

JOURNEY TO ZION

BE WELCOMED INTO THE CELESTIAL CITY!

Well done—you have finished your course!

CROSS THE JORDAN RIVER.

Stop here and roll an even number to cross.

ARRIVE IN THE LAND OF BEULAH.

Rest and look toward the Celestial City.

Eat of the King's gardens and vineyards.

PASS THROUGH THE LAND OF LETHARGY.

Roll the die. Even, stay alert with good discourse.

Odd, fall asleep and lose two turns.

MEET A THEIST AND REFUTE HIS LIES.

Do not be discouraged by his mocking,
but go on in hope and faith.

BEWARE OF THE FLATTERER.

Roll the die. Even, use your map and stay on the right path. Odd, follow him and lose a turn in the net before being rescued and chastised by a Shining One.

TALK WITH IGNORANCE.

Endeavor to give him good counsel,
and be disappointed when he rejects it.

COME TO THE DELECTABLE MOUNTAINS.

Visit with the shepherds. Be refreshed and informed.

TRAVEL NEAR DOUBTING CASTLE.

Roll the die. Even, persevere in the path. Odd, turn aside and lose a turn in Giant Despair's dungeon.

BE ENLIVENED BY THE PLEASANT RIVER.

Eat good fruit; drink pure water; rest in the meadow.

PASS THE HILL LUCRE.

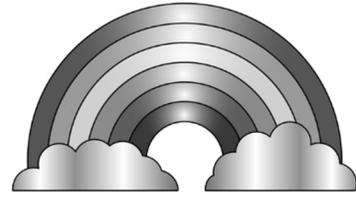
Don't tolerate By-ends's false doctrine.
Give no heed to Demas's invitation to a silver mine.

GO FORWARD WITH A NEW FRIEND.

Roll again, thankful for Hopeful's companionship.

ARRIVE AT VANITY FAIR.

Be imprisoned in a cage and mourn Faithful's death.
Lose a turn, but be comforted in suffering for truth.





WALK THROUGH A WILDERNESS.

Talk with Evangelist; be warned of coming trials.

BEWARE OF TALKATIVE.

Speak plainly with him and expose his true character.

GO UP A LITTLE ASCENT.

Gladly catch sight of your neighbor Faithful.
Catch up with him and hear his story.

TRAVEL PAST THE GIANTS' CAVE.

Continue unharmed. Pagan is now dead, and
Pope no longer has the strength to persecute pilgrims.

**WALK THROUGH THE VALLEY
OF THE SHADOW OF DEATH.**

Walk in solitary darkness, but be encouraged by
Scripture, prayer, and the voice of another pilgrim.

COME TO THE VALLEY OF HUMILIATION.

If you slipped when descending the hill,
lose a turn fighting with Apollyon.
Otherwise, pass through the valley peacefully.

**GO DOWN THE BACKSIDE
OF THE HILL DIFFICULTY.**

Roll the die. Even, descend carefully and safely.
Odd, slip and proceed to next space.

CALL AT THE PORTER'S LODGE.

Fellowship with the family. Benefit from the study
and the armory, and be equipped for future conflict.

GO THROUGH A NARROW PASSAGE.

Walk between the chained lions,
taking good heed to the Porter's directions.

MEET TIMOROUS AND MISTRUST.

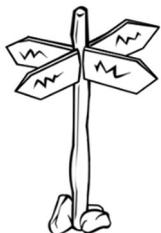
Hear their account of the lions. If you slept in the
arbor, lose a turn searching for your roll.
Otherwise, purpose to go forward with courage.

CLIMB THE HILL DIFFICULTY.

Stop at the arbor and roll the die. Even, rest a bit.
Odd, fall asleep, drop your roll, and go to next space.

COME TO A CROSSROADS.

Choose to go up the Hill Difficulty rather than take
the diverging paths of Danger and Destruction.



MEET FORMALIST AND HYPOCRISY.

Unsuccessfully seek to persuade them to go back to the Wicket-gate.

FIND SIMPLE, SLOTH, AND PRESUMPTION.

Try to wake these sleepers and be disturbed at their refusal of your kindness.

**PASS THE OPEN SEPULCHER
AND COME TO THE CROSS.**

Stop here and be relieved of your burden. Be forgiven, re clothed, and sealed; then joyfully roll again!

HEAR SOBERING DREAMS.

Discourse with the man who dreamed of the last days.

TALK WITH THE MAN IN THE CAGE.

Be warned by his example, and resolve to persevere.

**SEE THE FIRE THAT CONTINUES TO BURN
DESPITE THE WATER THROWN ON IT.**

Be encouraged to learn of Christ's sustaining grace.

VISIT THE HOUSE OF THE INTERPRETER.

Be shown many excellent things: a special picture, a dusty parlor, two different boys, and a brave warrior.

KNOCK AT THE WICKET-GATE.

Stop here. Be received by Goodwill, who shows you the straight and narrow way; then roll again!

MEET MR. WORLDLY WISEMAN.

Roll the die. Even, stay on the path.
Odd, lose a turn for going to seek Mr. Legality.

COME TO THE SLOUGH OF DESPOND.

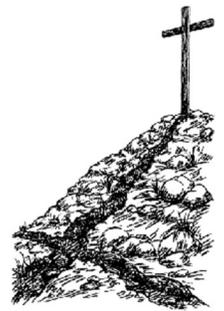
Roll the die. Even, cross safely, using the steps. Odd, fall in and lose a turn wallowing before Help comes.

TALK WITH OBSTINATE AND PLIABLE.

Refuse to return with Obstinate. Share with Pliable the truths you have read in your book.

START IN THE CITY OF DESTRUCTION.

Begin here in rags with a great burden. Receive directions from Evangelist to the Wicket-gate.



For the full story of Christian's journey to Zion, read *The Pilgrim's Progress*, written by John Bunyan and edited by Emmeline E. Beal for the *Whatsoever Things* series. **Journey to Zion and all its pieces are Copyright © 2019 Roots by the River.**



DIRECTIONS FOR JOURNEY TO ZION

Object: To stay on the path and reach the Celestial City first. Time: Approximately 10 minutes

Number of Players: 1-4 (If one person is playing, he should choose two pilgrims and take turns for both.)

Required: Printer, cardstock, scissors, and tape for assembly (which should be done by an adult or a responsible child); one standard die for play.

Assembly: Print the document on cardstock for durability. Cut out the eight pilgrim tokens. Cut along the dotted lines on the pieces of the game board, and tape the three sheets together on back to form one straight path. The City of Destruction should be at the bottom and the Celestial City at the top. Play progresses up the game board.

Play:

1. Each player selects a pilgrim and places his token on the City of Destruction space.
2. A player is chosen to start. He rolls the die, goes forward the number of spaces indicated, and follows the directions on the space. After his turn is over, play proceeds clockwise.
3. A player cannot go past a shaded space without stopping on it and following the directions on the space. This rule keeps a player from skipping the Wicket-gate or the Cross, in which case he would not be allowed into the Celestial City. Stopping at Jordan necessitates crossing the river before being received into the City.
4. Several spaces on the board require rolling the die to determine a player's action at a certain point (for example, whether he follows Mr. Worldly Wiseman or stays on the right path). When rolling for evens or odds, one does not move the number of spaces on the die; he stays on that space *unless otherwise directed*.
5. The first pilgrim to reach the Celestial City (after rolling any even number on the Jordan River space) is the winner.

Advanced Play: After players are familiar with the game, another option would be to have a favorite deck of Bible trivia cards on hand. On any space that says to roll the die to decide an action, a player should instead answer a Bible question. If his answer is correct, he will follow the "even" direction; if it is incorrect, he will follow the "odd." This version of the game relies less on chance and rather tests a pilgrim's knowledge of his roll!

This game was created by Emmeline E. Beal with the assistance of her youngest brother, who named it, helped her design and test the original versions on notebook paper, and gave useful suggestions. ☺ She also thanks other members of her family who gave advice or helped test Journey to Zion. All images are in the public domain.

"PONDER THE PATH OF THY FEET, AND LET ALL THY WAYS BE ESTABLISHED.

TURN NOT TO THE RIGHT HAND NOR TO THE LEFT: REMOVE THY FOOT FROM EVIL." PROV. 4:26-27