Kerygma

The Missionary Game

Kerygma
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Printing Instructions

This PDF file contains all the pages needed to print this game. The game board is designed to be printed in colour on a printer that can print at least 60 cm wide.

For best results, print the pages in this file on a color laser printer. If you have trouble getting the right pages on the front and back, then consider photocopying the pages that need front and back.

1. The instructions (pages 2 & 3) are designed to be printed front and back on the same sheet.

2. Use a different colour cardstock for the stress cards (pages 5 & 6) and experience cards (pages 7, 8 & 9).

3. Use different colour paper for the money pages. Print as much money as you want.

4. The Holiday and Tour charts (pages13 & 14) should be printed back to back on stiff card-stock.

5. Remember to print the front and back of the Instability, Opposition and Opportunity cards.

6. Print enough personal resource cards for one for each player for each game you play.

7.The game-board is on pages 30 - 33. These should be printed, cut out, and fastened together to make one large game-board.

8. You will need a small mover for each player, and also a two dice. Please remember that you do not need to role the dice to move: each turn you simply move one space ahead and follow the instructions. Dice are only used on some squares to determine outcomes.

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Dan Gibson
Made in Canada

KERYGMA

INTRODUCTION

This game simulates the life of a cross-cultural missionary. You will receive a call to the mission field, join a mission, and start on deputation. Once you have sufficient resources, you can proceed to language school and then on to the field, where your team will attempt to do evangelism. The goal of the game is to build five believer groups, five national churches, a denominational structure, and finally, for the new denomination to start sending their own missionaries. The first team to place a marker on a *Mission Advance* square wins the game.

SETTING UP THE GAME

Give each player a *Personal Resources Card* and a pencil and eraser.

Give each player $5,000 and two experience cards.

Decide how many teams will be formed and which of the four mission calls will be used by the teams: Traditional Field, Closed Nation, Nomadic People, or Refugees.

Count out the number of *Missionary Call Cards* equal to the number of players on the largest team. (Eg: if 2 teams, then the Call cards should be made up of only two types.)

Shuffle the *Call Cards*, *Opposition, Instability* and *Opportunity* cards and place them face down.

Place all the player's markers on the HOME square.

Select a player to start and continue in a clockwise direction. Note: Don't try to divide into teams yet.

SEQUENCE OF PLAY

The first five squares are introductory squares, and you may move through these as fast as the instructions allow. Once you arrive on May, Home Leave, you must advance one month per turn, following the instructions in the square. Note: You will need to move to the right in the first five squares. After this, all movement is clockwise (to the left).

Always follow the instructions in the square. If the instructions say to move to a different month, immediately do so and then follow that month's instructions.

Players with similar *Call to a Mission* cards form a team. Players remain in whatever seating order they are in, but as a team they can help each other.

Teams can pool their resources when needed, but certain restrictions apply.

Those pooling their resources may not be on the HOME LEAVE side of the board.

When doing a *Focus on Ministry,* qualifying team members can pool their experience and money to obtain new ministries.

Players who run out of money, can borrow from their teammates, but they must follow the instructions for borrowing.

SUPPORT

Cash is actual money in your hand. *Support* is the amount of cash you will get paid in November of each year. At the beginning of the game your support is 0. Your home church will eventually support you 9,000 a year. You can raise extra support by going on a deputation tour and by visiting relatives. You should keep track of your support on your *Personal Resources Card.*

BORROWING

If you run out of money, you can borrow from your teammates. Those lending you money must take one stress card. When you repay your debts the lenders can return their stress card.

If you are running low on money, you can also choose not to send out *Prayer Letters*. However, if you do not pay when you are on the *Prayer Letters* square, you must loose one Prayer Warrior.

