

Pick a Blessing Card



Service sbras

The Missionary Game



Pick a Blessing Card



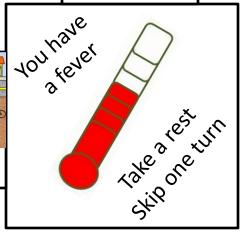


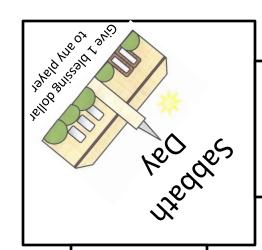


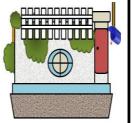
Pick a service card



1 blessing dollar







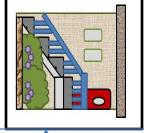
Pick a service card



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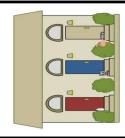


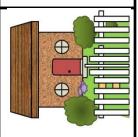
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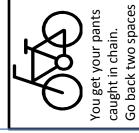


The Missionary Game

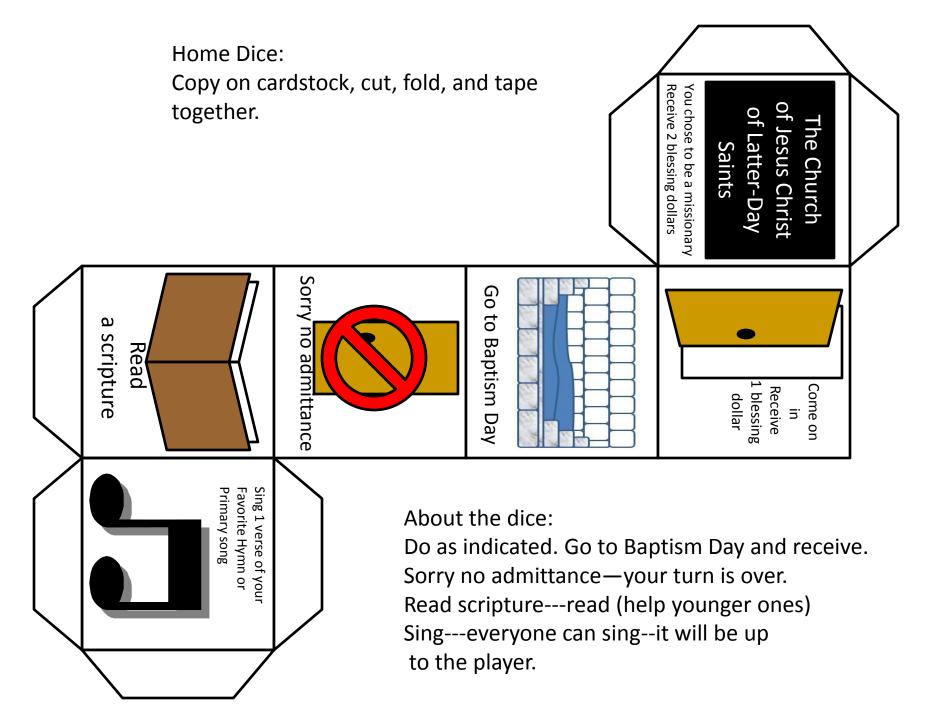
Blessing Cards







* Cut alone this line to join the other side of the board



Copy off game board on card stock; or on paper and glue in a file folder matching the squares (You will need to cut the Blessing board the same as Service board to make the board fit into the folder) Copy off Blessing cards and glue blessing sayings on back, do this for the service cards too. There are two blessing card sheets, and two service card sheets make 24 cards each. Cut, glue, and place on board where indicated.

Copy off as many blessing dollars (1,5,10, and 20) with different colored paper.

Example: 1 pink, 5 on blue, 10 on green, 20 on white. Cut blessing dollars.

Copy home dice. Cut and fold and tape together using tabs for inserts.

