

# The Rules of Acts



Happy is the man who finds wisdom,  
And the man who gains understanding

Proverbs 3:13

Ever wanted to play Paul? Ever wanted what Paul experienced? This is the second next best thing! Now you have a chance to play Paul, and experience some of the things he did! Even better, you can beat your friends at sharing the gospel!

Or use the game to get a first impression of the Bible and as a debate starter.

Players : 2-6  
From 11 years  
Playtime 45min - 1 hour.

## introduction

Acts is a board game that shares the story of the Apostle Paul from the Bible, what is written in the Book of Acts and the other letters in the Bible on the topic of Paul. The game is intended as an appetizer for the Bible, and for use in Christian teaching-(religious education) or confirmation. The game requires no prior understanding of Christianity, although it does not hurt. Every player plays Paul who is on a missionary journey from Jerusalem to Rome, and on his way to Rome he shall plant 7 churches.

For 5-6 players who wants a more competitive game, there is additional rules at the end of these rules.

The game is suitable for Christianity-related debates and/or to start teaching from. The game has no preferences for church domination, but keeps to the word as best as possible, the Bible's own view as one might have had if you have read the New Testament. What the players think about what is stated in the Bible is free to debate, in line with if you had asked the students to read a given chapter and make their opinion about this.

## Setup

Each player starts with

- 1 fish pond with 12 fish.
- 2 men - where the one is your board play piece that is set in Jerusalem when one's turn starts, and the other is set on the discipleship meter.
- Everyone starts in Jerusalem where Christ has planted the church. So in this city no church can be planted.

With 2 players, 9 churches per player.

At 3-4 players, 7 churches per player.

At 5 to 6 players, 6 churches per player.

If you want a longer or shorter game, the number of churches to be planted can be changed. However, it is not recommended to play with less than 5 churches.

## How to play

Build your numbers of churches and be first to reach Rome. The last church can be planted in Rome, but is not a necessity.

### Turn Setup

A Roll the dice.

B Gather your discipleship fish

C Take one Event and Action card.

D Event card happens now, show it to the rest of the players. (can be read up). If you want to use one or more action card(s), it can be used now.

E IF you want to look for a ship, this happens now, if so, turns ends here.

F Use your dice roll, move/plant churches.

G End of turn/Win.

## Discipleship

For every 10th points you have, you get one free fish every turn. So from 1 to 9 you get nothing, but from 10 to 19 you get one free fish every turn, and 2 from 20 to 29. Even in Jail you will continue to get fish every turn start. if you have 12 fish, no further fish can be gathered.

## Event and Action card

At one's turn draw one of each card, an event and an action card.

The event card is what happens to the player's piece immediately.

The action card can be saved, and used in the players own turn when he or she wishes it. The card can be held to the end of the game if so desired. The player can keep all the action cards he or she desires, and all be played the same turn.

### **Fish pond**

All players starts with a fish pond with 12 fish and along your journey you will get fish from the pond to the hand. You can get fish either from

1. Effect from cards you get/play.
2. Disciple effect ( one fish for every 10 at your turn start)
3. By switching unused moves, one move to one fish.

You can have no more than 12 fish at any time. If you end up with negative fish from an event, you hold Black fish instead of your own fish.

### **Plant a Church**

To plant a church you must have 7 fish. When you have planted a church, return the 7 fish from your hand to the pond. Only one church can be planted in each city. (The black spot). You cannot go into negative fish when you plant a church.

### **Moving over land**

Each hex you move cost one move. You can only move on land or coast. If there is coast on both sides of the same hex, you can move over it without a boat.

### **Sailing**

If a player wants to sail, it must take places from and to a Coastal city with a port. To embark you must have a ship card to play from the hand, or wait an entire turn without getting jailed or roll dice. If you get jailed you have to spend another turn finding a ship to travel with. You sail double on sea.

- 4 eyes on the dices is 8 moves on sea. If you move from Sea to land, you round down on the rest of your move.
- You cannot use moves to get fish on the sea. Discipleship effect still acts as normal thought.

### **Glossary**

- Agape - Greek for the perfect love from God to man. An agape meal is a love meal between people remembering what Christ has done for us and reminding us that we must have the same love between us, as Christ has to us.
- Centurion - A Romanian Commander - Today there would be called a Colonel.
- Discipleship - Is the journey you can chose to pick up, becoming Christian to where you are now. It can be said how close you are to Christ.
- Demons - fallen angels who pretend to be like angels of God (2 Corinthians 11:14). They are liars and murderers (John 8:44).

- Evangelism - A Christian word for sharing a conviction or experience. Just like when you've been to football matches and tell the class how you fought the other football team. The only difference is just that it is about the Christian message. In Greek, it means bringing the good news.
- God-feared - The synonyms are holy, praying full of praise, strong faith, and devoted to God.
- Greeks in Christ - When acts was written, the word Christian did not exist, and the Christians were considered to be a Jewish sect. So there are Greeks who have become Christians, as they look like little Christ's
- Gnosisism - Gnosisism has a message that one can divide the body and soul apart. So if you can save your soul it does not matter what you do with your body as the two things are separate. In addition it's normal that different religions are mixed in as well. Mostly from India.
- The Torah - The Bible of the Jews, also called the Old Testament.
- The Holy Spirit - Jesus sent a helper to us when he resurrected. The name of this helper is the Holy Ghost, which has a rank similar to Jesus.
- Jewish scribes- Those We Call Today Priests and Theologians.
- Rabbis - Jewish priests and theologians (but with more prestige than scribes).
- Prophet - This is one of 9 gifts that the Holy spirit can give 1 Corinthians 12: 8-10. A prophecy is a word directly from God to another person, thought another person or nation, never over himself.
- Heretic - One who takes the word of God and changes it and no longer belongs to the Christian Titus 3:10.
- Disbeliever - A person who does not believe in anything, in Christian optics, are all who are not Christians or Jews as they worship their hands work.
- Gifts of the Spirit - 1 Corinthians 12: 1 - Word of Wisdom, Knowledge, ability to heal, power to do mighty deeds, prophetic speech, judging spirits, speaking in tongues, and the ability to interpret tongues.

#### Special options

- Roman citizenship - With this card at hand, you will no longer get whipped or imprisoned. And you have now the privilege to have your case judged by The Emperor himself.

If you use this card, you will be immune to cards to inflict you these things, however you will also loose any benefits. You might have this card and chose to now use it and then get the benefits it grants. This card is kept in play for the duration of the game.

Alternate Victory opportunity for 5-6 players.

This challenge is meant to be for the very competitive folks. There are 3 ways of winning.

Option A

As normal, 7 churches, where the last has to be in rome.

Option B

Plant all 10 churches in cities.

Option C

Gather 12 Church points. A black city counts as a single point, and a Christian city(red ring around the city) gives double points(2). These are historic cities that was with Christian influence by year 100.

Note - Here is the task of the other players, is to block each other, otherwise one takes the victory before the rest have reached halfway!