

Third Stage is the movement of the seeds (virgins) from the inn region to the lamps trimming region (for the five wise virgins) and the extra-oil market (for the five foolish virgins). To access these final boxed regions, the five wise virgins requires the rolling of the number six and any other corresponding number e.g 6:5, 6:4, 6:3, 6:2 or 6:1. On the other hand, to have access to the extra-oil market, the five foolish virgins need to buy train tickets and travel far to the market to get the oil by rolling **double six (6:6)** first and then play again for others two numbers to count and move. Here **ONLY** two seeds can be moved at a time after the rolling of double six. This means that in order to get the five foolish virgins to the extra-oil market, each player must roll double six (6) three times before the foolish virgins can be fully moved to the extra-oil market before the arrival of the Bridegroom. This is symbolic of the cost that must be paid for failing to do the right things at the right time or falling below the required standard.

Please note that the point of the return of the Bridegroom to take away the prepared bride according to this game is the point that either of the players rolled double six (6:6) twice and simultaneously in two consecutive play.

Stage 3 - Exit Stage: This is the point of evacuation where the Bridegroom arrives to take the virgins who were ready away. This happens anytime either of the two players roll double six (6:6) twice consecutively. At that point, the game ends and the virgins (represented by the seeds) already on their position is the last region are evacuated by the Bridegroom. Thus, the winner of the game is the one with the highest number of seeds in position at the last stage of play. Both seeds for the wise and foolish virgins are counted to determine the winner of the game. The foolish virgins seeds are counted on the basis that they were able to make get the extra oil before the arrival of the Groom and still make the journey.

This is symbolic of the fact that now that Christ is yet to return, Christians can make every sacrifices to get the extra oil needed in order to be raptured with Him in the last day when He returns.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

i. Extra Oil: Even though the Bridegroom is yet to return now, Players (Christian) can pay the required costs and get as much extra oil which is symbolic of the extra grace of God so as to be fully equipped for the raptured. Going the extra mile by journeying in search for it through prayers, discipline and digging into God's words.

ii. 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 in areas of their preparedness for His return.

FAQS

Q: Can seeds be moved straight into the regions?

A: Except for the mid regions (lamps and inns region) all seeds are moved at the beginning and the ending of the game after the rolling of number 6 and another number to be counted on the board.

Q: Can three or four people play this game?

A: No, this game is only meant for two players.

Q: Can I exchange my seeds or move them across?

A: Yes, seeds can me moved across at the mid regions (lamps and inns region) except at the last region where each seeds **MUST** end at the locations specified for them on the left for the seeds representing the five wise virgins and on the right for the seeds representing the foolish virgins.

DE-VIRGINS

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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INTRODUCTION

DE-VIRGINS Game as conceived by the developer; Revd Olajide Aderinto is a Christian game that draws its inspiration from **Matthew 25:1-13** -

- 1 *Then shall the kingdom of heaven be likened unto ten virgins, which took their lamps, and went forth to meet the bridegroom.*
- 2 *And five of them were wise, and five were foolish.*
- 3 *They that were foolish took their lamps, and took no oil with them:*
- 4 *But the wise took oil in their vessels with their lamps.*
- 5 *While the bridegroom tarried, they all slumbered and slept.*
- 6 *And at midnight there was a cry made, Behold, the bridegroom cometh; go ye out to meet him.*
- 7 *Then all those virgins arose, and trimmed their lamps.*
- 8 *And the foolish said unto the wise, Give us of your oil; for our lamps are gone out.*
- 9 *But the wise answered, saying, Not so; lest there be not enough for us and you: but go ye rather to them that sell, and buy for yourselves.*
- 10 *And while they went to buy, the bridegroom came; and they that were ready went in with him to the marriage: and the door was shut.*
- 11 *Afterward came also the other virgins, saying, Lord, Lord, open to us.*
- 12 *But he answered and said, Verily I say unto you, I know you not.*
- 13 *Watch therefore, for ye know neither the day nor the hour wherein the Son of man cometh.*

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 (players) attempt at meeting up with the requirement of reigning with Christ (the Bridegroom) by getting the extra oil which is symbolic of extra grace, extra strength, extra wisdom etc beyond the ordinary.

The game pictures the five wise and the five foolish virgins as revealed in the above scriptures journeying out to meet the Bridegroom after taking hold of their lamps. 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 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 DE-VIRGIN GAME

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

(i) **The Lamps:** - These are the first requirements that both the wise and foolish virgins MUST access individually before making progress in their journey. These are accessed by each virgin taking position on each of the ten boxes on the lamps region.

(ii) **The Inn:** - This is the next region after the lamps region. By this game, it is the place where ALL the virgins slept off after waiting for a long time for the Bridegroom to arrive. The players seeds must be moved to all the ten boxes in this region.

(iii) **The Trimming Region :-** This is the region with five boxes where the five wise virgins with extra oil in their lamps trimmed it after the arrival of the Bridegroom.

(v) **The Train:** This is the assumed means through which the five foolish virgins traveled in search of extra oil for their lamps.

(v) **The Extra-Oil Market:** This is the last region in the game where the five foolish virgins had to travel to in order to buy extra oil for their lamps. The region has five boxes (one each for the foolish virgins).

(vi) **Playing Die:-** 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 during movement.

(vii) **Playing Seeds:-** These are the 20 coloured round plastic objects altogether in this game. 10 each for the two players representing the five foolish and five wise virgins.

(viii) **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 virgins images, lamps images, extra oil images, train images and the Bridegroom images as seen on the playing board.

(viii) **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-Virgin Game as explained by the developer, they are:

Stage 1 - The Entry Point: This is the starting point of this game. It marks the seeds movement as they virgins journey to meet the Groom. The individual 10 seeds of the two players are placed in their positions and then start moving at the rolling of number six (6) and another number to determine where the seed is placed. The idea behind this is that genuine encounter with the Lord which is symbolic of the rolling of the number six (6) to start the game is a prerequisite for making the journey with the Groom (Jesus Christ) to heaven. If any player rolls the number six twice (6 and 6), he/she will play again and then count the numbers rolled accordingly by moving the seeds.

Stage 2 - Continuation Stage: This is the movement stage of the various players coloured plastic seeds (red, yellow, green and blue seeds) representing the virgins on the board in readiness to journey to meet the Bridegroom. There are three stages of movements of the seeds on the board:

First Stage is the movement of the virgins from their positions to the lamps region in order to pick up their lamps. This requires the rolling of the number six (6) on the dice and another corresponding number that tallies with the boxed number in that region e.g 6:5, 6:4, 6:3, 6:2 or 6:1. All the 10 seeds must be moved to the lamps region in the same manner.

Second Stage is the movement from the lamps region to the Inn region where all the virgins slept off. This does not require the rolling of the number six. Players just count and move their seeds to this region based on the numbers rolled on the dice e.g. 2:3, 4:5, 1:2, 4:3, 5:2 etc.