

INSPIRE



INSTRUCTION



GOAL OF THE GAME

The goal of this game is getting to know the works of mercy towards body and soul. It sensitises the players to the needs of other people and makes them want to help others as well as they can.

GAME ELEMENTS:



60 cards



20 badges



8 colourful tags



1 dice

There are 4 ways to play INSPIRE, all presented below.

RULES OF THE GAME – BASIC VARIANT

Elements description

The cards used in the basic variant:



NEEDY CARD / 20 cards

Represents a person in need. The colourful symbols suggest the possible ways of help and an adequate passage from the Bible.



HELP CARD / 27 cards

Presents a person who helped others during his life, his thought and colourful symbols showing the ways of helping the poor.

COURSE CARD / 4 cards

KURS BIBLIJNY		
1-2	0	
3-4	1	
5-6	2	

KURS KOMUNIKACJI		
1-2	0	
3-4	1	
5-6	2	

KURS ZARZAZANIA		
1-2	0	
3-4	1	
5-6	2	

KURS WEDYCZNY		
1-2	0	
3-4	1	
5-6	2	



BADGES/ 20 pieces

Present symbols of the ways of help.



TAGS



DICE

Preparation before the game

- Players choose HELP and NEEDY cards and make 2 separate piles.
- **20 NEEDY** cards with arrows should be displayed just like in the picture. The numbers on the cards show how many cards should be in which pile.



*Pic.1 First stage of creating a gamefield.
Cards with arrows are arranged at choice
in quantities showed in the picture.*

- **27 HELP cards** – In the beginning of the game each player receives 1 HELP card. Rest of the cards should be displayed in pairs, facing down between the NEEDY cards.



depends of
number of
players

*Pic. 2 Second stage of creating a gamefield.
HELP cards are arranged at choice in quantities
showed in the picture.*

- 4 random COURSE cards should be displayed in the corners of the square and 4 badges on top of them (colours accordingly to the cards)

Pic. 3 Third (last) stage of creating a gamefield.



COURSE card description:

- Communication course
(red badge – interest, presence)
- Medical course
(orange badge – medicine, therapy)
- Management course
(blue badge – work, material goods)



- Bible course (the players should put 8 badges on top of the Bible course card)
- 4 green badges (prayer, conversation)
- 4 yellow badges (Word of God, good word)



Each player takes one random badge from the COURSE card and puts it on one chosen COURSE card. Then the players start the game.

How to play

The goal of the game is to help as many **NEEDY** people as we can. To help successfully, the players need to have appropriate resources.

In the beginning of the game every player has 1 **HELP** card and 1 chosen badge. Further resources can be gained by stopping at **HELP** or **COURSE** cards. Then they can be used with a **NEEDY** card.

The youngest player starts the game and moves clockwise.
Players roll the dice and move their tags according to the dice.

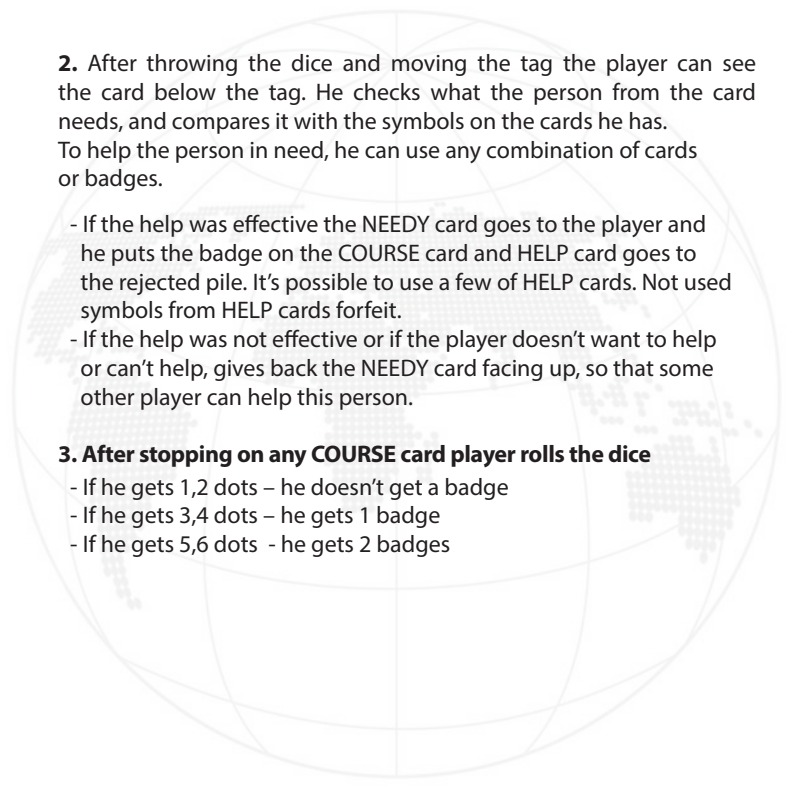
MOVING AROUND THE CARDS:

