



The Commandments



The 10 game rules of God

God wants you to be happy. He wants others to be happy too. That's why God gave us the Ten Commandments. They are meant to help us — like the rules of a game.

The board game layout consists of a winding path of numbered squares. The path starts at a circle labeled "Start!" and ends at a circle labeled "Goal!". The path is decorated with alternating happy and sad face emojis. The numbers on the squares are as follows:

- Outer path (clockwise from top): 12, 13, 14, 16, 18, 19, 20, 21, 23, 24, 25, 27, 28, 29, 31, 32, 34, 36, 38, 39, 41, 42, 45, 47, 53, 55, 56, 58, 59, 61, 62, 64, 65, 66, 72, 75, 76, 78, 80, 81, 83, 85, 86, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.
- Inner path (clockwise from top): 48, 50, 52, 54, 57, 60, 63, 67, 68, 69, 70, 71, 73, 74, 77, 79, 82, 84, 87, 90, 93, 96, 99.

Emojis are placed on the following squares:

- Happy faces: 14, 16, 18, 20, 21, 23, 24, 25, 27, 28, 29, 31, 32, 34, 36, 38, 39, 41, 42, 45, 47, 53, 55, 56, 58, 59, 61, 62, 64, 65, 66, 72, 75, 76, 78, 80, 81, 83, 85, 86, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99.
- Sad faces: 12, 13, 15, 17, 19, 22, 26, 30, 33, 35, 37, 40, 43, 44, 46, 49, 51, 54, 57, 60, 63, 67, 68, 69, 70, 71, 73, 74, 77, 79, 82, 84, 87, 90, 93, 96, 99.



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Rules of the game:

- You need one dice and one figure for each player.
- Throw the dice individually one at a time, with each player's figure beginning on the starting field. The youngest starts.
- The dice indicate how many fields you may move each time. If you roll six, you may roll the dice again.
- If you land on an action field, read the instructions below aloud and follow them. More than one of these fields can also be activated per turn.
- The goal field must be reached with an exact roll, otherwise you must wait and try again in the next round.
- The first person to reach the goal wins. Have fun!

Instructions for action fields:

Start: Discover the ten rules of God for your life.
It's great that you are on this path!

1. There are a lot of things you like to do. But you put God in the first place in your heart. No one is more important than him. Wow! Roll the dice again.
4. You found a wallet in the schoolyard. You hand it in at the school office. Very good! Keep it up! Move three spaces forward.
9. You forgot to turn off the light in your room again. Go backward with the same score that the next player goes forward.
15. Your big brother explains to you that the people of Israel did not pronounce God's name at first, so holy was this name to them. Well remembered! Roll the dice 2x, add up the points and divide them by 2. Round up if the result is odd. Move this score to the front.
17. The commandment of Sunday rest does not apply to certain professions that are necessary for everyone. But you are neither an emergency doctor nor a policeman. In return for putting off your homework until Sunday again, go back four spaces.
22. For the past few weeks, you've been going to bed with your phone. There was no time left for prayer. Plan your day more carefully! Abandon 2x.
26. God gave Moses the Ten Commandments for the people of Israel. You have recognized that these are not prohibitions to take away all fun, but rather a good foundation for a beautiful life together. Go 1x the number of points again with which you came to this field.
30. Your parents take loving care of your grandparents. You also want to think about your elders. Choose two players and move them two squares forward.
33. To be on time for Sunday service, you get up on your own. Roll the dice again.
35. You don't feel like talking to your grandma and therefore you just don't answer the phone when you see her number on the display. Go back four fields.
37. Sometimes your dad doesn't have enough time for family. Instead of blaming him, you thank him for always taking care of you. Swap positions with the player who is the farthest ahead in the game.
40. God told Moses his name through a burning bush: It is Yahweh: "I am" (which means "I am there for you"). Because of this message, all players can jump three squares forward.
43. In a fight, you hit a classmate. You can't do that! Go back to the start.
46. You're defending a girl in your class who is constantly being bullied. For your brave act, please roll the dice again.
49. Your religion teacher has explained to you that God created us as free human beings. But freedom also needs an order: the Ten Commandments. Well noted! Move three spaces forward.
51. Together with your friends you threw stones at your neighbour's dog from the balcony. Poor dog! One player can put you back as far as he/she wants.
54. You had a falling out with a friend. Now you want no further contact with him/her. Expose a round and think about the following sentence: Fidelity needs practice.
57. You borrowed your sister's pen. You broke it by accident, but you're hiding the truth. Roll again and go this number backwards.
60. You haven't done your homework. But you tell your teacher that you didn't understand it. Abandon a round for completing your homework.
63. You were playing hide-and-seek and you told on your playmate. This is a no-go! Apologize and skip a round.
67. You are gossiping about the bus driver, because your school bus is late almost every day. So that you don't always judge immediately, put yourself in another person's shoes by swapping your position with the player who is most behind.
68. You're jealous of your sister. You want a new watch too. One player can put you as many fields back as he/she wants.
71. You share your chocolate with all your brothers and sisters. The chocolate tastes much better to you like this. Move one player of your choice three squares forward or backward.
73. You have received two euros from your parents to put into the collection during Holy Mass. Secretly, you keep the money. Go back to the start.
74. You got a good grade in school. In the classroom you loudly proclaim how easy this test was for you. Don't be a show-off! Go back five spaces.
77. You paint a picture for an old or sick person. You made their day! Roll the dice again.
79. A foreign classmate does not speak German very well yet. You're annoyed by him, but you always listen to him patiently. Bravo! Roll the dice 3x and advance 1x. Take the highest number of points thrown.
82. During your evening prayer you pray for people with problems. Roll once and go this number backward, then roll a second time and go this number forward.
84. You motivate your parents to make a pilgrimage with the family. What a great idea! Advance four fields at once.
87. Your bike has a flat tire, but no passing traveler offers you his help. If you are the first one here, wait until the next player has approached you on at least four squares.

Goal: The next challenges will certainly come soon. But if you are the first HERE, you have won! Congratulations!