

GOSPEL RULES

These are the Gospel Rules. We've taken popular table top games, and added 1-3 simple rules that are inspired by a life-changing lesson from Jesus in the gospels, which in turn now transform the games. We hope these rules make the games a bit more fun and even a bit more challenging. We've also provided some discussion questions for each game, in case you want to dig a little deeper.

You will need a complete original game to use the Gospel Rules. Unless otherwise noted, the original rules for the game still apply.

Bannerblue.org is excited to bring you gospel rules for:

- Battleship
- Candyland
- Celebrities
- Checkers
- Clue
- Connect Four
- Guess Who
- Guess in 10
- Jenga
- Monopoly
- Pictionary
- Uno



GOSPEL RULES

Battleship

This Gospel Rule may be applied to any regular-sized version of Battleship. Unfortunately the rule will not work for giant battleship.

This Gospel Rule comes from Matthew 20:16. Look it up.



Use the ordinary rules for Battleship along with this Gospel Rule:

1. The first ship that is struck for each player may be moved later. Players may move their first hit ship on any turn after it is hit. Only their first hit ship can be moved. It can be moved as long as it has not been sunk. If the ship is sunk, it is too late to move it. It cannot move any other ships out of the way. HINT: It's a good idea to save the move to close to the end of the game.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

In Battleship you have big ships and you have little ships. It turns out that the big ships are just bigger targets. We added in an extra element of strategy by letting you move your first ship that gets hit. If you save that move to the last possible moment, it can pay off big time.

Which ship in the game would you say was the most valuable, and why?

In Matthew 20:1-16 Jesus tells a parable about people who all get paid the same amount for different amounts of work. Some of the workers complain even though they had received exactly what they had originally agreed to. They thought they had earned extra. This is another parable about God's kingdom. That's a place where everyone receives the infinite love of God. It isn't earned. It's given.

Why would someone do extra work if it wouldn't earn something extra for them?

In one or two of your own words, what is the game-changing idea behind this Gospel Rule?

GOSPEL RULES



Candy Land

These Gospel Rules may be applied to any version of Candy Land.

As you'll see, the rules transform Candy Land into a cooperative game. That means the players are no longer competing against each other, they are now working together.

This Gospel Rule comes from Matthew 8:2-3. Look it up.

Use the ordinary rules for Clue along with these Gospel Rules:

1. The game isn't won until all of the players reach the end of the board.
2. Beginning with the first turn, if multiple players occupy the same space, they all move when one of those players draws a card. The only exception is if the player whose turn it is draws a card like "CHERRY PITFALLS" or "MOLASSES SWAMP." Only the player whose turn it is moves to the spot on the board from that card.
3. If on a turn all the players move to a spot that starts a shortcut, only the player whose turn it is may take that shortcut. However, she may also choose not to take it and instead stay with the other players.



**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

With these rules, the fastest way to win the game is probably for all of the players to stay together. That way, every player's turn benefits everyone and gets them all to the end of the board faster. But staying together is something that each player has to choose for herself.

How did you decide whether to take a shortcut or to stay with the group?

In Matthew 8:1-4 Jesus is offered a choice. The person living with leprosy chooses to trust Jesus and Jesus chooses to fulfill that man's faith in him. It's amazing! We can all choose to trust Jesus like that too.

Have you learned something about trusting others from this Bible story or from playing the game with these Gospel Rules?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?



Celebrities

Celebrities is a game that has been around for decades and has gone by many names. You do not need to purchase anything to play this game. You can look up the rules online but here are the basics:

- Players write down the name of famous people on slips of paper. 5-6 names per player is ideal. Make sure each name is only used once. The slips should go into a hat or something else they can be drawn from.
- Players divide into two teams that alternate turns.
- In the first round, one player on a team describes the name without saying it and her teammates guess. If they guess right she moves to the name on the next slip of paper. She has one minute to do this. After the time expires, the other team has its turn. They take turns until every name has been guessed. Each team earns one point per correct guess.
- In the second round, players have to act out the name. Everything else stays the same.
- In the third round, players use words again but only one word per name. Everything else stays the same.

These Gospel Rules come from Mark 2:12. Look it up.

