

## 10 Quick Steps to Play!

- 1. Set up the game on a convenient space, possibly on a table or any flat surface
- 2. Toss die to determine the game playing order
- 3. Select who will serve as The Conductor. The Conductor (who is not a player) will record the game scores on the scoresheet, and will read out the answers from the "Reasoning Book" in order to determine the correctness of answers.
- 4. Shuffle the cards, each player must choose a pawn and 4 scriptural cards.
- 5. The person with least score starts, he picks one of his scriptural cards, asks the person with highest score the question found on the card. The order of asking questions continues in a clockwise order.
- 6. If the answering Publisher provides the correct answer to question asked, he moves his pawn the number of spaces that corresponds to the score obtained on the card in the direction of the arrow on the board.
- 7. If the publisher [with the pawn in play] steps on the space marked "How Would you Respond?", he picks a "How Would you Respond?" card, then answers the question on this card.
- 8. If the publisher [with the pawn in play] steps on the space marked "Potential Conversation Stoppers", he picks a "Potential Conversation Stoppers" card, then answers the question on this card. If he fails to get this answer correctly, he misses a turn
- 9. If the publisher [with the pawn in play] steps on the space marked 'books', ' bible studies', 'magazines', 'hours', ' brochures' or ' return visits', the conductor records the score for the Publisher. If the publisher [with the pawn in play] steps on the space marked "Uncovered Territory", he will move to the specified territory, and start from there on his next turn.
- 10. No two publishers can occupy the same space the incoming Publisher will displace the existing Publisher and their positions swapped.

**PS:** We suggest that you read the comprehensive game rules included with this game, so that you can appreciate and understand the game even better.

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