STRESS CARDS

When the instructions say 2 Stress, pick up two stress cards and place them on your *Personal Resources Card*. (-2 Stress indicates that you can return two stress cards.) When you get 12 stress cards you must move directly (on your next turn) to *Pack for Home Leave* (September of Year Four)

OUT OF MONEY AND BILLS TO PAY

If you cannot pay what you owe, and cannot borrow from a teammate you must leave the mission field and return to HOME. Your mission will cover the expenses of returning home, but you will need to start again and reapply to the mission.

RETURNING HOME

Place your marker on the *Home* area, take 5000 plus 2 experience

Return support level to $0

Turn in all stress and experience cards.

You may keep your prayer warriors, language level and years of service. (Unless martyred).

Move through the five introductory squares to May of the first year without rolling the dice, but collecting your money, *Missionary Call Card* and experience cards as instructed.

Go on *Tour* before ending turn.

TOUR AND RELATIVES

Roll a dice and follow the instructions on the *Tour* or *Relatives* chart. The roll of the dice may be increased or decreased by spending up to four experience cards.

CHECK SUPPORT

Before moving onto Year One, you have an opportunity to check if you have the resources you need to advance. If you choose to not advance, you must return to April of Home Leave.

Recommended levels of resources:

- at least 5,000 cash (more is better)
- no more than 6 stress cards
- at least 12,000 support (more is better)

However, if you spend too much time trying to gain money, other players and teams may get to the field first and start building believer groups and churches.

PAY DAY

Each time you land on *Pay Day* you collect: Cash equal to your support level and 3 experience cards for each year of service, prayer warrior, and language level. Take a Stress Card if your language level is higher than any other member of your team on the field..

CHRISTMAS AND HOME CHURCH

You may stay as long as you like on these squares. If the instructions request that you pay or receive 1000 then you must do so each turn.

LANGUAGE STUDY

You may enter Language Study and pay 3,000 cash for tuition or you can bypass Language Study and move immediately to the Holiday in July of Year One. You may go through Language Study up to four times. Your language level (1-4) should be marked on your Personal Resources Card.

SET UP HOUSE

When you arrive on the field for Language Study you will need to set up house., This happens another time when you start your ministry in Year Two. Simply decide how much money you want to spend on housing and calculate the amount of stress you will receive.

FOCUS ON MINISTRY

When you land on a *Focus on Ministry* square, team members who are also on the field may combine resources with you to create new ministries. You may create as many new ministries as you have resources for. The ministries are located in the squares on the center of the board. Each ministry requires an investment of experience and money. Believer groups must be developed first (unless obtained through Opportunity cards), then churches, and finally denominational structure. The first team to develop a Mission Advance wins the game.

OPTIONAL RULE

Remove the Martyr card from the opposition cards if playing with small children or for a less intense game.

1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE
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1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE	1 EXPERIENCE

1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS
1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS	1 STRESS
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2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS
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2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS
2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS	2 STRESS

5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE
5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE	5 EXPERIENCE
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5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS
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5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS	5 STRESS

10 EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE
10 EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE
10 EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE
10 EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE
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10 EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE	**10** EXPERIENCE

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HOLIDAYS

Roll Plus Language Level	Description	Cost	Stress
1	Picked the hottest week of the year	2000	3 Stress
2	Picked the dirtiest hotel in the city	1000	2 Stress
3	See the local tourist attractions	1000	1 Stress
4	Only three star hotel available	2000	1 Stress
5	Four star hotel had cockroaches	3000	1 Stress
6	Relaxing week in the big city	2000	-2 Stress
7	Car breaks down on trip	1000	1 Stress
8	A week with local friends in a village	1000	-2 Stress
9	Just some time off		-2 Stress
10	Great time on the local beaches		-3 Stress

SETUP HOUSE

Cash Expense	Language Level				
	0	1	2	3	4
1000	4 Stress	4 Stress	3 Stress	2 Stress	1 Stress
2000	4 Stress	3 Stress	2 Stress	1 Stress	0 Stress
3000	3 Stress	2 Stress	1 Stress	0 Stress	0 Stress
5000	2 Stress	1 Stress	0 Stress	0 Stress	0 Stress
7000	1 Stress	0 Stress	0 Stress	0 Stress	0 Stress

