

# Road to Heaven Instructions

2 to 6 Players

Ages 8 and Up

## Introduction

*ROAD TO HEAVEN is a fun, family-oriented, Bible focused game designed to be as competitive and engaging as it is spiritually enriching. It's a game that will bring families together while at the same time teach all ages the books of the Bible and the scripture inside. We pray that this game has a positive impact on your life and that you have a great time playing it again and again.*

## Object of the Game

Get both playing tokens from the "In the Beginning" space, around the board and into Heaven. This is achieved by rolling the dice, following the instructions on the spaces, acquiring pieces and drawing cards.

## Winner of the Game

The winner is the first player to get both of their playing tokens into Heaven.

## What's in the Box

6 sets of 2 playing tokens (Christian Fish)	66 Bible Book Cards
7 earths	50 Knowledge Cards
6 earth holders	50 Blessing Cards
6 Crosses	6 Tips & Reminder Cards
13 Lamb's Books	

## Setting Up

1. Choose a player to be the house. This player is in charge of pieces going into and out of the tray during the game.
2. All players will choose a set of 2 playing tokens, an earth holder of the same color and 1 gold cross.
3. All playing tokens must be placed on the space titled "In the Beginning".
4. With the deck faced down, each player must pick a Bible Book card from the deck and place it face up in front of them.
5. Thoroughly shuffle all cards. Place Blessing cards and Knowledge cards face down on or around the game board.

## Starting the Game

All players must place their Bible Book card face up in front of them to allow all players to view them during the game. The player with the lowest numbered Bible Book card is the first to start. Play continues counter-clockwise from that player.

When it's your turn, you have the option to roll **one** or **two** dice. Roll the dice and move **one** of your playing tokens forward the number of spaces indicated on the dice and follow the instructions on the space landed on. Rolling doubles entitles you to roll again. You may not move your second token into play until your first token is in Heaven or can no longer be moved (see Playing Tips for further instruction).

## Playing the Game

<b>Rolling the Dice</b>	You have the option of rolling <b>one</b> or <b>two</b> dice at any time. If you roll one die and a zero is rolled, simply remain on the space. However, if you roll <b>two</b> dice and roll double zeroes, you must collect an earth. <b>A Cross may be given up to avoid collecting an earth.</b>  <b>NOTE:</b> If double zeroes are rolled when attempting to enter Heaven from the "Heaven's Gate" space, a Cross may <b>not</b> be given up to avoid going back to the "In the Beginning" space.
<b>Rolling Doubles</b>	Rolling doubles entitles you to roll again. For example, if you roll doubles, with the exception of double zeroes, you may move your playing token the number indicated on the dice and follow the directions on the space you land on. Then you may roll again.
<b>Movement</b>	When it is your turn, roll <b>one</b> or <b>two</b> dice and move your playing token forward the number indicated on the dice. Follow the instructions for the space landed on.
<b>Crosses</b>	All players start the game with 1 Cross and can <b>never</b> have more than <b>one</b> at any time. You may give a Cross back to the house to avoid the penalty of landing on undesirable spaces. <b>However, when at "Heaven's Gate", you must have a Cross in order to roll to enter Heaven</b> (see "Heaven's Gate" Space description for further instruction).
<b>Earths</b>	If you accumulate 2 Earths, you <b>must</b> move your playing token back to the first "Worldliness" space and return the Earths back to the house.

## Playing Tips

- When your playing token is within the last 9 spaces of "Heaven's Gate", it is recommended to roll only **one** die. This will increase your odds of rolling the exact number to land on Heaven's Gate.
- When your playing token is within the last 9 spaces of "Heaven's Gate" and you roll a number greater than the amount needed to land on "Heaven's Gate", you may then move your second playing token into play.
- Remember you need a Cross to enter Heaven. Use your Cross sparingly to avoid getting into significant trouble if you land on undesirable spaces later in the game.
- Draw Blessing cards whenever possible. The greatest rewards come from these cards. Remember, answering Knowledge cards correctly results in drawing a Blessing card.

NOTE: Recommended to play with 2-6 players. However, if there are more than 6 players, you may form teams.

For more detailed instructions, visit us at [www.roadtoheavengame.com](http://www.roadtoheavengame.com)

# Space Description

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## Bible Book Space

There are 66 books in the Bible; 39 in the Old Testament and 27 in the New Testament. The 66 “Bible Book” spaces on the game board are in the same order as they appear in the Bible. The names of the Old Testament Bible Book cards and game board spaces are written in black. The names of the New Testament Bible Book cards and game board spaces are written in red. New Testament books are in red representing the blood shed at the Cross.

