

Thereafter, the player plays again after rolling double six (6:6) in the ring of the Holy Spirit. Whatever number the player then rolls is summed up together in order to determine the value of the player's fruitful seeds. The fruitful value is the tithe (one tenth) of the value of the fruitful vines. For example, 10 percent of the value of:

* 30fold = 3 (Player needs 2 and 1 for access)

* 60fold = 6 (Player needs 3:3 or 4:2 for access)

* 100fold = 10 (Player needs 5:5 or 6:4 for access)

Please note that, the first numbers to be rolled on the dice after a player had waited on the Holy Spirit is the value of the fruitful vine to be accessed or reap. By spiritual implication, the extent to which a Christian is able to walk with the Holy Spirit or fellowship with Him will determine the number and the amount of fruits that Christian will bear. A player who rolls 5:5 for instance will access the 100fold vine fruits. This means that the player is very much in tune with the Holy Spirit.

Anytime a player rolls any double number while still in the Vine (5:5, 4:4, 3:3, 2:2 or 1:1) other than double six (6:6) that give one access to the fruit of the Holy Spirit, the player by implication is playing a double standard with the Lord. He/She is not a serious Christian. He is neither hot nor cold, faithful nor unfaithful etc. Such player upon rolling any double numbers will exit the Vine through the withered branch. It means that the particular seed of the player has severed itself from the Vine by playing double standard. Thus the seed is lost and condemned. Such seed will be burnt up according to the scriptures: *If anyone does not abide in Me, he is cast out as a branch and is withered; and they gather them and throw them into the fire, and they are burned (John 15:6).*

Stage 3 - Exit Stage: This is the point at which each of the seeds access the branches for fruitfulness. Thus, from the game, the destination of each coloured seed is indicated by the colours of the vines. For instance,

* **Yellow** seeds will pass through the Holy Spirit upon the last rolled dice value to access the yellow vines.

* **Red** seeds will pass through the Holy Spirit upon the last rolled dice value to access the red vines

* **Blue** seeds will pass through the Holy Spirit upon the last rolled dice value to access the blue vines

* **Green** seeds will pass through the Holy Spirit upon the last rolled dice value to access the green vines.

Each players must strive to get their seeds to their final destinations as fast as they can. Thereafter, the player that has the highest numbers in terms of the value of the fruits reaped or born is the winner of the game. For example, if the Red player has 100+30+30=160folds, Yellow player has 60+60+60=180folds, Blue player has 100+0+30=130folds (losing one seed) and Green player has 100+0+0=100folds (losing two seeds). The winner will be player Yellows with 180fold fruits while the runner up is player Red with 160folds fruits.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

i. Fruitful Points: By this game, seeds can only cross over to become fruitful only when they have been empowered by the Holy Spirit (through rolling 6:6). This shows that stringent conditions must be met by Christians before their can be an experience of true fruitfulness.

ii. Spiritual Implications: The extent of a Christian's exposures to the Holy Spirit will indeed determine the amount of fruits that can be born whether 30fold, 60fold or 100fold. Thus players should be mindful of their scores in this game as it could be a pointer to the measure of their spirituality and walk with God.

FAQS

Q: Can seeds be moved straight into the Vine?

A: No, all seeds must be moved from the starting point after the rolling of number 6 and any other number.

Q: Can I be termed a winner if I am the first to get all my seeds to their destinations?

A: No, the winner is the player who finishes with the highest fruitful vines value which is the sum of all the values of each of the seeds.

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DE-VINE

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)

INTRODUCTION

DE-VINE Game as conceived by the developer; Revd Olajide Aderinto is a Christian game that draws its inspiration from John 15:1-8 and Mark 4:8.

