Board Game—Searchers of the Lost Bible
By Shad Sluiter - available for download at www.gospelhall.org

Situation
The Museum of Christian History has assigned five highly-trained searchers to locate complete sections of the Bible. These five players will search the ancient libraries, archeology sites and cities of the Biblical world looking for fragments of long-lost pieces of the Holy Scripture. The goal of the game is to learn about the Bible—about the cities mentioned in Acts as well as the epistles written to each city.

Winning the Game
Players collect cards that have scripture verses printed on them. A player wins the game when he has collected a set of five different cards from the same book of the Bible and put them in order. Players sell or trade unneeded cards and buy new cards to complete the set.

Game Pieces
- The game board is a map showing the main cities mentioned in the Book of Acts in the time of the early church. The red lines show possible travel routes.
- Each card contains a Bible verse from one of the epistles of the New Testament. There are five different verses from each epistle. There are 9 wild cards in the deck that can be used in place of any Bible verse.
- Selected Bible Verses. The sets of Bible verses are printed on a page to help players know when they have completed a set of five unique cards.
- Money is used to buy and sell cards. Use either the supplied paper money or use about 50 pennies.
- Player Tokens. Each player moves a person around the board during the game. The player tokens are: Merchant, Antique Dealer, Sailor, Soldier and Tour Guide.

1. The Sailor player can move his token across water—to Cyprus, Rome and the water passage between Philippi and the 7 Churches of Asia. All other players may not cross water.
2. the Tour Guide player can move his token up to 5 cities each turn. The other players only get to move up to three cities per turn. The tour guide knows his way around the map better, so he travels faster than the other players.
3. The Antique Dealer player can sell his cards for a +2 coins bonus. The Antique
Dealer knows buyers who are willing to pay more for his goods so he always gets the best price for his goods. He gets 3 coins for a card instead of the normal price of 1 coin. He can sell his card for 5 coins if he is in the corresponding city instead of the normal price of 3 coins per card.

4. The **Soldier** player blocks the movement of other players. Other non-soldier players may not pass a soldier unless he pays the soldier a 3 coin fee. Soldiers may pass other soldiers without paying the penalty.

5. The **Merchant** player does not have to follow the rule of holding a maximum of 5 cards in his hand at any time. He may hold up to 10 cards. This makes it easier for him to collect a set of five unique cards. Merchants have access to warehouses and camel trains making it easier to store goods.

- **Skill Upgrade Cards.** Each player can earn new skills during the game by buying skill builder cards as they become available for purchase in the course of play. It is possible for a player to earn all skills in the course of the game. There are only 3 of each skill upgrade cards in the deck so games with 5 players are more challenging than with 3 or 4 players.

**Setup**
1. Shuffle the cards. Turn the cards verse-side down in a pile next to the game board.
2. Each players receives 4 coins.
3. Starting with the youngest player, each chooses a game piece and the corresponding special skill token for that piece (soldier, sailor, etc).
4. Place the game token on any city on the map.
5. Place the top four cards on the game board in the “Card Sale Area”. Place the cards on the board with the verse side visible.

**Order of Play**
1) **Trade.** A player may trade his card(s) with other player at *any time* during his turn. He may sell a card to another player for coins, trade for one or more cards or even trade his right to take a game turn. This may be necessary if a player has no money and no cards in his hand. A player may make multiple trades with multiple people during his turn. However, only the player who's turn it is may trade with others.

2) **Move.** Players may move their token zero, one, two or three cities in either direction following the red pathways on the board. A player may cross sea zones only if he is a sailor. A player has to pay 3 coins to pass a soldier. A player may not stop to share a city with another player.

3) **Sell.** A player may sell any or all of the cards in his hand to the bank. A player may sell any verse card for one coin. A player receives 3 coins for a verse card if his token is in the city that corresponds to the card. When a player sells a card, he places it back in the discard pile.

