

MAKING THE GAME

Print all the sheets, carefully cut away the bottom margins of the Olney and Stoke Goldington sheets and the right margins of the Stoke Goldington and Wolverton sheets and stick the sheets together, preferably on a backing sheet, and preferably cardboard.

Cut up the church card sheet into individual cards.

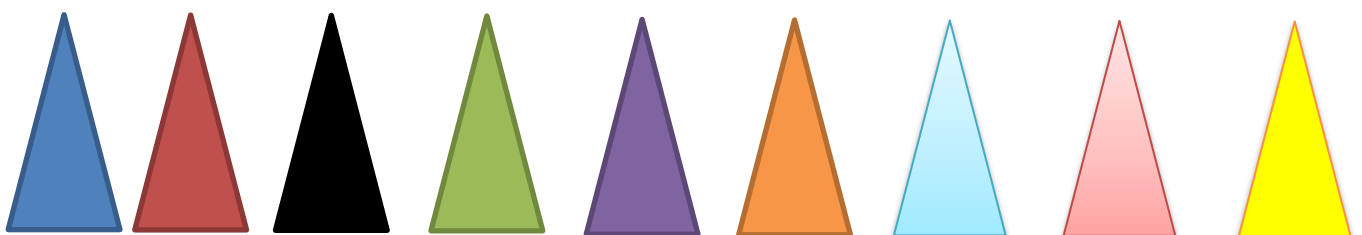
Cut up the CHANCE card sheet into individual activities.

You will need a dice, or two, and some pointed counters to show where each player is on the board.

If you don't have dice you can just use this list of random dice throws one at a time.

DICE THROWS, IF YOU DON'T HAVE A DICE																			
5	3	6	4	5	6	4	5	4	2	2	3	6	4	6	5	5	1	1	5
3	4	5	4	1	1	1	5	6	1	1	5	6	4	2	6	4	5	3	5
4	1	1	4	2	5	4	2	6	3	4	6	1	4	2	5	6	1	5	4
2	1	4	1	1	4	5	4	4	3	2	6	1	4	1	2	4	5	2	1
2	1	6	6	5	4	4	5	4	3	4	3	6	2	1	6	2	2	1	6
1	2	5	3	3	3	3	4	3	5	4	6	6	2	3	4	2	5	2	3
4	4	3	3	1	2	3	3	4	4	4	3	5	2	1	3	2	4	2	2
4	3	4	1	4	3	3	1	2	6	4	4	2	4	5	6	1	6	1	6
1	3	5	4	4	4	1	2	6	6	1	2	6	3	4	6	1	2	4	6
2	4	6	1	1	3	5	1	1	3	5	3	4	6	4	4	2	1	2	1
2	6	3	3	4	2	6	5	1	5	1	5	6	2	5	4	3	4	5	5
1	3	5	1	6	2	1	4	1	4	2	1	3	2	1	3	6	5	2	1
2	3	3	3	3	6	6	4	4	2	1	4	5	2	1	2	1	6	5	4
4	1	4	2	4	4	1	2	6	2	5	3	6	1	4	4	2	4	4	6
4	3	4	2	1	1	5	4	3	4	2	4	6	6	2	6	1	6	6	3
1	5	3	2	3	6	4	6	2	4	1	2	1	3	6	2	3	3	6	3
5	6	4	3	3	1	5	2	1	2	1	3	2	3	2	6	3	3	1	3
6	1	6	6	1	3	6	6	4	3	5	4	3	4	5	3	6	6	3	1
4	5	6	5	2	4	2	1	4	1	4	2	5	6	4	3	4	5	5	3
5	4	2	5	1	2	5	4	1	5	2	4	2	1	6	5	1	2	2	4

If you don't have counters you can cut up some DIY pointers, one for each player.



