

GOSPEL RULES

Battleship

This Gospel Rule may be applied to any regular-sized version of Battleship. Unfortunately the rule will not work for giant battleship.

This Gospel Rule comes from Matthew 20:16. Look it up.



Use the ordinary rules for Battleship along with this Gospel Rule:

1. The first ship that is struck for each player may be moved later. Players may move their first hit ship on any turn after it is hit. Only their first hit ship can be moved. It can be moved as long as it has not been sunk. If the ship is sunk, it is too late to move it. It cannot move any other ships out of the way. HINT: It's a good idea to save the move to close to the end of the game.



**Want to explore this Gospel Rule further?
Here are some prompts to help you do that:**

In Battleship you have big ships and you have little ships. It turns out that the big ships are just bigger targets. We added in an extra element of strategy by letting you move your first ship that gets hit. If you save that move to the last possible moment, it can pay off big time.

Which ship in the game would you say was the most valuable, and why?

In Matthew 20:1-16 Jesus tells a parable about people who all get paid the same amount for different amounts of work. Some of the workers complain even though they had received exactly what they had originally agreed to. They thought they had earned extra. This is another parable about God's kingdom. That's a place where everyone receives the infinite love of God. It isn't earned. It's given.

Why would someone do extra work if it wouldn't earn something extra for them?

In one or two of your own words, what is the game-changing idea behind this Gospel Rule?