Use the ordinary rules for Celebrities along with these Gospel Rules:

1. Each player must use at least two names from the list provided below.
2. The teams may refer to the list during the 1st round of play. (And 2nd round if they really need it.)
3. Use person-first language while describing the name. For example say, "a person who plays basketball," or "a person who uses a wheelchair," or "a person who surfs," or "a person who is blind," or "a person who sings," or "a person who has prosthetics."



**Adedoyin
Olayiwola**



Athlete / TV Host

Daniel Inouye



Senator

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**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

Celebrities is a game built around reducing a person to the things that are most identifiable about them. Many of the names we gave you are probably new to you but several should be familiar.

Take Hellen Keller, she was an incredible person who accomplished so much. And she also happened to be blind.

Why is it difficult to reduce a person to one quality that isn't their obvious disability?

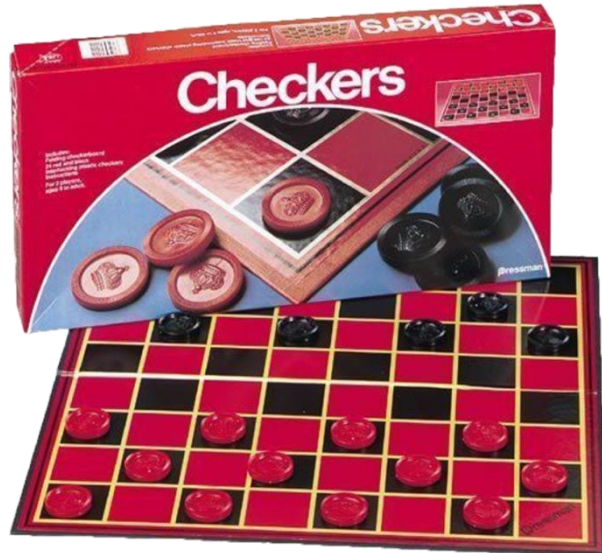
In Mark 2:3-12 Jesus heals a man who lived with paralysis but also happened to be great friends with at least four other people and was brave and bold enough to break through a ceiling. He sounds like an amazing person, yet even Jesus (at least as the author of Mark records it) repeatedly calls him "the paralytic."

After this man was no longer paralyzed, do you think people continued to call him "the paralytic?" If not, what did they call him?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES

Checkers



This Gospel Rule may be applied to any version of Checkers, including the giant version.

As you'll see, you will need to mark a spot on the board so that you can remember it later. It might be a good idea to have some masking tape or something else you can use to temporarily mark the board.

This Gospel Rule comes from Mark 9:35. Look it up.

Use the ordinary rules for Checkers along with this Gospel Rule:

1. The first checkers piece that each player loses in the game can be brought back to the board on any of their turns. This only applies to the first piece lost. The piece must return to the same exact spot that it was lost from. If there is already a piece on that spot, the pieces combine to become a queen piece that can move in both directions on the board. Returning the piece to the board is only the beginning of the player's turn; she can finish her turn with any regular move. HINT: It's a good idea to save your returned piece to close to the end of the game.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

Checkers may be one of the first games you learned how to play.

We added in an extra rule that makes the game more complicated, but did it make the game any better? We hope that the extra rule makes the game a little bit more fun. We hope that it doesn't make it more competitive.

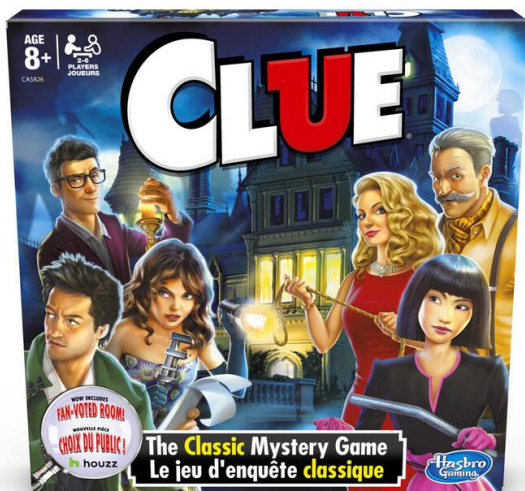
Who do you usually play checkers with and why do you play?

In Mark 9:33-37 Jesus asks his disciples what they were talking about and they tell him they were trying to figure out which of them was the best. Jesus finds a little kid nearby, picks up the kid, and basically says "this one is the best!" That kid wasn't even a disciple, so why is he better than the disciples. That kid was having too much fun being a kid to make life and faith into a competition.