Materials needed for game: one regular die plus the home dice, scriptures, game board, buttons for markers, blessing dollars, blessing cards, and service cards.

To Play the Game:

- 1. Appoint a player to be the MP (Mission President) to handle the blessing dollars.
- 2. Place all player markers on P-Day. This is where players will start.
- 3. Youngest goes first. Roll the normal die. Move according to number. If the player lands on a house or apartment the player then rolls the Home Dice and does what it says to do.
- Others may help the players when needed.
- 4. Next player---same and continue.
- 5. The game ends when you want it to. When the game is over all the players count up his/her blessing cards, whoever has the most blessing dollars wins. (you can set an allotted time) The game could also be over when there are no more blessing dollars in MP bank.

What do the spaces mean?

Spaces: Apartment/homes---roll Home dice then do what it says

Dog and Bike: Move back two spaces—do not roll Home dice...players turn is over.

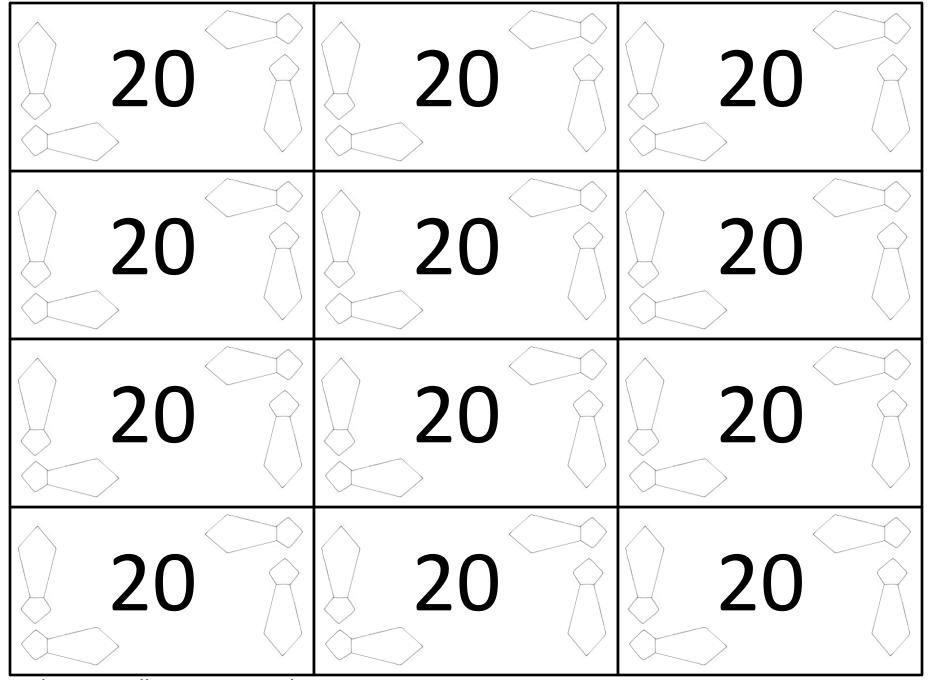
P-Day---just relax, or choose a blessing card or a service card.

Blessing or Service Cards: pick from the indicated pile and do as it says. When it says to give blessing dollar to another player it should come from the player's own pile not the MP's. If the player does not have any blessing dollars then he/she can receive one from the MP to give.

