**Promised Land Journey**

*[throughout the game, an in-game character sometimes suggests wrong options or different options from the right option]*

1. **Pharaoh and slavery:** storyline
   1. Trivia question: Random. Award points accordingly
2. **Moses the burning bush:** story line
   1. Trivia question: Random. Award points accordingly
3. **Plagues in Egypt:** storyline
   1. Trivia question: Random. Award points accordingly
   2. River to blood (Ex. 7:17)
   3. Frogs (Ex. 8:2)
   4. Lice (Ex. 8:16)
   5. Flies (Ex. 8:21)
   6. Dead cattle (Ex. 9:2)
   7. Boils (Ex. 9:8)
   8. Hail (Ex. 9:18)
   9. Locusts (Ex. 10:4)
4. **Passover in Mitsrayim: Level 1** 
   1. Trivia question: Random. Award points accordingly
   2. Start level on first day of Aviv [days timer shows in corner]

**Stage 1**

* 1. Hint shown on how to advance the stage
     1. Scripture: Ex 12 3-5
  2. Player should do this to advance: Find lamb without blemish by the 10th day
     1. Should be difficult to acquire (can set traps to make it difficult)
     2. Have many lambs, but few without blemish.
     3. If more than 1 person, have 1 less lamb than number of players. The player who shares, gets double righteousness points.
     4. Done correctly: points awarded, advance. If not, start timer and stage start over, loose points

*Storyline: Keep the lamb until the 14th day of Aviv, lamb can try to escape [timer advances]*

**Stage 2**

* 1. Trivia question: Random. Award points accordingly
  2. Hint shown on how to advance the stage
     1. Scripture: Ex 12 6-11
  3. Player should do this to advance: Keep Passover correctly by the 15th day
     1. Put blood on 2 sides of doorpost with hyssop
     2. Correct option: Roast with fire
        1. Wrong options: eat raw, sodden with water
     3. Correct option: Eat it with loins girded, shoes on, staff in hand, in haste
        1. Wrong options: the opposite of the above
     4. Correct option: Let nothing remain until morning [timer: 15th day]
        1. Wrong options: eat raw, sodden with water
     5. Done correctly: points awarded, advance. If not, start timer and stage over

1. **Unleavened Bread in Wilderness: Level 2**
   1. Trivia question: Random. Award points accordingly

**Stage 1**

* 1. Hint shown on how to advance the stage
     1. Scripture: Ex 12 15-17
  2. Player should do this to advance: Keep Feast of Unleavened Bread correctly for 7 days
     1. Find and get rid of all leaven in house by 14th day [ mini mission to be done in 2 mins]
     2. Done correctly: points awarded, advance. If not, start timer and stage over, loose points

*Storyline:* ***Death & Exodus in Egypt***

* + 1. *Ex 12:29 First born dead, Ex. 14 Advance out of Egypt across red sea* 
       1. *Splitting sea let Israel through, drowned pharaoh chariots, rejoiced, then complained about bitter water, new water provided*
       2. *Cloud by day and fire by night starts to follow the character Ex 13:20.*

**Stage 2**

* + 1. Correct option: Continue to avoid leavened bread for 7 days (until 21st day) [advance timer] (mini mission)
       1. Wrong option: eat leaven bread
    2. Correct option: No work to be done on 14th day
       1. Wrong options: working
    3. Done correctly: points awarded, advance. If not, restart timer and stage start over, loose points