4) **Buy.** Players may buy one new card from the board. Prices range from 1 to 7 coins for each card. When a player’s turn ends, the remaining cards slide downward becoming less expensive for the next player. If the player purchases none of the cards, the least expensive card is discarded and the others slide down one slot.

5) **Skill Build.** A player may immediately place a skill builder card on the table in front of him after purchasing it. When a player has collected

<table>
<thead>
<tr>
<th>Card Sale Area</th>
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<tbody>
<tr>
<td>7 coins</td>
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</table>

Move the remaining cards to the right at the end of each player’s turn.
three skill cards alike (or a combination of 3 skill cards and wild cards), he gains a special advantage (see skill cards instructions for details).

6) **Discard.** A player may hold a maximum of five cards at the end of his turn. If a player ends his turn with more than five cards, he must sell, trade or discard the extra cards.

### Printing and Cutting Tips

- Print this entire document on card stock or the heaviest paper your printer can handle.
- Use a paper cutter to cut out the cards, game tokens and the map pieces.
- Tape together the map pieces and game tokens with clear tape.

### About this Game

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### Game Player Tokens

<table>
<thead>
<tr>
<th>Antique Dealer</th>
<th>Tour Guide</th>
<th>Soldier</th>
<th>Sailor</th>
<th>Merchant</th>
</tr>
</thead>
</table>

**Player Token Directions**

1) Print this page.
2) Cut out the player token with a paper cutter.
3) Fold the token into a triangular tent shape as shown.
4) Apply a piece of clear tape to attach the base to one of the sides of the token.
Use a paper cutter to cut along the edge of the color. Assemble all pieces of the map and tape together with clear tape.
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Move the remaining cards to the right at the end of each player’s turn.
Now we know that what things soever the law saith, it saith to them who are under the law: that every mouth may be stopped, and all the world may become guilty before God.

Therefore by the deeds of the law there shall no flesh be justified in his sight: for by the law is the knowledge of sin.

But now the righteousness of God without the law is manifested, being witnessed by the law and the prophets;

Even the righteousness of God which is by faith of Jesus Christ unto all and upon all them that believe: for there is no difference:

For all have sinned, and come short of the glory of God;

For if we believe that Jesus died and rose again, even so them which sleep in Jesus will God bring with him.

For this we say unto you by the word of the Lord, that we which are alive and remain unto the coming of the Lord shall not prevent them which are asleep.

For the Lord himself shall descend from heaven with a shout, with the voice of the archangel, and with the trump of God: and the dead in Christ shall rise first:

Then we which are alive and remain shall be caught up together with them in the clouds, to meet the Lord in the air: and so shall we ever be with the Lord.
Wherefore comfort one another with these words.

Let this mind be in you, which was also in Christ Jesus:

Who, being in the form of God, thought it not robbery to be equal with God:

But made himself of no reputation, and took upon him the form of a servant, and was made in the likeness of men:

And being found in fashion as a man, he humbled himself, and became obedient unto death, even the death of the cross.

Wherefore God also hath highly exalted him, and given him a name which is above every name:

For I have received of the Lord that which also I delivered unto you, That the Lord Jesus the same night in which he was betrayed took bread:

And when he had given thanks, he brake it, and said, Take, eat: this is my body, which is broken for you: this do in remembrance of me.

After the same manner also he took the cup, when he had supped, saying, This cup is the new testament in my blood: this do ye, as oft as ye drink it, in remembrance of me.
For as often as ye eat this bread, and drink this cup, ye do show the Lord's death till he come.

Wherefore whosoever shall eat this bread, and drink this cup of the Lord, unworthily, shall be guilty of the body and blood of the Lord.

For this cause left I thee in Crete, that thou shouldst set in order the things that are wanting, and ordain elders in every city, as I had appointed thee:

If any be blameless, the husband of one wife, having faithful children not accused of riot or unruly.

