



Overview

Promised Land Journey is a board game in which players follow the journey of the Israelites to the Promised Land. Players draw Commandment based cards of Sin, which moves them back, Righteousness, which moves them forward, Uncleanliness, which allows them to purify and Mercy, which redeems them from the penalty of sin. **The first player to reach the Promised Land wins!**

Instructions

1. Set up the board on a flat surface where everyone can reach it.
2. Shuffle the cards and stack them into a pile with all cards facing down. Place the card stack where everyone can reach it. Each person choose a game piece which will represent their player.
3. Place all players on the board at the space titled "START".
4. In a clockwise manner, each player draw a card from the pile and follow the instructions of the card or roll the die to determine movement as applicable. After the first player completes their turn by drawing their card and carrying out instructions, place the used card in a separate pile and move onto the second player and so on. For first turns, continue to draw until a Card of Righteousness is drawn.
5. Out of cards? Reshuffle the used pile and continue to play!

Enjoy the game and
remember the lesson within!



"Fear יהוה, and keep His
commandments: for this is the whole
duty of man." - Ecclesiastes 12:13



"for the wages of sin is death; but the
gift of God (יהוה) is eternal life through
Messiah (יהושע)." - Romans 6:23



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Lessons & Rules

- **RIGHTEOUSNESS** - Our objective as יהוה (God's) children is to love Him and keep His commandments. By doing so, we move forward in life, because keeping the Torah is the opposite of sin. Therefore, if a player draws a gold **Card of Righteousness**, the player moves forward on the board by the number of spaces as instructed by the rolled die. *"Let us hear the conclusion of the whole matter: Fear God, and keep his commandments: for this is the whole duty of man." - Ecclesiastes 12:13*
- **UNCLEANLINESS** - We become unclean through select interactions or because of our sin. No matter how we become unclean, we still need to cleanse ourselves to please God. Therefore, if a player draws a white **Card of Uncleanliness**, the player skips a turn as instructed by the card. *"Purify me with hyssop, and I shall be clean; Wash me, and I shall be whiter than snow." - Psalm 51:7*
- **SIN** - Sin pushes us away from יהוה and His blessings, which in the case of this game, is the Promise Land. Therefore, if a player draws a red **Card of Sin**, the player moves back on the board by the number of spaces as instructed by the rolled die. If the **Card of Sin** that is drawn has a punishment of being cut off, the player skips two turns. *"Whosoever commits sin transgresses the law: for sin is the transgression of the law (Torah)." - 1 John 3:4*
- **REDEMPTION** - God gives us mercy every day, which sometimes saves us from the penalty of sin. Therefore, if a player draws a blue **Card of Redemption**, the player can choose to use it to escape from the penalty of a **Card of Sin** or **Red Space**, as outlined in "Board Spaces". The player holds the **Card of Redemption** until they are ready to use. *"It is of יהוה mercies that we are not consumed, because His compassions fail not. They are new every morning: great is His faithfulness." - Lamentations 3:22-23*
- **BOARD SPACES** - Each space on the board is 1 move. Most spaces are black but there are other colors that follow the same criteria of the colors outlined above. A **Gold Space** is a space where a blessing was given to Y'srael on their journey. **Gold Spaces** are only applicable if a player lands on them by drawing a **Card of Righteousness**. If a player lands on a **Gold Space**, the player doubles the amount of spaces to move forward as instructed by the rolled die. A **White Space** is a space where יהוה has shown mercy to Y'srael on their journey. If a player lands on a **White Space**, the player skips one turn. A **Red Space** is a space where Y'srael has sinned on their journey, and because of it, some of them died. **Red Spaces** are only applicable if a player lands on them by drawing a **Card of Sin**. If a player lands on a **Red Space**, the player moves back to "START" and draws once their turn comes around again, unless they choose to play a **Card of Redemption**. If a player plays a **Card of Redemption**, the player stays where they are and draws once their turn comes around again.



Study to Show Thyself Approved Journey Key



Egypt & Bondage
Exodus 1



Provision of Water
Exodus 17



Fire Falls from Heaven
Numbers 11



War with Canaanites
Numbers 21



Moses & the Burning Bush
Exodus 3



War with Amalek
Exodus 17



Quails, Lust & Greed
Numbers 11



Fiery Serpents
Numbers 21



Plagues
Exodus 7-10



Mount Zion & the Torah
Exodus 19



Giants Challenge Faith
Numbers 13-14



Provision of Well Water
Numbers 21



Passover
Exodus 11-12



Congregation Tabernacle
Exodus 30-40



Korah & Co. Challenge Moses
Numbers 16



War with Amorites
Numbers 21



Splitting of the Red Sea
Exodus 14



Aaron's Sons Die
Leviticus 10



Day of Atonement
Leviticus 16



Moab & Sin
Numbers 22



Elim
Exodus 15



Census & Passover
Numbers 1, 9



Moses Strikes Rock Twice
Numbers 20



Moses Dies
Numbers 27



Manna Falls from Heaven
Exodus 16



Journey from Sinai
Numbers 10



Edom Blocks Y'srael
Numbers 20



12 Stones & the Promise Land
Joshua 3

Righteousness!



You didn't let a
prophet or pastor lead
you astray from יהוה
Deut. 13:3

Move forward

Whoops, sin!



You broke your neighbor's
item, but you didn't
pay for the damage done
Exo. 22:14

Move back

Whoops, sin!



You ate the
fat of an animal
Lev. 3:17

Cut Off

Ehh, Unclean!



You touched the
carcass of an
unclean beast
Lev. 5:2

Skip a turn

Ahh, Mercy!



The wages of sin is death;
but the gift of יהוה is eternal
life through Messiah יהושע
Rom. 6:23

Redemption

TORAH

