORE INFORMATION?

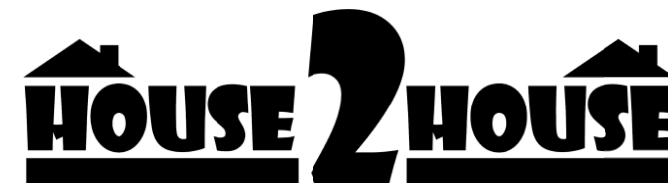
Would you welcome more information about this board game? Please visit our website or send us an email today.

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GAME DEVELOPMENT

Board Game & Card Design by: Xybertek Systems
Board Game & Box Artwork by: Seon Thompson Inc.

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**Scripture quotations for this game are from the NEW WORLD TRANSLATION OF THE HOLY SCRIPTURES*



A Bible-based Board Game for True Christians

Game Rules & Instructions (English Edition)

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