

However, while playing, seeds on the broad ways can move on to the narrow ways through the ladder of grace while seeds on the narrow ways can slide off to the broad ways when stung by the devil, the old serpent. To move from the broad ways into the narrow ways, a player needs to throw a six (6) and any corresponding number to count on the narrow way. In order to slide off the narrow ways unto the broad ways, a player needs to just play any double numbers e.g. 1:1, 2:2, 3:3, 4:4 or 5:5. This means that the player by implication is playing a double standard on the journey to heaven. By Christian interpretation, the player is righteous nor unrighteous, faithful nor unfaithful, hot nor cold etc. He/She is not committed to God.

Stage 3 - Exit Stage: This is the point at which the seeds move from their temporary states into their final destinations. Since the goal of every Christian is to get to heaven and not hell fire, it is advised that players quickly exit the broad ways unto the narrow ways once the number six (6) is rolled. To enter paradise, the players on the narrow ways **MUST** roll the number six (6).

Please note that while in Paradise, waiting for the final entrance into heaven through the rolling of double six (6:6), players can doubled or triple up (crown) seeds of same colours together whenever they roll a six (6) plus another number. Number six will help double or crown seeds while the other number is counted elsewhere.

If a player is on the broad way and rolls a double six (6:6), the player loses one of his seeds to hell fire and that cannot be redeemed. Thus, the first player who succeeds in moving ALL his/her four coloured seeds (souls) into heaven without losing anyone to hell fire wins the game.

Each seed carries a mark of 25 or 25% making the four seeds to total 100 marks or 100%. If a player loses a seed to hell fire, it is minus 25 marks or 25%. If it is two seeds, it is minus 50 marks or 50% etc. The player who has the highest marks or percentages at the end of the game with minimal or no loss of life (seed) to hell fire is the winner of the game. By Christian interpretation, God desires that if possible no soul in our family, church or community goes to hell fire or perish.

IMPORTANT NOTES FROM PLAYING THIS GAME

As players enjoy this game, the developer wishes to draw attention to this important points:-

i. No Any Way is Permanent : By this game, seeds can be crossed over from one colour or state unto the other signifying the ways on the board. Please note that no any of the two ways - narrow or broad ways is permanent. Someone treading on the broad way today can repent tomorrow and join those on the narrow way while those on the narrow ways can backslide back unto the broad way if care is not taken. So be watchful and prayerful.

ii. Spiritual Implications: Players must be prayerful as they play this game because the game could indeed be communicating the actual spiritual state of the player whether he or she is treading on the narrow or broad way, or whether the player has indeed yielded to temptations and have backslided.

FAQS

Q: Can seeds be moved from one way unto another?

A: Yes, you can move seeds from either the narrow to the broad ways and vice versa depending on the outcome of the numbers rolled on the dice.

Q: Can I double or triple seeds of different colours in paradise.

A: No, you can only double or triple seeds of the same colour in paradise waiting to enter heaven.

Q: Can seeds already in hell be recalled.

A: No, you cannot recall any seed already in hell. That seed is lost to the player and represents the loss of 25 marks or 25%.

Q: What if I do not have any number to count after throwing my dice.

A: You have to keep moving your seeds as per the dice rolled. But if towards the end of the game, you don't have seeds to move, it will be understood.

DEGATEWAYS

Players' Guide



Know ye not that they which run in a race run all, but one receiveth the prize? so run, that ye may obtain. 1 Corth. 9:24 (KJA)

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FOR FURTHER ENQUIRIES, CONTACT

49, Bodija-Ashi Road, Ibadan, Oyo State.
Tel: 08056129639, 07087643530

INTRODUCTION

Degateways Game as conceived by the developer; Revd Olajide Aderinto is a Christian game that draws its inspiration from Matt. 7:13-14, *“Enter through the narrow gate. For wide is the gate and broad is the road that leads to destruction, and many enter through it. But small is the gate and narrow the road that leads to life, and only a few find it.”* The game is meant to edify, teach, educate, and entertain the players. It is also a vital evangelism instrument for those who are passionate about one to one personal witnessing. The game showcases the two ways and the two gates that leads to eternal life and eternal damnation as captured by the above scriptures.

The game attempts to picture the broad way that leads to destruction as not been straight and having the capacity to take many people at the same time. That is why the playing seeds space on the game is more. On the other hand, the narrow way pictures the way as being straight and can only accommodate a seed movement at a time.

The game is designed to provide entertainment for Christians who seek alternative game to the numerous games available in the world today that are not spiritually edifying. The motivation to develop this game is also to increase Christian and communal bonding that we are gradually losing today due to the arrival of computer/I.T. games which promote more of individualistic entertainment.

