

the kingdoms arena can be returned to their original position i.e. recalled by the playing of a number six (6) and another number that tallies with the number already hosting a seed. For instance, if a seed is on number 2 or 5 in satan's kingdom arena, that is yet to enter hell, the player representing God's kingdom can recall the seed (soul) back to its original position (world) by rolling 6 plus number 2 or 5. This is symbolic of rescuing the perishing that is on the way of destruction.

In the same vein, the player representing the other kingdom can recall and dislodge any seed already in God's kingdom by rolling the number six (6) and the corresponding number that tallies with where the seed is located. This is symbolic of backsliding after being tempted of the devil.

The throwing of six (6) and a specific number already in the arena will help double and crown the new seed with the one in the arena provided their number tallies. For instance, the rolling of 6:2 will double or crown another seed already in number 2 (with same colour). Please note that players in representing the two kingdoms can only recall or dislodge one seed at a time even if the seed is already doubled or crowned. But where double six (6:6) is rolled from the players, this can either be used to recall and dislodge double or crowned seeds in the two kingdoms back to the world state (original position) or used to move the seeds permanently into heaven or hell.

Stage 3 - Exit Stage: This is the point at which the seeds move from their zones into their final destination kingdoms either by a single seed entry or a double seed entrance. At any given period of play, it requires the rolling of a double six (6:6) to get a seed or already doubled (crowned) seeds (representing men's souls) into heaven or hell. However, you require the throwing of double 6 twice i.e 6:6 and 6:6 again in order to move triple crowned seeds to either heaven or hell.

The player who succeeded in moving more seeds representing souls of men into his kingdom wins the game.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

i. Avoid Stigmatization: Any player who represents the other kingdom (kingdom of satan) should not be viewed as a devil whether he or she wins or not. This representation is just to help teach the reality of the two kingdoms and pass across biblical truths.

ii. Winning Interpretation: If at the end of playing this game, the player representing the other kingdom wins, it

means that despite the love of God to mankind, many souls might still up in hell fire, thus there is need for all those on their journey to hell fire to repent and be converted today. If on the other hand, the player representing God's kingdom wins, it means that the player can co-labour in prayers and evangelism to ensure that God's kingdom is indeed populated by rescuing the perishing and turning many unto righteousness.

STARTING TO PLAY THIS GAME

1. Only two players can play at a time. Each players chooses the kingdom to represent.
2. First player rolls the dice and count accordingly or remain and wait for next turn. God's kingdom requires the rolling of number 6 plus any other number to start and then count while the other kingdom requires any double numbers from 1 to 5 i.e 1:1, 2:2, 3:3, 4:4 or 5:5 to start the game.
3. Continue to move the seeds in the kingdom arenas and count on until all seeds have been moved from the world state or position.
4. Get as many seeds into their final destinations (heaven or hell) as soon as you can either by single, double or triple crowned seeds by rolling a double six (6:6). Players roll the number 6 plus any corresponding playing number of the board in order to double or triple seeds.
5. The player with the highest number of seeds at the end of the game wins.

FAQS

Q: Can seeds cross zones e.g from red to blue to yellow or green zones in the same kingdom arena.

A: Yes, you can cross zones so far it is in the same kingdom

Q: Can I double or triple seeds of different colours in the same zone.

A: No, you can only double or triple colours of the same seeds.

Q: Can seeds already in heaven or hell be recalled or dislodged.

A: No, you can only recall or dislodge seeds while they are in the kingdom arenas.

Q: What is I do not have any number to count after rolling my dice.

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KINGDOMS CHALLENGE

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

Kingdoms Challenge Game as conceived by the developer; Revd Olajide Aderinto is a Christian game meant to edify, teach, educate, and entertain the players. As the name implies, it is a game that showcases the two kingdoms i.e. Kingdom of God and the Kingdom of Satan both in contention for the souls of men. In as much as God desires to save the whole world if possible, the devil is also not giving up. He is fighting to get many people to hell as fast as possible. The battle is therefore raging fiercely between these two kingdom and their Principals. According to this game developer, the Kingdom that succeeds in winning more people to his kingdom is the winner.