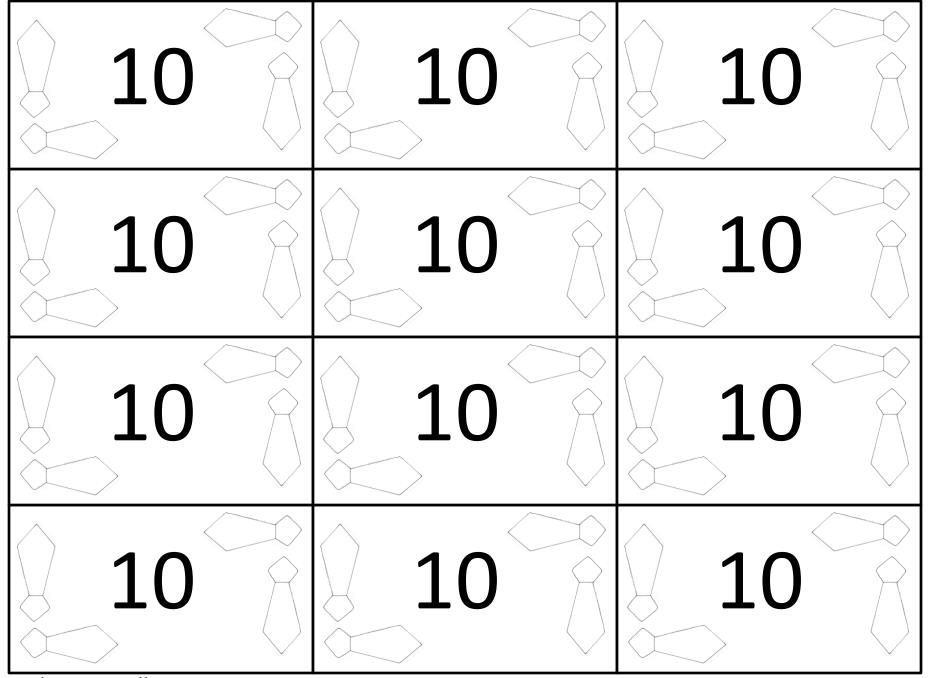
Transfer space: The player may move to any space he/she wants and do what it says.

Temple, Sabbath day, baptismal day have either receive or give blessing dollars

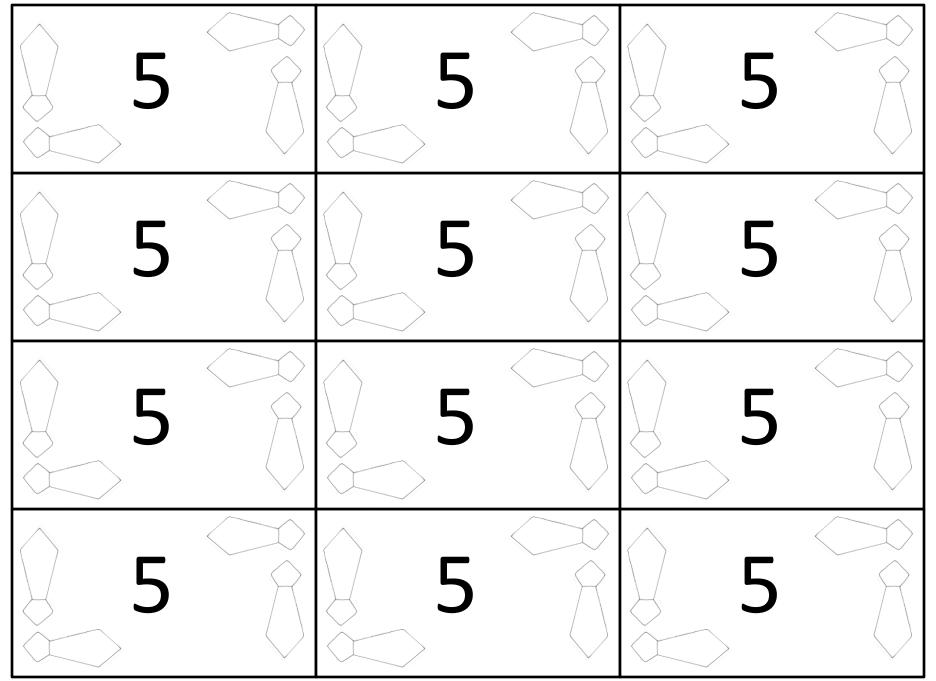
Sick day space: If a player lands on this space—lose one turn.



