



## COMPONENTS

1 board, 6 player pieces, 18 disks in three colors, 600 questions—1 question on each side of 300 cards, 1 rules sheet, and the game box and insert.

## TEAM OR INDIVIDUAL PLAY

First, decide whether to play the game as individual players or as teams. The game allows from two to six players, or teams of players, to play. For instance, six people may play as six individuals or two teams of three or three teams of two. The game is fun even with large groups. The following instructions refer to both a team and an individual player as a “player.”

## THE MODERATOR

You may choose a moderator who does not answer questions but reads the questions and assists the play of the game, or players may take turns reading questions to each other.

## SETUP

One of the “Helping Hands” disks in each color (green, yellow and red) is placed on each player’s piece. The question cards should be stacked in ten piles according to the numbers on each card. (The cards will have numbers 1–10 on them that correspond with the ten circles on the board.) Then each stack should be shuffled separately.

## THE PLAY

All players place their player pieces on circle number 1. The youngest player goes first. Then play continues in a clockwise direction.

The moderator, or another player, draws a card from the number 1 pile and reads the question to the first player. The correct answer to each question is in bold type. Each time a player gives a correct answer, he or she advances to the next numbered circle. When a player gives an incorrect answer, he or she moves his or her player piece back to the first circle of the level he or she has attained and waits until his or her next turn.

## ADVANCING LEVELS

Circles 1–4 constitute level 1; circles 5–7 constitute level 2; circles 8 and 9 constitute level 3; and circle 10 constitutes level 4. A player continues to answer questions until he or she gives an incorrect answer. A player must consecutively and correctly answer all the questions on each level in order to advance to the next level. If a player misses a question, he or she must return to the lowest numbered circle on that level and then wait until his or her next turn. Any number of players may occupy the same circle.

## HELPING HANDS

When asked a question, a player may answer the question or ask for one of the three kinds of “Helping Hands.” The player then places the corresponding disk from his or her player piece on the board where the “Helping Hands” logos are indicated, signifying he or she has used that “Helping Hand.”

There are three kinds of “Helping Hands”:

### 1) Poll the Congregation

In this option, a player asks all those present to vote for the correct answer. It is recommended that players try to give the correct answer. The player must then decide whether the “congregation” is correct or not.

### 2) Check the Reference

In this option, the moderator, or another player, gives the player the reference next to the correct answer on the card. A few of the questions may not have a reference. When this occurs, the player receives no help and loses his or her “Helping Hand.”

### 3) Improve My Chances

In this option, the moderator, or another player, eliminates two of the incorrect answers, leaving two answers, including the correct answer, for the player to choose from.

## WINNING

In order to win, a player must reach the highest level and answer a number 10 question correctly. If the player fails to answer the question correctly, he or she waits until his or her next turn and then tries again. If two players correctly answer number 10 questions in the same round of play, a playoff may determine the winning player. The moderator, or another player, may continue asking questions until the tie is broken.

## PLAYING WITH CHILDREN

To make play more fun for younger players (8–12 years old), you may take questions from only the first four card categories. For example, a younger player would answer only questions from pile one to advance to level 2. Then that player would only answer questions from pile two to advance to level 3 and so forth. Younger players are not required to go backward if they answer incorrectly but simply remain on the circle they have attained.

Some families or groups contain “brilliant” gospel scholars. If you have one or more of these playing, they might be required to give the correct answer without the multiple choice; or, they might be handicapped by not receiving any “Helping Hands” disks.

Be sure to make the game fun. The more fun it is, the more everyone learns.