Friend Evangelism Game

By Shad Sluiter
www.GospelHall.org

In the Friend Evangelism game you will simulate the process of winning of souls for Christ and then helping them grow spiritually. You will be given a few friends with a variety of spiritual backgrounds. Through personal interaction events, your job is to guide them to trust in Christ for salvation and then help them grow into mature Christians.

The thinking behind the game is that evangelism and mentoring should become a full-time, long-term task that requires that you become a student of your friends and as well as be a spiritual help and guide. People come to faith in Christ one person at a time through personal relationships with believers. Each of us takes his/her spiritual journey to salvation through asking profound questions about ourselves, experiencing personal crisis and learning more about what God says in his Word. God uses believers as tools in this process.

Game Strategy

The game is not so much about defeating your opponent (there isn’t one) as it is a method for starting a discussion about personal evangelism. The post-game activity is the most important part of the game where each player will create a profile card for one of their real friends to help the players think about their responsibility to reach out to them.

Game Setup

1. Select one person (which can be you, the teacher) to be the game leader. The game leader will control the pace of the game and lead the post-game discussion.
2. Split up your group of people into four teams. Each group will work together during the game. Print an additional set of game pieces if you have more than four groups.
3. Give each team a playing board.
4. Assign each team three Person Profile Cards. Each team should receive one green Person Card (easiest difficulty), one yellow Person Card (medium difficulty) and one red Person Card (most difficult). You could also allow the teams to examine all the Person Cards and take turns selecting them. These Person Cards become your friends during the game. Some have been exposed to the gospel more than others. Some are open to your teachings, others are resistant. Your goal is to lead them to Christ before the end of the game.
5. Give the group the people pieces that correspond to their Person cards.
6. Place the people pieces on the game board at the “head start” value assigned to each person as indicated on the green arrow. For example, Cool Carolyn starts on square number 3.
7. Shuffle the decks of action cards.

Game Play

1. For each round of play, the game leader takes the first action card from the shuffled deck and reads it out loud to all the teams.
2. Each team then decides which person piece will receive the action for that day. The action card will affect only the pieces that are in the stage which corresponds to the card’s color.
   - Red cards affect game pieces that are in stage 1.
   - Blue cards affect game pieces that are in stage 2.
   - Yellow cards affect game pieces that are in stage 3.
   - Green cards affect game pieces that are in stage 4.

2. Roll the dice and calculate the final number based on this formula...

   Number on Dice + Any bonus from the action card(s) played + or - Personality tendency bonus/hinderance = Adjusted Number

For example...

3 (number on dice) +2 (for action card) -2 (for person’s negative tendencies listed on the person profile card)

= 3
• If the adjusted number is 7 or higher, the person token can move **forward** two squares.
• If the adjusted number is 4–5 or 6, the person token can move **forward** one square.
• If the adjusted number is 3 or less, the person token remains in place.

**End of Game**

The game ends when all action cards have been taken from the deck.

After playing the game, give each student the list of discussion questions on the page "End of Game Activity".

**Teaching Notes for the Teacher**

The youth group leader / teacher should emphasize the following ideas in the post-game discussion.

**About the Stages of Spiritual Growth**

The game board indicates that your friend may pass through four stages of spiritual thinking in their friendship with you.

1. **Get to know your friend.** A Christian needs to form friendships with people in the world in order to introduce them to Christ.
2. **Get your friend to know you.** Earning your friend’s trust is the first step in sharing truth.
3. **Get your friend to know Christ.** The goal of evangelism is for your friend to know Christ as his/her savior. Just living a good life and being a model citizen isn’t going to help your friend understand salvation. At some time, you’re going to have to explain to your friend the terminology about sin, eternity, justice, grace and salvation.
4. **Get your friend to follow Christ.** After being saved, Christ wants us to follow him as disciples. We should obey his commandments, dedicate our lives to him and worship him. After your friend is saved, your role will change from evangelist to shepherd.

**About the Person Profiles**

The people you meet on the Person Profile cards, just like your friends in real life, have several factors that determine where he is on this spiritual journey. Previous experiences in your friend’s life will make your job as an evangelist either more difficult or easier.

