

The book of Joshua

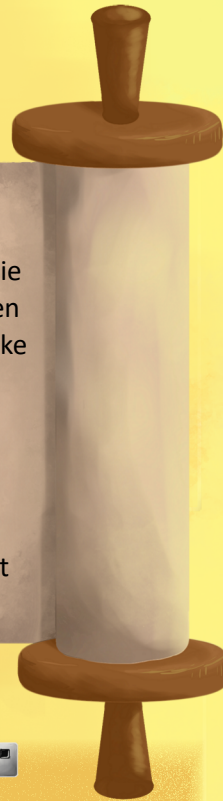
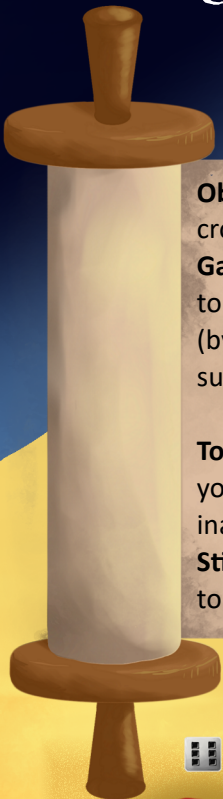
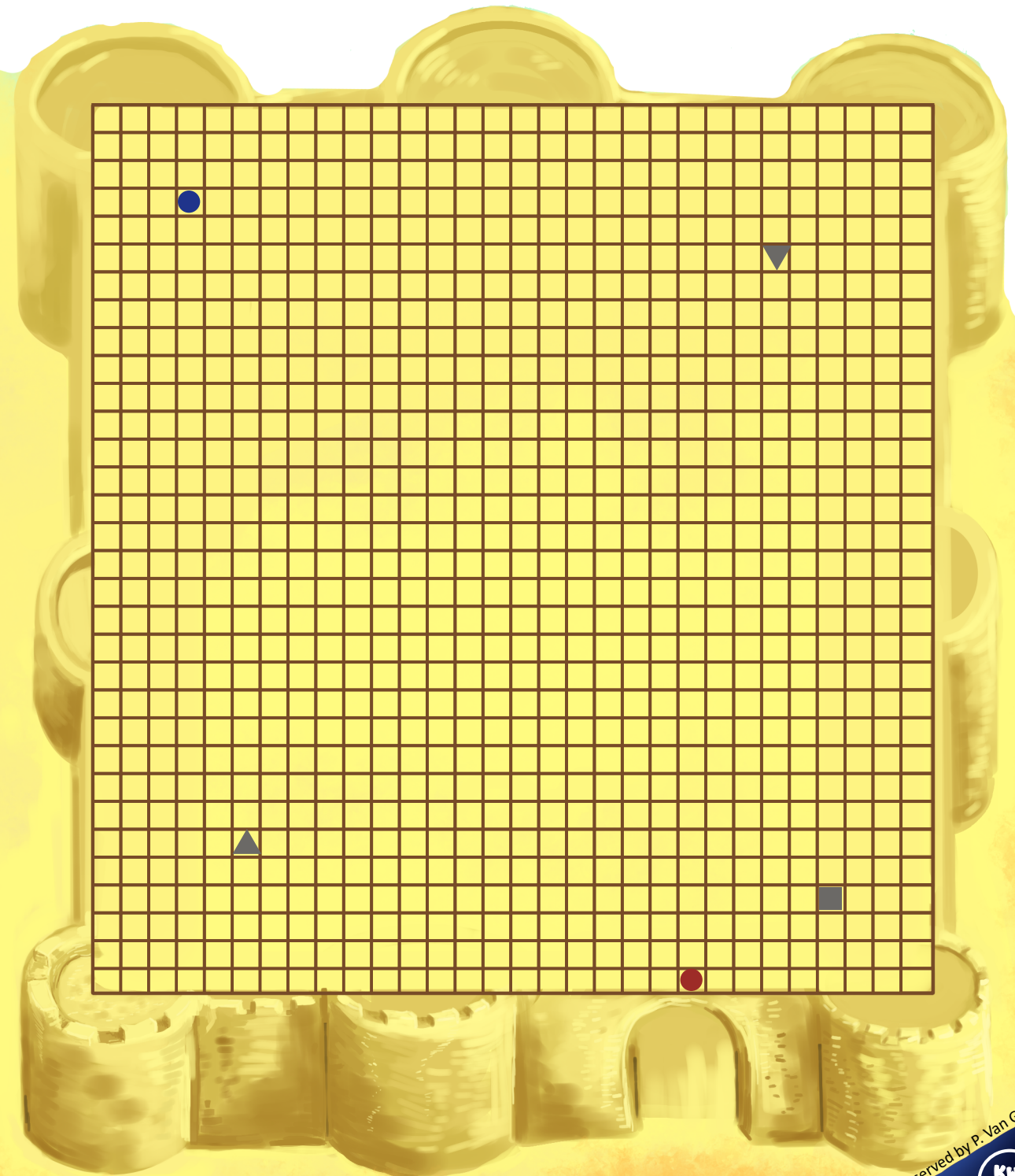
chapter 2

Objective: The spy (red) must meet Rahab (blue) in Jericho without crossing any guard or their lines (grey)

Gameplay: Roll 3 dice, Assign one die to the direction of the spy, one die to the directions of the guards and one die to the number of steps taken (by both the spy and Joshua). Draw the movements in the grid, but make sure no character steps out of the city.

Too difficult? Add a fourth die for Rahab's movement (in a direction of your choice). When she meets a guard, she seduces it so it becomes inactive (that guard doesn't move any longer, Rahab can move on).

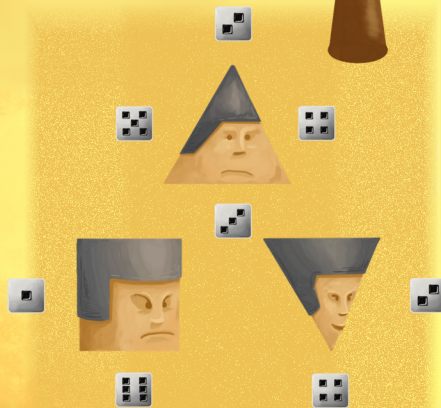
Still too difficult? Allow the spy to cross the lines of the guards (but not to get caught by the guards)



Place 1 die here



Place 1 die here
(if you choose
an easier level)



Place 1 die here

Assign 1 die to the movement of all characters