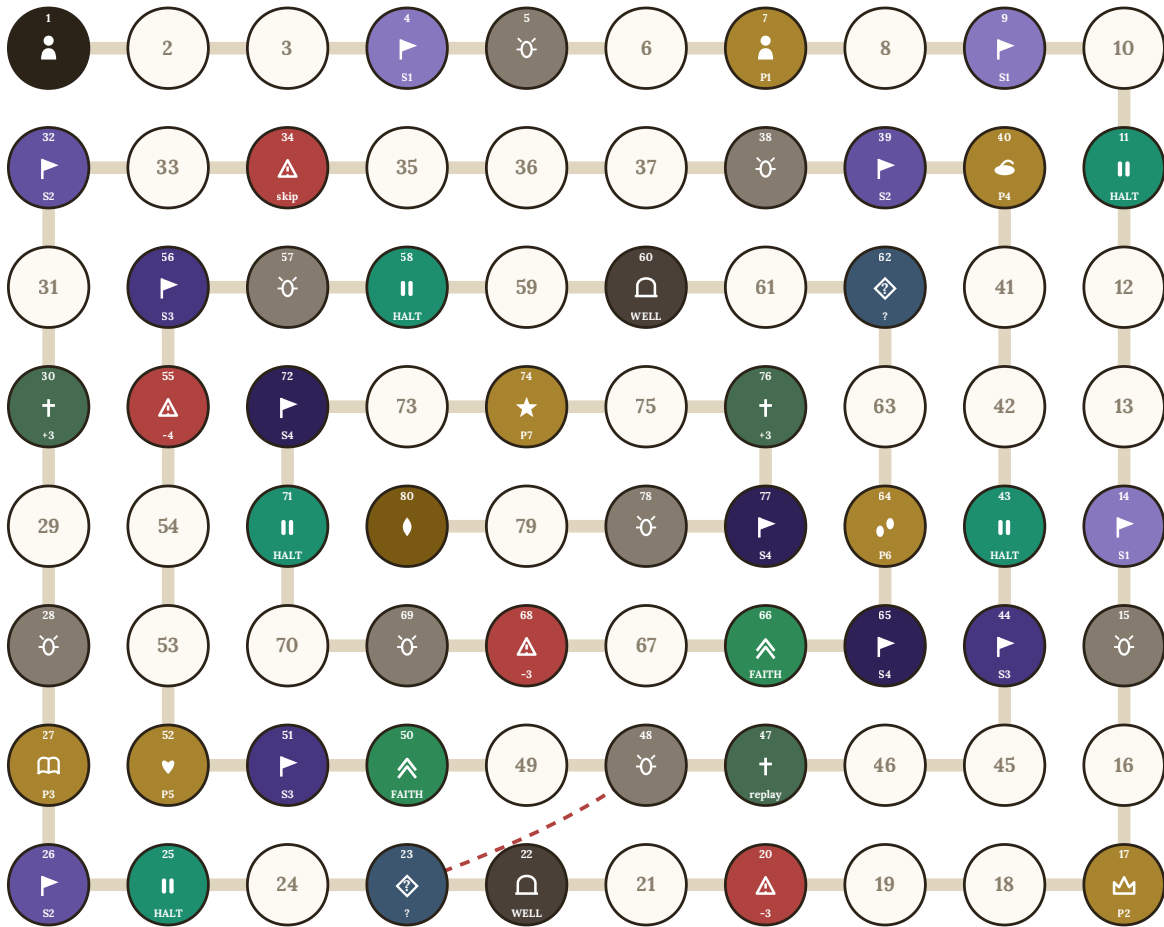


# The great walk to the Altar

A spiral of 80 squares, from the Start (1) to the Altar at the center (80) – 7 principles, the 12 steps of the 4 sessions (4 colours), 8 parasites to hand back to God, halts, wells, faith that gives a Witness card, and the rising up again. **We all win together.**



- Principle
- Steps S1→S4 (light to dark = the progression)
- Parasite (hand it to the Lord)
- Trap
- Grace
- Halt
- Well
- Faith
- (Witness card)
- Crossroads
- Start
- Altar (center)

# The rules of the game

## 1 • Setup

1. Print page 1 (the board).
2. One **die** and **one token per player** (button, pebble). 2 to 6 players.
3. All tokens on **square 1**.