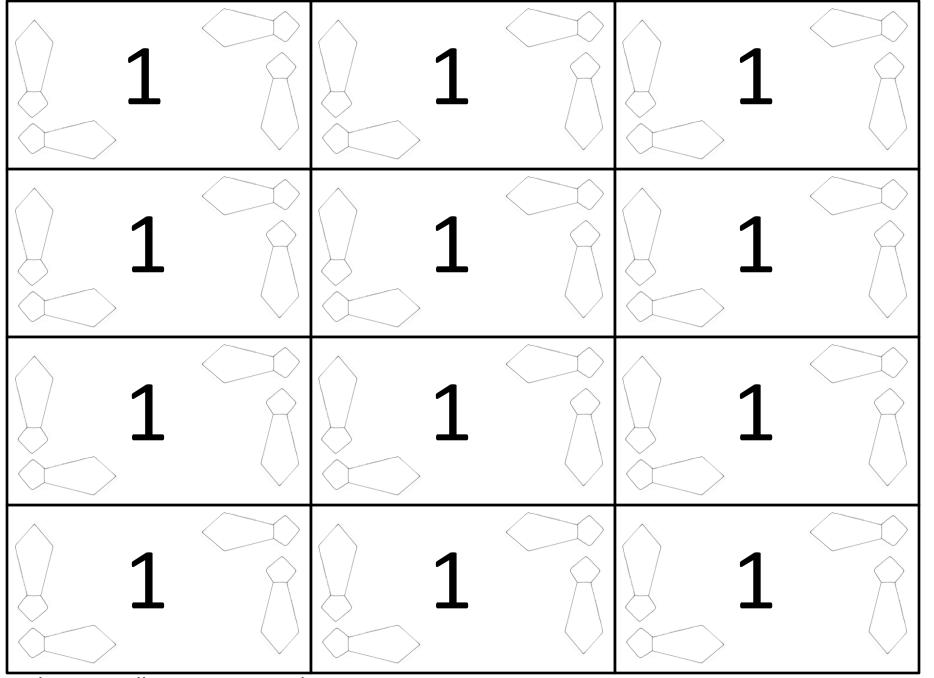
Blessing Dollars copy on white paper- cut...copy as many as you want.



Blessing Dollars copy on green paper- cut...copy as many as you want.



Blessing Dollars copy on blue paper- cut...copy as many as you want.



Blessing Dollars copy on pink paper- cut...copy as many as you want. (you will need more than one sheet)

Service	Service	Service	Service
Service	Service	Service	Service
Service	Service	Service	Service
Service	Service	Service	Service

Your companion sews a button on one of your shirts Give the person on your right 1 blessing dollar	While tracting you help a stranger clean his yard Receive 1 blessing dollar	Your companion makes you breakfast Give the person on your left 1 blessing dollar	You do the dishes before you and your companion go to sleep Receive 1 blessing dollar
You offer a Book of Mormon to the people who live right next to you and your companion Receive 1 blessing dollar	You give your companion lunch money Receive 1 blessing dollar	Your bike tire goes flat and your companion fixes it Give anyone playing the game 1 blessing dollar	You forget to set your alarm clock and wake up late Give 1 blessing dollar to the MP
You remind your companion to pray before going to sleep Receive 1 blessing dollar	You let your companion do what he prefers to do to on P-Day Receive 1 blessing dollar	Your companion puts himself between you and an unfamiliar dog Give 1 blessing dollar to the person on the right	You and you companion carry a ladies groceries to her car Give 1 blessing dollar to the person on the left, and receive 1 blessing dollar for yourself
You and your companion help a neighbor move Give 1 blessing dollar to anyone in the game, and receive 1 blessing dollar for yourself	You feel so generous today Give 1 blessing dollar to each person in the game	You comfort your companion because he is homesick Receive 1 blessing dollar	You comfort an investigator Receive 1 blessing dollar