- **COURSE** and **HELP /INSPIRE/** cards let the players go in any direction regardless the colours of the arrows of **NEEDY** cards lying near.
- **NEEDY** cards allow the players to go in following directions:
 - **white arrow** – lets the player move around freely with no extra actions.
 - **colourful arrow** – lets the player go in the pointed direction, but first he has to give away the **HELP** card. It has to be the card where one of the help symbols has the same colour as the arrow.

The player has to move as many times as the number of dots on the dice. If there is no other possibility to move, he loses his turn and stays in the same place.

1. After stopping at HELP card the player predicts how many dots he will roll (odd or even), then he rolls the dice

- If he guessed right he gets a **HELP card**
- If he guessed wrong he doesn't get any card



2. After throwing the dice and moving the tag the player can see the card below the tag. He checks what the person from the card needs, and compares it with the symbols on the cards he has. To help the person in need, he can use any combination of cards or badges.

- If the help was effective the NEEDY card goes to the player and he puts the badge on the COURSE card and HELP card goes to the rejected pile. It's possible to use a few of HELP cards. Not used symbols from HELP cards forfeit.
- If the help was not effective or if the player doesn't want to help or can't help, gives back the NEEDY card facing up, so that some other player can help this person.

3. After stopping on any COURSE card player rolls the dice

- If he gets 1,2 dots – he doesn't get a badge
- If he gets 3,4 dots – he gets 1 badge
- If he gets 5,6 dots - he gets 2 badges

OTHER IMPORTANT RULES

- Blank spaces lets the players go freely
- Blank space lets the players go in any direction
- If the player stops in the blank space he loses his turn
- The player can help using a few HELP cards at the same time
- Used badges are piled up on COURSE cards
- If a player helped a person in need he can read the passage
- While playing it is possible to exchange badges and HELP cards
- In case of lack of badges or wrong number on COURSE card the players can only take available badges

The players can help each other with getting NEEDY cards by passing necessary badges or HELP card

Finishing the game

The game finishes when there are only 3 NEEDY cards left. The player with the biggest number of NEEDY cards wins the game.

In case of a draw the player with a bigger number of HELP cards needs the game. If there is still a draw the players share the victory.

The players choose a way to help a person presented on the card. They do it by showing two badges that they think would be the best in this situation.

After this, one player takes the NEEDY card and checks if the symbols on the card are the same as on the badges chosen by players.

Each player, who chose a badge with the correct symbol, scores 1 point.

CAUTION! The player can use 3 badges. Scoring system looks as follows:

- 3 matching ways of help: **4 points**
- 2 matching ways of help: **1 point**
- 1 matching way of help: **0 point**
- no matching ways of help: **-1 point**

After every tip and check, the players move their tags on the SCORING SYSTEM TRACK accordingly to the points they scored.

Then the players tip again and the game goes until the last card.

The player who scored the most points, wins the game.

SECOND AND THIRD VARIANT - game preparation

The preparation of the game in both variants is the same.

Cards Description

Cards with arrows / 25 cards

NEEDY Card / 20 cards

Represents a person in need. The colourful symbols suggest the possible ways of help and an adequate passage from the Bible.



TELEPORT Card / 2 cards

Having this card, the player, after throwing the dice, can move his tag to any other card he wants, during the turn he wants. The player takes the card on which he stopped and then follows the regular rules of the game. While using this card he does not have to move as many times as the number of dots on the dice.



The card can be used only once.

MERCY Card / 1card

The owner of the card gets 2 extra points at the end of the game. He can also help a person who has the SELFISHNESS card, by taking the card away and putting it aside.



HOLY BIBLE Card / 1 card

The card can be used as:

- **A BRIDGE** - card placed in the blank space enables moving between cards in the game field. Finishing the move on the BRIDGE card gives the possibility of taking the card and using it again.

- **A TELEPORT** - enables the movement around the GAME FIELD in any direction pointed by the colourful arrows.

The card can be used only once.



SELFISHNESS Card / 1card

The owner of the card loses 2 points at the end of the game.

There is a possibility to eliminate this card during the game by the player who has the MERCY card.



