

into the heavenlies for them to take their positions. For example. If the Green player has all the crowned tiles on *evil thoughts*, it means he/she needs to roll number 4 on the die to enter into the heavenlies. Any number rolled that is less than 4 **MUST** be counted, while any number rolled that is above 4 is **useless** to the player. Again, if the Red player has all the crowned tiles on *witchcraft*, it means he/she needs to roll number 7 (6:1) on the die to enter into the heavenlies. If the Yellow player has all the crowned tiles on *stealing*, it means he/she needs to roll number 2 on the die to enter into the heavenlies. If the Blue player has all the crowned tiles on *lusts*, it means he/she needs to roll number 5 on the die to enter into the heavenlies. **ALL** the crowned tiles must be moved into the heavenlies step by step.

IMPORTANT NOTES FROM PLAYING THIS GAME

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

I. Entry and Exit Requirements: As noted from playing this game, the roll of number six (6) is required to start the game which represents the salvation experience. This requirement underscores the truth that the journey to heaven to see God is not an easy one. Therefore the followers of Christ must continue to run their race with patience jettisoning every sin, character and lifestyle that will hinder them from entering into God's rest. Many indeed are called but only the few who overcome and finish the race will be saved. In the same vein, the disciples of Christ must have their entire spirit, soul and body kept blameless before they can access God's throne and be seated with Him in His Kingdom.

ii. Spiritual Implication: Players should be spiritually alert as they play this game because God could be using the outcome of this game to minister and point their attention to the sins, lifestyle, acts or character they need to deal with that might hinder them from making heaven. It is expedient that those sins and acts should be repented of, confessed and be cleansed by the precious blood of Christ.

FAQS

Q: Can I start playing my tiles at the roll of the dice without the roll of the number six on the die?

A: No, the roll of number six (6) is required on the die for every player to start the game.

Q: How many people can play this game?

A: A minimum of two players is needed to play the game. 3-4 players can also play the game by picking each of the playing colours.

Q: What happens if I roll number six (6) again and again in the course of playing the game?

A: The roll of number six (6) in the course of playing the game is summed up together and counted accordingly around the cross.

Q: What happens if the number I roll on the die after my tiles have been crowned exceeds the Blood Entrance door to the heavenlies?

A: Once a number rolled exceeds the entrance, such number is useless to the player. It should not be counted. But any number lesser that can warrant the movement of the crowned tiles **MUST** be counted.

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DE-CROSS CHRISTIAN GAME

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

Decross Christian Game as conceived by the developer; Revd Dr. Olajide Aderinto is a Christian game that draws its inspiration from **Galatians 2:20** - *I have been crucified with Christ and I no longer live, but Christ lives in me. The life I now live in the body, I live by faith in the Son of God, who loved me and gave himself for me. And* **Ephesians 2:4-9** - *4. But because of his great love for us, God, who is rich in mercy*
5. Made us alive with Christ even when we were dead in transgressions—it is by grace you have been saved.
6. And God raised us up with Christ and seated us with him in the heavenly realms in Christ Jesus
7. In order that in the coming ages he might show the incomparable riches of his grace, expressed in his kindness to us in Christ Jesus.
8 For it is by grace you have been saved, through faith—and this is not from yourselves, it is the gift of God
9. Not by works, so that no one can boast.

The game reiterated the need for the disciples of Christ to crucify every sin and lustful pleasures to the cross of Christ and live in dominion and victory over sins that may hinder them from entering into heaven to enjoy all the heavenly riches and sit with Christ in His Kingdom. The game also showcase the points that Christ shed His blood for sinners to be sanctified and clothed with the righteousness of Christ through the instrumentality of baptism, the word of God, prayer and the Holy Spirit.

The motivation to develop this game is to increase Christian and communal bonding that we are gradually losing today due to the infiltration of computer/I.T. and digital games which promote more of individualistic entertainment. This game developer intends that this game will be used by Christians and churches as a discipleship material to teach and win more people to God's kingdom.

FEATURES OF DE-CROSS GAME

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

(i) **The Playing Board:-** This is the board from where players play the game. It is a graphically designed platform with the **CROSS**, the players region, playing elements and other imagery of the game clearly defined.

(ii) **Playing Die:-** The game kits has only ONE die to play the game.

(iii) **Playing tokens/tiles:-** The game is played with 3 labeled tiles each for each player making a total of 12 tiles. Each player's 3 tiles represents the spirit, soul and body of the player that must escape the world, overcome the corruption of sin through the shed blood of Christ and be translated into heaven.

(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 Christ's 4 crucification points, the 5 heavenly riches and blessings, the 4 important symbols of the cross (at the cross's 4 corners), and the heavenly throne. Baptism symbolizes Repentance. The Word at the cross symbolizes Grace. Prayer symbolizes Strength while the Holy Spirit symbolizes Power.

HOW TO PLAY THE GAME

There are three important stages in playing Decross Christian game as explained by the developer, they are:

Stage 1 - The Entry Point: This is the starting point of the game. It marks the entry point of the tiles representing the spirit, soul and body into the board of play. To start the game, each player must roll number six (6) on his/her die. Once this is achieved, the player places one of the tiles representing their spirit

and soul & body in the position showing one of the points where Christ shed His blood on the cross of calvary - head, right hand, left hand or the legs for the salvation of mankind. The number six (6) is symbolic of salvation and encounter with Christ by being born again. Thereafter, the player roll the die again and count the boxes forward based on the second number that appears on the die: 1,2,3,4,5, or 6. Anytime a player rolls the number 6, he/she will play again and add up the total number of points scored to be counted on the board.

Stage 2 - Continuation Stage: This is entry points of the remaining tiles into the board of play at the roll of number 6 and their continuous movement on the board by counting round the CROSS. The continuous movement of the tiles is symbolic of the players dominion over all the works of the flesh, lusts, and sinful pleasures in the players life as labeled on the board through the cleansing power in the blood of Jesus. This movement and counting around the cross continues until the 3 tiles of the players representing the spirit, soul and body are CROWNED (i.e. united as one single tile ready to enter heaven).

The goal of each player is to access the heavenlies and enjoy the riches and blessings of heaven namely: tree of life, water of life, mansions, new name and the book of life. For this to happen, the player MUST experience total cleansing and renewal first at the cross and be sanctified spirit, soul and body according to 1 Thess. 5:23, and made blameless by the blood of Jesus to enter heaven. This according to this game is when the 3 tiles have been fully crowned by playing them upon one another through the numbers rolled on the die.

Stage 3 - Exit Stage: This is the point in the game where the crowned tiles (spirit, soul & body) are ready to exit the cross and enter into the heavens. The player at this point is expected to count the crowned tiles based on the corresponding number rolled on the die