1. *I am the true vine, and My Father is the vinedresser.*
 2. *Every branch in Me that does not bear fruit He takes away; and every branch that bears fruit He prunes, that it may bear more fruit.*
 3. *You are already clean because of the word which I have spoken to you.*
 4. *Abide in Me, and I in you. As the branch cannot bear fruit of itself, unless it abides in the vine, neither can you, unless you abide in Me.*
 5. *I am the vine, you are the branches. He who abides in Me, and I in him, bears much fruit; for without Me you can do nothing.*
 6. *If anyone does not abide in Me, he is cast out as a branch and is withered; and they gather them and throw them into the fire, and they are burned.*
 7. *If you abide in Me, and My words abide in you, you will ask what you desire, and it shall be done for you.*
 8. *By this My Father is glorified, that you bear much fruit; so you will be My disciples. (John 15:1-8).*
- And other fell on good ground, and did yield fruit that sprang up and increased; and brought forth, some thirty, and some sixty, and some an hundred (Mark 4:8).*

This 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 Vine and the branches that abide in the vine bearing fruits in different proportions through the empowerment of the Holy Spirit. It also shows the withered branch that is detached from the vine getting ready to be burnt.

The game pictures a long vine tree with different coloured vine fruits in blue, red, green and yellow representing the playing seeds of the game. Each of the branches bearing vine fruits has three division of vine fruits marked 30fold, 60fold and 100fold indicating the capacity of fruitfulness of the branches that abide in the

vine. The game is designed to provide entertainment for Christians seeking alternative games 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 DE-VINE GAME

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

(i) The Vine: - This is the tree itself that grew so big and bearing fruits. As pictured from the scriptures, the Vine is Jesus Christ our Lord. We Christians are meant to abide in Him in order to produce fruit.

(ii) The Withered Branch: - This is the part of the branch that is cut off from the vine. As seen from the game. This branch is already getting dry and will be gathered and burnt in fire because it has been detached from the Vine.

(iii) The Fruitful Branches: - These are the branches that bears fruits. They remain in the Vine and are therefore capable of producing fruits in 30fold, 60fold and 100fold.

(iv) The Holy Spirit: - This is represented by the dove. It is at the centre of the tree indicating that no Christian can bear fruits without the empowerment of the Holy Spirit.

(v) The Fruits: - These are the products of the branches that abide in the Vine. As seen from the game, there are four types of vine fruits in colours blue, red, green and yellow indicating the different kinds of fruits that Christians are expected to bear such as fruits of repentance, fruits of righteousness, fruits of holiness, fruits of saved souls etc. These are in triple folds in the game.

(vi) The Fruit of the Spirit: - This is at the centre of the vine fruit in purple colour. This is the fruit of the Spirit as indicated in Galatians 5:22-23. It is at the centre where the

dove is, indicating that without the full manifestation of the fruit of the Holy Spirit in the life of a believer, fruitfulness will be a herculean task. *But the fruit of the Spirit is love, joy, peace, longsuffering, gentleness, goodness, faith, Meekness, temperance: against such there is no law (Gal. 5:22-23).*

(vii) 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.

(viii) Playing Seeds: - These are the coloured round plastic objects that the players use in playing this game. Every player has access to four of the colour seeds each.

(ix) 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 *De-vine Game* as explained by the developer, they are:

Stage 1 - The Entry Point: This is the starting point of this game. It marks the Players entry point into the Vine so as to abide. To start this game, each of the players which can be two, three or four players MUST get the number 6 on the dice rolled plus another number (1,2,3,4 or 5). The idea behind this is that a person cannot abide in the Vine if he himself has not have a genuine encounter with the Lord. If the player rolls double six (6:6), he/she will play again and then count. So, every player must come to a point where he or she accepts Christ as his/her Lord and Saviour no matter how long before that person can be qualified to remain in the Vine. Then, whatever number is rolled on the dice is counted accordingly by each player by moving their seeds.

Stage 2 - Continuation Stage: This is the movement stage of the various coloured seeds (four pieces each for every player). The above step one continues with each of the players moving in their seeds as fast as they could into the Vine in order to journey towards fruitfulness. The seeds are moved continually in the Vine based on the numbers rolled on the dice and are counted accordingly until the player rolls double six (6:6), then he/she is empowered by the Holy Spirit for fruitfulness.