

Order-Of-Ritual Game

The Order of Ritual Game is designed to help children understand the rituals in the Pagan based religion. It can be customized according to your preferences and/or religion your child follows.

Game Set Up

Making the Order of Ritual Game

Print and assemble the game board, pieces, and cards

Game Board

You will need to print one each of the two pages making up the actual game board. You will need to trim and/or overlap them to make a complete playing board on tagboard or file folder.

Game Playing Pieces

For the **Playing Pieces** it is recommended that you use different minerals or stones for the game (moonstones, crystals, etc...). Make sure the pieces are small enough to fit in all the individual blocks on the playing board and that they are easy to tell apart.

Moving Determination will be figured by using either a long crystal (facing the northern hemisphere is 2, the southern hemisphere is 1) or a coin (heads 1 and tails 2) or any other idea you have.

Individual Game Boards will be comprised of as many circles as steps of the ritual being taught and tagboard or file folders. Younger kids: You will need to come up with symbols to represent each step of the ritual and draw one each on the circles (music note = chant or song / Doll = god or goddess / hands together = meditation / circle with o on it = open circle / etc...). Older kids: You will need to write a step on each circle. Cut a piece of tagboard or file folder large enough to fit all the circles and a start & finish symbol. You will need to make enough completed game boards as people that will play the game. They will use these boards as a guide for the order of ritual they are to comprise.

Print up enough **Playing Cards** to comprise a complete set per game board plus one extra set. You will need to draw on the circles located on the cards each step and be sure that you have the proper pictures or words to complete the amount of sets needed.

Game Instructions

All game pieces will begin on a lose turn space

Game play begins with youngest player with direction of play clockwise

Coin/Crystal will be used to determine the number of spaces that the player can move

Players may begin play in any direction (which will be their direction of play throughout the game)

If a player lands on an occupied spot he/she may chose any ritual procedure they want from the other player on that spot

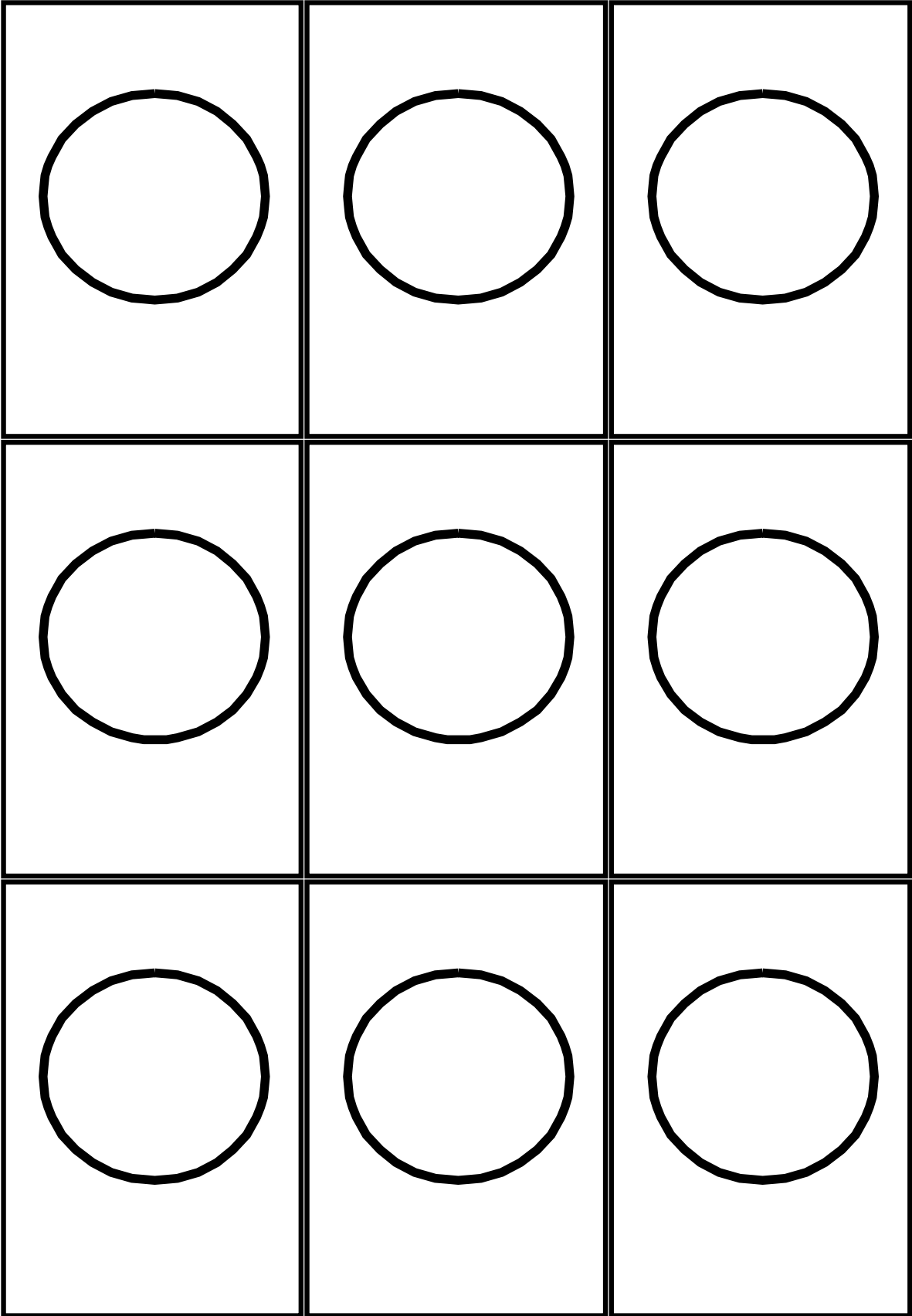
If more than 2 players land on the same spot at the same time all players must start over

