

Christian Board Games

BIBLE TRIVIA

CATEGORY: Bible Knowledge



MANUFACTURER'S DESCRIPTION

The greatest book of all time comes to life in a new family game from Cadaco. Over 700 trivia questions challenge players to relive the history, heroic characters, and inspirational messages found in both the Old and New Testaments. Visit Mt. Sinai with Moses, survive the flood with Noah, and travel the road to Calvary with Jesus. Identify people, places, and events found in the sacred text, visiting biblical lands and remembering the men and women who lived and carried forward God's Word.

TO PLAY THE GAME

Before Play:

Each player is given one question card, which is retained by the person on their left or a leader. Throughout the game, the player will answer questions from this card. Judgement cards are shuffled and placed facedown in the designated spot on the board. Each player selects a game piece and the game begins.

To Play:

At the start of a turn, a player is asked a question from 'their' card in order 1, 2, 3 etc. If the player answers the question correctly they roll the dice and move forward the number of spaces indicated. If they land on a JUDGEMENT space, they draw a JUDGEMENT card and follow the instructions. If a player fails to answer the question correctly, their turn ends and they do not move.

When a player reaches question '5' on the card he has a chance of gaining a bonus – see board game notes.

Contents:

Game Board, 750 Adult Questions, 100 Children's Questions, 14 Judgement Cards, 4 Playing Pieces, Die, Instructions

LEADER'S NOTES

The game is based on the traditional game of Trivial Pursuit, with Biblical questions. It is fairly easy to follow and a one page sheet of rules can be read quickly.

There is a specific set of questions for children and this can be really useful – some of the adult questions are quite difficult! However, this can be addressed by a leader selecting the questions or giving clues, etc. Multiple-choice questions allow people to at least make a guess!

It is suggested that a leader work with the young people – to oversee the game, ask the questions, and explain any Biblical points that arise.

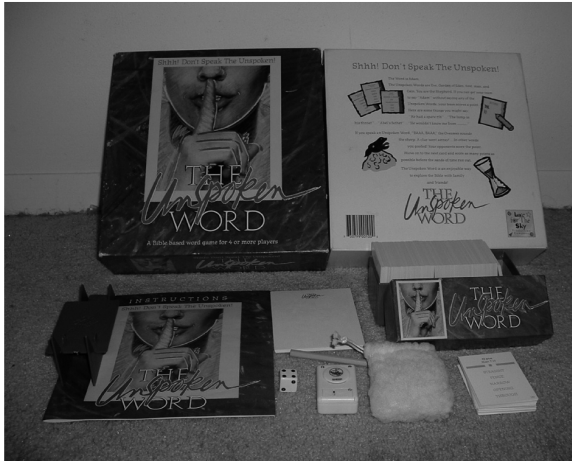
There is no time limit to the game – play as long or short as you want.

Ages:

7 and up

UNSPOKEN WORD

CATEGORY: Bible Team Games



MANUFACTURER'S DESCRIPTION

"If you speak an Unspoken Word, "BAAA, BAAA," the Overseer sounds the sheep. A clue went astray! In other words, you're goofed! Your opponents score the point. Move on to the next card and score as many points as possible before the sands of time run out. The Unspoken Word is an enjoyable way to explore the Bible with family and friends!"

TO PLAY THE GAME

Preparing to play:

Divide players into two teams. One team may have one more player than the other. The first team chooses one team member to be their Shepherd or clue giver. The other team sits behind the Shepherd to make sure the Shepherd doesn't use any of the "UNSPOKEN WORDS". One member of that team is the Overseer and controls the sheep sound-maker. After team one has completed a turn, a member of team two becomes the Shepherd and gives the clues.

To Play the Game:

The Shepherd takes a small stack of cards from the box and places them in the front of the card- holder. Each card has "The Word" on it, along with five other words that you cannot say in your attempt to get the others on your team to guess "The Word". Say "The Word" or one of the other words and the Observer presses the sound-maker and the opposing team gets a point.

LEADER'S NOTES

The Unspoken Word is a great game to introduce Biblical words.

Teams consist of a minimum of two players and there is no limit on the length of each game.