<p>SING</p> <p>The first verse of Away in a manger Or miss a go</p>	<p>GO TO</p> <p>Turvey Station</p>	<p>MISS</p> <p>a go</p>	<p>CATCH A TRAIN At your nearest station and travel one stop along the line in any direction</p>
<p>SING</p> <p>The first verse of Silent night Or miss a go</p>	<p>GO TO</p> <p>Any farm on the map</p>	<p>BUY Astwood church from wherever it is and miss a turn</p>	<p>MEET anyone you choose at Petsoe Manor, for a cup of tea</p>
<p>SAY The first line (six words) of the Lord's prayer backwards Or miss a go</p>	<p>GET MARRIED Go to Chicheley church and then the hall and miss a go but have fun</p>	<p>GO TO Olney Station</p>	<p>GO TO Wolverton Works to have your car sorted.</p>
<p>GO TO Petsoe Manor (near Emberton)</p>	<p>GO TO Great Linford Station</p>	<p>GO TO The place on the map nearest where you live</p>	<p>You have absconded with the silver Go to Dixon of Broad Green's police station.</p>
<p>GO TO Anywhere not in Bucks <i>(to the right of the dash dot line)</i></p>	<p>HAVE An extra throw</p>	<p>SECOND COMING Count your prayers</p>	<p>STAND UP and bless the Lord</p>
<p>GO TO Lincoln Lodge (near Castlethorpe) <i>for a rest and miss your next turn</i></p>	<p>TOILET You pay for a toilet at a church (one without a T). Move to that church get the card and have an extra go</p>	<p>GO TO The road next to the nearest abbey <i>(Turvey, Tichford, Bradwell)</i></p>	<p>STAND on one leg</p>
<p>GO TO Bradwell Abbey for refreshment</p>	<p>HAVE An extra throw</p>	<p>TURN LEFT At the next possible road</p>	<p>MIME a place name on the map and let the others guess it.</p>
<p>MIME a place name on the map and let the others guess it.</p>	<p>TOILET You pay for a toilet at a church (one without a T). Move to that church get the card and have an extra go</p>	<p>DO a U TURN</p>	<p>MIME a place name on the map and let the others guess it.</p>



**Sts Simon & Jude,
Castlethorpe**

**St James
the Great
Hanslope**



All Saints Lathbury



St Mary's Cold Brayfield



**St Laurence's
Weston
Underwood**



**St Mary's
Hardmead**



**St Peter's
Tyringham
with Filgrave**



**St Laud's
Sherington**



St Peter's Astwood



**St Mary's
Haversham**



**Sts Peter & Paul
Newport
Pagnell**



All Saints, Ravenstone



**Sts. Leonard &
Andrew
Little Linford**



**All Saints
Emberton**



**St Peter's
Stoke Goldington**



**St Lawrence
Chichley**



**St Nicholas
Newton
Blossomville**



**St Michael's
Lavendon**



**St Mary's
Clifton Reynes**



St Firmin's Nth Crawley



**Sts Peter & Paul
Olney**



**St Mary's
Gayhurst**



**St Mary's
Moulsoe**



**St Luke's
Newport Pagnell**

RULES

AIM

The aim is to pray at (i.e. visit) as many churches in the deanery as possible to create treasure in heaven (collect as many church cards as you can) before the Second Coming (the end of the game) or no more church cards.

START (2-4 players, one set of church cards, 5-8 players, 2 sets of church cards will be needed)

Shuffle the CHANCE cards and put in a pile upside-down, put the SECOND COMING card near the bottom of the pack (don't want that to happen too soon!). Lay the church cards out so each one is visible. Each player throws a dice twice (or two dice), add the scores and put their marker on the black number in the yellow circle.

TURN

In turn, each player then rolls a single dice. If the dice is a 1-4, the player then has that number of moves. For each move the player moves their marker following the road until they either need to turn off the road (left, right or U) or turn at a T junction. Each junction where you turn is a move.

A player may (does not have to) stop at a church (the red dot), to pray. If the church card is still unclaimed, the player picks up that card and that is the end of their go.

Roads are marked as double lines on the map.

If the dice shows a FIVE : Pick up a CHANCE card.

if the dice shows a SIX

If the player rolls a 6, they must throw again. If they get a 1-3, then they have 1-3 moves, as before. If they throw another 6 then the player on their left must give them a church if they have one. The player then moves to their new church and that is the end of the player's go.

