

Pilgrim's Progress Game

Get Your Stuff!

To put the game together, you will need:

- 11 page printed PDF file (for best results, print on card stock)
- scissors
- tape and glue
- 15" x 20" piece of cardboard (game board backing)
- 1 die

Put It All Together!

1. pgs. 1-2 Game Assembly and Directions
2. pgs. 3-6 Game Board
Trim edges from game board pages and tape to cardboard, being careful to line up the edges. Glue (or tape) to cardboard backing.
3. pgs. 7-8 Characters
Cut along solid lines and fold carefully on dotted lines to make the game characters. Tape the bottom of each character so it will stand up.
4. pgs. 9-11 Promise cards
Cut out cards along dotted lines and shuffle.

Play the Game!

Game Rules:

Game may be played with 2-4 players.

Roll die to decide who goes first. Highest number goes first. Roll again to break a tie.

All players start at the City of Destruction at the top right corner of the board.

Players take turns rolling the die and moving their character forward along the road to the Celestial City.

Players must travel forward on the board except for the three places where they can choose their path. At the first two spots, players can choose their own direction. At the last fork in the path, players must continue to the right unless they have all six pieces of armor and are ready to enter the Celestial City.

Promise Cards: Players will be directed to take Promise Cards throughout the game. Armor cards are kept until the end of the game and may be traded to other players if duplicate cards are drawn. Other cards are kept until they are used or played. At this time, they are returned face down to the bottom of the pile.

Apollyon: Apollyon is put into play by when his card is drawn from the Promise Card pile. A player will either fight Apollyon or pick a player to fight, depending on which card is drawn. The player fighting Apollyon rolls the die. Choose another player to roll against them. If the player fighting Apollyon rolls the low number, they lose a turn. If they win the roll, they take another turn.

Armor: The goal of the game is to reach the Celestial City with a complete set of armor. Players get their pieces of armor from the Promise cards. Pieces to be collected are as follows:

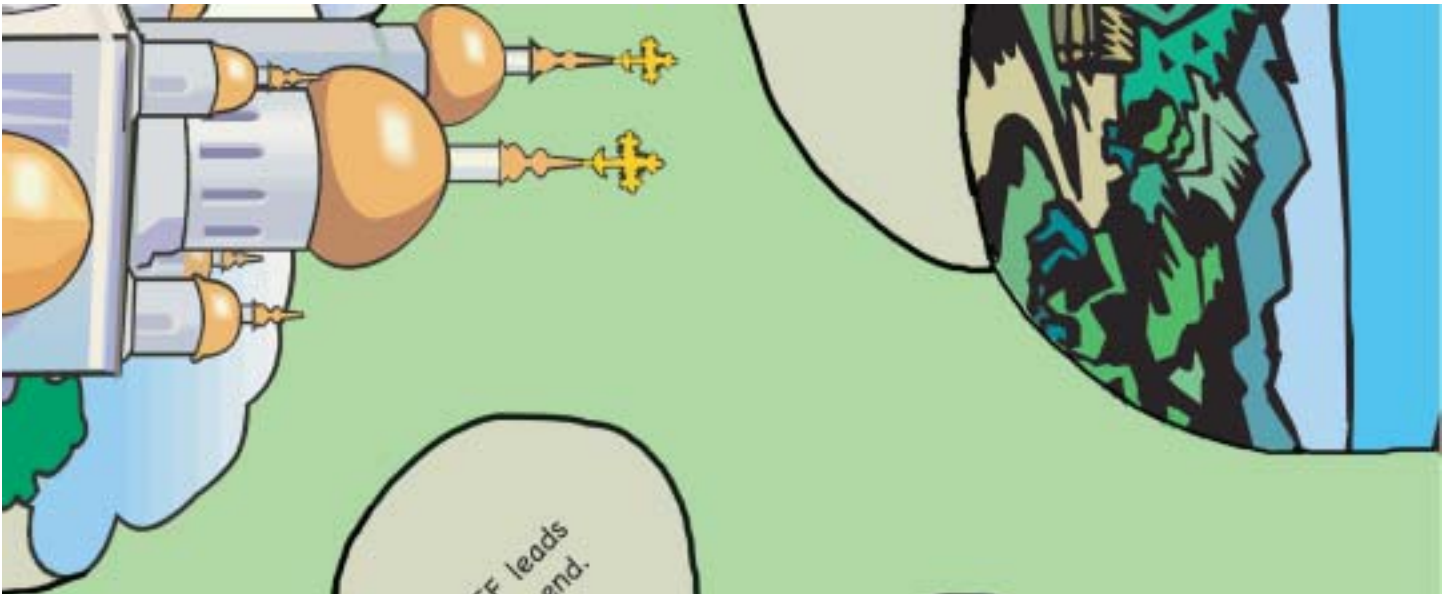
1. Helmet of Salvation
2. Shield of Faith
3. Breastplate of Righteousness
4. Sword of the Spirit
5. Belt of Truth
6. Shoes of Peace

