SPREADING the GOSPEL through TRADE

Many early Christians worked as they spread the gospel. In this game, players take the roles of missionaries who support themselves through trading as they "Go into all the world and preach the gospel to all creation. 16 Whoever believes and is baptized will be saved, but whoever does not believe will be condemned." Mark 16:16

OBJECT OF THE GAME

To work cooperatively to spread the gospel message to every region on the map.
For 1-5 players (up to 8 using optional rules below)
INCLUDED:

- The board is a map of the ancient Middle East that is divided into regions.
- 32 event cards; 8 location cards
- Product, camel, ship, gold and spreading the gospel tokens
- Chart of product locations

NOT INCLUDED: dice

SET UP:

Separate out the starting location cards (Arabian Desert, Cyrenaica, Dioscurias, East Parthea and Macedonia).

Shuffle and place face down. Each player chooses a random card as a starting point. Players who start in areas bordering water may choose either a ship or camel for transportation. Landlocked players get a camel.

Return cards to location pile, shuffle again. Players randomly choose a destination location (draw again if destination and starting location are the same). Return cards to location pile, shuffle again and place in a face down stack to serve as the location draw pile. Turn over the top card and place the devil token in that location.

Choose a player to serve as banker. The banker will go first. Banker manages gold, ship, camel and product tokens in an area separate from banker's own tokens.

Each player starts with 4 "Share the gospel" tokens.

Each player rolls 3 dice and gets that many gold tokens from the banker as his or her starting amount.

OPTION: Instead of printing and cutting Share the Gospel and gold tokens, use pennies, paper clips, etc.

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Shuffle and place event cards (AID or HINDRANCE) face down to serve as the event draw pile. When pile runs out, shuffle the event card discard pile and place face down.

TURNS

On each players turn, player draws an event card. Hindrance events happen immediately. AID events may be played immediately or saved for another time. STRATEGY HINT: If players fail to use AID cards, holding them for later, only HINDRANCE cards will be recycled to be drawn again.

Take one additional "share the gospel token"

Pay expenses: For each camel and/or ship, pay one gold. Pay one gold to move (roll the die)

If a player cannot pay expenses, they are stranded on their space until they can.

On player's initial turn, they may buy products at the cost of one gold each. (Banker should take the gold and give them a product token). Players can buy multiples of the same product at a cost of one gold each EXCEPT products considered unique luxury items which are represented by words instead of symbols. If bank runs out of symbol cards, players may still buy products. Banker can write purchases on a slip of paper.

Roll the die and move.

Buy, sell, and/or trade (and "spread the gospel") before, during or after player's movement.

MOVEMENT

Roll a one sided die and move that many regions. Movement must be from adjacent region to adjacent region. As long as one region touches another, even on a corner, it is considered adjacent.

Camels move one region per die roll on land. Camels cannot be used on water OR be loaded onto a ship. Ships one region per die roll on water. Ships may not cross land-only regions.

If a player has no ship or camel, he or she is considered to be swimming or walking. Movement by walking or swimming is twice as slow so a roll of 1 or 2 allows a walker to move 1 region, a 3 or 4 allows 2 regions and a 5 or 6 allows 3 regions.

Movement may be modified by event cards as per instruction on card.

A player may choose to NOT use all their move (for example, if a 6 is rolled, player can choose to move only 5 spaces)

Trading, selling and/or buying uses one move. (For example, if a 6 is rolled, player can move 4, sell wheat, buy grapes and leave a Spread the Gospel token, then move 1 more)

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Black Sea and Aegean Sea are considered single adjacent regions but the Mediterranean Sea has multiple regions

SPECIAL MOVEMENT:

When passing through pirate regions, roll 1 die. If die roll is equal to the number of one of the numbers in the region, pirates have boarded and stolen all cargo (products). Roll the die again. If player rolls a 1, pirates took ship, products and killed player. Player must start over with a new location and destination.

MOVING THE DEVIL

After every player has taken one turn and before the banker takes a second turn, roll the die for the devil and move devil token. Players, starting with the banker, take turns moving the devil. Players MUST move the devil in such a way that the most Sharing the Gospel tokens can be removed. Remove a gospel token from any region the Devil passes through or stops on.

Exception: If three gospel tokens are on one region, the devil cannot remove any tokens from that region.

REACHING YOUR DESTINATION

Once a player has reached his or her destination, the bank awards them 3 gold pieces in addition to any selling that they do. Players are then free to travel and trade as they wish.

BUYING, SELLING, TRADING

BUYING: Consult product location chart to see which products are available in a particular region. Players can buy multiples of the same product at a cost of one gold each EXCEPT products considered unique luxury items which are represented by words instead of symbols. If bank runs out of symbol cards, players may still buy products. Banker can write out a product on paper.

After each player's initial turn, player rolls 1 die to determine cost of a product, On a die roll of 1-4, player MAY buy products for 1 gold each, on a 5 player MAY buy 2 products for 1 gold, on a 6 player MAY buy 1 product for 2 gold

If a player loses a camel or ship, he or she may buy another one. Ships are available at any land space that borders water, camels in any land space. Each costs one gold.

TRADING:

To trade at any region, roll a die. On a 1-4 player MAY make an even product for product trade, on a 5 player MAY trade 2 for 1, on a 6 player MAY trade 1 for 2

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A ship may be traded for a camel or a camel for a ship in any region that has both water and land

If two players occupy the same region, they may freely trade products, AID and Share the Gospel cards, gold, and transportation by mutual agreement. They may also give products, AID and Share the Gospel cards, gold and transportation by mutual consent.

SELLING:

Roll a die. On a 1-4 – player MAY sell products for 1 gold each, on a 5 player MAY sell 2 products for 1 gold, on a 6 player MAY sell 1 product for 2 gold

Prices depend on the balance of supply and demand. One economic principle of supply and demand states that products in limited supply are worth more than commonly available products. Therefore the following exceptions apply:

Exception 1: Players may not sell a product that the region produces for itself.

Exception 2: If the region does NOT produce a product and no adjacent regions produce the product, double what the product's selling price.

Exception 3: If player sells a unique luxury product from ANY starting location to different starting location that does NOT produce the product, player receives a bonus of his or her choice, either 5 gold or 5 products

SHARING THE GOSPEL

Any time a player stops in a space, either at the end of a turn or while buying, selling or trading, they may share the gospel by depositing a Share the Gospel token in that region.

EVENT CARDS:

Event cards may Aid, Hinder or do both to players. AID cards may be played at will, even on another player's turn. HINDRANCE cards must be played as soon as they are drawn. Once either type of card is played, it is discarded.

WINNING THE GAME:

The game is won by the players if all three conditions are met:

1) The requisite number of turns have elapsed (we recommend 9 turns for each player)
2) Each player reached his or her destination,
3) AND every region has at least one gospel token.

The devil wins if all three conditions are not met.

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OPTIONS

To accommodate more than 5 players, use the following modifications.

The second player to draw the same starting location is restricted to either camel or ship travel; the player cannot change back and forth.

Two players will take their turns simultaneously. (With 6 players 1 and 4, 2 and 5 3 and 6 roll the dice, move, etc. at the same time to speed up play. With 7 players 1 and 4, 2 and 5, 3 and 6, 4 and devil. With 8 players 1 and 4, 2 and 5, 3 and 6, 4 and 8.)

No more than three players may NOT occupy the same space at the same time.

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