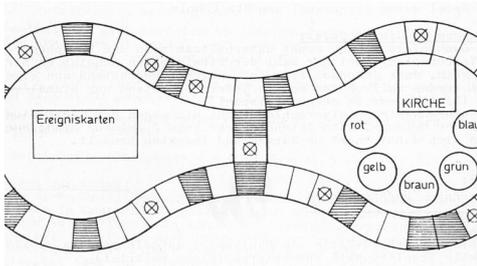


Bible smuggling board game



Board game on the topic "Secret mission in the East"

Materials

- one game board per group (3-5 players) (see example)
- 1 game piece per player, 1 dice
- Bibles: simple, folded book shape made of thin cardboard (depending on the duration of the game, you will need quite a few)
- Event cards (see example)

Aim of the game:

To collect as many Bibles as possible and bring them safely to the church, which is in desperate need of Bibles. The Bibles that are delivered to the church during the course of the game (see game board) are safe. They are deposited on the corresponding space (player's color). The winner is the player with the most Bibles.

Procedure

The players start anywhere on the field. The direction can be freely chosen but cannot be changed. If you roll a six, you can roll again.

Whoever lands on a striped square receives a Bible. The player places it face up on the table in front of them. He "carries it with him" until his character passes the church, where he can deposit the Bible(s).

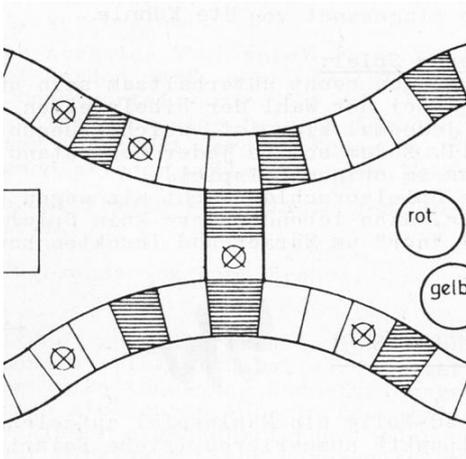
Whoever comes to a space with this symbol X takes an event card from the stack and follows the instructions.

The duration of the game must be determined before the game (e.g. 20 minutes) Bibles carried by the players at the end of the game do not count.

Example of a game board

This can also be made much more complicated.

Picture by Wendy Gerster



Examples of event cards

- You are searched by the secret police. They take all the Bibles you are carrying.
- You are searched by the secret police. Roll the dice to see how many Bibles they find: Odd number = 1 Bible, even number = 2 Bibles
- You are seen through by the secret police. You manage to give your Bible(s) to a colleague. Give your Bible(s) to the player closest to you on the board.
- You are searched by the secret police. They find all but one Bible.
- You meet a Christian who asks for a Bible. You give him a Bible if you have one.
- You meet a foreign tourist who surprisingly gives you two Bibles and asks you to give them to needy Christians.
- You are happy that you can do this service. It gives you new energy. Go forward 3 spaces.
- You see a colleague in front of you and hurry to him to have fellowship with him. Go to the next figure in front of you on the field.
- Sing songs of praise as you walk. This will help you to move faster. Hop onto the next striped square.
- You will see a roadblock in front of you where all travelers are searched. Wait a turn so that your Bibles are not discovered.
- You meet some Christians who have a secret printing press. Wait one round to help them. They give you three Bibles in return.
- You stop and read the Bible. It is so exciting that you miss a round. But it gives you so much strength that you can roll the dice three times on the next but one round.

- You meet a pastor who says that the police have taken his Bibles. He really needs a Bible to be able to preach. So give him a Bible if you have one.
- A small group of believers whose pastor is in prison asks you to spend Sunday with them and preach. How could you say no? Wait one round.
- You get a ride in a truck. Roll the dice again.
- You tell some kids about Jesus, but the police throw you in jail. Thank God they don't find your Bibles. You are only allowed to continue when you roll a six.
- Christians hear about your ministry. They give you food and drink and encourage you a lot. Roll the dice again.
- You are searched, but you manage to hide your Bibles. Leave them in the field. The next person who comes along can take them.

Source reference

- Cover picture from the book: Jungscharleiternachrichten, Die besten Tipps - der 80er Jahre, edition 600.3.90 © BESJ-Verlag, Fällanden, page 137
- Contents from the book: Jungscharleiternachrichten, Die besten Tipps - der 80er Jahre, Edition 600.3.90 © BESJ-Verlag, Fällanden, page 135-137