

Print-and-play edition (2026)

A family board game of travelling, trading and planning ahead · 2–6 players · ages 5+ · 20–30 minutes

In this pack

- How to play for kids, quick start and full rules
- Game board: one A3 page, or two A4 pages to join
- 6 Bible moment cards (fronts and backs)
- Coin, food and water tokens (with optional backs)
- 6 donkey stand-ups to colour

You also need

- One die and a small cup
- Scissors, glue or tape
- Colouring pencils or pens
- Card or thick paper for the cards, tokens and donkeys, if you have it

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Print the cards with "flip on long edge" for double-sided, or print the backs separately and glue them on.

Journey to Bethlehem

How to play

A quick guide for young travellers



Walk your donkey from your house all the way to Bethlehem.
Pay 2 coins at the gate to win!



What you carry



Water
for fast moves



Food
for hard roads



Coins
for taxes and the gate

On your turn, choose one



Fast move
Pay 1 water. Roll the die. Move up to that many.

1

Slow move
Free! Move just 1 step.

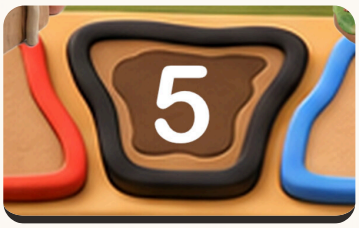
Where did you stop?



Well
Next turn, stay and roll for water.



Trader
Swap up to 3 things.



Hard Road
Pay 1 food to go past, or stop here.



Tax Post
Pay 1 coin.



Bible moment
Stop and read the card together.



Road
Nothing happens. Keep going!

Journey to Bethlehem

Caesar Augustus has ordered a census, and every family must travel to their home town to be registered (Luke 2:1–5). Your family is travelling by donkey to Bethlehem. Pack food and water, keep some coins for the road, and be the first family through the city gates.

Quick start

1. Everyone puts their donkey on the **Start House** (space 1) and takes **6 coins, 2 food and 2 water**. With 6 players, the last player takes **1 extra water**.
2. On your turn choose a **Fast move** (pay 1 water, roll the die, move up to that many spaces) or a **Slow move** (free, move exactly 1 space).
3. Where you stop matters: **Wells** give water, **Traders** swap goods, **Tax Posts** take a coin, and **Hard Roads** cost food to pass through.
4. When the first donkey reaches a **Bible moment** space (with a scroll), stop and read that card together.
5. Reach **Bethlehem** (space 58) and pay **2 coins** at the gate to win.

Setup

1. Each player colours a donkey, or writes their initials on its blanket, and puts it on the Start House (space 1).
2. Each player takes **6 coins, 2 food and 2 water**.
3. Put all the other tokens in a pile in the middle. This is the **Supply**.
4. Put the die in the cup (the **Movement Cup**).
5. The youngest player goes first. Play goes clockwise (to the left).
6. **With 6 players**, the last player (to the right of the first player) takes **1 extra water**, because going last in a big game is a little harder.
7. Put the Bible moment cards in order, 1 to 6, face down by the board.

Your three resources

Resource	What it is for
Water	Pay 1 water to make a Fast move.
Food	Pay 1 food to keep going through a Hard Road.
Coins	Pay at Tax Posts, swap at Traders, and pay 2 to enter Bethlehem.

Space guide

Trader	4, 10, 16, 22, 28, 35, 40, 56
Well	6, 14, 20, 25, 33, 41, 48, 52
Hard Road	5, 12, 17, 24, 27, 30, 38, 43, 49
Tax Post	9, 32, 45
Bible moment	11, 21, 31, 42, 50

All other spaces are Road. Space 58 is Bethlehem.

Your turn

Your turn has three steps.

1. Trade with a traveller (optional)

If another donkey is on the **same space** as yours, you may trade coins, food and water with that player. Any deal you both agree to is allowed.

2. Move

You may move **forward or backward** along the road. Choose your direction first, then choose:

Fast move

- Pay 1 water into the Supply.
- Roll the die.
- Move **up to** the number rolled. You may stop early on any space; extra spaces are lost.

Slow move

- Pay nothing and do not roll.
- Move **exactly 1 space**.

You can never move past the Start House or past Bethlehem.

Hard Roads. A Hard Road (mud on the stone) is hard work for a donkey.

