

Smuggling Bibles



The aim of the game is to transport Bibles across the playing field without losing them to catchers.

Instructions

The aim of the game is to transport Bibles across the playing field without losing them to the catchers. The game is over when all the Bibles have been successfully smuggled.

There are different roles in the game:

- Bible delivery:

Bibles are handed out to smugglers on one side of the playing field. Possible variants for handing out are through quizzes, tasks, rock-paper-scissors or as the mood takes you.

- Smugglers:

The aim of the smugglers is to bring the Bibles to the other end of the playing field. Bibles can be hidden all over the body, if possible without the Bibles being discovered. Up to 3 Bibles may be carried on the body at once.

- Taking a Bible:

At the end of the playing field there is a safe place where Bibles can be handed in and smugglers cannot be caught.

- Catcher:

With a touch on the shoulder, back or arm, catchers may catch the smugglers. To find the hidden Bibles, catchers may

- touch the smugglers on their legs and arms,
- ask whether the Bible is hidden in a certain place and
- ask them to open certain items of clothing.

They return captured Bibles to the Bible display.

Rules (these can also be modified):

- Respectful treatment of each other.
- A maximum of 3 Bibles may be carried on the body at any one time.
- Requirements from the catchers must be met (e.g. take off your shoe).

The game can be adapted to various storylines.

Materials

- Bibles (e.g. wooden blocks)
- Bags for catchers to transport Bibles

- Playing field
- Catcher

Source

Overview image: Canva.com