If the kingdom of God prevails, this will justify the scriptures that God has potentially save the entire human race, He is only waiting on each individuals to embrace His love and be saved. But if the kingdom of Satan wins, the scriptures is also confirmed that many are called but only few will be chosen (Matt. 22:14). 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 as an evangelism tools to win others to Christ kingdom as players can invite non-Christians to play with them.

FEATURES OF KINGDOM CHALLENGE GAME

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

(i) The Kingdom of God Arena: - This is the playing field for the player who represents the heavenly kingdom ruled by God. This arena comprises of 12 boxes each on the red, blue, green and yellow zones. 6 of the boxes are painted with the zone's solid colour while the remaining boxes are on a white background representing light and are numbered 1 to 5 each indicating the pre-requisites for entering into the kingdom of God as spelt out in Romans 14:17 and Hebrews 12:14. As a player moves his/her seed from one number to the other, it is assumed that the player is fulfilling the requirements of God's kingdom and meeting its demands.

(ii) The Kingdom of Satan Arena: - This is the playing field for the player who represents the other kingdom ruled by Satan. This arena comprises of 12 boxes each also on the red, blue, green and yellow zones. 6 of the boxes are painted with black background representing darkness while the remaining boxes are painted with the zones colour, red, blue, green and yellow and are numbered 1 to 5 each indicating the pre-requisites for entering into the kingdom of Satan which is the direct opposite of Romans 14:17 and Hebrews 12:14. As a player moves its seed from one number to the other, it is assumed that the player is simply acting out the dictates of the devil's kingdom and meeting its demands.

(iii) The Ladders:- As seen from the game, this is the means through which the seeds (human souls) are transported to heaven or hell.

(iv) The Windows:- This represent the entrance gates into the two kingdoms. In the kingdom of God, the window show Jesus knocking at the door for whosoever chooses to open the door for Him to enter according to Rev. 3:20. Entry into God's kingdom begins by opening the door of one's heart for Christ to come in. The window in Satan's kingdom shows a broad road which leads to destruction according to Matt. 7:13

(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 games they represent the souls of men that these two kingdoms are fighting to attract and draw to their kingdoms. The diverse four coloured seeds each of red, blue, green and yellow totaling sixteen indicates the different race, colours, tribes and nationalities of the human race.

(vii) Countries Flags:- These countries flags represent the entire world that these two kingdom are seeking for representatives from and are aiming to get into their kingdoms whether from Africa, Europe, Asia, North America, South America or .Australia.

HOW TO PLAY THE GAME

There are three important stages in playing this 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 to the two kingdoms arena. To start this game, the player representing God's kingdom 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. The number 6 thrown also signifies the opening of the door (in the windows) for Christ to come in. Thus, the journey to God's kingdom begins. The player can then move a seed as he so choose from any of the zones and move it to the other number displayed on the other die. By spiritual implication, the kingdom of God has rescued and saved a soul.

On the other hand, the player representing the kingdom of Satan needs to throw any double numbers (from 1 to 5) on the two dice before he is qualified to move any seed (representing men's souls) into his kingdom i.e. 1:1, 2:2, 3:3, 4:4 or 5:5. This is so because, in the devil's kingdom, no stringent requirement is need to be enlisted. All people need is to be able to play a double standard. Once the player plays a double number, he moves any seed of choice representing the souls of men to the corresponding number in the zone.

Stage 2 - Continuation Stage: This is the movement stage of the seeds. The above step one continues with each of the two players representing the two kingdoms fighting to move as many seeds as they can into their kingdom arenas by the requirements in step 1. Where the requirements are not yet met, the players will continue to move the seeds already in their kingdom arenas from numbers 1 to 5 according to the numbers rolled on the dice until each player succeeds in finally moving the seeds into either of the kingdoms.

As this point also the players are looking at doubling their seeds (i.e. crowning of same coloured seeds) so that they can be able to be moved together as one into the kingdoms at the throwing of a double six (6:6) on the two dice. To crown or double seeds in the arenas, players require the rolling of six (6) and the corresponding number of the seed to be crowned e.g 6:1, 6:2, 6:3 6:4 or 6:5. Note that double or crowned seeds are moved together as one seed in the arenas.

During the continuation stage of play, seeds already in