

SUMMARY OF RULES

TO WIN:

Agreement on how many Saved Disciples needed to win the game. Must make at least 1 other Disciple to win. If go to Heaven before make any disciple, must save at least one more Disciple.

TURNS & MOVEMENTS:

Turns are taken in anticlockwise direction, started by person with highest die roll. Movement along the board is in anticlockwise direction. Must roll 1 die to leave The System. Must roll 1 die to enter and move along Path of Tribulations. (Must pay 3 X! to "bank" to enter Path of Tribulations). On outer path may choose to roll 1 die or 2 dice. If 2 Disciples in play, may choose: roll 1 die + move 1 Disciple; roll 2 dice + move 2 Disciples (1 Disciple per die; Pioneer activates square); roll 2 dice + move 1 Disciple sum of dice.

ACQUISITIONS

At end of turn, before next player's turn, player may acquire resources with Experience Tokens (X!).

Memory Verse Card (MVC) = 1 X!

Tract = 2 X!

Bible Token = 3 X!

Fellowship Token = 3 X!

Disciple = 4 X!

SQUARES

Must obey square landed on:

MVC = receives 2 MVC

TRACT = receives 1 Tract

FELLOWSHIP = receives 1 Fellowship Token

BIBLE = receives 1 Bible Token

PRAYER = receives 1 X! and frees all prisoners

TRAIN STATION = takes train along tracks to other empty station. If no train, Preach It!

OPPORTUNITY! = an Opportunity! card is read to player and obeyed.

PREACH IT! = a Preach It! card of same colour is given to player and 2 minute time started. Preach It! card read out loud by player, conclusion announced, and sermon given with at least 1 Bible reference. If no valid Bible reference, sermon void. Can use Bible Token to cancel required Bible reference. If doesn't preach must pay X! of Preach It! square as fine or use Tract to cancel required peaching (earns only 1 X!) or request Study Sheet. If Study Sheet, turn is over and stays on Preach It! square each round till preaches or pays fine. When preach, after time or sermon finished, option to refute or challenge. If no refute or challenge, player wins X! of Preach It! square. For refute and challenge see rule book.

PRISON = player goes to prison. Goes to "2 Turns" area. Rolls a die to cut sentence. If does not roll a 1, stays in "2 Turns" area. If rolls a 1, *moves to "1 Turn" and rolls a die to cut sentence. If does not roll a 1, stays in "1 Turn". If rolls a 1, goes to Opportunity! and (!) card read out. Next turn, if on "2 Turns" area, follows above from *; if on "1 Turn" area, moves to Opportunity! but no card read out. Next turn can move freely.

HITCH HIKE = Double turn. If rolled one die, rolls again one die. If rolled two dice, rolls again two dice. New square landed on is activated.

PERSECUTION = Rolls a die to determine fate:

1=ESCAPE(any train to empty station);

2=PRISON;

3=MARTYRDOM;

4=PRISON;

5=MARTYRDOM;

6=THE SYSTEM.

MARTYRDOM = Stays in Martyrdom till next turn.

Next turn rolls a die to determine fate:

1=HEAVEN;

2=DOUBLE DICE MVC;

3=TRIPLE DICE MVC;

4=PRISON;

5=DOUBLE DICE MVC;

6=TORTURE BY THE PEOPLE

TRACTS X2 = receives 2 Tracts

PRIZE = chooses prize to receive of: 1 Disciple; or 2 Bible Tokens; or 2 Fellowship Tokens; or 2 Tracts; or 4 MVC.

LESSONS = shares a recent lesson and receives 1 X!

EXAM! = rolls 2 dice for number of MVC to be tested on. Keeps failed and remaining MVC till next turn. Must pass all MVC in possession to enter Heaven. Can use acquired MVC for exam. Can use Bible Tokens to cancel MVC.

HEAVEN = rolls a die for celebration! 1,4=Care(hugs) 2,5=Chorus (singing) 3,6=Compliments(each player compliments another player)