Each person who is not yet saved has some level of ignorance or misconception about salvation. Whether it is a superstition, tradition or a fear about God, your job is to explain the gospel to your friend in a way that helps him/her grasp the need for forgiveness and helps him/her trust the Savior.

**Other factors not in the cards**

In previous versions of this game I tried to include other factors to make the game more realistic, however, for simplicity the game is published in this form. In previous versions prayer cards were included since an evangelist needs to pray for his/her friends. Also included were crisis events such as sickness, loss of job, birth of child, new career etc. since in real life, people are often open to God’s work in their life during times of transition. If you can, improve the game with your own cards.

**About this Game**

This game is the creative work of Shad Sluiter and retains all copyright protections. Permission is granted for this to be used for non-profit, educational uses. It may not be sold.

You can download this document and hundreds of other Sunday school lesson ideas at [www.gospelhall.org](http://www.gospelhall.org)
# Friend Evangelism

## Game Board

<table>
<thead>
<tr>
<th>Stage</th>
<th>Get to know them.</th>
<th>Get them to know you.</th>
<th>Get them to know Christ</th>
<th>Get them to follow Christ</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>You are acquaintances</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>You are friends</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>He/she is open to your opinions</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>He/she understands Concept of Sin</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>He/she trusts your point of view</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>He/she is convinced of the need to be saved</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>He/she is trusting in Christ</td>
<td>7</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>He/she is confessing Salvation in Baptism</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>He/she is dedicating one’s life as a disciple</td>
<td>9</td>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>Stage 1: Get to know them.</td>
<td>Stage 2: Get them to know you.</td>
<td>Stage 3: Get them to know Christ</td>
<td>Stage 4: Get them to follow Christ</td>
<td></td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------------------------------</td>
<td>---------------------------------</td>
<td>----------------------------------</td>
<td></td>
</tr>
<tr>
<td><strong>You are acquaintances</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>You are friends</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>You are acquaintances</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **He/she is open to your opinions**: 3
- **He/she understands Concept of Sin**: 5
- **He/she trusts your point of view**: 4
- **He/she is trustworthy of the need to be saved**: 6
- **He/she is trusting Christ**: 7
- **He/she is confessing Salvation in Baptism**: 8
- **He/she is dedicating one’s life as a disciple**: 9
- **He/she is dedicating one’s life as a disciple**: 9
- **He/she is dedicating one’s life as a disciple**: 9
<table>
<thead>
<tr>
<th>Stage 1</th>
<th>You are friends</th>
<th>2</th>
<th>2</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get to know them</td>
<td>You are acquaintances</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Stage 2</td>
<td>He/She is open to your opinions</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Get them to know you</td>
<td>He/she trusts your point of view</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Stage 3</td>
<td>He/she understands Concept of Sin</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Get them to know Christ</td>
<td>He/she is convinced of the need to be saved</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>Stage 4</td>
<td>He/she is confessing Salvation in Baptism</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>Get them to follow Christ</td>
<td>He/she is dedicating one’s life as a disciple</td>
<td>9</td>
<td>9</td>
<td>9</td>
</tr>
</tbody>
</table>
## Friend Evangelism

### Game Board

<table>
<thead>
<tr>
<th>Stage 4</th>
<th>Get them to follow Christ</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>He/she is dedicating one’s life as a disciple</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Stage 3</th>
<th>Get them to know Christ</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>He/she is confessing Salvation in Baptism</td>
</tr>
<tr>
<td></td>
<td>He/she is trusting in Christ</td>
</tr>
<tr>
<td></td>
<td>He/she is convinced of the need to be saved</td>
</tr>
<tr>
<td></td>
<td>He/she understands Concept of Sin</td>
</tr>
<tr>
<td></td>
<td>He/she trusts your point of view</td>
</tr>
<tr>
<td></td>
<td>He/She is open to your opinions</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Stage 2</th>
<th>Get them to know you.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You are friends</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>State 1</th>
<th>Get to know them.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You are acquaintances</td>
</tr>
</tbody>
</table>
**Person Profile Card**

**Name:** Sunday School Susan  
**Hobbies:** Listening to music, painting and reading books.  
**Age:** 16  
**Spiritual Quote:** “Of course I want to be saved. Who wouldn’t?”