- To move **through** a Hard Road and keep going, pay **1 food** for each Hard Road you pass.
- If you can't or don't want to pay, stop **on** the Hard Road. Your move ends there.
- Stopping on a Hard Road is free, and so is setting off from one on your next turn.

3. Do what your space says

Space	What happens
Road	Nothing.
Well	Nothing yet. On your **next** turn, instead of moving you may stay and **draw water**: roll the die and take that many water. On the turn after that, you move as normal.
Trader	Make up to **3 swaps** with the Supply. Each swap: give 1 coin, food or water and take 1 of a different kind.
Hard Road	Nothing more (the hard work happened while moving).
Tax Post	Pay 1 coin to the Supply. If you have no coins, you **miss your next turn**. Put a token by your donkey as a reminder.
Bethlehem	Pay 2 coins at the gate and you **win**!

Arriving at Bethlehem

When you reach Bethlehem with **2 or more coins**, pay 2 coins and you have entered the city. **You win!** If you arrive with fewer than 2 coins, you wait at the gate. On a later turn you can trade with another traveller who arrives at Bethlehem, then pay and enter; stay and wait; or go back down the road to a Trader or Well to get what you need, then return.

Bible moments

Five Road spaces on the board have a scroll: **11, 21, 31, 42 and 50**. The first time any donkey reaches or passes one, everyone stops. Turn over the next Bible moment card and read it aloud together, then carry on. Each card is read only once a game, and nothing else happens: no rewards, just the story. The sixth card is read by the winner at the gate of Bethlehem.

Card	Space	Bible
1. A message from the emperor	11	Luke 2:1
2. Everyone on the road	21	Luke 2:3
3. Joseph's home town	31	Luke 2:4
4. Mary travels too	42	Luke 2:5
5. A promise about Bethlehem	50	Micah 5:2
6. Born in Bethlehem	58 (the end)	Luke 2:6–7

Winning

The first family to pay 2 coins and enter Bethlehem wins the game.

Making it easier or harder

- **Easier (younger players):** start with 8 coins, 3 food and 3 water.
- **Harder:** start with 4 coins, 1 food and 1 water.

Open the Bible

Read **Luke 2:1–7** together. Joseph went from Nazareth in Galilee to Bethlehem, the town of David, with Mary, who was expecting a baby. When they arrived there was no room for them in the inn, and Jesus was born and laid in a manger.

Talk about it

- What do you think the long journey was like for Mary and Joseph?
- What did your family need most on the road in the game? What did Mary and Joseph need?
- Why do you think God chose for Jesus to be born in a small town, in a simple place?

What the Bible records, and what the game imagines. The Bible tells us about the census and that Joseph and Mary travelled from Nazareth to Bethlehem (Luke 2:1–5). It does not say how they travelled. The donkey is a much-loved tradition, not something the Bible records. The wells, traders, tax posts and rough roads are imagined from what travel was like at the time.

Scripture quotations are from the Berean Standard Bible (BSB). Journey to Bethlehem © 2026 Trueway Kids · truewaykids.com. Free to print and copy for home, church and school use. Please don't sell it or share it as your own.


JOURNEY TO BETHLEHEM
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Board, left half (A4). Use these two pages if you can't print A3. Cut along the dashed line on the right. Lay the last 2 cm of this half over the striped strip on the right half so the pictures match, then glue.



Board, right half (A4). Glue the left half over the striped strip.



Bible moment cards

Cut along the dashed lines. For double-sided cards, print this page and the next on one sheet (flip on long edge).



CARD 1 · SPACE 11

A message from the emperor

Now in those days a decree went out from Caesar Augustus that a census should be taken of the whole empire.

Luke 2:1



CARD 2 · SPACE 21

Everyone on the road

And everyone went to his own town to register.

Luke 2:3



CARD 3 · SPACE 31

Joseph's home town

So Joseph also went up from Nazareth in Galilee to Judea, to the city of David called Bethlehem, since he was from the house and line of David.

Luke 2:4



CARD 4 · SPACE 42

Mary travels too

He went there to register with Mary, who was pledged to him in marriage and was expecting a child.

Luke 2:5



CARD 5 · SPACE 50

A promise about Bethlehem

But you, Bethlehem Ephrathah, who are small among the clans of Judah, out of you will come forth for Me One to be ruler over Israel—One whose origins are of old, from the days of eternity.