If you land on one of these “Bible Book” spaces, **STOP** and check to see if the book on the space landed on matches any of the Bible Book cards that either you or any other player hold. At the beginning of the game, all players pick a Bible Book card and placed it face up in front of them. If you land on the “Bible Book” space matching the card you hold, you may move that playing token directly to “Heaven’s Gate”. However, if you land on a “Bible Book” space matching any other players’ card, you will be **rewarded the option** to draw a Blessing card, collect any piece or give back an earth.

If the “Bible Book” space does not match any players’ cards, simply continue as you would on your regular turn or remain on the space if your turn is ended.

**NOTE:** These rules **do not** apply if the “Bible Book” space landed on is not noticed and the dice has been rolled again.

## Lamb’s Book Space

Collect a Lamb’s Book. When 3 Lamb’s Books are accumulated, the player may move their playing token to “Heaven’s Gate” and roll to enter Heaven. The 3 Lamb’s Books must then be returned to the house.

## Forgiveness Space

Collect a Cross. If you already have a Cross, you have **the option** to draw a Blessing card, collect a Lamb’s Book or give back an Earth.

**NOTE:** You can **never** have more than 1 Cross at any time.

## Worldliness Space

Collect an Earth. Unfortunately if you accumulate 2 Earths you must move that playing token **back** to the first “Worldliness” space at the beginning of the board and return both Earths to the house.

## Blessing Space

Draw a Blessing card and follow the instructions written on it.

## Knowledge Space

Draw a Knowledge card and answer the question. Once the answer is given, refer to the Bible included with the game to look up the answer referenced on the card. If you answer correctly, draw a Blessing card and follow the instructions on that card. If you **do not** answer correctly, remain on the space until a later turn. If you have additional rolls, continue with your regular turn.

## Hallelujah Space

Simply follow the instructions written on the space.

## Repent Space

Simply follow the instructions written on the space.

## Sacrifice Space

Simply follow the instructions written on the space.

**NOTE:** There is no sacrifice required if you do not hold the piece instructed to give up.

## Temptation Space

### Will you be tempted?

Whenever you reach a “Temptation” Space, **STOP** – even if you have rolls left – and make a choice to either **play it safe and do nothing or take a risk** to gain a reward. The reward gives you the option to draw a Blessing card, collect any piece or give up an earth; however, taking the risk might end in collecting an earth.

If you choose to **play it safe** and are **not** tempted, simply continue with your regular turn. If your turn is complete, remain on the space until a later turn.

However, if you can’t resist the temptation and want to **take the risk**, simply roll **ONE** die. This roll does **not** determine how many spaces you move your playing token, but if you are rewarded or penalized. If you roll an even number (0, 2, 4, 6, 8), you will be rewarded the option to draw a Blessing card, collect any piece or give up an earth. If an odd number is rolled (1, 3, 5, 7, 9), you are penalized and an earth must be collected.

**NOTE:** A Cross may be given up to avoid collecting an earth. Continue with your regular turn if you have additional rolls. For example, if you roll doubles, then land on a Temptation Space, taking the temptation does not count towards any additional rolls you currently have.

## Heaven’s Gate Space

You must roll the exact number of spaces between you and “Heaven’s Gate” before you can move onto that space. If you do not, your roll must apply to your second playing token. For example, if your playing token is within 9 spaces of “Heaven’s Gate”, and you roll a number greater than 9, you may move your second token. If it is your last playing token, then your turn is over. **It is recommended to roll only one die when your playing token is within the last 9 spaces before “Heaven’s Gate”.**

When you land on the “Heaven’s Gate” space, **you must have a Cross in order to roll and enter Heaven.** If you do not have a Cross, you are awarded 3 rolls to collect a Cross. You must roll doubles or any combination of 7 to collect a Cross. If you are **unsuccessful**, you must wait for your next turn to try again. You will have 3 rolls each turn until you collect a Cross.

Once a playing token is on the “Heaven’s Gate” space **and** you have a Cross, you then immediately attempt to get the playing token into Heaven. You are rewarded 3 rolls to enter Heaven. On any of the 3 rolls you must roll doubles or any combination of 7 to get the playing token into Heaven. If **successful**, enter Heaven and return that playing token to the house. Then you may continue to roll and move your second token. If this was your second token, you win the game. If you are **unsuccessful**, you must wait for your next turn and will have 3 rolls to try again. You may not move your second token out of the “In the Beginning” space until your first token is in Heaven or you can no longer move your first playing token.

If you roll double zeroes on the “Heaven’s Gate” space while attempting to enter Heaven, you must move that playing token back to the “In the Beginning” space. Also your turn is ended.

**A Cross cannot be used to avoid this penalty.**