

* If answer is 1 (*Perfect Man*) : Player moves 7 steps forward.

* If answer is 2 (*Natural Man*): Player remains in the same position i.e no movement.

* If answer is 3 (*Spiritual Man*): Player flies to the last end of the route.

* If the answer to a division has a remainder (*Carnal Man*): Player move to the point of carnality which is the intersection point on the routes.

The spiritual implication of this is that on the Christian journey, there will always be reasons to experience conflicts, fights or quarrels that tries to divide us. The management of this period is important. This period reveals the true character of every Christian whether he/she is carnal, spiritual, natural or a perfect man (in principle). Whatever happens, the journey continues.

- If the blue playing seed is on ring 24 after it has entered the journey route and the player throws 4 x 5, which is 20. The player at this point has gained speed for his journey. He will simply count 20 steps forward on his route.

As for the remaining action signs, if any player rolls any numbers with the equality or inequality signs, what to do is this:

At the Point of Intersection, the Player simply KISSES the King and returns back to his position lest he incurs the wrath of the son of God on his journey to his mansion.

Stage 3 - Exit Stage: This is the point at which each of the players (seeds) exit the routes and climb the stairs into his/her heavenly mansion. This means that at this point, the player has met all the requirements of a fully matured Christian and is now qualified to be received by the Master into his kingdom. He has added all the Christian virtues to his faith, he has removed all the evil vices and characters, he has remained a true Christian in the midst of divisions and crises, he has multiplied enough seeds of righteousness and has indeed fought the good fight of faith. He is ready to receive his crown of glory.

Thus, the player (seeds) exit by the final counted figures into his mansion. Please note that the excess figures from the last count represents the number of stairs the player will climb in order to get into his/her mansion.

The first player to complete the game by bringing ALL seeds into the mansion with him/her is the winner of the game.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

Take Heed : All player should take heed and also watch and pray because God could be using this game to point out the areas of their Christian life that they need to work upon as they journey to their heavenly mansions. Thus every player should spiritually examine his/herself according to 2Cor. 13:5 and make amends where need be.

FAQS

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

A: No, you must maintain the route that you start up with and finish your journey therein.

Q: Can I double or triple my seeds and move them together on the routes.

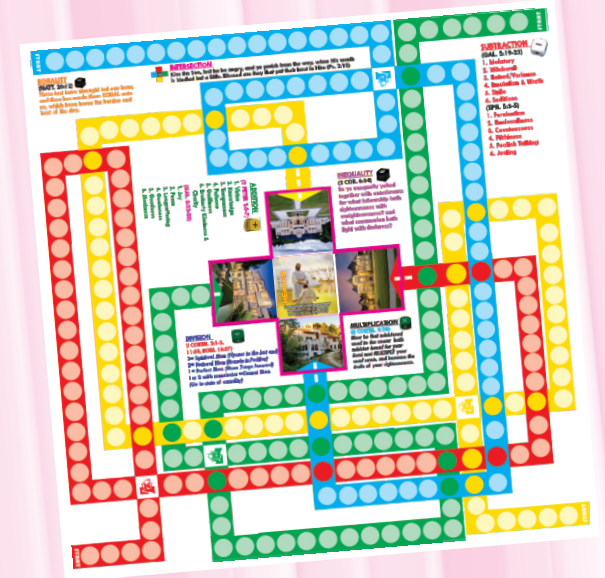
A: No, all seeds must move independently.

Q: How many players can play this game at a time?

A: Minimum of 2 persons can play at a time by picking the colours one by one or two by two if they have enough time to play. 3 or 4 players can also play the game at a time.

DEMANSION

Players' Guide



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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

Demansion Game as conceived by the developer; Revd Olajide Aderinto is a Christian game that draws its inspiration from John 14:1-3 *"Let not your heart be troubled: ye believe in God, believe also in me. In my Father's house are many mansions: if it were not so, I would have told you. I go to prepare a place for you. And if I go and prepare a place for you, I will come again, and receive you unto myself; that where I am, there ye may be also."* 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 attempts to picture the heavenly mansions that God has prepared for believers who are diligent and faithful enough to complete their pilgrimage here on earth by journeying through the paths of holiness and righteousness into their final place of rest.