If a player draws a card that says “Put on the piece of armor of your choice,” the player keeps that card and can use it to represent the piece of armor of their choice.

Winning the Game: The winner of the game is the first person to reach the Celestial City with a complete set of armor. Players continue along the last loop in the path until all pieces of armor have been collected. You must have all six pieces of armor to enter the Celestial City and win the game.

BIBLE MEMORY ACTIVITY: After you’ve finished playing the game, take a minute and memorize one of the verses on the game board. Keep a list of all the verses you memorize, or start at the City of Destruction and work your way around the game board. When you finish, you will have memorized nine Bible verses.

NOTE: Many of the characters, places and events used in this game are taken from John Bunyan’s book, *The Pilgrim’s Progress*. Read the book to learn more of Christian Pilgrim’s story.



UNBELIEF leads to a dead end.

LOSE A TURN on your next roll unless you roll a 1 or a 6

Pick a Promise Card
AVOID UNBELIEF: Abraham believed God, and it was credited to him as righteousness. Romans 4:3

God opposes the proud but gives grace to the humble. James 4:6
Pick a Promise Card

CHOOSE YOUR PATH! You decide whether to take the path or the short-cut.

CONGRATULATIONS! You've taken your first step toward the Celestial City!
Pick a Promise Card

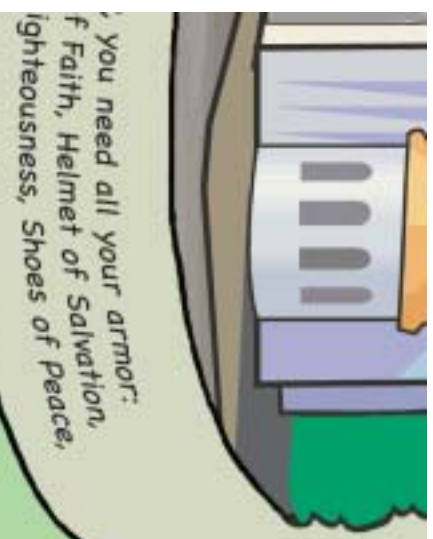
Humble yourself under God's hand, that you may lift up your head in due time. I Peter 5:6
Pick a Promise Card

Climb Hill Difficult
Pick a Promise Card to help you on your journey.

God's promises are always true.
Pick a Promise Card

START at the City of Destruction





You need all your armor:
of Faith, Helmet of Salvation,
righteousness, Shoes of Peace,

Interpreter's wisdom will
help you avoid Vanity Fair.
You can choose to take the
path to Interpreter's house
only if you land on
this space.

For the Lord gives
wisdom and from his
mouth come knowledge
and understanding.
Proverbs 2:6
Pick a Promise Card

IGHT APOLLYON!
ollyon has aimed his
promp at your feet to
do you from travelling
to the Celestial City.
Lose a Turn unless you
have the Shoes of Peace.