Micah 5:2

God gave this promise through the prophet Micah about 700 years before Jesus was born.



CARD 6 · BETHLEHEM

Born in Bethlehem

While they were there, the time came for her Child to be born. And she gave birth to her firstborn, a Son. She wrapped Him in swaddling cloths and laid Him in a manger, because there was no room for them in the inn.

Luke 2:6–7


Bible moment


Bible moment


Bible moment

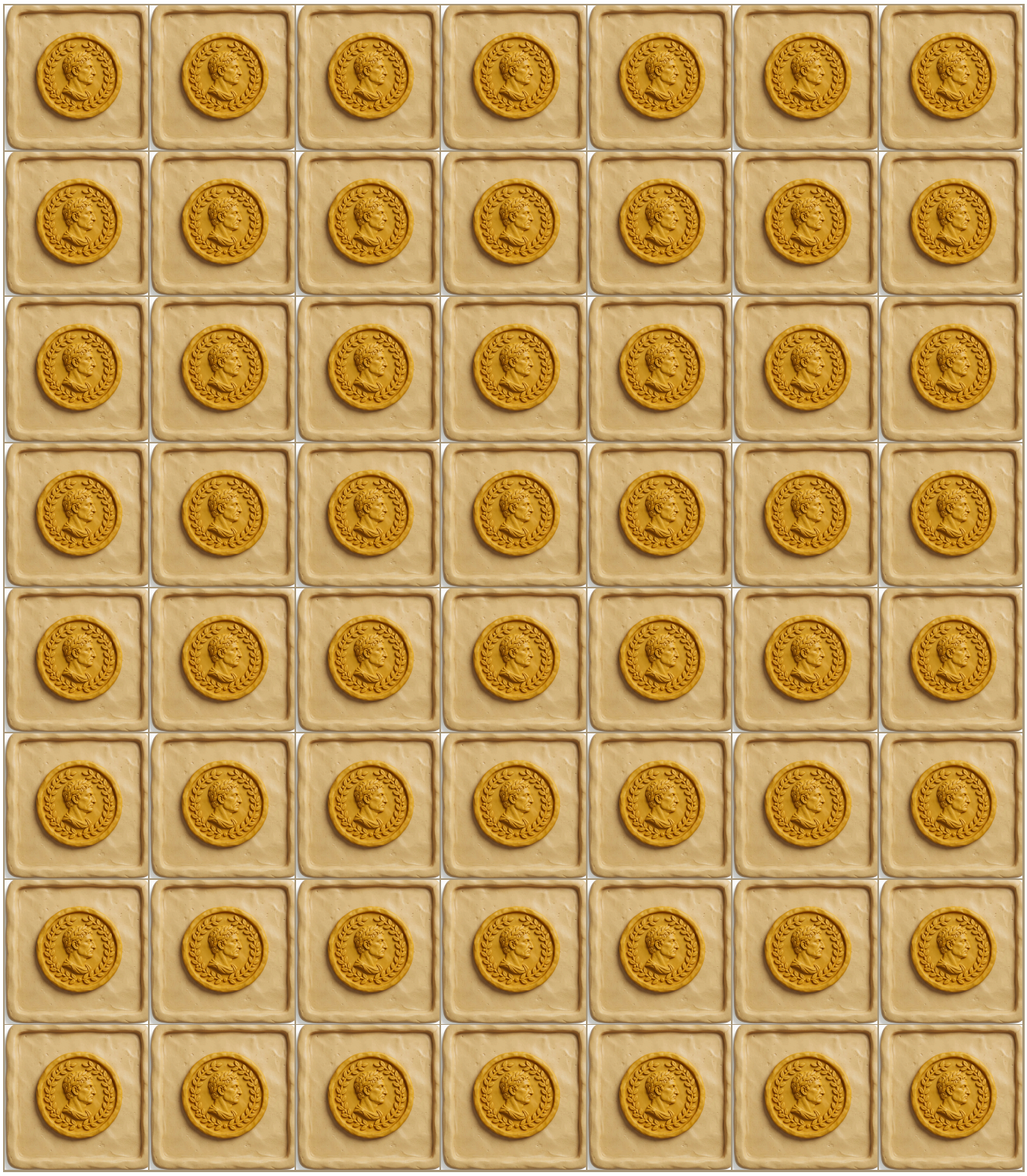

Bible moment


Bible moment


Bible moment

Coin tokens (56)

Cut along the lines. Gluing the sheet onto card first makes the tokens last longer.