TOUR

Roll Plus up to 4 exp.	Stress	Prayer Warriors	Support	Cash
1	3			
2	2		1000	
3	2			1000
4	1		1000	1000
5	1		2000	1000
6			1000	2000
7	1	1	1000	1000
8		1	1000	1000

RELATIVES

Roll Plus up to 4 exp.	Stress	Prayer Warriors	Support	Cash
1	3			
2	3			1000
3	2		1000	1000
4	1			
5	1		1000	1000
6			1000	2000
7	1	1	2000	1000
8		1	2000	1000

Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church
Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Medical Program	Medical Program	Medical Program	Medical Program	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church
National Denom.	National Denom.	National Denom.	National Denom.	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Bible College	Bible College	Bible College	Bible College	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Mission Advance	Mission Advance	Mission Advance	Mission Advance	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church
Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church
Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church
Local Church	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group	Believer Group
Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church	Local Church

Print on green card stock and cut out squares

INSTABILITY

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INSTABILITY

Change of Government

Choose:

1. The team turns in 15 experience and develops one free ministry
2. The team turns in 5 experience
3. Roll. Even= one free ministry
   Odd=lose one ministry

Change of Government

Choose:

1. The team turns in 15 experience and develops one free ministry
2. The team turns in 5 experience
3. Roll. Even= one free ministry
   Odd=lose one ministry

Change of Government

Choose:

1. The team turns in 20 experience and develops one free ministry
2. The team turns in 10 experience
3. Roll. Even= one free ministry
   Odd=lose one ministry

Gossip in the Team

1. Each member turns in 4 experience The team works through the hard issues. Draw one Opportunity

OR

2. Each member rolls dice. Highest roll goes to Home at the start of next turn.

Gossip in the Team

1. Each member turns in 4 experience The team works through the hard issues. Draw one Opportunity

OR

2. Each member rolls dice. Highest roll goes to Home at the start of next turn.

POLITICAL UNREST

Your team must turn in 6 experience cards for each believer group. Lose any group you don't return cards for

DROUGHT

1. The team turns in 15 experience and draws one Opportunity

OR

2. The team turns in 5 Experience.

OR

3. Roll Dice. Even = 1 opportunity
   Odd = 1 Opposition

POLITICAL UNREST

Your team must turn in 4 experience cards for each believer group. Lose any group you don't return cards for

DROUGHT

1. The team turns in 10 experience and draws one Opportunity

OR

2. The team turns in 5 Experience.

OR

3. Roll Dice. Even = 1 opportunity
   Odd = 1 Opposition

POLITICAL UNREST

Your team must turn in 4 experience cards for each believer group. Lose any group you don't return cards for

ROBBED
Player loses half his cash.
Roll: Odd = Hide your anger.
Collect 2 stress
Even = Share honestly + find healing
Collect 2 Exp and turn in 2 stress

You've Been Cheated!
Loses 2000 cash
Roll: Odd = Hide your anger.
Collect 2 stress
Even = Share honestly + find healing
Collect 2 Exp and turn in 2 stress

DEATH IN THE FAMILY
You must immediately go to Pack for Home

BANK FAILURE!
Each team member loses half their cash

CURRENCY CRASH!
Each team member loses all but 10,000 cash but increases their support by 1/4

Outbreak of Disease!
1. Turn in 25 experience and draw 1 oppor.
or
2. Turn in 10 Experience
OR
3. All your team are sick and miss a turn

NEW TAXATION LAWS
Each team member on the field pays 25% of their cash in hand (rounded down). Each player must pay at least 1000

Outbreak of Disease!
1. Turn in 15 experience and draw 1 oppor.
or
2. Turn in 5 Experience
OR
3. All your team are sick and miss a turn