This game developer intends that this game will be used by Christians and churches as evangelism material to win others to Christ kingdom as players can invite non-Christians to play with them.

FEATURES OF DEGATEWAYS GAME

This game has the following features and components that makes it interesting while playing:

(i) The Narrow Ways: - There are two narrow ways in the game coloured blue and yellow respectively. These are the ways that lead to eternal life in Heaven via paradise. On the ways are five rings numbered 1 to 5 through which the seeds travel into their final destinations. The rings are labeled with the five stages of the Christian salvation experience. 1 = Conversion, 2 = Sanctification, 3 = Adoption, 4 = Justification and 5 = Glorification. It is assumed by this game that the player (Christian) will experience these five-fold salvation before he can eventually enter into life eternal. Thus, the players on this

road keeps moving their seeds according to the numbers played on these ways until each seed eventually gets to enter into paradise first by the rolling of the number six (6) and finally to Heaven by rolling a double six (6:6) either with single or double (crowned) seeds.

(ii) The Broad Ways: - There are two broad ways in the game coloured red and green respectively. These are the ways that lead to eternal damnation in hell fire. On the ways are five rings numbered 1 to 5 through which the seeds travel into their destinations. The rings are labeled with the opposite and reverse of the five stages of the Christian salvation experience. 1 = Unrepentant, 2 = Desecration, 3 = Rejection, 4 = Condemnation and 5 = Damnation. It is assumed by this game that those on the broad ways are currently experiencing the opposites of the Christian five-fold salvation experiences except they quickly repent and get born again. Thus, the players on this road keeps moving their seeds according to the numbers rolled on the dice until each seed eventually gets to enter into hell by the rolling of a double six (6:6). This means that the particular seed (soul) is lost forever.

Since the goal of the Christian journey is to get people to heaven and not hell, the player(s) that start on the broad way must try as much as possible to exit that way through the ladder of grace anytime he or she rolls the number six and the corresponding number e.g 6:3, 6:5, 6:4 etc.

(iii) The Ladders of Grace: - This is the salvation platform through which a player on the broad ways exit back into the narrow way after rolling the number six (6).

(iv) The Old Serpent: - This is symbolic of the devil that tempts and lure people out of the narrow ways to the broad ways. A player only needs to play any double numbers e.g 1:1, 2:2, 3:3, 4:4 or 5:5 and he or she is stung by the old serpent to the broad way. This can be likened to yielding to temptations and falling from grace in the Christian race.

(v) Playing Dice: - There are two dice that accompany this game which is the component of the game that the players roll in order to score points to be counted on the board.

(vi) Playing Seeds: - These are the coloured round plastic objects that the players use in playing this game. According to this game they represent the souls of men on the two ways heading to either heaven or hell. There are four seeds each for the colours red, green, yellow and blue.

(vii) The wide Gate: - This is the wide and open gate on the broad way that leads to destruction in hell fire.

(viii) The Narrow Gate: - This is the small and open gate on the narrow way that leads to paradise and then to Heaven.

(ix) Paradise and Heaven: - These are the destinations of players from the narrow ways. Players first rest in paradise before eventual entry into heaven after rolling double six (6:6).

(x) Hell fire: - This is the destination of players on the broad ways. Entrance is granted when a player rolls a double 6:6. And by implication that particular seed is lost forever which is a minus of 25 marks to the player with the particular seed.

(xi) The Playing Board: - This is the board that houses the entire playing elements and platform.

HOW TO PLAY THE GAME

There are three important stages in playing Degateways Game as explained by the developer, they are:

Stage 1 - The Entry Point: This is the starting point of this game. It marks the entry point into the two ways - broad and narrow ways. To start this game, the player(s) on the narrow ways MUST get the number 6 on the dice rolled plus another number. The idea behind this is that every person must come to a point where he or she accepts Christ as his/her Lord and Saviour no matter how long before that person becomes qualified to be on the narrow way. Thus the journey to God's kingdom begins.

On the other hand, the player(s) on the broad ways that lead to destruction requires no specific numbers rolled on the dice in order to begin. The player(s) simply roll the dice and count whatever number appears on the dice e.g 4:2, 3:2, 1:5 etc. This is so because anything goes on the broad ways. You do not need any standard requirement to be on the way to destruction, one just need to continue to live in disobedience to God's will.

Stage 2 - Continuation Stage: This is the movement stage of the various coloured seeds. The above step one continues with each of the players moving in their seeds as fast as they could. The seeds are moved based on the numbers rolled and counted accordingly on the two ways. This is signifying movement or progression in the five-fold salvation experiences on the narrow ways or otherwise on the broad ways.