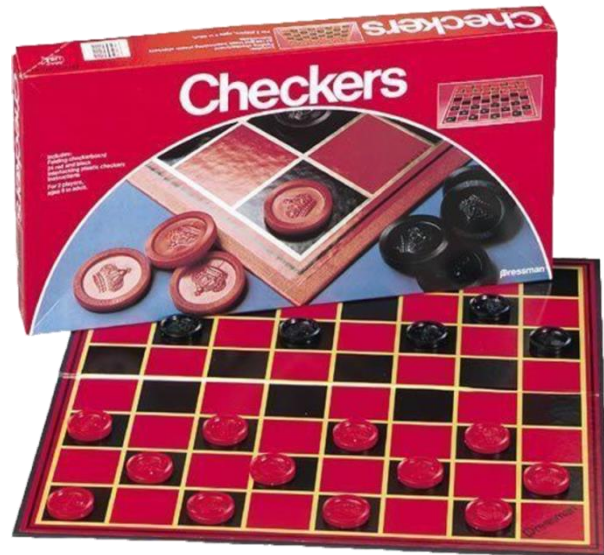


GOspel RULES

Checkers



This Gospel Rule may be applied to any version of Checkers, including the giant version.

As you'll see, you will need to mark a spot on the board so that you can remember it later. It might be a good idea to have some masking tape or something else you can use to temporarily mark the board.

This Gospel Rule comes from Mark 9:35. Look it up.

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

1. The first checkers piece that each player loses in the game can be brought back to the board on any of their turns. This only applies to the first piece lost. The piece must return to the same exact spot that it was lost from. If there is already a piece on that spot, the pieces combine to become a queen piece that can move in both directions on the board. Returning the piece to the board is only the beginning of the player's turn; she can finish her turn with any regular move. HINT: It's a good idea to save your returned piece to close to the end of the game.





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

Checkers may be one of the first games you learned how to play.

We added in an extra rule that makes the game more complicated, but did it make the game any better? We hope that the extra rule makes the game a little bit more fun. We hope that it doesn't make it more competitive.

Who do you usually play checkers with and why do you play?

In Mark 9:33-37 Jesus asks his disciples what they were talking about and they tell him they were trying to figure out which of them was the best. Jesus finds a little kid nearby, picks up the kid, and basically says "this one is the best!" That kid wasn't even a disciple, so why is he better than the disciples? That kid was having too much fun being a kid to make life and faith into a competition.

What is the best thing about being a kid?

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