



Real Encounters

36.9166° N // 34.8952° E

RUN JOURNEY



Welcome

IN RUN, YOU AND YOUR GROUP ARE ON A WILD, FIVE-WEEK ADVENTURE FOLLOWING IN THE FOOTSTEPS OF PAUL AS HE JOURNEYS THROUGH FIVE CITIES, EACH FILLED WITH TWISTS, TRIALS, AND UNEXPECTED REVELATIONS. AS PAUL VENTURED INTO NEW LANDS, HE WAS PREPARED FOR ANYTHING TO HAPPEN. THE SAME MUST BE TRUE WITH YOU.

This is not a competition. It's a cooperative game where the group wins or loses together. But expect a challenging road; ***victory is not guaranteed.***

Each week you'll travel through a new landscape, starting in Tarsus and moving through Philippi, Athens, Corinth, and Ephesus. At every stop you'll unlock challenges, answer real questions, deal with unexpected scenarios, and discover how your own story connects to ***the bigger race God*** is inviting you to run.

The goal? Get to the end of that week's gameboard by earning enough miles. To do so you'll need to push through resistance, get real with your group, and uncover the unique race God made you to run—one that leads to real and lasting hope.

Game Layout



01 GRAB THE RIGHT DISCUSSION DECK.

Use the card deck labeled for the corresponding week (Week 1, Week 2, etc.). You'll only use one deck per group meeting.



02 SHUFFLE THE DISCUSSION DECK.

Each weekly deck includes:

Discussion Cards 1-3 questions rated by vulnerability.

Unreal Encounter Cards Special events hidden in the deck.

Think of them like a "Choose Your Own Adventure" book that requires teamwork, imagination, and a little bit of luck. These also have corresponding answer cards that resolve them.

Golden Question Card *Must be answered* before group ends.

03 DRAW 10 CHALLENGE CARDS.

These come from a separate Challenge Card deck. Shuffle and draw 10. Set them in a pile to the side, face down.



x10



04 SET OUT THE BOARD.

Each week has its own game board that thematically corresponds with the journey location (Tarsus, Philippi, etc.). Lay out all the gameboards, and place your travel marker at the start of your current week (or wherever you ended the previous week).

05 INDIVIDUAL WORK REWARDS.

At the start of each session, if everyone has completed their individual work from their folders for the week, the group gets to move up **five miles** before the game even starts. That's a huge advantage, so do it!



NOW YOU'RE READY TO PLAY!



DISCUSS

- ◇ To start the game, one player draws a **Discussion Card** from this week's shuffled deck. If you can't decide who goes first, it's the person who most recently drank a carbonated beverage.

- ◇ The player picks one question **for the group** to answer and then answers first. *Have a discussion. Don't rush. Ask follow-up questions. People can choose to not answer, but the deeper the convo, the further you'll go relationally and spiritually.*



CHALLENGE (OPTIONAL)

- ◇ After the discussion the player can choose to draw from the **Challenge Card** pile to tackle a test with the potential to gain the group 3 additional miles. But if they fail, the group loses **3 miles**, so it's not a decision to take lightly.

- ◇ Roll the die to find out your challenge:
 - 1-2** = Knowledge
 - 3-4** = Dare
 - 5-6** = Riddle

- ◇ Answers for knowledge and riddle cards are in the back of this booklet. The group host, however, has final say on whether an answer is close enough or reasonable enough to pass.

NOTE: Need help? Ask the group! If someone else completes your challenge, advance +1 mile instead (and avoid the -3 mile penalty).

ENDING A TURN

- ◇ After the conversation sparked by the **Discussion Card** is over, a player can choose to end their turn right there OR they can choose to draw a Challenge Card. However, once they finish the Challenge Card, their turn is complete. Once they finish their turn, add together the miles gained (or lost) from the **Discussion** AND **Challenge Cards** and then move the group's icon up or down the appropriate mileage.
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- ◇ The player to their right then draws a **Discussion Card** to initiate the next turn.



FEELING CONFUSED?
WATCH THIS “HOW TO PLAY THE
RUN JOURNEY GAME” VIDEO.

crossroads.net/run-journey/video

GAME STRATEGIES

- ◇ If three or more people answer a **1 mile** question, it becomes worth **2 miles**.
 - ◇ Once per game session you can answer two questions on the same **Discussion Card** if you need a few extra miles (or you just really like two questions and can't choose). Use this move wisely.
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- ◇ If you succeed on a **Challenge Card**, keep the card. You can discard it later to activate its ability (which is written on the bottom of the card). There are three abilities:

Re-roll ANY die
+/- 1 to ANY roll
+/- 2 to ANY roll

- ◇ If you land directly on a compass marker ✦ you can take a **Challenge Card** out of the discard pile and reuse its ability later. If you need to pick a certain mileage of question to make sure you land on one, it could be worth it.



ENDING THE GAME

Your group session ends when:

- ◇ You've worked through that week's Discussion Deck, or
 - ◇ You've gotten to the end of your weekly game board AND answered the Golden Question, or
 - ◇ You've just run out of time AND answered the Golden Question
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NOTE: If you didn't make it to the end of the board for the week, take a picture of wherever your group landed. That's where you will start next week. And discard any used challenge cards. It's not really a challenge if you reuse them next time.