CHOOSE YOUR PATH!
You decide whether to
continue on to the Celestial
City or go back and try to
collect more armor.

LOSE A TURN
Pride goes
before
destruction.
Proverbs 16:18

You've
fallen into
the Slough of
Despond.
You must roll
an even number to
escape and continue
on your journey.

Everyone who exalts himself will
be humbled and he who humbles
himself will be exalted.
Luke 18:14
Pick a
Promise Card

selves
mighty
He
u up
ne.
5:6
ard



FIGH
Apollyon
spear at you
a Turn unless
the Breastp
Righteousn

Prepare to enter the
Celestial City.

Pick a Promise Card

Interpreter's House

He who walks in
wisdom is kept safe.
Proverbs 28:26



Otherwise, you
must continue on
your journey.

To enter the Celestial City
Belt of Truth, Breastplate of R



You've been
captured and
imprisoned at
Vanity Fair.

LOSE A TURN
on your next
roll unless
you roll a
1 or a 6

Do not answer a fool
according to his folly
or you will be like
him yourself.
Proverbs 26:4
Pick a Promise Card

Use God's
promises to
help you avoid
Vanity Fair.
Pick a Promise Card

F1
Ap
st

T APOLLYONI!
has aimed his
r heart! Lose
s you have
late of
ess.

You've been captured
by Giant Despair
and imprisoned in
Doubting Castle.
You must roll an odd
number to escape and
continue on your journey.

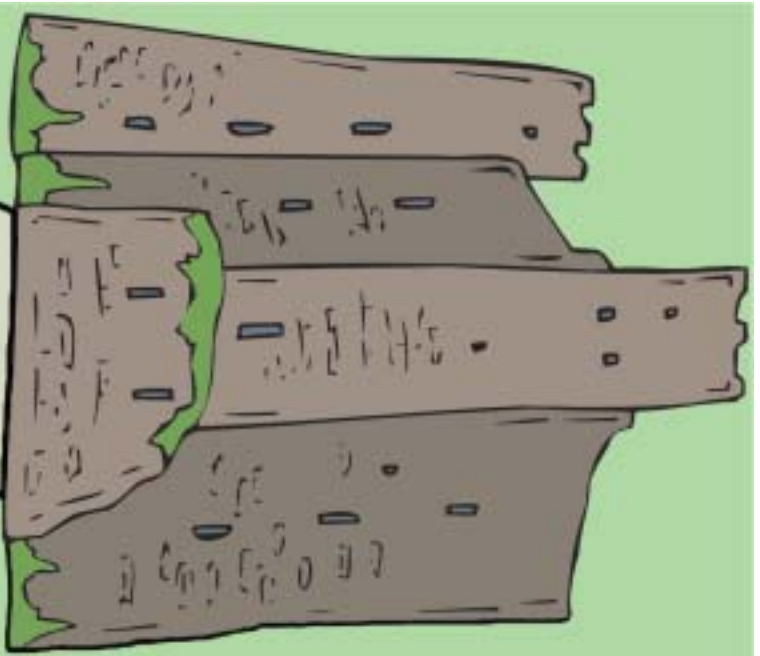
Watch and pray so that you
will not fall into temptation.
Mark 14:38
Pick a Promise Card

