



THE GAME

Life is a Pilgrimage from Birth to After-Life and is full of Knowledge!

We hope you are lucky with the Pilgrim Dice and challenge yourself and the other Pilgrims to learn from each other experience and beliefs. Have fun while learning and use this simple tool to promote inter-religious dialogue between different communities through Real Life situations, informative questions and personal reflection.

The path is a spiral made of 7 sections: birth, childhood, youth, adulthood, old age, passage and afterlife. The game includes questions from: Catholicism, Orthodoxy, Protestantism, Islam, Judaism, Buddhism, Hinduism, Non religious.

Group size: max 5 teams (maximum 2 people for each team) or 5 single players.

Time: 60-90 mins

Target: 15+

Content:

- Board
- Tokens for players, reflection and for the curse variant of the game
- Fishes (one represents a point)
- Cards for questions
- Cards for reflection
- Cards for penalties
- Cards for curses (for the variation)
- 8 faces dice - it has 7 numbers and on the last side a question mark: the question mark represents a penalty
- Instructions
- Instructions for facilitators
- Answer sheet
- Manual about different religions

Aim of the game:

- Promote interreligious dialogue by sharing facts and trivia about major religions

- Reflect on real life situations involving interreligious dialogue

- Create a learning atmosphere in which stakeholders are exposed to situations where concepts such as tolerance and understanding for other people from different backgrounds with different beliefs and habits are put forward

The tool promotes freedom of religion and belief, freedom of speech and choice, right to equality, right to Marriage and Family tolerance through the interaction of the participants sharing their own experiences.

Preparation:

According to the experience of the participants, the game might require a preparation phase in which the participants get information about the different religions. The game includes a handout with all of the information, and further research might be done in case you are interested in the topic.

The tokens of the players will be placed on the sign START. The decks of cards will be placed on the related boxes. You should randomly place 10 reflection tokens on the spiral, in the following sections: 2 on childhood, 2 on youth, 3 on adulthood, 2 on old age, 1 for the passage.





Rules of the game:

- The players move forward by rolling the 8 faces dice.
- According to the slot in which they end up, the player will draw a card from the deck that corresponds to that life section. Questions and answers should be read out loud so that everyone can hear them.
- The player will have one minute to answer to the question.
- In case the dice shows the question mark, the player will draw a card from the penalty deck and have a penalty or a challenge to accomplish. "Penalties" must not be applied to "reflection" questions.
- The players collect points by answering correctly to the questions. They get 2 points for each correct answer (except in case of reflection).
- When the player ends up on a spot with a reflection token, he/she will have to answer the question of that slot plus the reflection question.
- It is not compulsory to answer to the reflection question, but if the player decides to answer, he/she will get a reflection token.
- For each reflection token they keep until the end of the game, they will get 1 point. Or the token can be used to skip a penalty (the player gives back the token in exchange of skipping a penalty and he/she can roll the dice again) or to force another player to roll a dice (and the result of the dice are the steps back that player has to take).
- If the player fails in doing a penalty, he/she loses 2 points.
- The game ends when the first player/team reaches the last category of the afterlife section.
- The winner is the player with the most points, regardless if he/she is the first to reach the end.

Reflection:

In the game there will be reflection moments in which the players have the chance to share their personal opinion and answer from their own perspective, which means there is no right or wrong answer. The purpose of the reflection questions is also to start a discussion between the players. The facilitator will take care of limiting the time of the discussion in case this becomes too long.

If the player answers, he/she will take the reflection token, which can be used in several ways:

- At the end of the game the player gets 1 point for each reflection token
- Skip a penalty, the player gives back the token in exchange of skipping a penalty
- Force another player to roll a dice, and the result of the dice are the steps back that player has to take

In case the player decides not to answer to the reflection question, the token will be left on the box.

Points

2 points for each correct question
1 point at end of game for each reflection token he/she still has
The player loses 2 points if he/she fails in doing the penalty.

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