



**The
Book of Mormon
Game**

THE BOOK OF MORMON GAME

A fun learning game from The Family Jewels

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ACKNOWLEDGEMENT

All quotations are taken from the 1981 edition of **The Book of Mormon, Another Testament of Jesus Christ**, published by the Church of Jesus Christ of Latter-Day Saints.

BEGINNER GAME RULES

(For ages 5 and up)

Knowledge of the Book of Mormon is not necessary to enjoy playing the game at this level. But, as you play the Beginner Game, you will learn about many Book of Mormon people and doctrines.

OBJECT OF THE GAME

The object of the game is to be the first person to accumulate 25 points and all 3 Journey Cards.

STARTING PLAY

Start the game according to the instructions on the enclosed card. You will then be asked to type in the number of players. You may have 1, 2, 3, or 4 players.

You will then be given an opportunity to preview any Character or to choose a Character from the Book of Mormon to represent you. The Characters you may choose from appear on the right of the screen. To preview a Character, press 1 followed by the first letter of the Character's name you wish to preview. A short biography of the Character will appear on the screen. To choose a Character, simply press the first letter of the Character's name. Once a Character has been chosen by one player, it may not be chosen by any other player, although it may still be previewed. (Note: the order in which the Characters are chosen determines the order of play, i.e., the first Character chosen goes first, the second Character second, etc.)

Finally, you will be asked to enter the level at which you wish to play. Press 1 for the Beginner Game, 2 for the Intermediate, or 3 for the Advanced version.

Once the level is chosen, the computer will display the game screen. The game screen shows a time line (the "gameline") representing Nephite history. Each Character appears on the gameline by the first letter of the Character's name, flashing. Thus Alma is a flashing "A," Nephi a flashing "N," etc. With a color monitor, each Character has a different color. On a monochrome monitor, each Character is underlined.

HOW TO PLAY

Play begins on a START space in a Journey Path superimposed over the top of the main gameline spaces -- THE JOURNEY OF LEHI'S FAMILY TO REACH THE PROMISED LAND. You MUST travel through this initial Journey Path each time you complete your trek through the main Nephite history gameline.

On your turn, you see your Character's name displayed in the lower right-hand corner of the screen. Across the bottom of the screen, the computer will display your available choices for the current turn (i.e., Press <S> to see the Main Screen, any other key to stop die). Generally, pressing any key stops the rolling die.

Once the die is stopped, the computer will move your Character the indicated number of spaces in the direction of the arrows printed on the screen. The screen will

display, in the lower right, an event in the Book of Mormon and the approximate date the event occurred, or a quotation from the Book. Any instructions found on the space you have landed on will be given below the event or quotation. If further action is to be taken based on the space's instructions, the screen will also indicate this. For the benefit of other players, the events and instructions found on each space should be read aloud.

Any number of Characters may occupy the same space at the same time.

If you are instructed to DRAW A CARD, the computer will randomly select one of 276 Gold Plate Card quotations and display it, along with the Original Author of the quotation and its citation, on the screen. You should read the card, including Original Author and citation, aloud. In the Beginner Game, you must act immediately on any Card instructions except IGNORE ANY ONE INSTRUCTION Cards, which are automatically saved to be used later in the game. If you hold an Ignore Card, you will be given an opportunity to press <I> to ignore each potentially negative instruction you are given. If you do not wish to ignore the instruction, press any other key to continue play.

Play continues in this manner until one player has accumulated a complete set of 3 Journey Cards and 25 or more points. The first player to do so is the winner and the game ends.

THE JOURNEY PATHS

On the main gameline there are entry spaces to 3 Journey Paths: The Journey of Zeniff; The Missionary Journey of Mosiah's Sons; and The Journey of the Jaredites.

You may enter these Journey Paths ONLY by landing on their entry spaces by exact count or by following the instructions printed on a Gold Plate Card. If you land on a Journey Path entry space, then on your next turn you may press <S> to see the Journey Path spaces. The Journey Path spaces themselves will be super-imposed over the top of the spaces on the Main Screen. After the die is stopped, you will be asked if you wish to enter that Journey Path. Press <Y> to enter, or <N> to continue moving along the main gameline. By pressing <S>, you can shift between the main gameline and the Journey Path spaces.

Journey Paths may be traveled in any order, as often as desired, so long each Journey Path is completed at least once.

As you exit each Journey Path FOR THE FIRST TIME, you receive a Journey Card, showing that you have successfully traveled that Journey Path. The Journey Card will appear at the bottom left of the screen under your Character's name and score. YOU CANNOT WIN UNTIL YOU HAVE SUCCESSFULLY COMPLETED EACH OF THE JOURNEY PATHS. (You do not receive a Journey Card for completing the Journey of Lehi's Family to Reach the Promised Land since you MUST pass through that Journey each time you travel around the gameline.)

EARNING POINTS

Points are earned by landing on the various gameline spaces and adding or subtracting the indicated number of points from your total. YOU CAN NEVER HAVE A NEGATIVE SCORE. 5 points are awarded automatically each time you pass (without landing on) the "Finish Reading" space, and 10 points are awarded for landing directly on the "Finish Reading" space.

THE "FINISH READING" SPACE

If, on your turn, you roll a number higher than that required to bring you to "Finish," the computer will stop at the "Finish Reading" space, award you 5 points, and then, after you press any key, move you the remainder of the die roll into The Journey of Lehi's Family. If you land on "Finish" by exact count, you will be awarded 10 points and will enter The Journey of Lehi's Family on your next turn.