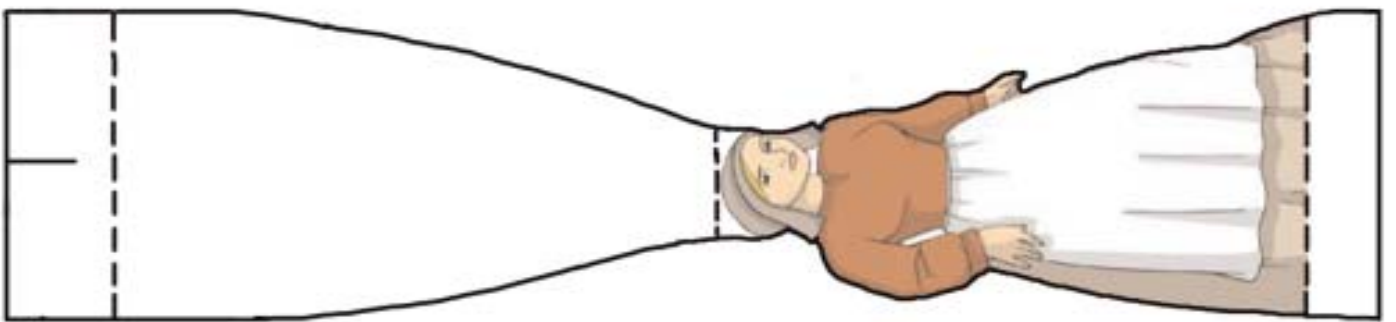
FIGHT APOLLYONI!
Apollyon has aimed his darts
at your mind. Lose a Turn
unless you have the
Helmets of Salvation.

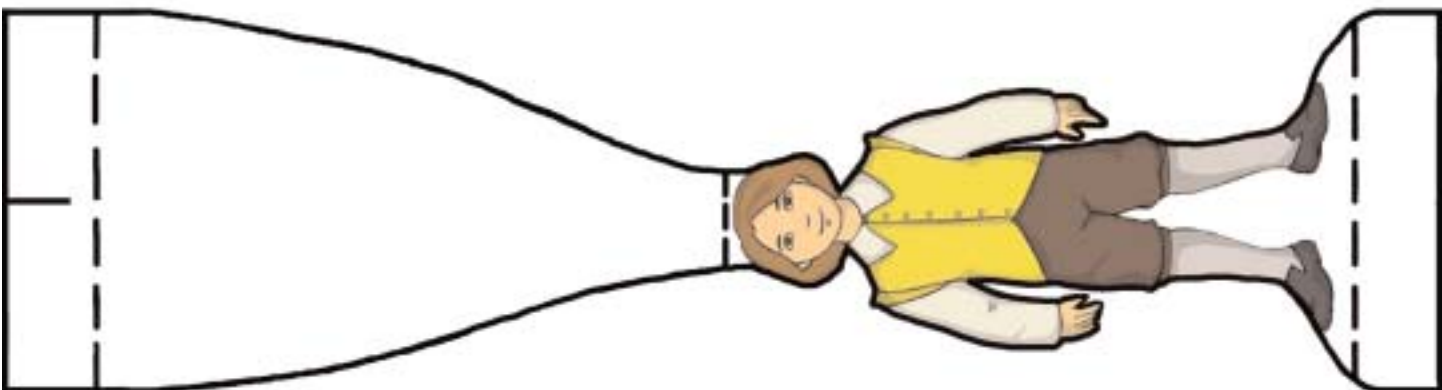
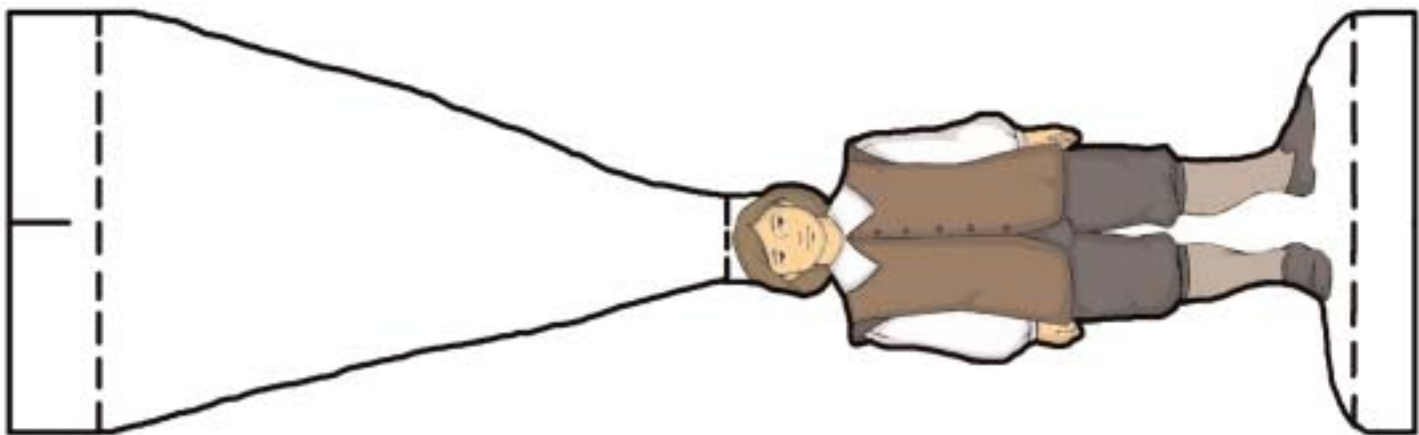
Are you prepared to
enter the Celestial City?
If you do not have all your
armor, pick a Promise Card