What is the best thing about being a kid?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES



Clue (Cluedo)

These Gospel Rules may be applied to any version of Clue.

As you'll see, the rules transform Clue into a cooperative game. That means the players are no longer competing against each other, they are competing, together, against the clock. You will need an extra pad of paper to mark down the number of turns that have occurred. You will also need a second die to roll.

This Gospel Rule comes from Matthew 12:25. Look it up.

Use the ordinary rules for Clue along with these Gospel Rules:

1. All the players are working together to solve the mystery before the storm clears and the culprit escapes. That means each player has only three turns before the group collectively makes a final guess. Use some extra paper to track how many turns remain.
2. Each player chooses a room to start in—only one player per room. This is your first cooperative challenge. Choose wisely.
3. Players roll two dice on their turn. If they roll doubles, they can choose any room to go to.
4. Players are only allowed to reveal which cards they have to each other when the player whose turn it is makes a guess related to a specific card in their hand.



**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

With these rules, your only chance to win is to win together. That's a pretty important lesson in life. If you communicate and cooperate well, you can set up each person's turn for maximum success, which in turn helps the whole group.

Was it hard to switch to a mindset of using your turn to set up the next person's turn for success?

In Matthew 12:22-25 Jesus is challenged for helping someone. He is questioned as to whether he has the authority to heal the person he heals. In God's kingdom you always have the authority to help a person like that. When you switch to thinking about how you can find new ways to help from how things have always been done, it's like adding a whole tool box your work in building God's kingdom.

What's one way you can be helpful to someone you played Clue with, beyond the game itself?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES

Connect Four



This Gospel Rule may be applied to any version of Connect Four, including the giant version.

As you'll see, the rule encourages you to adapt your pieces so that you can use them without sight. Think of simple things you could use to do this with such as stickers (even scratch and sniff) or puffy paint. You could glue on pennies to affect the weight. Just make sure that your adaptation doesn't prevent the pieces from fitting into the slots.

For an added challenge, the players can even set up the game and divide up the pieces while blindfolded.

This Gospel Rule comes from John 9:25. Look it up.

Use the ordinary rules for Connect Four along with this Gospel Rule:

1. Both players must be blindfolded while they play. Players are allowed to receive advice from a friend who is not blindfolded. You are also allowed (or even encouraged) to adapt your pieces so they you can recognize them by touch, sound, or even smell.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

When playing Connect Four, you have to pay attention or before you know it, the other person has four in a row. It might have been tough for you to pay attention while blindfolded.

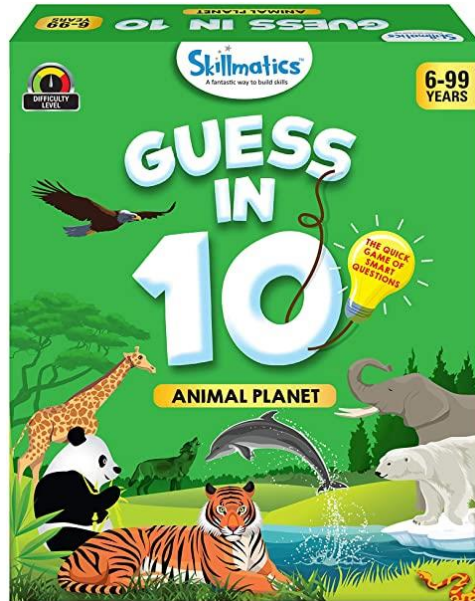
What did you have to do to stay on track with getting four in a row first?

In John 9:1-41 Jesus heals a man who has lived with blindness his whole life and then other people get mad because they're not sure the man deserved it. They seem to think that because you're blind, there's something wrong with you. There isn't. Your eyes may work differently but you are still God's beloved child.

Did you feel like you were any less your special self when you were blindfolded?

In one or two of your own words, what is the game-changing idea behind this Gospel Rule?

GOSPEL RULES



Guess in 10

This Gospel Rule may be applied to any version of Guess in 10, but we recommend using the Animal Planet version. As you'll see, this rule pertains to guessing about things that have feelings.

Instead of using the Guess in 10 game box, you can use the animals we have listed for you on the next page. You can even cut them out and use them as cards.

This Gospel Rule comes from Mark 8:28-29. Look it up.