For a bishop must be blameless, as the steward of God; not selfwilled, not soon angry, not given to wine, no striker, not given to filthy lucre;

But a lover of hospitality, a lover of good men, sober, just, holy, temperate;

Holding fast the faithful word as he hath been taught, that he may be able by sound doctrine both to exhort and to convince the gainsayers.

Even when we were dead in sins, hath quickened us together with Christ, (by grace ye are saved;)

And hath raised us up together, and made us sit together in heavenly places in Christ Jesus:
Ephesians

That in the ages to come he might show the exceeding riches of his grace in his kindness toward us through Christ Jesus.

For by grace are ye saved through faith; and that not of yourselves: it is the gift of God:

Not of works, lest any man should boast.

Colossians

In whom we have redemption through his blood, even the forgiveness of sins:

Who is the image of the invisible God, the firstborn of every creature:

For by him were all things created, that are in heaven, and that are in earth, visible and invisible, whether they be thrones, or dominions, or principalities, or powers: all things were created by him, and for him.

Colossians

And he is before all things, and by him all things consist.

And he is the head of the body, the church: who is the beginning, the firstborn from the dead; that in all things he might have the preeminence.

Galatians

O foolish Galatians, who hath bewitched you, that ye should not obey the truth, before whose eyes Jesus Christ hath been evidently set forth, crucified among you?
This only would I learn of you, Received ye the Spirit by the works of the law, or by the hearing of faith? Are ye so foolish? having begun in the Spirit, are ye now made perfect by the flesh? Have ye suffered so many things in vain? if it be yet in vain.

He therefore that ministreth to you the Spirit, and worketh miracles among you, doeth he it by the works of the law, or by the hearing of faith? For it is not possible that the blood of bulls and of goats should take away sins. But in those sacrifices there is a remembrance again made of sins every year.

For then would they not have ceased to be offered? because that the worshippers once purged should have had no more conscience of sins. For the law having a shadow of good things to come, and not the very image of the things, can never with those sacrifices which they offered year by year continually make the comers thereunto perfect. Wherefore when he cometh into the world, he saith, Sacrifice and offering thou wouldest not, but a body hast thou prepared me:
I was in the Spirit on the Lord’s day, and heard behind me a great voice, as of a trumpet,

Saying, I am Alpha and Omega, the first and the last: and, What thou seest, write in a book, and send it unto the seven churches which are in Asia; unto Ephesus, and unto Smyrna, and unto Pergamos, and unto Thyatira, and unto Sardis, and unto Philadelphia, and unto Laodicea.

And I turned to see the voice that spake with me. And being turned, I saw seven golden candlesticks;

And in the midst of the seven candlesticks one like unto the Son of man, clothed with a garment down to the foot, and girt about the paps with a golden girdle.

His head and his hairs were white like wool, as white as snow; and his eyes were as a flame of fire;

Use this card to travel across water. This card is discarded after one use.

Use this card to take the place of any Bible verse card.

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<thead>
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**Upgrade**

- **Soldier Upgrade**
  - Place this card the table in front of you. Non-soldiers have to pay 3 coins to pass you.

- **Sailor Upgrade**
  - Place this card the table in front of you. You now have the ability to travel over water.

- **Antique Dealer Upgrade**
  - Place this card the table in front of you. You receive a +2 coin bonus on every card you sell.

- **Tour Guide Upgrade**
  - Place this card the table in front of you. You can move up to 5 cities in one turn.

- **Merchant Upgrade**
  - Place this card the table in front of you. You can hold up to 10 cards in your hand before you are forced to sell them.
Card Grab
Use this card to grab any one of the cards that appears on the Card Sale Area. You may use this card even when it isn’t your turn!