PERSECUTION!
Roll the dice
Odd - Lose one local church and one believer group to persecution
Even - Lose one believer group

Outbreak of Disease!
1. Turn in 25 experience and draw 1 oppor.
or
2. Turn in 10 Experience
OR
3. All your team are sick and miss a turn

MISSIONARY
CALL CARD

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CALL CARD

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Missionary Call Card **Closed Country**	Missionary Call Card **Traditional Field**	Missionary Call Card **Refugees**
Missionary Call Card **Closed Country**	Missionary Call Card **Traditional Field**	Missionary Call Card **Refugees**
Missionary Call Card **Closed Country**	Missionary Call Card **Traditional Field**	Missionary Call Card **Refugees**
Missionary Call Card **Closed Country**	Missionary Call Card **Traditional Field**	Missionary Call Card **Nomads**
Missionary Call Card **Nomads**	Missionary Call Card **Nomads**	Missionary Call Card **Nomads**

OPPORTUNITY OPPORTUNITY OPPORTUNITY

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OPPORTUNITY OPPORTUNITY OPPORTUNITY

Increase support 1,000	**Visiting missionary shares his experience + 30 experience**	**You receive a legacy gift of 10,000**
Increase support 1,000	**Visiting missionary shares his experience + 20 experience**	**You receive a legacy gift of 5,000**
Increase support 2,000	**Visiting missionary shares his experience + 20 experience**	**Co-operation with others opens a new ministry**
Increase support 3,000	**God answers your prayers - 3 Stress**	**Co-operation with others opens a new ministry**
Relaxing Weekend - 1 Stress	**Relaxing Weekend - 2 Stress**	**Relaxing Weekend - 2 Stress**

Revival! One new ministry for every four prayer warriors your team has.	**Co-operation with others opens a new believer group**	**Your church sends you a Christmas gift of 2000**
Revival! One new ministry for every four prayer warriors your team has.	**Collect a new Prayer Warrior**	**Co-operation with others opens a new believer group**
Co-operation with others opens a new ministry	**Revival! One new believer group for every four prayer warriors your team has**	**Co-operation with others opens a new believer group**
Collect a new Prayer Warrior	**Co-operation with others opens a new believer group**	**Co-operation with others opens a new believer group**
Co-operation with others opens a new believer group	**Co-operation with others opens a new believer group**	**Co-operation with others opens a new believer group**

OPPOSITION OPPOSITION OPPOSITION

OPPOSITION OPPOSITION OPPOSITION

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OPPOSITION OPPOSITION OPPOSITION

Your team loses a Believer Group	Rumours as home Lose 1000 support	Parent dies Pay 5000 for flight home or collect 3 stress

Your team loses
a Believer Group
	Religious Backlash
	Each team member rolls.
	Lowest # go to Pack for Home
	Tie = do nothing
		Lose a Prayer Warrior

Your team loses a Local Church	You've got hepatitis! Lose one turn	Lose a Prayer Warrior
Your team loses a Local Church	Battle with sickness Pay 1000 for medical expenses	You've been martyred! Return to Home. You may donate your money to your team members who collect one stress each. Each team member collects 10 exp. And 1 p.w.
Your team loses a Believer Group	Battle with sickness Pay 2000 for medical expenses	Your team loses a Local Church

New believers fighting Collect 3 stress	**House Fire All your notes are gone! Lose 3 experience**	**Sickness! Lose one turn**
Seriously Ill Go to Pack for Home	**Notes are lost Lose 1 experience**	
New believers return to their old ways Lose a believer group	**Your best church worker moves Lose 5 experience**	
Rumours at Home Lose 1000 support	**Cornerstone sends you 5 interns Collect 2 stress and 5 experience**	
New government regulations Collect 2 stress	**New believers fighting Collect 2 stress**	

Personal Resources Card

Years of service	Language level

Support Level		Prayer Warriors
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	