The game shows that even though as Christians, we travel on different routes, our corporate final destination is heaven where God is waiting to receive us into His rest and give crowns to every Christian who overcomes and runs his Christian race faithfully. The routes are divided into four which are marked by the four playing colours of red, green, blue and yellow. Each player is expected to travel through his or her own route into the mansion God has prepared for him after satisfying the requirements of the journey which involves the addition of some Christian virtues, subtraction of some un-Christian vices, multiplying for fruitfulness, overcoming the division barriers etc.

The game is designed to provide entertainment for Christians who seek alternatives 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 DEMANSION GAME

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

(i) **The Routes:** - As seen from the game board, these are the travel routes of each of the players to their

heavenly mansions. There are four routes coloured red, yellow, blue and green each containing seventy circular rings where the seeds are placed after counting the rolled dice.

(ii) **Action-Play Instructions:** - These are the various actions expected of the players to execute after rolling the dice before making progress on their journey routes. These according to this game are God's expectations for his Children as they journey to their heavenly mansions. They constitute what needed to be added, subtracted, multiplied, divided etc. to their lives in order to be fully qualified to enter their heavenly mansions. Here are the Action-Play signs/actions and their meanings:

+ (Addition): Virtues that the player(s) need to get.

- (Subtraction): Vices that the player(s) need to get rid of.

÷ (Division): Point of division/separation that should be avoided on the journey.

X (Multiplication): Increase that the player(s) benefit

(iii) **Mansion Images:** - These are the images at the centre of the game representing the individual mansions that have been prepared by God for believers.

(iv) **Playing Dice:** - There are three 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. The number dice are for counting while the sign die is for taking actions.

(v) **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 journeying through the designated path into the heavenly mansion. Every seed begins travel from the starting point by the throwing of number six (6) symbolizing the new birth and then it progresses until it gets to its final destination.

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

(vii) **Kiss Point:** This is the point of the game where routes of different colours connect with each other. Whenever a player stops on this point, his or her seed MUST kiss the king (at the centre) before going on with the game. This is to avoid incurring the wrath of the King as the player journeys to his/her mansion. (*Kiss the Son lest he be angry, and ye perish from the way. Psalm. 2:12b*).

(viii) **Intersection Point:** This is the point of intersection of each of the players with itself. It represents the point of carnality in the division action-play.

HOW TO PLAY THE GAME

There are three important stages in playing Demansion 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 their journey routes. 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. The idea behind this is that no one can begin a journey to his heavenly mansion without first being born again. The rolling of a six (6) is the point of salvation and becoming a Christian. 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 begin a journey to his/her heavenly mansion. So, whatever number is rolled on the dice after six (6) is counted accordingly by each player moving their seeds into the routes of play. Please note that once all the seeds have been moved into the journey routes, the number six (6) continues to be counted for the action-play execution.

Stage 2 - Continuation Stage: This is the movement stage of the various individual player coloured seeds. The above step one continues with each of the players moving in their seeds as fast as they could. The action to be executed on each of the players seeds is determined by the sign die. For example:

- If the red playing seed is on ring 4 after it has entered the journey route and the player throws 3 + 5, which is 8. The player will move 8 steps forward on his journey routes. But by spiritual implication of this game, the player is adding temperance (3) and goodness (5) into his Christian life as he journeys to His mansion.

- If the green playing seed is on ring 7 after it has entered the journey route and the player throws 4 - 1, which is 3. The player will move 3 steps forward on his journey routes. But by spiritual implication of this game, the player is removing or taking away Emulation/wrath (4) and fornication (1) from his life as he journeys to His mansion. These vices can hinder him from getting to his heavenly mansion.

- If the yellow playing seed is on ring 12 after it has entered the journey route and the player throws 6 ÷ 3, which is 3. The player will at this point be expected to take action steps based on the result of his arithmetic division. These actions as spelt out on the board are four: