

ITEMS TO GET

- six-sided die playing pieces (coins, buttons, pieces from other games, what-ever fits on the squares)
- - 2 labeled Gold 2 labeled Frankincense 2 labeled Myrrh

 - 2 labeled Saw Herod clock or timer

HOW TO PLAY

- Form two teams of two or more people, place your pieces at the Start, and determine who rolls
- When you land on a square, do what it says.
- When you land in one of the gift acquisition locations, Herod's Palace, or Joseph and Mary's home, roll the die again and complete the task that corresponds with the number you rolled. You have one minute to complete the task and will be timed by the other team. You may not repeat any answers given earlier by the other team for that location, but you may use answers your team gave on an earlier unsuccessful gave on an earlier unsuccessful attempt. Settle disputes with
- If you successfully complete a task in a gift acquisition location, take a piece of paper labeled as the gift for that location.
- plete the task, you must leave the location on your next turn and try to land there again on a later turn—except Joseph and Mary's Home, where you can stay and try again on your next turn.
- You must obtain all three gifts, then go to Herod's Palace, and then go to Joseph and Mary's Home—in that order.

GOAL

Acquire all three gifts, visit Herod, and deliver the gifts to Joseph and Mary's home.