Use the ordinary rules for Guess in 10 along with this Gospel Rule:

1. The person who is being asked the 10 questions, should answer with "yes" or "no" but, if the answer is yes, should also answer with how it feels. For example, the guesser could ask, "can it fly?" and the answerer would respond, "yes, and it feels awesome!" The guesser could ask, "does it have big ears?" and the answerer would say, "yes, and they feel heavy." The guesser could ask, "does it have scales?" and the answerer would respond, "yes, and they feel itchy." The guesser could ask, "is it good at climbing?" and the answerer would respond, "yes, and it's really fun."



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

By adding on this extra Gospel Rule we're encouraging you to put yourself into the shoes (or the paws, or claws, or feet, or fins) of the thing that you're guessing about. We want you to think about what it's like to be like the thing that's being guessed about.

Did you learn something about an animal while you were playing? Did thinking about how the animal feels help you to remember that thing?

In Mark 8:27-29, Jesus' disciples start guessing at who Jesus really is. They first tell Jesus who other people have been calling Jesus.

Then they stop to think about how they really feel about Jesus, and Peter says that Jesus is the Messiah. He is the hero they have all been waiting for. In the Bible Jesus is called lots of things like Messiah, light of the world, prince of peace, savior, God, friend, teacher, shepherd, Lord, beloved, holy one, the Word, the Christ, and many others.

What do you feel is the right thing to call Jesus?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES

Guess Who



These rules and the special cards we're providing may be used with any version of Guess Who. You will have to cut out the cards yourself. Be sure to cut the orange and green cards to the right size, so that they can slide into the little frames on your gameboards. They have a border that you can trim to the right size.

The orange cards are for the first player's gameboard.
The green cards are for the second player's gameboard.
The purple cards are for the draw pile.

These Gospel Rules come from Mark 2:12. Look it up.

Use the ordinary rules for Guess Who along with these Gospel Rules:

1. Use person-first language while asking a "yes" or "no" question on your turn. For example say, "a person who has black hair," or "a person who uses a wheelchair," or "a person who uses glasses," or "a person who is blind," or "a person who has red clothes," or "a person who has prosthetics."
2. If you don't recognize the person on the card, look them up.



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Lai Chi Wai



Climber

Liza Longoria



Philanthropist

**Stephen
Hawking**



Scientist

Want to explore these Gospel Rules further?

Here are some prompts to help you do that:

There are a lot of amazing people that have done a lot of amazing things on the special cards that we gave you for the game. We hope you remember some of these people.

What's something cool that you learned about one of these people?

In Mark 2:1-12 Jesus meets an amazing man who had four really good friends and who wasn't afraid to swing around on ropes. He also happened to live with paralysis. At the end of the story he's able to walk out of the place and laugh and celebrate with his awesome friends?

Was he able to laugh and celebrate with his awesome friends before the story? What else was he able to do before Jesus healed him?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

1st Player Cards



Annette
Kellerman



Blake
Leeper



Vilissa
Thompson



Jorge Luis
Borges



Harriet
Tubman



Liz
Longoria



Adeyoyin
Olayiwola



Thristian
Mendoza



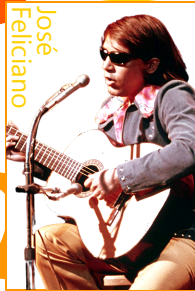
Stephen
Hawking



Hilkari
Oe



Frida
Kahlo



José
Feliciano



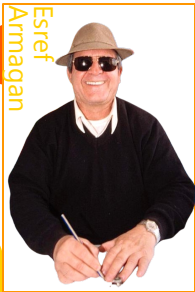
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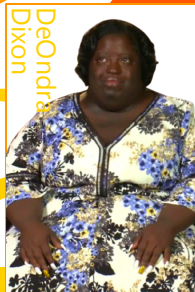
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Aimee
Mullins



Esref
Armagan



DeOndra
Dixon



Itzhak
Perlman



Daniel
Inouye



Steve
Wonder



Danielle
Burt



Hellen
Keller



Hannah
Cockcroft



Eliza
Suggs



2nd Player Cards



Annette
Kellerman



Blake
Leeper



Vilissa
Thompson



Jorge Luis
Borges



Harriet
Tubman



Liz
Longoria



Adedoyin
Olajiwola



Thristian
Mendoza



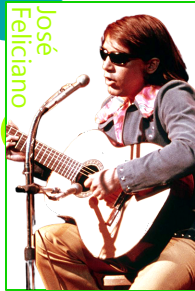
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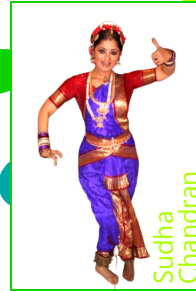
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Daniel
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Steve
Wonder



