

travel path when entangled. Otherwise, all numbers rolled on the dice are counted on the board accordingly in a progressive manner continuously moving through the travel paths.

Whenever, a seed stops on any of the enemies (dog, sorcerer, whoremongers, murderer, idolaters and falsehood), the player's specific seed is attached by that enemy and cannot continue to travel. It must go out of play and start again at the throw of number '6'. All seeds can ONLY be trapped at the points of stoppage on the enemies. This players continue to play, throwing the dice and counting them accordingly to travel and get to the City's gates.

Stage 3 - Exit Stage: This is the point at which each of the players seeds exits the gate and enter into the city at the roll of a double six (6:6). This means that the players first goal is to overcome the enemies and get his/her four seeds to the gates, then with double six, he moves them into the city to access the tree of life either individually, two or three seeds at ago or all the four seeds at once. The first player to achieve this feat is the winner of the game. However, while waiting at the gate, the player MUST not roll a double on the two dice (that is 1:1, 2:2, 3:3, 4:4 or 5:5). If a player does, it is symbolic of playing a double standard at the city gate. The player will move backwards ALL of his/her seeds at the city gate based on the number rolled on the dice e.g. 1,2,3,4 or 5. This symbolizes that the player has backslided. He/she will then continue to play again from that point.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

i. Spiritual Implication: Players should be spiritually alert as they play this game because God could be using the outcome of the game to minister to them especially with regards to specific enemies to avoid on their pilgrims journey.

ii. Don't Give Up: No matter the experience of the Players as they play this game. They must not give up even if one is attacked many times. The experience is a pointer to the truth that in our pilgrimage as Christians, there are many adversaries but no matter our experiences, we must strive to get to the end of our journey - the New Jerusalem.

FAQS

Q: Can seeds be moved straight into the playing ring?

A: No, all seeds must be moved from the starting point and travel as indicated by the arrow after the throwing of number '6' and another number to be counted on the board.

Q: Can three or four people play this game?

A: Yes, this game can be played by two, three or four persons each picking their choice colours.

Q: Can I get in one seed into the city at the thrown of one number six on the die?

A: No, it takes the throw of double six (6:6) on the two dice in other to finally move your seeds into the city either singly or as a whole (i.e the players four seeds).

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REDEMPTION LUDO *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

REDEMPTION LUDO as conceived by the developer; Revd Olajide Aderinto is a Christian game that draws its inspiration from **Revelation 22:14-15**,

14. Blessed are they that do his commandments, that they may have right to the tree of life, and may enter in through the gates into the city.

15. For without are dogs, and sorcerers, and whoremongers, and murderers, and idolaters, and whosoever loveth and maketh a lie.

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 Christian journey through the world to his eternal destination (heaven).

The game pictures the six enemies on the path of the Christian's journey that must be overcome on his pilgrimage as outlined in the above bible verses. These enemies are:

- i. **The dogs (symbolizing the**
- ii. **The sorcerers (symbolizing the**
- iii. **The whoremongers**
- iv. **The murderers**
- v. **The idolaters and**
- vi. **The Falsehood (whosoever loveth and maketh a lie).**

The playing of this game has some similarities with the popular ludo game. 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 the Christian and communal bonding that we are gradually losing today due to the infiltration 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's kingdom as players can invite non-Christians to play with them.

FEATURES OF REDEMPTION LUDO

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

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

(ii) **The Playing Ring:-** This is the circular pathway that each of the players had to travel through beginning from the throw of number 'six'. This circular ring is divided into four parts distinguished by the four playing colours of red, blue, green and yellow. Each player has the six enemies strategically located on his/her pathway as he/she travels. The player **MUST** not stop on or become entangled by this enemies otherwise he/she will start playing again from the beginning.

(iii) **The Play-board Images:** These are the pictorial images used in the game that enhance playing and also help teach, educate and entertain the players. They include the dog, sorcerer, whoremongers, murderer, idolaters and falsehood images around the playing ring. At the centre of the playing board is the golden city (heavenly Jerusalem) that each player is hoping to enter through the entrance gates. There is also the picture of the dove representing the ever-abiding presence of the Holy Spirit in the city and the tree of life.

(iv) **Playing Die:-** There are two dice that accompany this game which is the component of the game that the players throw in order to score points to be counted on the board during play.

(v) **Playing Seeds:-** These are the 16 coloured round plastic objects that the players use in playing this game as their unique means of identification. Every player has access to four coloured seeds each which are either the red, yellow, green or blue seeds.

HOW TO PLAY THE GAME

There are three important stages in playing *Redemption Ludo* 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 playing ring or circle so as to travel through by continuous counting of the numbers on the thrown dice. Every player starts playing or counting at the throw of number six (6) on any of the die. That symbolises the point of encounter or salvation experience. The idea behind this is that genuine encounter with the Lord is a prerequisite for Kingdom engagement the heavenly kingdom or city.

If any player throws the number six twice (6 and 6), he/she will play again and then count the numbers rolled accordingly. 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 access God's kingdom.

Stage 2 - Continuation Stage: This is the movement stage of the various players coloured plastic seeds (red, blue, yellow, and green seeds) on the board seeking to avoid the attack or entanglement of the enemies and get to the city's gate in readiness to enter.

At every point of play, it takes the rolling of the number six (6) and any number to bring seeds into the playing ring and also the rolling of the number six (6) and any winning number to return to the