**Biblical Background:** Sunday school student since an early age.  
**Hindrances:** Alcoholic father causes chaos and anguish in the home. Parents nearly have divorced several times.  
**Positive Tendencies:** Trusts her Sunday school teacher to help cope with problems of life.

**Game Adjustments**  
+5 Head Start  
+1 Roll Bonus

---

**Person Profile Card**

**Name:** Crabby old Charlie  
**Hobbies:** Golf, bowling, casinos.  
**Age:** 67  
**Spiritual Quote:** “Church is only for weddings and funerals.”

**Biblical Background:** Church education as a child in a large, traditional church. Hasn’t been to any church since his wedding 47 years ago.  
**Hindrances:** Long established habits of sin. Bitterness toward God for many disappointments in life. Cynical.  
**Positive Tendencies:** Two brothers are saved and have a very good reputation in the family.

**Game Adjustments**  
+1 Head Start  
-1 Roll Bonus

---

**Person Profile Card**

**Name:** Long Suffering Linda  
**Hobbies:** Watching TV.  
**Age:** 22  
**Spiritual Quote:** “I don’t understand why God doesn’t answer all my prayers.”

**Biblical Background:** Studied with cults who teach good works.  
**Hindrances:** Has 3 kids, no husband, lives in poverty. Has adopted a very negative attitude toward life due to many difficulties.  
**Positive Tendencies:** Is appreciative for charity given by families at her kid’s church.

**Game Adjustments**  
+1 Head Start  
+1 Roll Bonus

---

**Person Profile Card**

**Name:** Atheist Allan  
**Hobbies:** Cooking.  
**Age:** 49  
**Spiritual Tendency:** “God is a make-believe friend for grown-ups.”

**Biblical Background:** Parents were strong atheists.  
**Hindrances:** Fully-conversant in theories of evolution and anti-religious criticism of the Bible. Sees Christianity as a purely a history of Europe.  
**Positive Tendencies:** Can quote Bible and can articulate the doctrines of salvation.

**Game Adjustments**  
+3 Head Start  
-2 Roll Bonus
Name: Right Wing Randy
Hobbies: Sports with friends at the gym.
Age: 29
Spiritual Quote: “God bless America. Amen.”

Biblical Background: Parents are Christians. Attended gospel preaching church for most of his life. Wife is active in church.

Hindrances: Sees religion as another form of politics. Salvation means that a person is basically “good”.

Positive Tendencies: Knows most Bible stories.

Game Adjustments
+4 Head Start
+0 Roll Bonus

Name: Social Sharon
Hobbies: Listening to music, MTV, Movies, Guys, Makeup.
Age: 17
Spiritual Quote: “Church is where you meet friends.”

Biblical Background: Attended church classes in order to get baptized.

Hindrances: Assumes that Church is another social club. Church is another club in which to win recognition.

Positive Tendencies: Very likely to talk to everybody.

Game Adjustments
+5 Head Start
-2 Roll Bonus

Name: Grungy Gary
Hobbies: Garage band.
Age: 22
Spiritual Quote: “I’m on the highway to hell.”

Biblical Background: Parents assume that all religion is a spiritual exploration into the unknown.

Hindrances: Has no trust in the Bible as authority. Believes the world is a hard place where only the tough survive.

Positive Tendencies: Sees spiritual meaning in everything.

Game Adjustments
+1 Head Start
+0 Roll Bonus

Name: Devout Doris
Hobbies: Cooking.
Age: 15
Spiritual Quote: “God willing.”

Biblical Background: All spiritual knowledge is from church tradition, rather than Bible study.

Hindrances: Difficult to disagree with family’s roots to trust a gospel without works.

Positive Tendencies: Believes that the Bible is the Word of God even though she doesn’t know what is inside it.

Game Adjustments
+3 Head Start
+0 Roll Bonus
Person Profile Card

Name: Pretty Good Patty

Hobbies: Violin.

Age: 19

Spiritual Quote: "The highest spiritual experiences are found in the sanctuary."

Biblical Background: Knows Bible stories from church. Assumes that she has always been saved.

Hindrances: Since she believes in God and her church teaches the Bible, she assumes that she is saved.

Positive Tendencies: Respects God.

Game Adjustments
+3 Head Start
-2 Roll Bonus

Person Profile Card

Name: Good guy Gary

Hobbies: Retired fireman. He goes golfing a lot.

