1.0 THE GAME

The driving force in publishing the Revised Edition of House2House was to create an improved game using scriptures from the Revised Edition of the New World Translation. What’s more, the game has been refined not only as a moduar board game but also as a magnetic tiles/board with provision to create unlimited gameplay territory for each play of the game. That’s awesome! There are also the inclusion of “Isolated Territory” and interconnected network of roadways. The game concept has remained the same- to get to know most of the scriptures that can be used in the House-to-house ministry through an interactive and exciting game. The game play set is based on the scripture at Romans 10:14c - “How, in turn, will they hear without someone to preach?” but the desire of all is to constantly reflect on the question “How, in turn, will I preach without knowing the scriptures?” With House2House, each player tries to play literature, make return visits and conduct Bible Studies while going from house to house in the territory within the agreed play duration.

USES:
- Revised edition of the New World Translation of the Holy Scriptures
- Reasoning from the Scriptures.
- (These items are not included in the game box)

BENEFITS:
- Promotes improvement in scriptural knowledge, fosters bible study consciousness and enables strategic thinking. This game also encourages family bonding and is meaningful, purposeful fun.

PLAYERS: 2-4

AGES: 6yrs+

PLAYING TIME: 45minutes+

1.1 THE GOAL

The goal of this game is to become familiar with selected scriptures from Bible, answers questions based on How Would You Respond and Conversation Stoppers section of the Reasoning from the Scriptures. Knowing and using these scriptures can enable any Kingdom Publisher acquire sufficient ‘Bible Studies’, ‘Return Visits’, ‘Magazines’, ‘Brochures’ or ‘Hours’ while covering preaching territories – during play of the game. For the purpose of playing this game, you will be performing well if you acquire the most knowledge of the following order - ‘Bible studies’, ‘Return visits’, ‘Magazines’, ‘Books’, ‘Brochures’, and ‘Hours’.

1.2 GAME PIECES

The game consists of 1 magnetic board, 88 hexagonal magnetic tiles, 1 score sheet, 4 pawns, 1 deck (160 cards) of Scriptural Questions cards, 1 deck (70 cards) of How Would You Respond cards, 1 deck (13 cards) of Conversation Stoppers cards, and one (1) 30 seconds timer.

NOTE: You can create game territory using different tiles with specific usage. For instance, the “Player Start-Off” tile is used as the starting point for players; “Roadway” tiles are tracks that linked the territory together; “Start-Off at Isolated Territory” tiles are starting point at seldom worked territory which a Player can be referred; “How Would You Respond” and “Conversation Stoppers” tiles are points along the roadway where Player are required to take additional action; “Group Meeting Point” tile is the gathering point where all Players converge once the game start; “Road Closed” tiles are dead-end areas within the territory. If a Player chooses to cover this territory, he will be required to return upon completion. – See Section 2.1

1.3 THE CONDUCTOR

The players should select a Conductor (a non-player in the game) who will keep the game scores (i.e ‘field service’ records), Timer and also lookup answers in Reasoning from the Scriptures Book. The Conductor should ensure that he has the score sheet to use. Score sheet can be downloaded via our website www.TheocraticGames.com

1.4 PREPARING TO PLAY

Create your territory using most (not necessarily all) of the hexagonal tiles (See representation of legends used in Section 2.1). Start in the following order:

a) Place the “Group Meeting Point” tile in the center of play area on magnetic board.

b) Simultaneously, players work together to create the entire territory by linking the rest of the tiles with the “Group Meeting Point” tile.

c) Place the “Player Start-Off” and “Start-Off at Isolated Territory” tiles at various ends of the territory so that they form continuous roadway.

d) Ensure all the “Roadway” tiles are connected to form a continuous roadway; where this is not possible, you can utilize the “Road Closed” tiles or re-arrange the pathway to achieve your desired territory.

2.0 GAME RULES & INSTRUCTIONS

1.5 STARTING THE GAME

The players should position themselves around the playing area. Each player takes four (4) Scriptural Questions cards from the play area. The youngest player starts the game.

1.6 PLAY!

1.6.1. THE PLAYER WITH TURN of play asks the next player to him (in clockwise order), questions shown on any of his Scriptural Questions cards.

NOTE: Each of the playing cards has Bible topics [e.g Interfaith] on top of the card, a reference to the scripture being considered - this should be mentioned before asking player the scriptural questions [Eg. He should say “This question is about Interfaith,” and then ask the scriptural question on the card]. The player has the option of either asking: “What does this scripture say?” or “Which scripture says this?” Any can serve as the question and the other as the expected answer from the responding player.

