

The Nicene Creed

The objective is to be the first player to get all four of his or her color pawns from his or her START location to his or her HOME space.

Directions:

Set Up: *Print game board on legal size paper (8.5" x 14")*. This game can be played individually or in teams. Each player gets 4 pawns of the same color. Players put all 4 of their pawns off of the game board near their START space. Next, shuffle the deck and place it face down in a small basket near the game board. Put an empty basket nearby for the discards. Players choose who will go first and then game play goes counterclockwise. Players can roll the die and have the person with the highest number go first.

How To Play: Each player has his or her own "START" location and "HOME" location. Players choose a color and put their corresponding pawns off of the board near their START square and take turns answering questions (the first person to their right reads the card) and rolling the die. Players must answer a question correctly to roll the die. Players must roll a 1 or a 6 to place their pawn on their corresponding START color. If a 1 is rolled, the player moves out and sits in their START space until it is his turn again. If a player rolls a 6, then she gets another turn to roll. Players move their pawns counterclockwise around the game board until they reach HOME. An *exact* number must be rolled on the die to enter home. If a player cannot roll the exact number and has no other moves, play passes to the next person. During game play, you can jump over another player but if you land on another player's space, you must BUMP that player and they must put their pawn off the game board near their START space. Players can not BUMP their own pawns off the game board. If the only way to complete a move would result in a player bumping himself, the pawns remains in place and the player loses his or her turn.

If someone happens to be on your START space if you roll 1 or 6, BUMP that player. If a player lands at the start of a slide (except those of its own color), they immediately move to the last square of the slide. All pawns anywhere on the slide (including pawns on the "end spots" of the slide) are BUMPED. If you land on a slide of your own color, do not slide, just stay put on that square. HOME are the "safety zones" and access is limited to only that player of the same color. Pawns inside the zone are safe from being BUMPED. The first player around the game board and brings all their pawns to HOME wins.