If you have
collected all your
armor, you may enter
the Celestial City.

You've been ensnared
in the Enchanted Ground.
Lose a Turn









Use this Key of Promise to escape Doubting Castle.



Use this Key of Promise to escape Doubting Castle.



Use this Key of Promise to escape Doubting Castle.



Use these stepping stones to escape the Slough of Despond.



Use these stepping stones to escape the Slough of Despond.



Use these stepping stones to escape the Slough of Despond.



Use this bridge to escape Vanity Fair.



Use this bridge to escape Vanity Fair.



Use this bridge to escape Vanity Fair.



Put on the piece of armor of your choice!



Put on the piece of armor of your choice!



Put on the piece of armor of your choice!



Put on the piece of armor of your choice!



Put on the piece of armor of your choice!



Put on the Helmet of Salvation!



Put on the Helmet
of Salvation!



Put on the Helmet
of Salvation!



Put on the Helmet
of Salvation!



Put on the Breastplate
of Righteousness!



Put on the Breastplate
of Righteousness!



Put on the Breastplate
of Righteousness!



Put on the Breastplate
of Righteousness!



Put on the Sword
of the Spirit!



Put on the Sword
of the Spirit!



Put on the Sword
of the Spirit!



Put on the Sword
of the Spirit!



Put on the Shoes
of Peace!



Put on the Shoes
of Peace!



Put on the Shoes
of Peace!



Put on the Shoes
of Peace!



Put on the Shield of Faith!



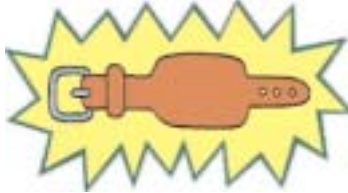
Put on the Shield of Faith!



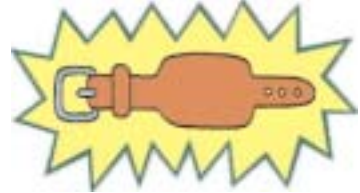
Put on the Shield of Faith!



Put on the Shield of Faith!



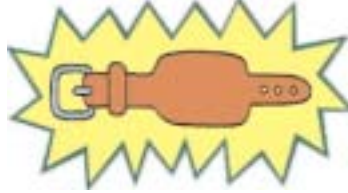
Put on the Belt of Truth!



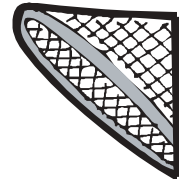
Put on the Belt of Truth!



Put on the Belt of Truth!



Put on the Belt of Truth!



Select a player to be snared in the net of the Flatterer and lose a piece of armor.



Fight Apollyon.
Lose a turn.



Fight Apollyon.
Lose a turn.



Lose a piece of armor in the Valley of Humiliation.



Select a player to fight Apollyon.
They lose a turn.



Select a player to fight Apollyon.
They lose a turn.



Lose a piece of armor in the Valley of the Shadow of Death.