Service cards —cut and glue on back of Service cards (make only 1 copy)

Blessings	Blessings	Blessings	Blessings
Blessings	Blessings	Blessings	Blessings
Blessings	Blessings	Blessings	Blessings
Blessings	Blessings	Blessings	Blessings

Your first baptism Receive 2 blessing cards	You went to one more door Receive 2 blessing cards	You were able to give the Holy Ghost to a new member of the church Receive 2 blessing cards	You received a letter from home Receive 2 blessing cards
You became a Zone Leader Receive 2 blessing cards	You wrote to your mother and father Receive 2 blessing cards	You write every night in your journal Receive 2 blessing cards	You give a pass-a-long card to the lady at the grocery card Receive 2 blessing cards
You have scripture study every morning Receive 2 blessing cards	You are too tired to pray at night Give 2 blessing dollars to the MP	You forget an appointment with the Mission President Give 2 blessing dollars to the MP	You forget about an appointment Give 2 blessing dollars to The MP
You give a talk at church Receive 2 blessing cards	You lose your food voucher for the month Give 2 blessing dollars to the MP	You lose your camera Give 2 blessing dollars to the MP	You lose your wallet Give 2 blessing dollars to the MP

Blessing cards---cut and glue on back of Blessing Cards (make only 1 copy)

You pray for the health of a loved one Receive 1 blessing dollar	You make your bed and clean your apartment before leaving for a transfer Receive 1 blessing dollar	You thank the family who served you a meal Receive 1 blessing dollar	You helped with the dishes at the home of a family who had you to dinner Receive 1 blessing dollar
You shared your cookies that were sent to you from home with your companion Receive 1 blessing dollar	Your companion shares his treats with you that he received from his parents Give 1 blessing dollar to the mother or father in the game	Your companion remembers your birthday Give 1 blessing dollar to the person on the right	You and your companion teach a lesson in Primary Give 1 blessing dollar to the person on your left, and receive 1 blessing dollar for yourself
You prepare cookies for a Zone Conference Receive 1 blessing dollar	You send a thank you card to your Mission President's wife Receive 1 blessing dollar	Go directly to P-Day and have a great day	You wash and iron your companions shirts Receive 1 blessing dollar
You let your companion choose which bed he wants to sleep in Receive 1 blessing dollar	You drive carefully and follow all the safety rules Receive 1 blessing dollar	You and your companion keep the car very clean Give 1 blessing dollar to anyone in the game, receive 1 blessing dollar for yourself	You remember everyone's name that you meet Receive 1 blessing dollar

Service cards---copy and cut and glue on back of Service cards (make only 1 copy)

You lost your passport Give 2 blessing dollars to the MP	You have 5 appointments in one day Receive 2 blessing dollars	You have helped bring a family into the church Receive 2 blessing dollars	You sing the hymns at church Receive 2 blessing dollars
You memorize all Articles of Faith Receive 2 blessing dollars	Say the 1st Article of Faith Receive 1 blessing dollar if you have help Receive 2 blessing dollars if you do it all by yourself	You forgot your scriptures for the day Give 2 blessing dollars to the MP	You share your testimony with an investigator Receive 2 blessing dollars
You have a very good interview with the Mission President Receive 2 blessing dollars	You forget your pen in your pocket as you wash your clothes Give 2 blessing dollars to the MP	You have been called to be the district leader Receive 2 blessing dollars	You have been called to train a new missionary Receive 2 blessing dollars
You forget to fill the font for a baptism date Give 2 blessing dollars to the MP	You choose a favorite scripture and read it to the other game players Receive 2 blessing dollars	You lose a contact's phone number Give 2 blessing dollars to the MP	You ask Heavenly Father for forgiveness for the things you have done wrong Receive 2 blessing dollars

Blessing cards—copy and cut and glue on back of Blessing cards (make 1 copy)