A short set of guidance notes is provided and these can be read in a few minutes.

It is suggested that a leader act as the Observer - ensuring fairness and consistency in applying the rules. Some of the words are difficult and the leader can select those that are felt more suitable

As an option, Biblical references (KJV) are given for each WORD and team members can look up the Bible to help them with the clue. The same rules as opposite.

Contents:

Word Cards, Timer, Pencils, Card Holders, Dice, BAAA Sounders & Sack, Instructions

Ages:

7 and up

WHAT WOULD JESUS DO?

CATEGORY

Christian Values



MANUFACTURER'S DESCRIPTION

This group discussion game challenges you to look at the role of Jesus in your life as you explore over 600 thought-provoking questions. Each question deals with life's everyday dilemmas and provides answers on how you might respond to them. Would you take the easy route in these situations or ask the ultimate question - What Would Jesus Do?

Answer a question and receive points for players who correctly predict your answer. As you gain points, win special letter tokens. Be the first to collect W, W, J, and D and you win the game!

TO PLAY THE GAME

Players roll the dice and move their playing pieces on the game board. Answering Situation card questions and Reflection card questions that they land on earns them scoring chips and tokens. The first person to earn four different categories of Situation cards, four tokens with the letters W, W, J, and D, and then reach the end wins.

There are special spaces on the board where players can gain tokens and cards, or lose them!

When a player lands on a Situation Space they are asked a 'question' from one of two categories and decides their answer - A, B or C, from the options given (or D if they have another answer). Other players decide their response to the dilemma and Situation Cards and tokens are awarded to players depending on their response – see board game rules.

LEADER'S NOTES

A really good game for young people to consider everyday Christian dilemmas. There are some dilemmas that the game allows you to raise that would be difficult in other situations!

There is no real time limit on the game – you might not manage to get all the tokens/cards but the person with the most wins.

It is really important that a leader supervises this game as young people tend to say what they would do and not Jesus! Nevertheless, it allows the leader to raise issues from a Christian viewpoint. The dilemmas are also written in an American context/style and the leader can read these out in more suitable language.

A short nine step synopsis of play is included in the board game rules.

Contents:

250 situation cards, 15 reflection cards, 16 response cards, 16 WWJD tokens, 40 scoring chips, game board, 4 pawns, dice, spiritual guide, instructions

Ages:

13 and up

BIBLEOPOLY

CATEGORY: Christian Stewardship



TO PLAY THE GAME

Preparation:

Faith/Contingency and Abyss cards are placed face down on the board. Each player reviews the Quick Start Card. To start the game, each player receives offerings as follows: 3 x 10's, 7 x 5's, 10 x 1's. The deeds are shuffled thoroughly and dealt. You deal the number of deeds depending on the number of players – see game notes.

To begin:

Each player selects a steeple as their token and places it on 'In the Beginning'. Players role the dice to decide the order of play, and the game begins.

The game follows the general rules of Monopoly although the terms used are different. A Quick Start Card and very short guidance notes are included with the game and these are easy to follow.

Contents:

Game Board, Title Deed Cards, Custom Money & Banker's Tray, 32, 12, 6
Custom Pewter Tokens: Dice, Rules

MANUFACTURER'S DESCRIPTION

The object of the game is to be the first player to build a church in one of the Bible cities. In BIBLEOPOLY, you cannot win by destroying your opponents; you can only be the winner by assisting the fellow players. This act of cooperation is what allows you to gain the things necessary to build your church and be a winner.

LEADER'S NOTES

This game is based on the original game of Monopoly, with a Biblical theme. However, the purpose is not to earn as much money as you can but to build churches and help one another!

The game is fairly straightforward, but it does take few minutes to learn the main differences from the original game's rules – people tend to set out with the intention of gaining personal wealth!

The notes provided are excellent and can be read within about ten minutes.

The game does tend to last about an hour. When you add on a few minutes to explain the rules etc, it's not something that can be played in a short time.

It is suggested that a leader assumes the role of Observer – managing the game, explaining any Biblical questions that arise and assisting young people to consider the many issues raised.

Ages:

8 and up