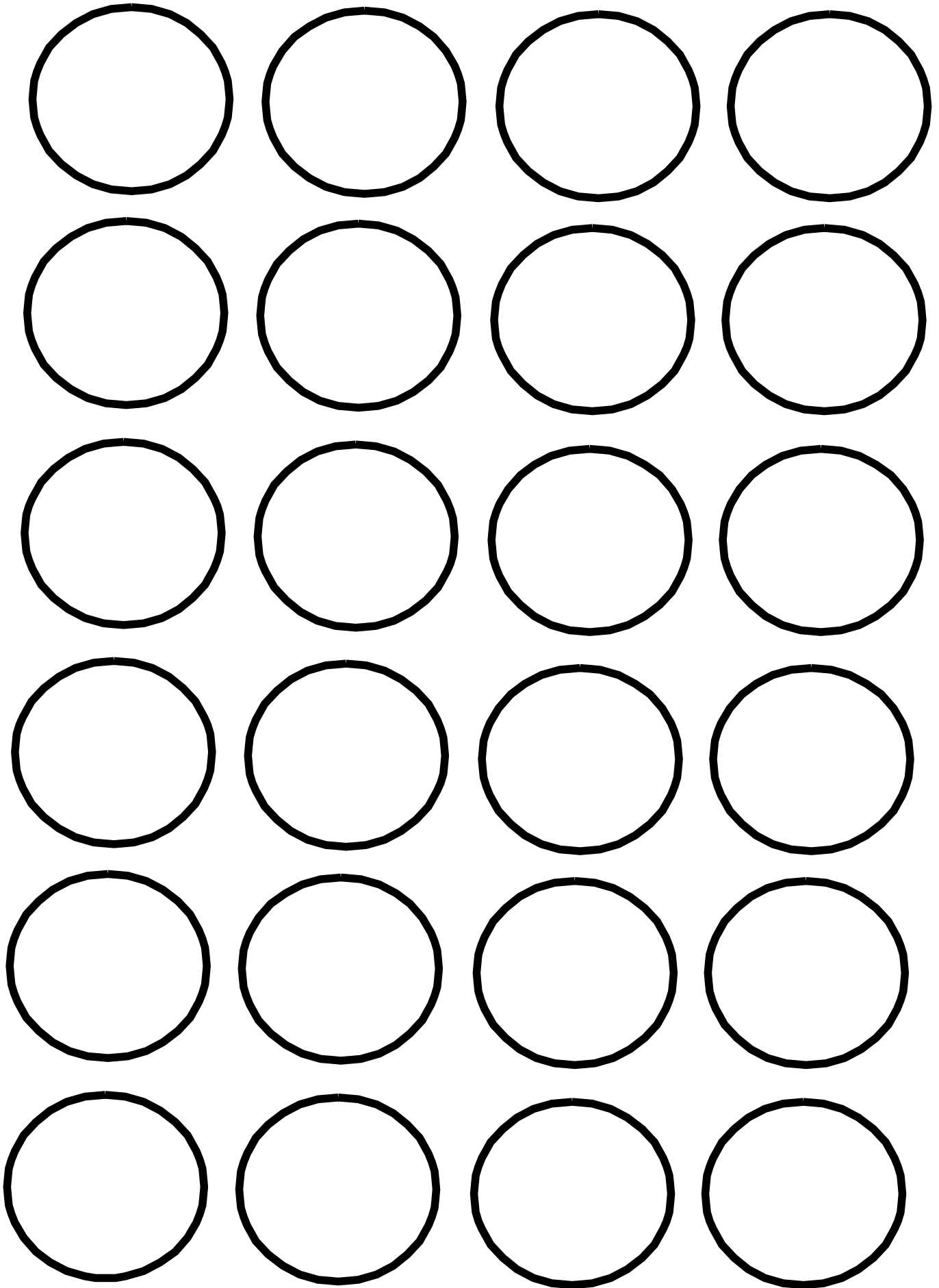
If the player draws a card that he/she already has then the turn is over and the card is placed on the bottom of the drawing pile