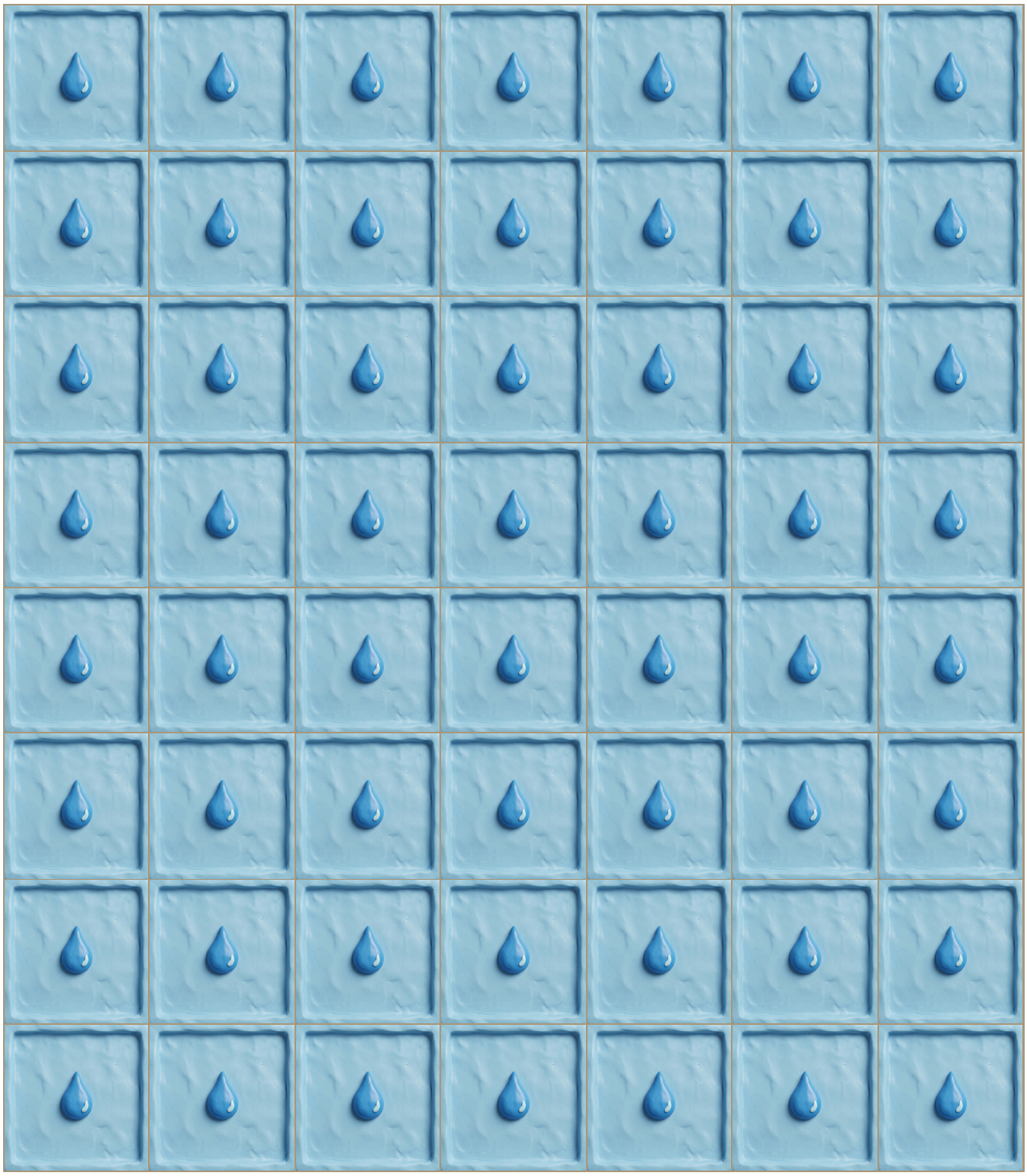
Food tokens (56)

Cut along the lines.