If after the 6 they throw a FIVE

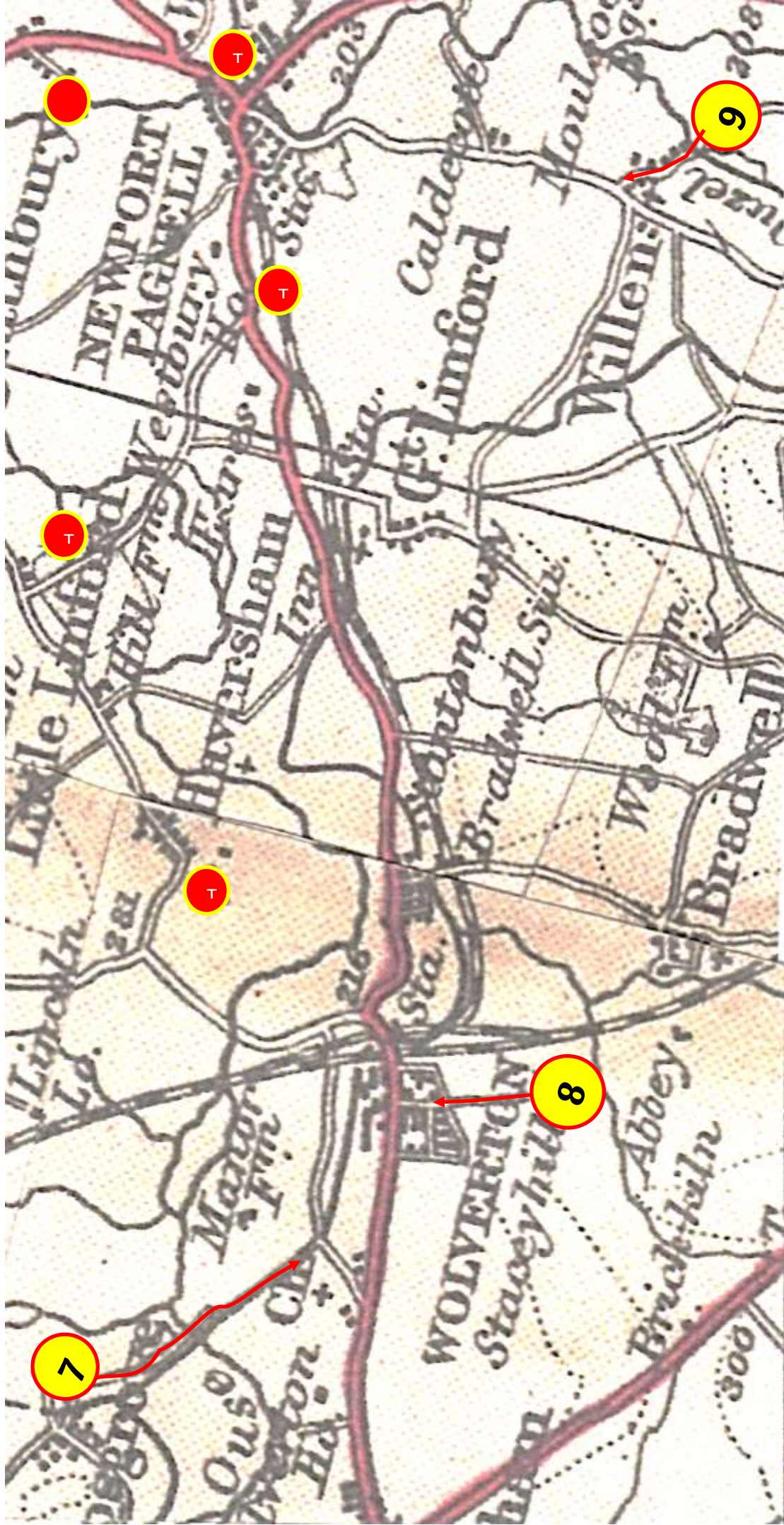
Pick up a CHANCE card.

If after the six they throw a FOUR

They must shout FOUR, as they have hit a golf ball into a nearby wood (next to a road). They have to move there and have a picnic for their go, They must choose to take another player to the picnic, who is then obliged to go there with them.

