

**God gives you ten good ways for the people to live well together.**

**Roll the dice, double the number and move forward that many spaces.**



**Everyone is grumbling and blaming you.**

**Move back 3.**



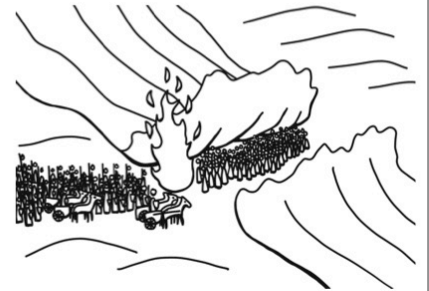
**A Princess finds you and adopts you as a baby.**

**Have an extra turn.**



**Pharoah finally let's you go.**

**Move all players to a square in the Sea.**



**God provides water for everyone in the desert.**

**Move forwards 2**



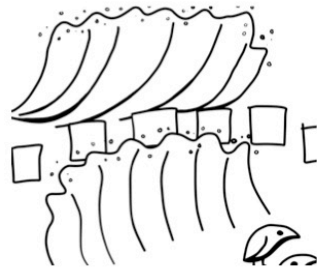
**Your mum thinks of a clever way to keep you safe floating in a basket on the river.**

**Go forwards 2**



God sends you to ask the King to let all of the slave workers be free.

Go forwards 2.



You see someone hurting one of the workers, and lash out at them.

Put one player back one space



Ten terrible plagues happen to the Egyptians, but not to you or your people.

Move every other player back 2.



God speaks to you from a burning bush and you are very afraid. Ask another player what you should do, and do it.



The king of Egypt makes your family and all your friends slaves.

Go back 1



Pharaoh the King won't listen to God and let the worker slaves go. Miss a turn.



**You see  
someone  
hurting one of  
the workers,  
and lash out at  
them.  
Put one player  
back one  
space**



**Everyone in  
hungry and  
blames you, but  
God provides  
bread and meat  
for everyone.  
Move everyone to  
the space where  
the person  
furthest ahead is.**



**You start a new  
life in the desert  
where no one  
knows you.**



**Have a another  
turn.**

Print these cards and cut out.

Place face down on random squares of the board game.

Each player rolls the dice in turn and moves their token forward the number of squares they have rolled. If they land on a square with a card face down, they should pick up the card and do what it says.

When they have completed their turn, they place the card face down any where on the board.