Danielle
Burt



Hellen
Keller



Hannah
Cockcroft



Eliza
Suggs



Draw Pile Cards



Annette
Kellerman



Blake
Leeper



Vilissa
Thompson



Jorge Luis
Borges



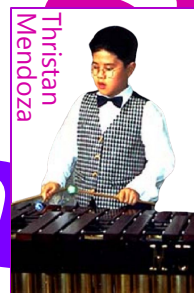
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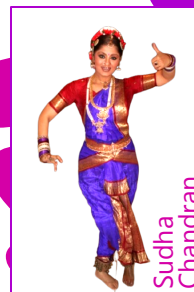
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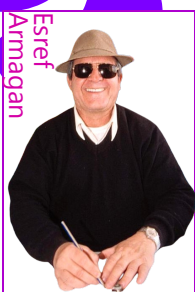
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GOSSPEL RULES

Jenga



This Gospel Rule may be applied to any version of Jenga, including the giant version.

As you'll see, you will have to play the game with even more patience and caution than you already do.

For an added challenge, the players can even set up the game and divide up the pieces while blindfolded.

This Gospel Rule comes from John 9:3-4. Look it up.

Use the ordinary rules for Jenga along with this Gospel Rule:

1. Both players must be blindfolded while they play. Players are allowed to receive advice from a friend who is not blindfolded. If you find that playing with a blindfold for the entire game is too difficult, you may take your blindfold off in between your turns but keep it on for your turn.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

Jenga is hard enough as it is, without adding in blindfolds. The game definitely gets harder as it goes along. We gave you the option of working with a non-blindfolded friend because we thought you could use the extra help.

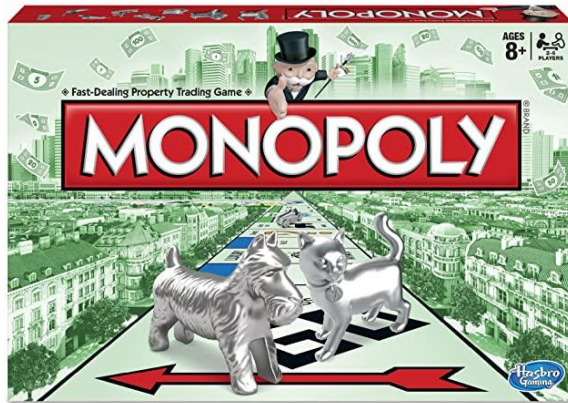
Did you develop any special strategy as you progressed through the game blindfolded?

In John 9:1-41 we get an entire chapter devoted to one incident. Jesus heals a person living with blindness and everyone freaks out. They seem to freak out because they had assumed the man was blind because something was wrong with him, or his parents. There wasn't anything wrong with him. From one moment to the next his ability to see changed, but besides that he was essentially the same person living in the same world.

How do you think the man's strategy for living life changed after this story?

In one or two of your own words, what is the game-changing idea behind this Gospel Rule?

GOSPEL RULES



Monopoly

These Gospel Rules may be applied to Monopoly. It should work with most versions of the game.

We also recommend the "fast version" of monopoly described in the standard rules. These rules may be applied to the fast version as well.

This Gospel Rule comes from Luke 4:18-19. Look it up.

Use the ordinary rules for Monopoly along with these Gospel Rules:

1. Jail is now a Philanthropy Fundraiser. If you draw or land on "go to jail," instead you go to a Philanthropy Fundraiser. The player who goes to the fundraiser is committed to donating \$50 but may give more. This money may be given directly to any player, as long as they agree to accept. Otherwise the money goes into a special Gift Fund.
2. The Gift Fund may be used by any player on their turn. That player may take up to \$20 per turn but it must be spent immediately and they must say what imaginary philanthropic project it is being used for. For example, the player may say, "I am using this \$20 to help buy a hotel where I will start an animal shelter."
3. A Get Out of Jail Free Card now automatically counts as \$200 at the next philanthropy fundraiser that the player who drew the card goes to.



