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Keine Stimmen

# The persecuted Christians




There are two games running in parallel. In the official game, the children have to build a city. Some are selected as Christians and proselytize among the others. The state authorities/police want to prevent this and persecute the Christians.

### Game explanation

There are two games running in parallel. In the official game, the children have to build a city for which they have to work. Over time, some are chosen to be Christians and proselytize among the others. The state power/police wants to prevent this and persecutes the Christians.

- Notes: Followed by a reflection on the theme is recommended. Possible focus: Remaining a Christian and proving oneself; Being faithful, staying true (in faith); Common suffering unites.
- Important: In two games running simultaneously, the situation of persecuted Christians in the East (or elsewhere) is to be relived. The children are introduced to the side game, but (at the beginning) know **nothing** about the other game.

### The side game

Three groups exist in the side game:

- **State power:** The state power is responsible for the economy. It assumes absolute control over the distribution of goods, job creation, and police functions. It is the highest level of the hierarchy. Only leaders are in this group.
- **Villagers:** The villagers (2 groups) are concerned about the construction of their town. The whole thing is like a competition: who has the biggest/most beautiful city at the end? They do work for the state and earn money. With this money you can then buy the necessary parts for the city. The inhabitants work for the state (state power group). You can choose from the following jobs:
  - Stone cutting
  - Collecting wood
  - Collecting garbage
  - Be a policeman

  - Here are two game variants (caution, complicated!): 1. At the beginning there are two village groups and already one policeman group (easier)

2. At the beginning there are three village groups. The policemen are "recruited" (however) from the three groups
- arbitrarily expandable list

With these works they earn money, with which you can buy the materials for the city construction (Domino Rail stones, which are layered, [or other]). There are no changes, no price fluctuations and no sabotage. Since this game is only a side game, it is perfectly sufficient in this way. "Winner" is whoever has built the biggest/most beautiful city.

**The main game**

In the main game, there are also three groups, but they are ordered differently from the sub-game groups (to be clear: these are not separate groups, the players who participate in one of these groups are also in one of the three sub-game groups):

- **Christians:** the Christians are chosen secretly at the beginning of the afternoon, so that no one but the people involved know of their existence. They have to meet regularly (meetings, don't forget the meeting cards, see below), sing songs, etc. There they have to follow the missionary order. Furthermore, they have to fulfill the Great Commission, that is, to proclaim the Good News and to persuade others to become Christians. If they get in contact with the wrong person, the secrecy will be compromised and the police will be called.
- **NN Christians:** "Not-yet-Christians." They are normal game enders (side game) and only with time they know that there are also Christians. They can be converted and are then also Christians.
- **State power:** Is responsible for security and order. This is the same group as in the side game. Only "non-Christians" [in the game, of course!!!!] can participate here. The state power is ideally composed only by leaders.

The Christians meet shortly after the start of the side-game for the first meeting, where the game is explained to them. You continue to act normally, but must perform your tasks. Over time, the state authority learns about the Christians' activities and aims to eradicate them. You have to find out when and where gatherings are and destroy them. They mistreat the Christians according to the following scheme:

- Throwing water balloons in the round *
- Expose them in a cave without a flashlight
- Tying them to a tree and tickling them *
- Making the Christians give up their Zvieri.
- Steal shoelace of one shoe
- Steal shoe laces of the other shoe
- Rub it with dirt *

* This is where police common sense should come in! The list should be adapted to the circumstances of the game, the weather and the participating children!

Christians can renounce and separate from Christianity at any time. This will be noted to them on the assembly slip. On this slip are all the meetings (signature of the meeting leader) as well as when a Christian has been caught. If a Christian renounces and is caught again, he is tied to a tree and a water balloon is thrown at him (the aim of the police with this action: dishonesty must be stopped, therefore a strong punishment. The punishment is threatened a departing Christians!!!) [Better is a syringe with water].

There is an informer in the ranks of the Christians, who informs the police about the meetings. He must not be caught, but he is paid very well.

In the meantime, the Christians must also earn money and help build the city. After all, this is mainly for the players. The meetings of Christians must be kept absolutely secret. So missionary work must not be done in the open streets and larifari, but must be done secretly.

It can be assumed that in the beginning many children want to become Christians. Therefore, the abuses become more and more severe. The real winner of the game is the one who has attended the most meetings, that is, who has remained a Christian the longest.

## Material

- Water in canister
- Water balloons or syringes
- Domino stones (any material for building houses, a city)
- Hammers
- Assembly cards
- Police license plates
- Money
- Rope cords

## Source reference

Cover picture: Canva.com
Game idea: Cour tesy ofwww.spielboerse.ch - Spielideen für die Jungschar!

## Weitere Informationen

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Games and activities

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Outdoor play
Mission
Role play
Pursuit

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