1.6.2. THE RESPONDING PLAYER can answer the question directly or may request for a Hint which appears at the base of the Scriptural Questions card. If the responding Player gets the answer without the hint, he should move his Pawn according to the number appearing on the top right corner of the Scriptural Questions card, in the direction of the arrow on the board. If the responding Player gets the answer with the hint, he should move his Pawn according to the number appearing on the bottom left corner of the Scriptural Questions card, in a forward direction. Any ‘Bible studies’, ‘Return visits’, ‘Magazines’, ‘Books’, ‘Brochures’, or ‘Time’ acquired on the board by the responding Player as a result, should be recorded on the scoresheet.

2.0 USING THE SCRIPTURE

2.1 HOW WOULD YOU RESPOND?

Whenever a Player occupies a space depicting How Would You Respond, he will utilize a How Would You Respond card by reading out the reference on the card. He will provide his response and the Conductor will establish the correctness by reading out the answer from the reference page. For example, p.s.15 means that the answer can be located on Page 15 of Reasoning from the Scriptures Book. Depending on the substance of his answer, the Conductor determines if Player gets the answer without the hint, he should move his Pawn according to the number appearing on the top right corner of the Scriptural Questions card, in the direction of the arrow on the board. If the responding Player gets the answer with the hint, he should move his Pawn according to the number appearing on the bottom left corner of the Scriptural Questions card, in a forward direction.
Game Rules & Instructions (English Edition)

1.8 CONVERSATION STOPPERS

The same rules of Section 1.7 apply here with the exception returning to his last location. A Player will want to turn potential Conversation Stoppers into opportunities for further progress in the game and the achievement of goals (See Section 1.1), therefore an inaccurate response would make such a Player return to his last position.

1.9 DISPLACING ANOTHER PLAYER (HANDBOVER)

When a Player occupies a space currently occupied by another Player, the incoming Player displaces the current Player by swapping their physical location. Whatever is marked on the space vacated by the incoming Player will not be recorded by the displaced Player. However, the incoming Player will acquire whatever is marked on the displaced Player’s space (e.g. handing over of Bible Studies to another Player).

2.0 PLAYER SCORES - ‘FIELD SERVICE REPORT’

Each time a Player’s pawn occupies marked spaces (Bible Study, Return Visit, Brochure, Book, Magazine or Time) and receives scores, the Conductor should take record the Player’s score on that space in the scoresheet. The space marked Time has its score in minutes.

The table below shows representation of Bible Study, Return Visit, Brochure, Book, Magazine and Time as used in the game.

<table>
<thead>
<tr>
<th>Bible Study</th>
<th>Return Visit</th>
<th>Brochure</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Book</th>
<th>Magazine</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

1. How Would You Respond?
2. Proceed to Isolated Territory
3. Start at Isolated Territory
4. Group Meeting Point
5. Overhead Roadway
6. Road Closed
7. Conversation Stopper
8. Roadway
9. Player Start-Off

2.2 ISOLATED TERRITORY

When a Player occupies a space depicting “Goto Isolated Territory”, the Player should move his pawn any of the “Start-off at Isolated Territory” on the board and remain until his next turn of play or action. Going to an ‘Isolated territory’ should not be viewed as a setback for the Player but a privilege of ‘service’ in order to ‘bear thorough witness’ to the good news. It also gives the Player the opportunity to acquire more ‘Bible Studies’, ‘Return Visits’ etc.

2.3 JOINING OR REJOINING THE GAME

2.3.1 A new Player may decide to join the game even though it has already begun. He should select four (4) Scriptural Questions cards. This Player will take his turn after the person who has the last turn in the game.

2.3.2 A Player who was part of the game but exited without finishing the game may choose to re-join the game. He will select four (4) Scriptural Questions cards. Such Player will take his turn after the person with the last turn in the game.

2.4 ENDING THE GAME

Any Player can choose to leave the game without bringing the game to its end. There are two or more Players desirous of continuing the game. If a Player chooses to leave the game, he should return his cards to the bottom of remaining shuffled deck of cards.

The game comes to an end when the agreed play time elapsed or when the second-to-last Player arrives at “Group Meeting Point”. At the end of the game, scores are tabulated and results declared (See Section 1.1). All participants should be commended for their efforts, and all should be encouraged to continue improving their scriptural knowledge.

2.5 MISCELLANEOUS

No Player may transfer, swap, borrow or lend scores to another Player.

We hope everyone will find this revised edition beneficial, enjoyable and "funtastic"!

Game Rules & Instructions (English Edition)

GAME DEVELOPMENT

Concept & Design: I.O.Hythe
Game Box Artwork: David Forest & Lisa Cossette
Production: Mustard Grain Projects
Web: www.TheocraticGames.com
Email: games@TheocraticGames.com

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