



Bible Occupation Economics Game



Object: To be the player with the most money

Set Up: Give each player 10 dice of the same color. (Each player needs a different color set). Decide if you will use New Testament or Old Testament occupation cards. Set the other set aside.

Choose occupations (making sure the dice 1-6 are included) and place on table according to diagram. Place Roman or Babylonian Tax according to diagram. Shuffle all other cards.

Play

Roll two die to determine who goes first. Add cards (as shown in diagram) until each occupation has at least 500 denarius worth of cards available. Cards vary in value.

The 60 Income cards range from 100 to 900 denarius

The 8 Challenge cards range from 10 to 20 denarius

The 5 God's Blessing cards range from 80 to 21,000 denarius depending on how many patents one player holds.

The 22 Action and Event cards range from 10 to 40 denarius

(Teachers and students can customize the game to their own unique community and school by creating new God's Blessing or Action and Event cards. These can be substituted for existing cards. Adding them is not advised as it may skew the balance of the game)

On their turn, players roll the dice and assign dice to Roman or Babylonian Tax or the relevant Occupation Center. For example, a die showing a 1 will be placed on the Occupation Center marked "1". You must place all dice of one number on one Occupation Center in your turn.

For example, Rosa rolls all ten dice, resulting in 3, 3, 3, 2, 2, 4, 4, 5, 5 and 6. She opts to take the two "2s" and places them on Builder, which is the #1 Occupation

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Center in the New Testament version. She now has eight dice remaining for her next turn. Once dice are placed on an Occupation Center, they cannot be re-rolled. (Unless an Action and Events card is used)

Each player performs the same action, rolling and placing dice, until all players have placed all of their dice.

Action and Event cards may be played during the rolling and placing of the dice or after rolling ceases and the cards are distributed. Challenge cards can be played immediately following the play of an Action and Event card OR as desired by player holding the card.

A vocabulary list has been included. When a player challenges, he or she uses the vocabulary sheet to check the accuracy of the opponent's answer to the challenge. Definitions do not need to be exact; expressing the meaning of a card in one's own words is encouraged.

After rolling the dice ceases, each Occupation Center is examined to determine the player or players who have the most dice (number of dice, not the value) present. Distribution begins at the #1 Occupation Center. If any players have the SAME numbers of dice, their dice are removed and they will not receive any cards. If only one player has a die or dice on an Occupation Center; that player takes ALL of the cards.

If more than one player have dice at an Occupation Center, the player with the most dice remaining after SAME number dice are removed, has first choice of the cards. Any remaining cards are distributed to the remaining players in descending order of the number of dice. All cards are distributed from each of the six Occupation Centers in this fashion, after which any undistributed cards are added back into the deck for the next round.

After cards are distributed, the player with the lowest die (or no die) on Roman or Babylonian Tax allows the player to their left to select a random card they won that round. This card "pays" their tax and is taken from the player and returned to the deck. If more than one player was unable to play a die on Tax, all those players pay the tax.

Cards in the deck are shuffled. The player to the left of the first player becomes starts the next round. Each of the rounds is conducted in the same fashion, until every player has been the first player once.

End Game Players tally the value of their cards to determine the wealthiest player and winner of the game. The value of the God's Blessing cards varies depending on how many God's Blessing cards are held. The player with the most unplayed Action and Event cards (most cards, not highest value) is awarded an extra 1000 denarius.

The game generally takes about 30 - 40 minutes to play to completion with 4-5 players.

OPTION: Use the Bible verses about wages as challenges. After a challenge is made, a Bible verse about wages is read. Instead of defining the title of the Action and Events card, player must identify the verse or explain in their own words what it means.