STRESS	Experience

Personal Resources Card

Years of service	Language level

Support Level		Prayer Warriors
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	

STRESS	Experience

Personal Resources Card

Years of service	Language level

Support Level		Prayer Warriors
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	

STRESS	Experience

Personal Resources Card

Years of service	Language level

Support Level		Prayer Warriors
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	
__,000	__,000	

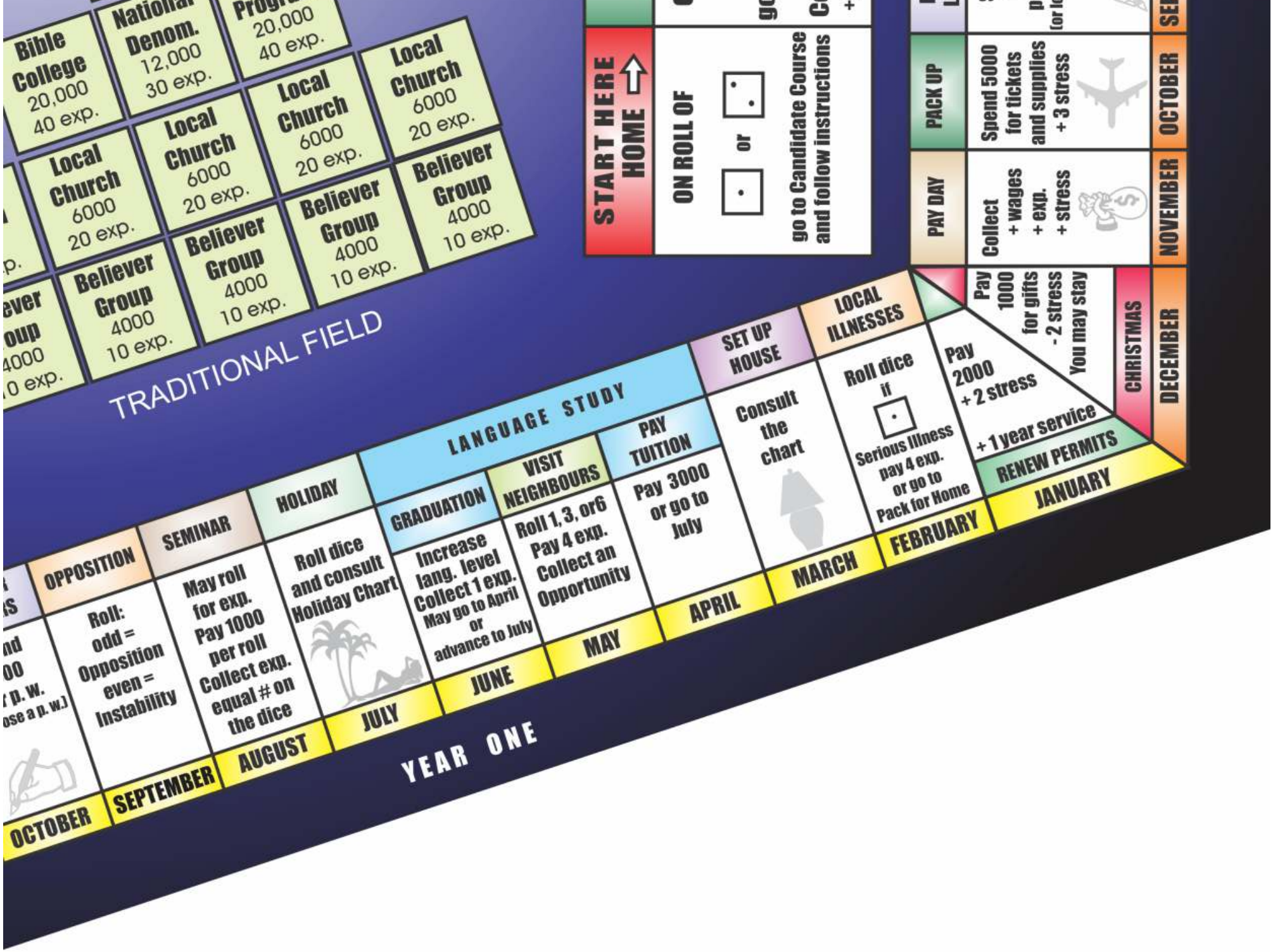
STRESS	Experience

60 x 60 cm

YEAR TWO
JANUARY
FEBRUARY
MARCH
APRIL
MAY
JUNE
JULY
AUGUST
RENEW PERMITS
+ 1 year service
SET UP HOUSE
Pay 2000 + 2 stress
Consult the chart
OPPORTUNITY
STOCK THE KITCHEN
Roll Dice Pay 1000 times the roll.
Roll: odd = Opposition even = instability
OPPOSITION
OPPORTUNITY
FOCUS ON MINISTRY
Roll dice and consult Holiday Chart
HOLIDAY
CHRISTMAS
Pay 1000 for gifts -2 stress You may stay
PAY DAY
Collect + wages + exp. + stress
PRAYER LETTERS
Spend 1000 per p. w. (or loose a p.
DECEMBER
NOVEMBER
OCT
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.

KERYGMA
Mission advance 25,000 50 exp.
Bible College 20,000 40 exp.
National Denom. 12,000 30 exp.
Medical Program 20,000 40 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
OPPORTUNITY