1. *Story line:* ***[Enters Elim] Sees 12 wells of water, 70 palm trees, people complaining. Enters Wilderness of Ciyn (b/w Eyim & Ciynai) Ex 16.***
   1. Trivia question: Random. Award points accordingly
2. **Manna falls from heaven, bread rots from greed: Level 3** 
   1. Trivia question: Random. Award points accordingly
   2. Hint shown on how to advance the level
      1. Scripture: Ex 16: 4, Ex. 22-31
   3. Player should do this to advance: Collect bread for 5 days, enough that they can eat. Collect twice the amount of bread that they can eat on 6th day
      1. Should only collect what they are allotted, if they go over the amount, they sin. If they collect on the 7th day, they sin. If they forget to collect on the 6th day, tempt them to collect on the 7th. Someone can offer them their share to help them survive.
      2. Done correctly: points awarded, advance. If not, restart timer and level start over, loose points
3. Storyline: **Moses hits rock, water comes out: Ex. 17**
   1. Wilderness of Ciyn to Rephiydiym, called it Maccah (temptation) & Meriyvah (strife)
   2. Trivia question: Random. Award points accordingly
4. **Amaleq fights Yisrael, Mosheh holds up hands to win: Level 4**
   1. Trivia question: Random. Award points accordingly
   2. If one character: auto default Moses hand always held up
   3. If multiple characters: take turn to hold up Moses hand
   4. Trivia question: Random. Award points accordingly
   5. Hint shown on how to advance the level
      1. Scripture: Ex. 17:8-12
   6. Player should do this to advance: Fight successful & Moses hands have to be held up
      1. Fight and find something to hold up Moses’ hands
         1. Make this random (stick found? It breaks, etc. Stone works)
         2. Loose points in battle if loosing.
      2. Done correctly: points awarded, advance. If not, restart timer and level start over, loose points
5. Storyline : **God proposes them to come into covenant and prepare: Ex. 19: 2-6**
   1. Rephiydiym to Wilderness of Ciynai
   2. Trivia question: Random. Award points accordingly
   3. Timer fast forward to 3rd month
6. **Becoming Clean to Receive Commandments: Level 5**
   1. Trivia question: Random. Award points accordingly
   2. Hint shown on how to advance the stage
      1. Scripture: Ex. 19:11-13
   3. Player should do this to advance: Be ready and clean by 3rd day [timer] and don’t touch the mountain they encamped before or they’ll die
      * 1. Be clean. Put obstacles to become unclean in the way
           1. Spouse interactions, unclean animals, person dies and they touch them, etc.
        2. Put the mountain
      1. Done correctly: points awarded, advance. If not, restart timer and stage start over, loose all points if touch mountain
7. **Storyline & Bonus (Level 6): Thunderclash of Ex 19:16, Moses gets some commandments 19:25**
   1. Bonus Trivia or mission: Receives the commandments: Collect all the correct commandments. Exo. 20-23 for extra points
8. Storyline: **Moses reads covenant, Ex.24:7, :10, Moses goes up, cloud for 6 days, goes into cloud at end of 6 days, stays 40 days, 40 nights, Mt. Ciynai to get rest of commandments** & **sapphires, Ex 24: 14-18**
9. **People build calf & offered & danced around it, they are caught and have to choose which side they are on: God or else: Level 7**
   1. Hint shown on how to advance the stage
      1. Scripture: Ex. 32:26
   2. Player should do this to advance: Choose between 2 options: either answer the trivia question correctly or chance it and pick between the 2 set options of choosing God or else
      1. Done correctly: points awarded, advance with a plague (:35). If not, restart timer and stage start over, lose all points if answer wrong
         1. [plague causes player to lose points slowly]
10. Storyline: **Mosheh breaks tablets and goes back up to mountain** 
    1. Ex. 32:19-Ex. -34
11. Yisrael brings offering to build tabernacle – **Level 8**
    1. Trivia question: Random. Award points accordingly
    2. Hint shown on how to advance the stage
       1. Scripture: Ex. 35:4-29
    3. Player should do this to advance: To get plague off, find offering to help build the tabernacle and give with a willing heart
       1. Offering items that are acceptable: Ex. 35:5-9
       2. Done correctly: points awarded, advance. Show Ex. 36:5-7. If not, restart timer and stage start over, points reset to same as the beginning of this level
12. Storyline: **Tabernacle finished and set up (Ex. 36-39), priestly garments made (Ex. 39)** 
    1. Trivia question: Random. Award points accordingly
    2. Tabernacle, court ,tent, First day, first month, second year [timer] (Ex. 40:17)
    3. Cloud shifts to be above the tabernacle and tabernacled carried throughout the scenes (Ex. 40:34)

[new obstacles introduced]

* + 1. If accidently go in tabernacle then start previous Level over and loose all points
    2. If break any commandment in course of the game, they have to give an offering correctly. If not, repeat the stage over and loose all points.

