



TEN COMMANDMENTS BIBLE GAME

10+

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for Children under 3 years.

The **TEN COMMANDMENTS BIBLE GAME** is a well-established family game that takes you on an adventure-filled journey through the “Bible Lands” of old. Through suspenseful action and a rich treasure of full-color illustrations, the people, scenes and life of Bible times are dramatically portrayed, demonstrating those ideals which are cherished by all faiths and found in all versions of the Bible. You and your fellow explorers will take part in the daily life and face dangers that challenged so many of the pioneers in the great Bible stories.

NUMBER OF PLAYERS: 2 to 6

OBJECT OF GAME: All players cooperate to complete the Good Neighbor Project and Philistine Project. After completion of these Projects, first player to collect all **TEN COMMANDMENTS** and arrive at any Commandment Position is the winner.

CONTENTS: Folding gameboard, Journey Wheel Spinner Card, 6 sets of Colored Commandment tablets, 1 set of White Commandment Tablets, deck of Scroll Cards, Discs representing Harvest Baskets of grapes, grain, olives and fish, White Discs representing pieces of silver, 6 playing pieces.

TO BEGIN:

1. Select one player to act as Steward. S/He distributes and receives game contents according to the rules.
2. Place Scroll Cards face down on the “Scroll Card” area on the gameboard. Steward gives each player a playing piece and one of each of the four different Harvest Baskets.
3. Players put their Harvest Baskets on the table in front of them, and their playing pieces on the cities of matching colors on the Bible Land map. (Example: Tyre-yellow, Samaria-white, etc.) These are the “home cities” of each player, the **TRAVELER** from that city.

TO PLAY:

1. The Steward, as the first **TRAVELER**, begins the game by spinning the Journey Wheel. He starts at the space marked **THE INN** and moves, in the direction marked “Travel This Way”, the number of spaces indicated on the Wheel.
2. Other players then follow in turn, moving around the outside of the gameboard and following instructions as they land on the various Positions.

POSITIONS: There are 40 Positions on the gameboard. Each is included in a group identified by color as follows:

1. **COMMANDMENT POSITIONS:** Four yellow Positions in this group. A Traveler arriving at any of these receives a Commandment Tablet from the Steward. When a Traveler has received all Ten Commandments in numerical order, Commandment Positions become rest Positions for him until the completion of the Good Neighbor and Philistine Projects.
2. **HARVEST POSITIONS:** Four Positions have white backgrounds, harvest colored circles. Travelers arriving at one of these Positions receive two Harvest Baskets of the color matching the Position from the Steward.
3. **APPRENTICE POSITIONS:** Three Positions, white with gray circles. Traveler receives one Piece of Silver (white disc) from the Steward.
4. **SCROLL CARD POSITIONS:** Three blue Positions. Traveler takes the top Scroll Card and immediately follows instructions printed on it. The Scroll Card is returned face down to the bottom of the pile. Scroll Cards marked **PASS** are held by a Traveler until needed.
5. **REST AND VISIT POSITIONS:** Eight Positions, tan background. Travelers remain only until their next turns.
6. **HAZARD POSITIONS:** Seven red Positions are:
 - a. **Serpent** – Traveler is trapped here until all other Travelers have passed this Position.
 - b. **Den of Thieves** – all Silver Pieces held by a Traveler arriving here must be returned.
 - c. **Locust Swarm** – All Grape and Grain Harvest Baskets held by the Traveler must be returned.
 - d. **Tower of Babel** – Lose two turns.

- e. Tax gatherer – Unless Traveler can pay two Pieces of Silver and one Basket (any Harvest) he/she must remain here one turn for each item not returned.
- f. Sand Storm – all Olive and Fish Harvest Baskets held by Traveler must be returned.
- g. Roman Procurator – Unless Traveler can pay two Pieces of Silver and one basket (from any Harvest) demanded as tribute he/she must remain there one turn for each item not paid.

NOTE: If all travelers are trapped in Hazard Positions at the same time the first Traveler trapped spins the Journey Wheel and moves; other Travelers follow suit in order trapped. When a traveler arrives at a Hazard Position for which he has a Scroll PASS Card he may disregard the Hazard and pass immediately to the next Position.

7. **SPECIAL POSITIONS:** Four Positions, green backgrounds.

- a. Husbandman – Receive one Harvest Basket from each Harvest.
- b. Wiseman – Move immediately to Philistine Position.
- c. Market Place – Travelers may, if they wish, trade Harvest Baskets or Silver for other Harvest Baskets or Silver from the supply. All exchanges are made at the rate of 1 for 1.
- d. Philistine – Positions for reading Commandments to complete PHILISTINE PROJECT.

PHILISTINE PROJECT – All Travelers arriving at Philistine Positions read aloud all Commandments they have received which have not already been read to the Philistine. As each Commandment is read the Steward places a white Commandment Tablet face up on the table next to the Philistine Position. When all Ten Commandments have been read, the PHILISTINE PROJECT is completed and the Position becomes a rest Position.

8. **GOOD NEIGHBOR POSITIONS:** Seven Positions with pink background serve as contribution points from which the travelers can send their Harvest Baskets to the GOOD NEIGHBOR PROJECT.

GOOD NEIGHBOR PROJECT - When Travelers arrive at one of the Good Neighbor Positions they may, if they have the appropriate Harvest Baskets send ONE or TWO Harvest Baskets to the Good Neighbor Project area on the gameboard.

Travelers may contribute ONE BASKET ONLY from any Harvest on Beggar, Blind Man and Leper Positions; ONE or TWO Harvest Baskets on these Positions: Bride –Grapes only; River Jordan – Fish only; Nomad camp – Olives only; Camel driver – Grain only.

Total amount for the Good Neighbor Project will come from All Travelers. There is no required number of Baskets each Traveler must send. Total number of Harvest Baskets needed to complete the Good Neighbor Project:

- 24 Baskets (6 from each Harvest) when there are 2 Travelers
- 36 Baskets (9 from each Harvest) when there are 3 Travelers
- 48 Baskets (12 from each Harvest) when there are 4 Travelers
- 60 Baskets (15 from each Harvest) when there are 5 Travelers
- 72 Baskets (18 from each Harvest) when there are 6 Travelers

WINNER: After completion of Good Neighbor and Philistine Projects, first Traveler to have all Ten Commandments and arrive at any Commandment Position wins the game.