Other cards

HELP CARD / 27 cards

Card presents a person who was very helpful towards other people and colourful symbols describing ways of help.



BRIDGE Card / 4 cards

BRIDGE card is placed in the blank space and enables moving around the cards on the GAME FIELD. When a player ends his move on this card he can take it and use it again. Otherwise the card stays on the GAME FIELD.



SCORING SYSTEM TRACK Card / 4 cards

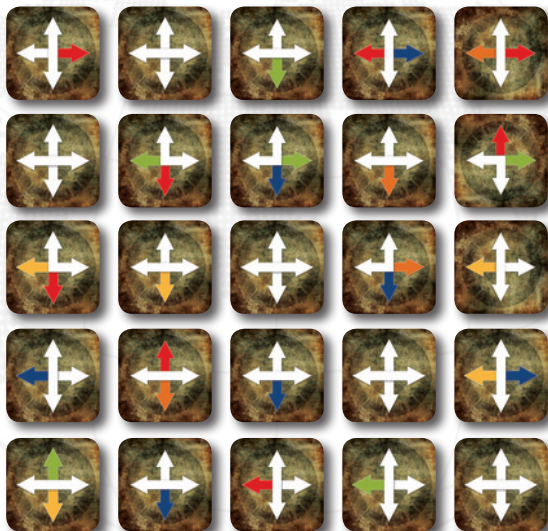
Is used to count up the points during the game. Each player has his own card.



Example of the GAME FIELD

Before starting the game players should put the cards with arrows on the back in 5 vertical and 5 horizontal rows making THE FIELD OF THE GAME.

Each row should have only one card with 4 white arrows.



Example of the GAME FIELD.

One player shuffles HELP cards and each player gets 3 of them. The rest of the cards need to be piled up next to the GAME FIELD. Each player receives one BRIDGE card and a SCORING SYSTEM TRACK as well as 2 same colour tags. One tag is used to move around the GAME FIELD and the second to count up the points on the SCORING SYSTEM TRACK. Players place their tags on any GAME FIELD corner card (only one tag on one card).

In case of just two players they receive 2 BRIDGE cards.

SECOND VARIANT – How to play

The person who throws the dice and has the lowest number of dots starts the game. During the turn, the player throws the dice and moves his tag in the direction pointed by the arrows.

Types of arrows:

- 1. White arrow** - lets the player move around freely with no extra actions.
- 2. Colourful arrow** - lets the player go in the pointed direction, but first he has to give away the HELP card. It has to be the card where one of the help symbols has the same colour as the arrow. Player puts back the HELP card and continues the game with a smaller number of cards.

CAUTION! - The player has to move as many times as the number of dots on the dice. If there is no other possibility to move, he loses his turn and stays in the same place.

After throwing the dice and moving the tag the player can see the card below the tag. He checks what the person from the card needs, and compares it with the symbols on the cards he has. He can help with only one card.

If the symbols on HELP card are the same as on NEEDY card, player gets 1 point for every way of help and counts it in the scoring system

Help is effective when:

- The player says out loud a way he can help, for example:
"I can help an alcoholic through a therapy" or "I can help an unemployed by offering him a job".
- The player reads the Gospel from the NEEDY card.

After helping a person in need effectively, the player puts off the old HELP card and takes a new one.

He keeps the NEEDY card.

If the player has no possibility to help, other players have a chance to step in. The first player who puts his HELP card on the NEEDY card and says how he can help him, scores the points (accordingly to his help).

CAUTION! - If all the symbols from the NEEDY card are the same as on the player's HELP card the help is full, and the player gets one extra turn.

After helping effectively player's tag stays on the blank space (instead of the card). In the next turn he starts from this place and goes in any direction he wants.

Once he moves, the player cannot go back. He also cannot go through the blank spaces unless he has the BRIDGE or HOLY BIBLE card and puts it in the blank space. The card stays in the game.

When the players run out of HELP cards, the cards need to be shuffled, piled up and used again.

Finish

The game ends when no one has the possibility to move and take a card from the GAME FIELD twice in a row.

The person who has the most points wins the game.

THIRD VARIANT – “Pass it forward”

The THIRD VARIANT is only possible to play after playing the second one. The game has the same rules as the SECOND VARIANT.

The difference is that the players do not take HELP cards from the pile, but they use **NEEDY cards**, which they collect during the game. By helping others, players collect **NEEDY cards** which they can use to keep helping other people met during the game.

*„A good act once made never fades, it comes back,
but you never know in the guise of who”.*

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