**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

When playing normal monopoly, ending up in jail can be really frustrating, especially because you end up there simply because of bad luck. These Gospel Rules aim to repurpose some of the element of chance in the game.

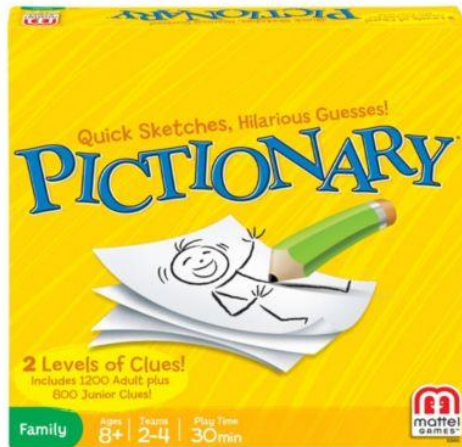
How does the feeling of ending up in jail compare to the feeling of going to a Philanthropy Fundraiser? Is it different, the same, the opposite, or something more complex?

In Luke 4:16-21 Jesus follows up his baptism and temptation in the wilderness with an official launch to his ministry. He lays out that he has come to help people, especially the people who have had the worst luck in life. Jesus invokes an Old Testament rule, "the year of the Lord's Favor," that cancelled debts and promoted prosperity through generosity.

What motivates you to help other people?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES



Pictionary

These Gospel Rules may be applied to any version of Pictionary.

As you'll see, for this Gospel Rule you'll need a six sided die or another way for the person whose turn it is to randomly select a number from 1-6.

This Gospel Rule comes from Mark 8:24-25. Look it up.

Use the ordinary rules for Pictionary along with these Gospel Rules:

1. After her card has been taken, but before the timer is started on a player's turn, she must randomly select a number from 1-6 so that no one else sees the number.
2. That player must draw the thing on her card as if it is expressing one of these emotions, based upon the number randomly selected:
 - 1) Happy
 - 2) Sad
 - 3) Angry
 - 4) Relaxed
 - 5) Scared
 - 6) Excited
3. The players who are guessing must say the feeling in addition to the thing that is being drawn. For example if the thing is "tree" and the number selected is 3, they must guess "angry tree."



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

What do emotions look like? We might think that we know the answer to that question. In reality we often miss emotional cues in others, especially when their experience is different from what we expected. Having to draw emotions onto inanimate objects should hopefully widen your range of what an emotion is. Even if you resorted to making feeling emojis next to your drawings, you at least probably thought about an emotion in a new way.

What is something new that you learned about how an emotion might be expressed?

In Mark 8:22-29 Jesus gradually brings sight to a man who had been living with blindness. This happens gradually such that the man first mistakes people for trees. He eventually sees what is before him clearly. Right after that, Jesus tests how clearly his disciples are able to see who he really is. They are able to see the Messiah—the hero they have all been waiting for.

How do you think the interaction with the man who had been living with blindness effected how the disciples saw Jesus?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?

GOSPEL RULES

Uno



This Gospel Rule may be applied to any version of Uno.

This Gospel Rule comes from Luke 8:44. Look it up.

Use the ordinary rules for Uno along with this Gospel Rule:

1. When you receive a Draw Two or Draw Four card, instead of drawing those cards from the draw pile, you draw them from the other players. You can take all of the cards from a single player or from different players as long as they add up to the right amount (+2 or +4). The player(s) you take the cards from must present their cards to you face down so that your selection is random. You cannot take all of another player's remaining cards—they must be left with at least two cards. If there are not enough other players with enough cards to reach 2 or 4 then use the draw pile as well.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

When a person is given a Draw Four card and they start taking cards from others, the gut reaction of the people losing cards might be to object. Yet, having fewer cards in Uno is a good thing.

When is giving what you have to others a good thing? Give examples?

In Luke 8:43-48 a woman who was living with constant bleeding jostled her way through a crowd and managed to touch the hem of Jesus' coat. She was instantly healed and Jesus felt it. Power had come out of him. The woman was terrified that Jesus would be angry but instead he was overjoyed to give her such a gift.

Why was the woman afraid that Jesus would be upset? Why wasn't he upset?

In one or two of your own words, what is the game-changing idea behind this Gospel Rule?