Players that land on the 'Lose Turn' spot he/she will lose their next turn

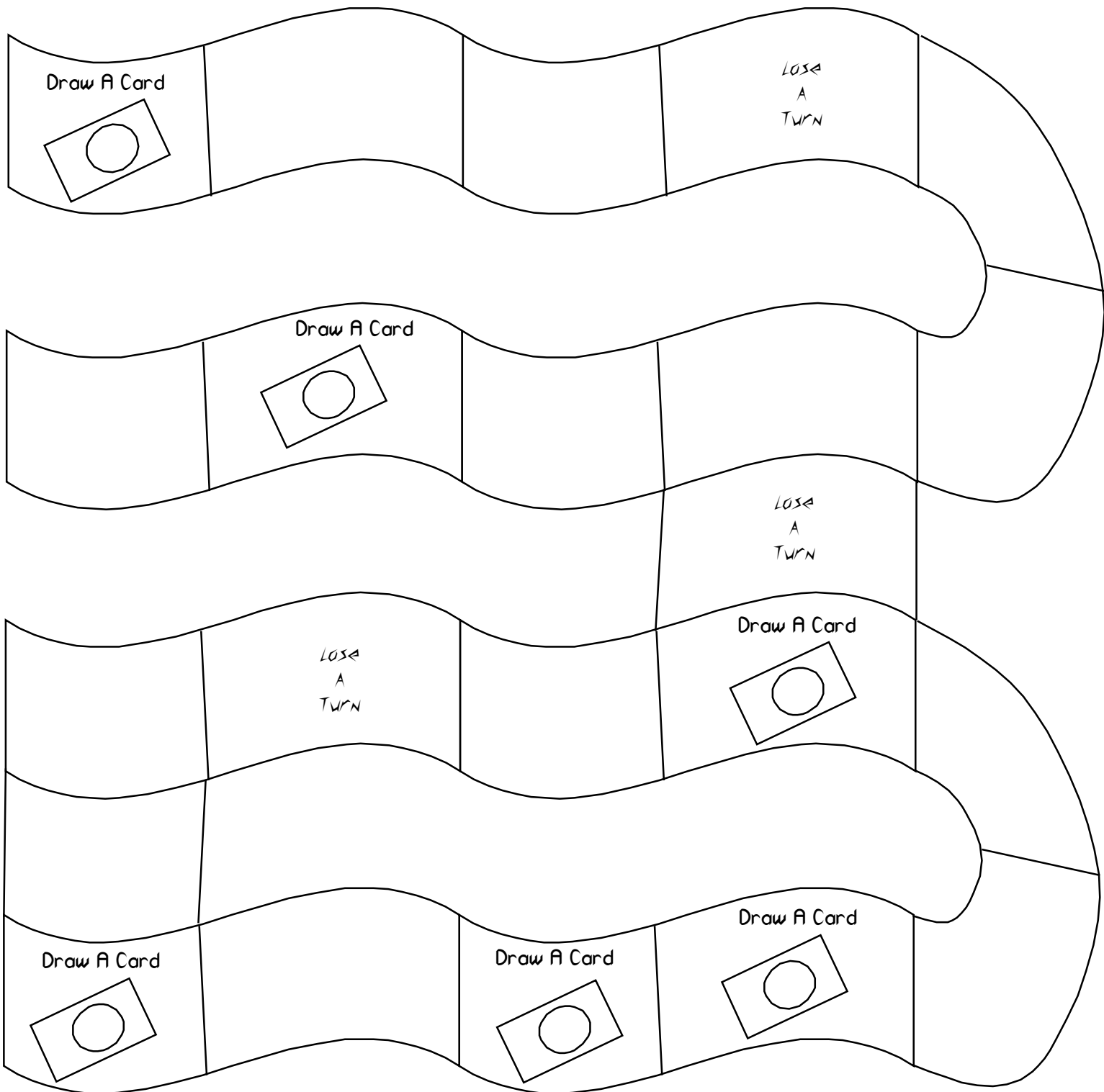
Game is over when any player completes all the steps to their ritual board

Any disputes or something not covered in instructions, eldest player will be final decision (*as in the past we must respect and obey our elders*).





Ritual



Order Of