If a Gold Plate Card directs you to go to the start of a Journey Path (or any other space), and you pass "Finish" in doing so, then you receive 5 points as you pass.

SOLITAIRE GAME PLAY

If there is only one player, the computer will show the number of turns taken. This allows you to compare your performance whenever you play the game. Generally, the fewer turns it takes to win, the better.

INTERMEDIATE GAME RULES

(suggested for players age 8 and over)

The basic difference between this Intermediate Game and the Beginner Game is the introduction of strategy into game play. Knowledge of the Book of Mormon is not necessary to enjoy playing the game at this level.

The rules of the Intermediate Game are the same as those for the Beginner Game, with the following exceptions:

1. When you draw a Gold Plate Card, you may do one of two things with it:

1a. You may use the card immediately, as in the Beginner Game. To use the card immediately, press <N> for "Now." To look back at the gameline or a Journey Path, press <S> for "See." Pressing any other key keeps the card for later use.

1b. You may choose to save the card and use it later in place of rolling the die. A card so saved can be used by pressing <C> while the die is rolling. You will then see a list of the cards you hold. To select one of them, press its letter and ENTER. To roll the die instead, just press ENTER or spacebar.

2. There are only four exceptions to rule #1:

2a. LOSE A TURN cards are used immediately. If you draw one, you automatically lose your next turn.

2b. TAKE AN EXTRA TURN cards are always used immediately.

2c. DRAW ANOTHER CARD AND ACT ON IT NOW cards are also immediately effective. You draw another card and immediately follow its instructions.

2d. IGNORE ANY ONE INSTRUCTION cards are played at any time during the game when you wish to ignore an instruction.

3. Play continues until one player has all 3 Journey Cards and 50 or more points. The first player to do so wins and the game ends, whether or not that player has used all of his or her accumulated Gold Plate Cards.

ADVANCED GAME RULES

(For adults and young adults)

A working knowledge of the Book of Mormon is suggested for full enjoyment of the game at this level.

The rules for the Advanced Game are the same as those for the Intermediate Game, with the following exceptions:

1. When the computer displays a card, it will only show the quotation and card result, but not the citation or Original Author.

2. Upon reading the quotation, you are asked to identify the Original Author (see rule #4 below), the book, the chapter, and one verse of the quotation.

3. 1 point is awarded for correctly identifying the Original Author of the quotation, 2 points for identifying in which book of the Book of Mormon the quotation is located, 3 points for giving the correct chapter, and 4

points for citing one verse in the quotation. Thus, a total of 10 points is possible for each Gold Plate Card. The screen will show the correct answers at the conclusion of your input, and will also tally earned points at the right of the screen.

4. To determine the Original Author, read the words of the quotation CAREFULLY. King Benjamin, for instance, should be credited with having said, "When ye are in the service of your fellow beings, ye are only in the service of your God" (Mosiah 2:17), even though someone else probably wrote it down, and Mormon ultimately edited it into its current form. But, although Jesus Christ is the Original Author of "He that is baptized in my name, to him will the Father give the Holy Ghost, like unto me; wherefore, follow me, and do the things which ye have seen me do," if the card reads, "AND ALSO, THE VOICE OF THE SON CAME UNTO ME, SAYING: He that is baptized in my name, to him will the Father give the Holy Ghost, like unto me; wherefore, follow me, and do the things which ye have seen me do," the quotation should be attributed to Nephi, the son of Lehi. (2 Nephi 31:12)

5. If you would be awarded at least 3 points for a Gold Plate Card quotation, you may EITHER take the points you have earned OR take the card, and use it as described in Rule #1 of the Intermediate Game.

6. If you earn less than 3 points for a Gold Plate Card, then only the points are awarded; you have no option to take and use the card.

7. Play continues until one player has accumulated a complete set of 3 Journey Cards and a total of 75 or more points.

DESIGNERS' NOTES

SPACES: The gameline is designed to show the cyclical nature of Nephite society (righteousness - wealth - pride - wickedness - punishment - repentance - righteousness). On color monitors, red spaces emphasize wickedness, light blue emphasize repentance, and yellow emphasize righteousness.

The main gameline follows the history of the main body of the Nephites. The Journey Paths represent "offshoots" from this main group: Zeniff and his people journeyed to Lehi-Nephi in hopes of resettling there; the sons of King Mosiah 2 journeyed to Nephi as missionaries to the Lamanites living there; the Jaredites are a separate culture entirely, being a group led to the American continent by the Lord at the time of the Tower of Babel. Thus, the Journey Paths are superimposed on top of the main gameline when you have the opportunity of entering one of them.

AUTHORS: The 24 Original Authors listed in the Advanced Game are figures from the Book of Mormon. For more information about them, consult the Index at the back of your copy of the Book. Where more than one person is called by the same name, we generally follow the pattern of the Index. For example, we refer to the repentant former priest of King Noah as "Alma 1" (as the Index does), while his son, Alma the Younger, is called "Alma 2." Ammon who led the expedition which found Limhi and his people is called "Ammon Explorer," while Ammon, the son of King Mosiah 2, is called "Prince Ammon." (Hint: Mormon, as editor, wrote most of the narrative material between the books of Mosiah and Mormon. Moroni edited Ether, however.)

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