1. Storyline: **Moses takes census** (Numb1)and Levites carry out duties (Num 5-8)
   1. Trivia question: Random. Award points accordingly
   2. Moses counts the people, first day, first month, second year
   3. Aaron sons die – Num 3:4
2. **Passover in wilderness: Level 9** 
   1. Trivia question: Random. Award points accordingly

**Stage 1**

* 1. Hint shown on how to advance the stage
     1. Scripture: Num. 9
  2. Player should do this to advance: Find lamb without blemish by the 10th day [timer]
     1. Should be difficult to acquire (can set traps to make it difficult), the new obstacles come into play. If become unclean in this process, pass the level for now, have to keep it once the timer hits the 14th day of the second month. Num 9:11
     2. Have many lambs, but few without blemish.
     3. If more than 1 person, have 1 less lamb than number of players. The player who shares, gets double righteousness points.
     4. Done correctly: points awarded, advance. If not, start timer and stage start over, loose points

*Storyline: Keep the lamb until the 14th day of Aviv, lamb can try to escape [timer advances]*

**Stage 2**

* 1. Trivia question: Random. Award points accordingly
  2. Hint shown on how to advance the stage
     1. Scripture: Ex 12 6-11
  3. Player should do this to advance: Keep Passover correctly by the evening of 14th day
     1. Correct option: Roast with fire
        1. Wrong options: eat raw, sodden with water
     2. Correct option: Eat it with loins girded, shoes on, staff in hand, in haste
        1. Wrong options: the opposite of the above
     3. Correct option: Let nothing remain until morning [timer: 15th day morning]
        1. Wrong options: eat raw, sodden with water
     4. Done correctly: points awarded, advance. If not, start timer and stage over

1. Storyline: **Armed with Silver Trumpet as a tool Num 10:1-10, cloud moves, journey from Cynai, Ark goes ahead 3 days Num 10:11.** 
   1. Trivia question: Random. Award points accordingly
   2. [timer advances] twentieth day of the second month, in the second year
   3. Trumpet use case: to call attention of everyone. Different blows for 4-5 different things. War, gladness, beginning of new month, sacrifice and offerings
2. **God punishes because complaints: Level 10**
   1. Trivia question: Random. Award points accordingly

**Stage 1: Sends fire**

* 1. Hint shown on how to advance the stage
     1. Scripture: Num. 11: 1-2
  2. Player should do this to advance: Find Moses so he can pray and stop the fire
     1. Search for Moses while dodging fire. If hit by fire, loose points.
     2. Done correctly: points awarded, advance. If not, once all points lost, level start over, with beginning points restored

*Storyline: pitched in Qivrot Hat-Ta’avah, People complain for* ***Meat – Num 11:4-9***

1. Player with a plague (Num 11:18-20, 31-35).
   * + 1. [plague causes player to lose points slowly]
     1. Continue storyline - People left there and went to Chatseroth
2. Storyline: **Miriam put out. Num 12**
   1. Trivia question: Random. Award points accordingly
3. **They go to spy out the land Kenan: Level 11** 
   1. Trivia question: Random. Award points accordingly
   2. Hint shown on how to advance the level
      1. Scripture: Num 13:25-27
   3. Player should do this to advance: First lose plague (by praying & fasting, or offering). Don’t get caught and come back with correct mission report within 40 days [timer]
      1. Hide from large guards (giants) walking around patrolling
      2. If they get caught, they have to run and fight, loose points if hit
      3. Player delivers message: if they deliver message of Joshua, get more points than if deliver message of others
      4. Done correctly: points awarded. If not, restart timer and level start over, loose points
4. Storyline: **God curses them Numbers 14**
   1. Trivia question: Random. Award points accordingly
   2. They will not see the land; their children will go in circles. They are defeated in battle [player loses some of their points 14:45]
   3. Num. 14:23, 14:25, 14:40
5. **Qorach rise against Mosheh. Gives incense, land opens and those who took their sides. 16:33, 16:49: Level 12** 
   1. Trivia question: Random. Award points accordingly
   2. Hint shown on how to advance the stage
      1. Scripture: Num. 16.5
   3. Player should do this to advance: Choose between 2 options: either answer the trivia question correctly or chance it and pick between the 2 set options of choosing God’s side or Korah
      1. Done correctly: points awarded, advance. If not, restart timer and stage start over, loose all points if answer wrong