Roll dice and collect holiday
HOLIDAY
OPPORTUNITY
INSTABILITY
PRAYER LETTERS
INSTABILITY
Spend 1000 per p. w. (or loose a p. w.)
OPPORTUNITY
PAY DAY
Collect + wages + exp. + stress
Pay 1000 for gifts -2 stress You may stay
AUGUST
SEPTEMBER
OCTOBER
NOVEMBER
CHRISTMAS
DECEMBER
Go to Sept. year 4 or to April Lang. School or advance to March
Pay 2000 + 2 stress + 1 year service
EARLY HOME LEAVE
RENEW PERMITS
JANUARY
FEBRUARY
MARCH
APRIL
MAY
May roll for cash. Pay 10 exp. Collect 1000 times # on the dice
Roll dice Pay 1000 times the roll
OPPORTUNITY
NEW CLOTHES
TEACH SEMINAR
FOCUS ON MINISTRY
CLOSED COUNTRY
Mission advance 25,000 50 exp.
Bible College 20,000 40 exp.
National Denom. 12,000 30 exp.
Medical Program 20,000 40 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
REFUGEES

YEAR THREE
JANUARY
FEBRUARY
RENEW PERMITS
+ 1 year service
Pay 2000 + 2 stress
KIDS EDUCATION
Roll Dice Pay 1000 times the roll
OPPORTUNITY
OPPORTUNITY
CHRISTMAS
Pay 1000 for gifts - 2 stress You may stay
DECEMBER
NOVEMBER
Collect + wages + exp. + stress
OCTOBER
PAY DAY
SEPTEMBER
Spend 1000 per p. w. (or loose a p. w.)
AUGUST
PRAYER LETTERS
INSTABILITY
INSTABILITY
JULY
OPPORTUNITY
OPPORTUNITY
JUNE
HOLIDAY
Roll dice and consult Holiday Chart
MAY
OPPORTUNITY
FOCUS ON MINISTRY
CLOSED
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.