END

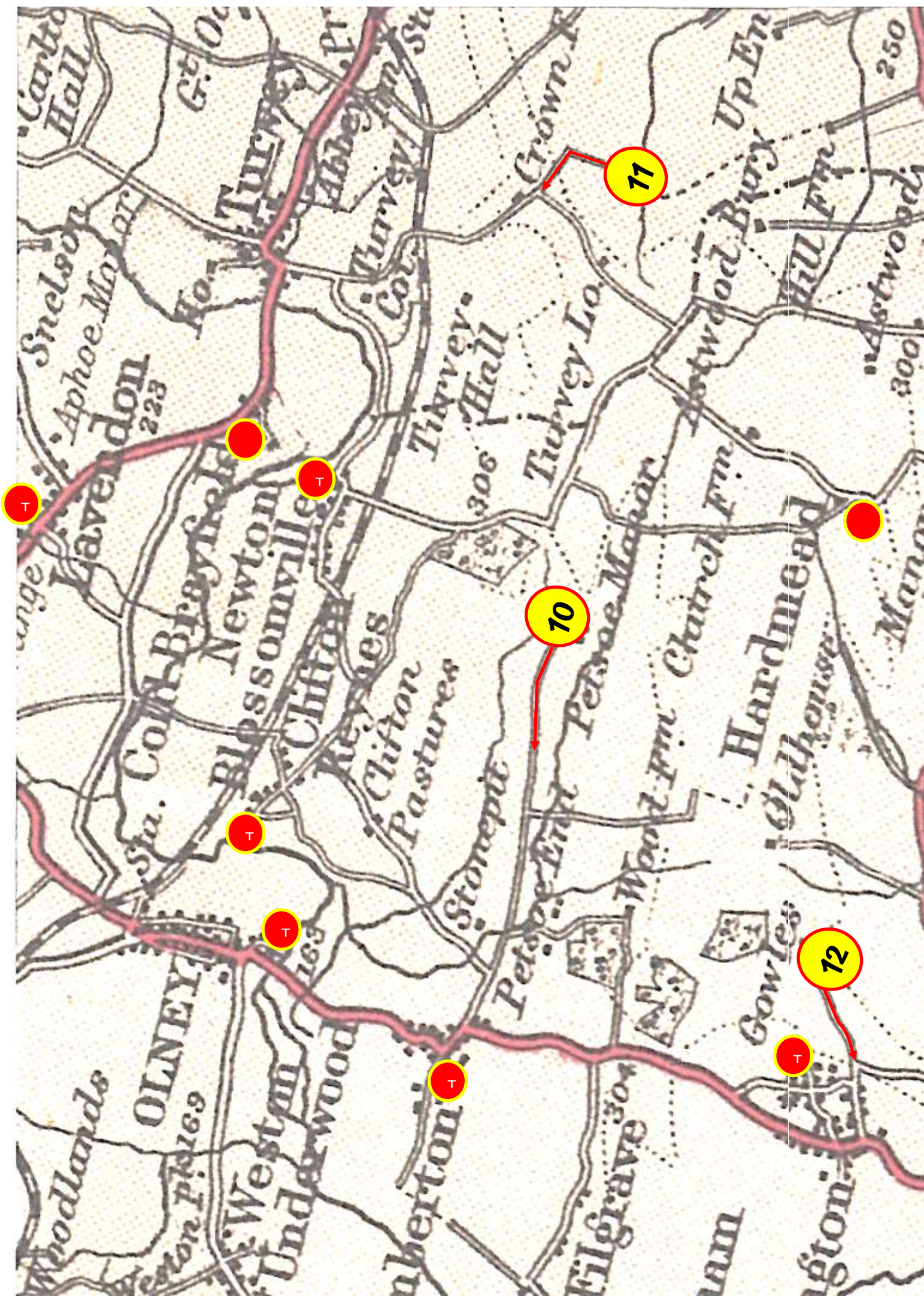
The game ends either when all the churches have been visited (once or more depending on how many copies of the church cards you have made) or the Second Coming card has been found.