Challenge Card Answers

ANSWERS: SET 01

Knowledge: Iago

Riddle: A coffin/casket

ANSWERS: SET 02

Knowledge: The jawbone of a donkey

Riddle: A river

ANSWERS: SET 03

Knowledge: Vincent Van Gogh

Riddle: A candle

ANSWERS: SET 04

Knowledge: Crown Royal

Riddle: Silence

ANSWERS: SET 05

Knowledge: Honey

Riddle: A map

ANSWERS: SET 06

Knowledge: Blackbeard/Andrew Teach

Riddle: A Man (or woman). When he was a child, he crawled on all fours; when he was older, he walked on two legs, and when he was old, he used a cane.

ANSWERS: SET 07

Knowledge: "I know."

Riddle: Truth

ANSWERS: SET 08

Knowledge: The tomato

Riddle: Rust

ANSWERS: SET 09

Knowledge: He was let down from the city walls in a basket (Acts 9:25).

Riddle: Your name

ANSWERS: SET 10

Knowledge: North Shore High School

Riddle: Water, Fire, Earth and Wind

ANSWERS: SET 11

Knowledge: Brown

Riddle: Blood

ANSWERS: SET 12

Knowledge: 6

Riddle: A riddle

ANSWERS: SET 13

Knowledge: Flamboyance

Riddle: A ton

ANSWERS: SET 14

Knowledge: Unicorn

Riddle: The letter M

ANSWERS: SET 15

Knowledge: Storing pocketwatches

Riddle: Footsteps

ANSWERS: SET 16

Knowledge: She turned into a pillar of salt.

Riddle: All the people are married.

ANSWERS: SET 17

Knowledge: The Damascus Road

Riddle: Darkness

ANSWERS: SET 18

Knowledge: Stephen

Riddle: A cloud

ANSWERS: SET 19

Knowledge: Napoleon Bonaparte

Riddle: An envelope

ANSWERS: SET 20

Knowledge: Michelangelo

Riddle: Fire

ANSWERS: SET 21

Knowledge: The giraffe

Riddle: Your patience

ANSWERS: SET 22

Knowledge: Colors

Riddle: A teapot

ANSWERS: SET 23

Knowledge: Prince

Riddle: Corn on the cob

ANSWERS: SET 24

Knowledge: In case their pants split.

Riddle: A match

ANSWERS: SET 25

Knowledge: 1453

Riddle: He's walking.

ANSWERS: SET 26

Knowledge: LEGO

Riddle: A book

ANSWERS: SET 27

Knowledge: 18 months

Riddle: A mirror

ANSWERS: SET 28

Knowledge: Golf

Riddle: 4 sisters, 3 brothers

ANSWERS: SET 29

Knowledge: Edna Mode

Riddle: Turn on switch #1 for a few minutes, then turn it off and immediately turn on switch #2. Go into the next room: the bulb that's on is #2, the one that's off but warm is #1, the cold off one is #3.

ANSWERS: SET 30

Knowledge: Broccoli

Riddle: A needle, a storm, a potato, or (if you're being sassy) a significant other/spouse

ANSWERS: SET 31

Knowledge: Snow White

Riddle: Light

ANSWERS: SET 32

Knowledge: Sun Protection Factor

Riddle: Nothing

ANSWERS: SET 33

Knowledge: Jellyfish (a specific species of one)

Riddle: Incorrectly

ANSWERS: SET 34

Knowledge: The big toe

Riddle: A mushroom

ANSWERS: SET 35

Knowledge: Andrew Jackson

Riddle: A chessboard

ANSWERS: SET 36

Knowledge: *Harry Potter and the Sorcerer's Stone*

Riddle: Fill the 5-gallon jug. Pour into the 3-gallon jug until full, leaving 2 gallons in the 5-gallon. Empty the 3-gallon jug, pour the 2 gallons into it. Refill the 5-gallon jug. Pour into the 3-gallon (which has 2 gallons), adding only 1 gallon—now 4 gallons remain in the 5-gallon.

ANSWERS: SET 37

Knowledge: Edgar Allan Poe

Riddle: Take the goat over. Return emptyhanded. Take the carrots, then leave the carrots and bring the goat back. Leave the goat, then take the wolf over. Return. Take the goat last.

ANSWERS: SET 38

Knowledge: 1912

Riddle: 1 \$50 bill, 1 \$5 bill, 4 \$2 bills (50 + 5 + 8 = 63)

ANSWERS: SET 39

Knowledge: Mali

Riddle: A school, library, or church are all good answers.

ANSWERS: SET 40

Knowledge: Rats

Riddle: Cousin. All the others imply gender.

ANSWERS: SET 41

Knowledge: A DeLorean

Riddle: Hannah is 12.

ANSWERS: SET 42

Knowledge: Mt. Vesuvius

Riddle: A coin

ANSWERS: SET 43

Knowledge: Cats

Riddle: A hole

ANSWERS: SET 44

Knowledge: Chile

Riddle: A secret

ANSWERS: SET 45

Knowledge: The New Orleans Saints

Riddle: Your breath

ANSWERS: SET 46

Knowledge: The Boston Celtics

Riddle: A reflection

ANSWERS: SET 47

Knowledge: The harp

Riddle: Your age, smoke, or taxes are all acceptable answers.

ANSWERS: SET 48

Knowledge: Dundies

Riddle: Shorter

ANSWERS: SET 49

Knowledge: Babe Ruth

Riddle: Three—one of each hair color.

ANSWERS: SET 50

Knowledge: *A Tale of Two Cities*

Riddle: Baseball—he's the batter, and the catcher and umpire are in masks.

