

THE ALTAR

WALK TOGETHER TOWARD THE PRESENCE OF GOD



1
Come as you are



2
Honour Him as Lord



3
His Word



4
Receive His Spirit



5
Love your family



6
Make disciples



7
Live the dream

« A good person falls seven times, and gets up again. »
Proverbs 24.16



SESSION 1
Lay the foundations
Rebuild the home's altar



SESSION 2
Pass it to the children
The Word at home



SESSION 3
Families
Serve & welcome



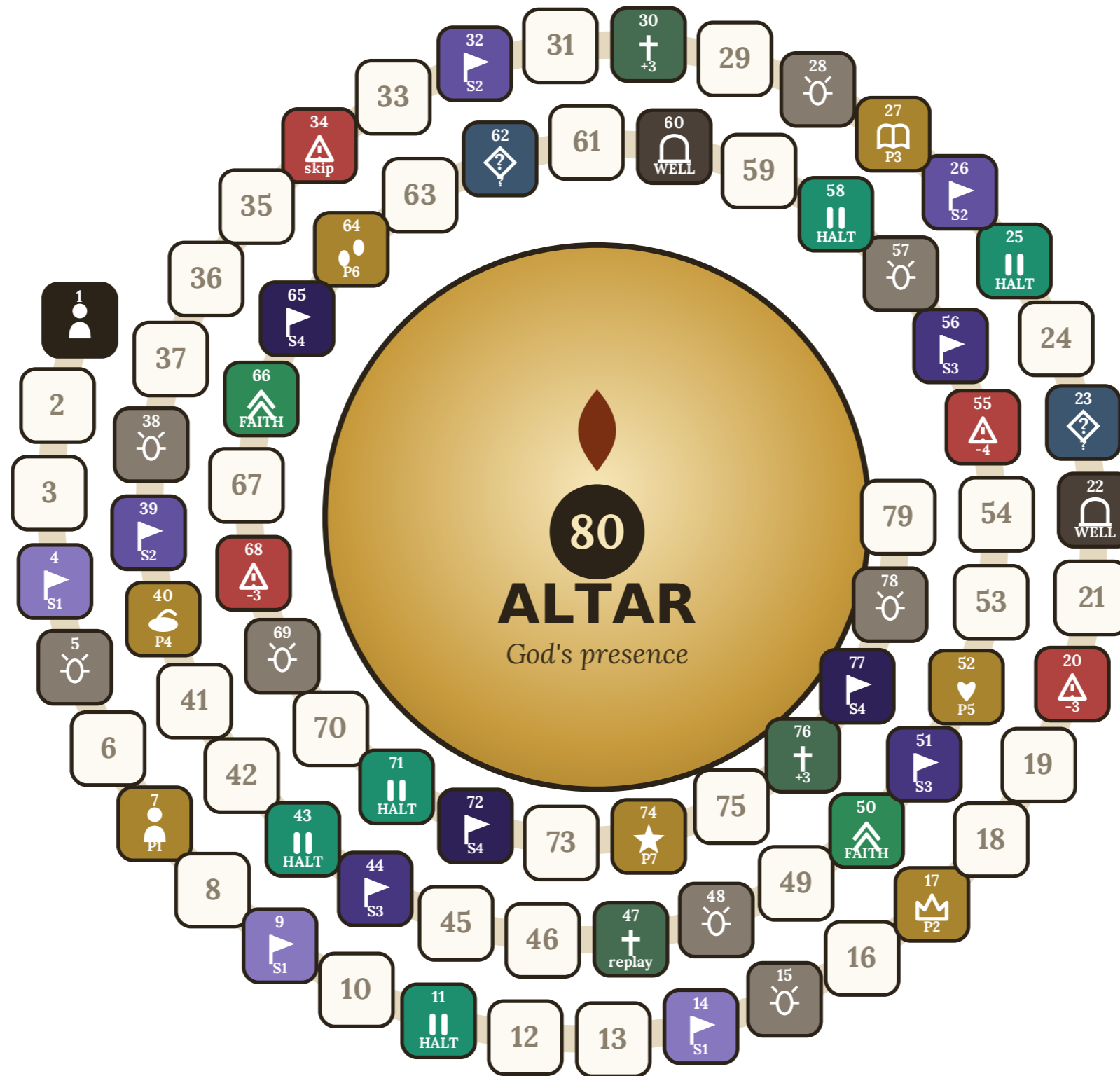
SESSION 4
Make disciples
Go toward others



THE WORLD
Around us
People to love

Square legend

- Ordinary
- Principle (P1-P7)
- Session (S1-S4)
- Halt
- Parasite (worry)
- Trap / fall
- Grace (God lifts up)
- Well (stuck)
- Faith (Witness card)
- Crossroads (choice)



How to play

1. One die, one token per player (2 to 6). All on Start (square 1).
2. On your turn: roll, move toward the centre along the spiral.
3. Do what your square says (see the legend).
4. Pass the die to the left.

We win TOGETHER

The goal is not to arrive first, but for **the whole family** to reach the Altar. Those who arrive stay to encourage and help the others (Witness card, prayer). At every fall, we rise again – no one is crossed out.

Positions at a glance

Principles: 7 · 17 · 27 · 40 · 52 · 64 · 74
Sessions: S1: 4 · 9 · 14 S2: 26 · 32 · 39 S3: 44 · 51 · 56 S4: 65 · 72 · 77
Parasites: 5 · 15 · 28 · 38 · 48 · 57 · 69 · 78 · **Halts:** 11 · 25 · 43 · 58 · 71
Traps: 20(-3) · 34(skip) · 55(-4) · 68(-3) · **Graces:** 30(+3) · 47(replay) · 76(+3)
Wells: 22 · 60 · **Faith:** 50 · 66 · **Crossroads:** 23 · 62 · **Start:** 1 · **Altar:** 80

Special squares – what to do

Halt: a pause (a reading + a question + a prayer). **Parasite:** name your worry, hand it to the Lord, move forward 1.
Trap/fall: apply the effect, then a short prayer. **Grace:** God lifts you up (+3 or replay).
Well: stuck – get out with a 6, a player's help, or « Lord, save me! ». **Faith:** receive a Witness card (free a player from a well). **Crossroads:** choose the long path (safe) or the shortcut (short, risky).