Map: W & A K Johnston Ltd. 1949
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CHANGE	
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Newport 2023 — 2030 Deanery



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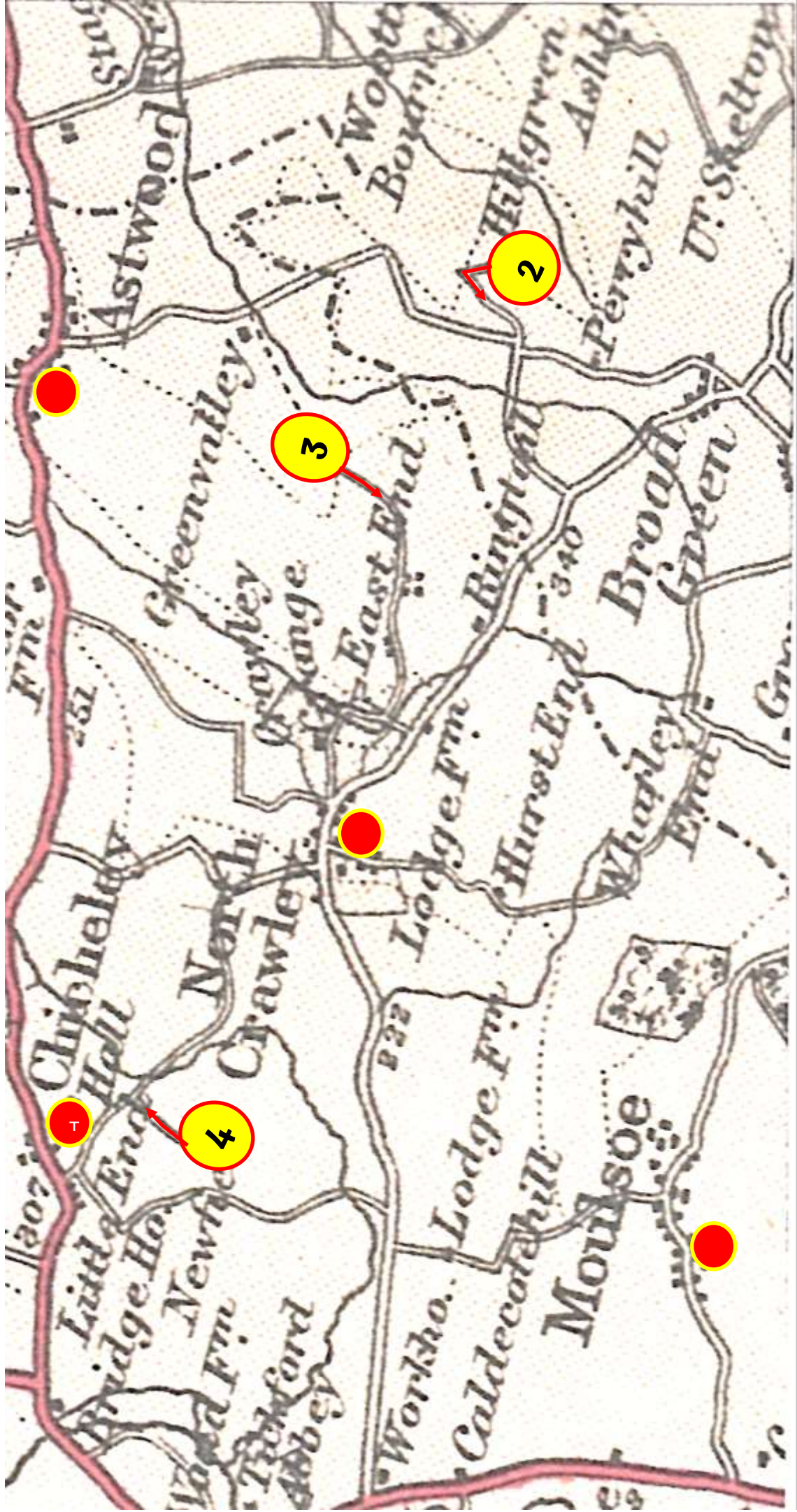
11

10

12

T

Map labels include: Snelson Hall, Aphoe Manor, Lavenham, Newton, Chilton, Keynes, Pastures, Stonepit, Petsoe End, Wood End, Church Farm, Hardmead, Glushouse, Olney, Westan, Underwood, Aberton, Tilgrave, Goules, and Astwood. Elevation markers such as 223, 263, 304, 306, 300, 250, and 300 are also present.



The Deanery Quest