START HERE
HOME
ON ROLL OF
or
go to Candidate Course and follow instructions
PACK UP
Spend 5000 for tickets and supplies + 3 stress
PAY DAY
Collect + wages + exp. + stress
Pay 1000 for gifts - 2 stress You may stay
CHRISTMAS
Pay 2000 + 2 stress
+ 1 year service
RENEW PERMITS
LOCAL ILLNESSES
Roll dice if
Serious Illness pay 4 exp. or go to Pack for Home
SET UP HOUSE
Consult the chart
PAY TUITION
Pay 3000 or go to July
VISIT NEIGHBOURS
Roll 1, 3, or6 Pay 4 exp. Collect an Opportunity
GRADUATION
Increase lang. level Collect 1 exp. May go to April or advance to July
LANGUAGE STUDY
HOLIDAY
Roll dice and consult Holiday Chart
SEMINAR
May roll for exp. Pay 1000 per roll Collect exp. equal # on the dice
OPPOSITION
Roll: odd = Opposition even = Instability
Bible College 20,000 40 exp.
National Denom. 12,000 30 exp.
Program 20,000 40 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
TRADITIONAL FIELD
OCTOBER
SEPTEMBER
AUGUST
JULY
JUNE
MAY
APRIL
MARCH
FEBRUARY
JANUARY
DECEMBER
NOVEMBER
OCTOBER
YEAR ONE

KERYGMA

Bible College 20,000 40 exp.
Mission Advance 25,000 50 exp.
National Denom. 12,000 30 exp.
Local Church
Medical Program 20,000 40 exp.
Local Church 6000
Local Church 6000 20 exp.

Medical Program 20,000 50 exp.
Local Church 6000
Mission Advance 25,000 50 exp.
National Denom. 12,000 30 exp.
Local Church 6000 20 exp.
Bible College 20,000 40 exp.
Local Church 6000 20 exp.
Local Church 6000 20 exp.
Believer Group 4000

RT HERE OME ⇨	BIBLE SCHOOL	JOIN A MISSION	CANDIDATE COURSE	CHURCH COMMISSION
ROLL OF or didate Course w instructions	ON ROLL OF go directly to Church Commission +1 experience	ON ROLL OF go directly to Candidate Course +1 experience	ON ROLL OF go directly to Church Commission	Collect 9,000 support 4,000 cash 2 p. w. 4 experience

PACK UP	PRAYER LETTERS	CHECK SUPPORT	TOUR	RELATIVES	TOUR	HOME CHURCH	FURTHER STUDIES	HOM CHUR
Spend 5000 for tickets and supplies + 3 stress	Spend 1000 per p. w. (or loose a p. w.)	You may go back to April or advance to September	ROLL DICE and consult chart	ROLL DICE and consult chart	ROLL DICE and consult chart	Collect 1000 - 2 stress (You may stay as long as you like) next turn go to May or September	PAY 2000 + 20 Exp	Colle 100 - 2 str You may here u five m
OCTOBER	SEPTEMBER	AUGUST	JULY	JUNE	MAY	APRIL	MARCH	FEBRU

HOME LEAVE ←

NOMADS
YEAR FOUR
Medical Program 20,000 50 exp.
Denom. 12,000 30 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Local Church 6000 20 exp.
Believer Group 4000 10 exp.
Believer Group 4000 10 exp.
OPPORTUNITY
STOCK THE KITCHEN
Roll Dice Pay 1000 times the roll
OPPOSITION
OPPOSITION
FOCUS ON MINISTRY
FOCUS ON MINISTRY
HOLIDAY
Roll dice and consult Holiday Chart
FOCUS ON MINISTRY
FOCUS ON MINISTRY
PACK FOR HOME
Pay 5000 for tickets + 1 stress per language level
PRAYER LETTERS
Spend 1000 per p. w. (or loose a p. w.)
PAY DAY
Collect + wages + exp. + stress
Pay 1000 for gifts - 2 stress You may stay
CHRISTMAS
DECEMBER
NOVEMBER
OCTOBER
SEPTEMBER
AUGUST
JULY
JUNE
MAY
APRIL
MARCH
FURTHER STUDIES
PAY 2000 + 20 Exp
MARCH
HOME CHURCH
Collect 1000 - 2 stress You may stay here up to five moves
FEBRUARY
+ 1 year of service
- 4 stress
DEBRIEFING
JANUARY