## 2 • Your turn

1. Roll the die.
2. Move your token toward the center, following the spiral.
3. Do **what your square says** (below).
4. Pass the die to the left.

## 3 • Each square: its meaning, your action

- **Beige** – an ordinary step. → Nothing, wait your turn.
- **Principle** – one of the 7 principles. → Read it aloud and say **one sentence** to live it.
- **Step (S1→S4)** – a step of one of the 4 sessions (colour light to dark = the progression). → Do/say **one** step of that session (list opposite).
- **Parasite** – a worry, an anxiety that clings. → **Name it and hand it to the Lord:** « I give it to You. » You set off lighter – **move forward 1**.
- **Halt** – a pause with God. → Roll the die (1-6) and do the **trio** (reading + question + prayer) of that number.
- **Trap / fall** – a fall. → Written effect: **-3, skip, -4**. Then a short prayer.
- **Grace** – God lifts you up. → **+3 · play again**.
- **Well** – you fall in, stuck. → see « The wells ».
- **Faith** – the trust that makes you able to help. → You receive a **Witness card** (see « Faith »).
- **Crossroads** – a choice. → see « The crossroads ».
- **Start** / ● **Altar** – the beginning / the goal (at the center).

## The 12 steps of the 4 sessions

Session 1 – Lay the foundations of the altar :

1. Set a home prayer time.
2. Forgive: lay down a hurt.
3. Say to God: « Here I am ».

Session 2 – Pass it on to the children :

1. Read a verse with a child.
2. Learn a verse by heart together.
3. Bless a child: a hand, a word.

Session 3 – The Oikos: serve & welcome :

1. Name your Oikos: 5 people close to you.
2. Do a service for someone this week.
3. Invite someone to your home.

Session 4 – Make disciples :

1. Witness: tell one thing God has done.
2. Say to a friend: « Come and see ».
3. Take a step toward someone to mentor.

## The wells (22 & 60)

You fall in: you stop moving. You get out **4 ways**:

- you roll a **6**;
- a player falls into the same well (they take your place);
- a Grace card / the home prayer;
- **the surest** – say « **Lord, save me!** »: lifted next turn, no condition.

## The crossroads

At the **crossroads** (23 or 62), you choose: the **long way** (safe), or the **shortcut** – jump to square 48, but **first move back 2** (the doubt). Shorter, riskier.

## Faith & the Witness card

On a **Faith** square (50 or 66), you receive a **Witness card**. At any time, you can **give it to another player** to **pull them out of a well** or make them **move forward 2**. Faith does not make you win alone – it makes you able to **help**.

## Halts – Readings / Questions / Prayers

### Readings

1. « **So he repaired the altar of the LORD that was broken down.** » – 1 Kings 18.30
2. « **Create in me a pure heart, O God.** » – Psalm 51.10
3. « **The LORD is my shepherd; I shall not want.** » – Psalm 23.1
4. « **Come to me, all you who are weary and burdened.** » – Matthew 11.28
5. « **Your word is a lamp to my feet.** » – Psalm 119.105
6. « **Let the one who is thirsty come and take the water of life.** » – Revelation 22.17

### Questions

1. **Where, this week, is your altar a little dim?**
2. **Whom must you forgive – or ask forgiveness of?**
3. **What is taking God's place in your heart right now?**
4. **When did you last feel God near?**
5. **To whom is God sending you this week?**
6. **What habit do you want to rekindle to draw near to God?**

### Prayers

1. **Thank God for three things.**
2. **Give Him one thing that worries you.**
3. **Pray for one person in your family, by name.**
4. **Ask Him for His Spirit for this week.**
5. **Ask forgiveness for one specific thing.**
6. **Ask Him to send you to someone.**

## The golden rule

**At every fall, we rise again.** We cross out no one.

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

## We win TOGETHER

There is no « first ». **We all win together** the day every token has reached the Altar. Those who arrive **encourage and help** (Witness card, prayer) those still walking. No one walks alone; no one is left behind.

## Note for the guide

The game serves the **encounter with God**, never the reverse. Do not rush: slow down at the halts, allow silence, welcome what is shared. The goal is not to finish fast, but to **walk together** toward the Altar.

## « Little ones » variant (ages 3-5)

Keep only the essential: move with the die. On a **gold** square: say « thank you God ». On a **teal (Halt)** square: a little prayer-hug moment (10 seconds). On all other squares: simply move on. We win **all together** at the Altar.

## The 7 principles

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 received.