Age: 77

Spiritual Quote: "I'm sure that God will take care of me. He always has."

Biblical Background: Never has missed a charity or good cause in the community.

Hindrances: A long history of good works is hard to give up to admit the need to be saved.

Positive Tendencies: Likes to be liked by all.

Game Adjustments
+2 Head Start
+0 Roll Bonus

Person Profile Card

Name: Tough Tonia

Hobbies: Texting.

Age: 13

Spiritual Quote: "Why would God be good if so many things are bad?"

Biblical Background: Went to 3 Bible classes in the summer when she was 9.

Hindrances: Forced to fend for herself. No parents. Has developed a tough girl attitude.

Positive Tendencies: Still trusts her teachers at school, but not for much longer.

Game Adjustments
+1 Head Start
+2 Roll Bonus

Person Profile Card

Name: Too Cool Carolyn

Hobbies: Hanging out.

Age: 16

Spiritual Quote: "What a joke!"

Biblical Background: Watched television evangelists a few times for laughs. Favorite music artists says she "believes in God".

Hindrances: Has been totally repulsed by greedy preachers.

Positive Tendencies: Intelligent.

Game Adjustments
+3 Head Start
-2 Roll Bonus
1. Print out this sheet on heavy paper.
2. Cut out each person. (as pictured to the right)
3. Fold the strip of paper into a triangle tent.
4. Fasten with tape.

<table>
<thead>
<tr>
<th>People Game Pieces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday School Susan</td>
</tr>
<tr>
<td>+5</td>
</tr>
<tr>
<td>Long Suffering Linda</td>
</tr>
<tr>
<td>+1</td>
</tr>
<tr>
<td>+1</td>
</tr>
<tr>
<td>Action Card</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td><strong>Give your friend</strong></td>
</tr>
<tr>
<td>$300 to help with unexpected expenses.**</td>
</tr>
<tr>
<td>+2 for dice roll</td>
</tr>
<tr>
<td><strong>Take your friend to lunch at a bookstore and coffee shop.</strong></td>
</tr>
<tr>
<td>Use in stage 1</td>
</tr>
<tr>
<td>+2 for dice roll</td>
</tr>
<tr>
<td><strong>Create a study group for homework help.</strong></td>
</tr>
<tr>
<td>Use in stage 1</td>
</tr>
<tr>
<td>+2 for dice roll</td>
</tr>
</tbody>
</table>
**Action Card**

Have a prayer meeting at lunch hour with your friend.

Use in stage 4
+2 for dice roll

**Action Card**

Co-teach a Sunday school class with your friend.

Use in stage 4
+2 for dice roll

**Action Card**

Explain the Two Roads in Matthew 7:13-14 at lunch.

Use in stage 3
+2 for dice roll

**Action Card**

Attend a Bible conference on “How to know the will of God.”

Use in stage 4

**Action Card**

Tell the story of how you were saved to your friend.

Use in stage 3
+2 for dice roll

**Action Card**

Invite your friend to a meeting for the preaching of the gospel.

Use in stage 3
+2 for dice roll

**Action Card**

Explain to your friend that salvation is a gift in Romans 6:23.

Use in stage 3
+2 for dice roll

**Action Card**

Give your friend a Bible as a gift.

Use in stage 3
+1 for dice roll

**Action Card**

In response to the latest apocalyptic movie, give your friend a booklet “The End of the World according to the Bible”.

Use in stage 3
+1 for dice roll
1. **Earning the Right to be Heard.** What might be the problem with the situation in the cartoon to the right? Why might the couple be so resistant to their “friend”?

2. **Taking Offense.** Although the teaching of sin and salvation by grace can be very offensive and rejected by some, what do you think the man in the cartoon below is rejecting?

3. **Your Friend.** Think of a friend of yours who is not saved yet. Create a profile card for him/her. What kind of “Action Cards” do you need to help this person become aware of salvation or to understand salvation?

4. **Being Prepared.** What things do you need to do to improve your habit of personally reaching others for Christ?

---

**Person Profile Card**

- **Name:**
- **Hobbies:**
- **Age:**
- **Spiritual Quote:**

**Biblical Background:**

**Hindrances:**

**Positive Tendencies:**
Make your own dice with this pattern if you don’t have your own.