Boat Ticket
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Use a paper cutter to cut along the edge of each piece of money. Or, alternatively, use your penny collection for coins. Print this page 2x if necessary.
Selected Bible Verses

Romans 3 - The city of Rome
19 Now we know that what things soever the law saith, it saith to them who are under the law: that every mouth may be stopped, and all the world may become guilty before God.
20 Therefore by the deeds of the law there shall no flesh be justified in his sight: for by the law is the knowledge of sin.
21 But now the righteousness of God without the law is manifested, being witnessed by the law and the prophets;
22 Even the righteousness of God which is by faith of Jesus Christ unto all and upon all them that believe: for there is no difference:
23 For all have sinned, and come short of the glory of God; Christ, (by grace ye are saved;)
6 And hath raised us up together, and made us sit together in heavenly places in Christ Jesus:
7 That in the ages to come he might show the exceeding riches of his grace in his kindness toward us through Christ Jesus.
8 For by grace are ye saved through faith; and that not of yourselves: it is the gift of God:
9 Not of works, lest any man should boast.

Colossians 1—to the city of Colossae
14 In whom we have redemption through his blood, even the forgiveness of sins:
15 Who is the image of the invisible God, the firstborn of every creature:
16 For by him were all things created, that are in heaven, and that are in earth, visible and invisible, whether they be thrones, or dominions, or principalities, or powers: all things were created by him, and for him:
17 And he is before all things, and by him all things consist.
18 And he is the head of the body, the church: who is the beginning, the firstborn from the dead; that in all things he might have the preeminence.

Galatians Chapter 3—to the city of Lystra
1 O foolish Galatians, who hath bewitched you, that ye should not obey the truth, before whose eyes Jesus Christ hath been evidently set forth, crucified among you?
2 This only would I learn of you, Received ye the Spirit by the works of the law, or by the hearing of faith?
3 Are ye so foolish? having begun in the Spirit, are ye now made perfect by the flesh?
4 Have ye suffered so many things in vain? if it be yet in vain.
5 He therefore that ministereth to you the Spirit, and worketh miracles among you, doeth he it by the works of the law, or by the hearing of faith?

Hebrews Chapter 10—to the city of Jerusalem
1 For the law having a shadow of good things to come, and not the very image of the things, can never with those sacrifices which they offered year by year continually make the comers thereunto perfect.
2 For then would they not have ceased to be offered? because that the worshippers once purged should have had no more conscience of sins.
3 But in those sacrifices there is a remembrance again made of sins every year.
4 For it is not possible that the blood of bulls and of goats should take away sins.
5 Wherefore when he cometh into the world, he saith, Sacrifice and offering thou wouldest not, but a body hast thou prepared me:

Revelation 1—to the 7 Churches of Asia
10 I was in the Spirit on the Lord's day, and heard behind me a great voice, as of a trumpet,
11 Saying, I am Alpha and Omega, the first and the last: and, What thou seest, write in a book, and send it unto the seven churches which are in Asia; unto Ephesus, and unto Smyrna, and unto Pergamos, and unto Thyatira, and unto Sardis, and unto Philadelphia, and unto Laodicea.
12 And I turned to see the voice that spake with me. And being turned, I saw seven golden candlesticks;
13 And in the midst of the seven candlesticks one like unto the Son of man, clothed with a garment down to the foot, and girt about the paps with a golden girdle.
14 His head and his hairs were white like wool, as white as snow; and his eyes were as a flame of fire;

Titus 1—to the island of Crete
5 For this cause left I thee in Crete, that thou shouldest set in order the things that are wanting, and ordain elders in every city, as I had appointed thee:
6 If any be blameless, the husband of one wife, having faithful children not accused of riot or unruly.
7 For a bishop must be blameless, as the steward of God; not selfwilled, not soon angry, not given to wine, no striker, not given to filthy lucre;
8 But a lover of hospitality, a lover of good men, sober, just, holy, temperate;
9 Holding fast the faithful word as he hath been taught, that he may be able by sound doctrine both to exhort and to convince the gainsayers.

Ephesians 2—to the city of Ephesus
5 Even when we were dead in sins, hath quickened us together with