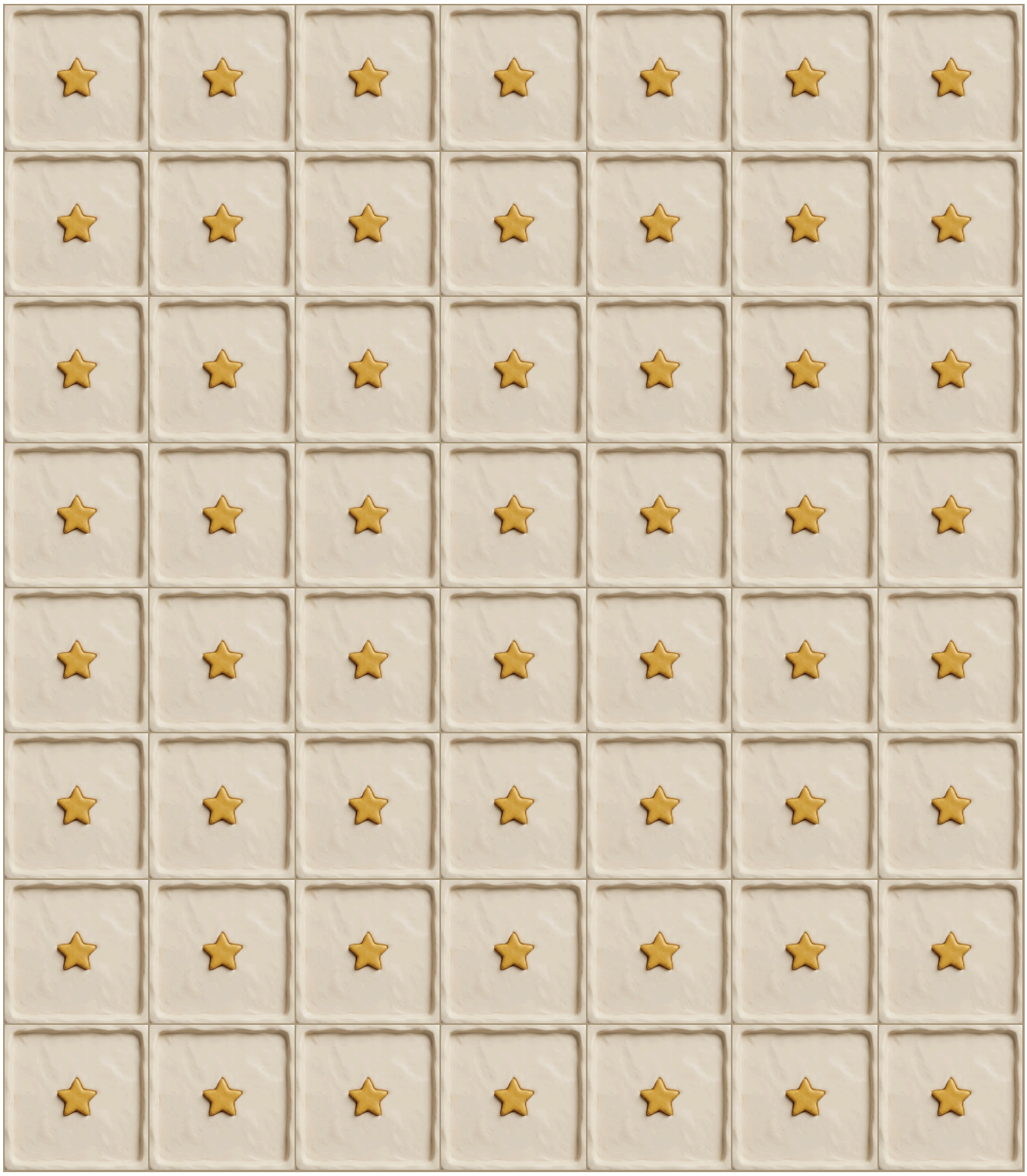
Water tokens (56)

Cut along the lines.



Token backs (optional)

Print this on the back of each token sheet if you want star backs. Every square lines up, so it works whichever way the sheet turns.



Donkey stand-ups (two sets of 6)

Colour each donkey's blanket, or write your initials on it. Cut around the outside, fold along the middle dashed line so the two donkeys are back to back, glue them together, then fold the end tabs out to make a stand.

