# STAR JOURNEY

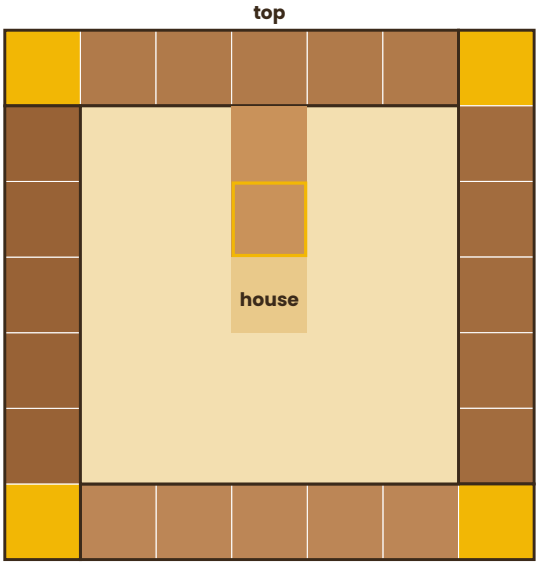
A cooperative Christmas game for 1-4 players. Follow the star to Bethlehem, together!

## What you need


| | | | |
|---|---|---|---|
| 4 road strips | page 3 | Open-house tile (Little Camel) | page 6 |
| Centre board | page 4 | 24 cards + 4 Sandstorm cards | pages 7-10 |
| 39 terrain tiles | pages 4-6 | Verse + talk-about cards | pages 10-11 |
| 10 Sandstorm tiles (S mark) | page 4 | 4 camels, turn tracker, marker | page 6 |


## Setup

1. Put the centre board in the middle of the table, with the house in the middle and the star square at the top.
2. Lay the four road strips around it, like the picture. Each strip starts with a camp on the corner.
3. Shuffle the 39 terrain tiles face down (keep the S tiles aside unless you play Sandstorm). Turn them over one by one to fill the 22 empty squares. Turn wind tiles so the little star is at the top of the board. Put the rest aside unseen.
4. Wind check: if two wind arrows point straight at each other, swap one of them for an unused tile.
5. Put one camel on each camp.
6. Shuffle the 24 cards. Deal them face up: 3 each with 1 or 2 players, 2 each with 3 or 4 players. The rest are the draw pile. Put the marker on 0 on the turn tracker.




The four strips go round the centre board.

## Printing tips

- Print at 100% / Actual size, not Fit to page. Each board square should measure 38 mm.
- Thick paper or card works best (160-300 gsm). Card backs (page 12) are optional: print them on the back of pages 7-11, flipping on the long edge.
- Cut the road strips and centre board on their solid lines, and the tiles and cards on the dashed lines.
- Glue the camel tokens and marker onto card, coins or wooden counters so they are easy to pick up.

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## On your turn, do one thing

- **Play a card:** move camels as it shows, then discard it and draw a new one.
- **Or swap:** discard any card and draw a new one.

  Either way, move the turn marker on by 1. Take turns clockwise. Talk it over: you are all one team!

## The cards

- **Up, Down, Left, Right:** move one camel 1 or 2 squares the way the arrow points.
- **Star:** move one camel 1 or 2 squares, any way you like. Follow the star!
- **Caravan:** move one or two camels the same way, 1 or 2 squares each.

  Camels move in straight lines. They can share a square, but can't leave the board or go through rocks.

## Terrain

- **Rock:** blocks the way. Camels can't go onto it or through it.
- **Oasis:** a camel stops straight away for a drink. Next turn, a camel starting at an oasis can only take one step out.
- **Wind:** a camel that moves onto wind is blown one more square the way the arrow points, for free. It can then carry on with any steps it has left. If the push would go into a rock, a house wall or off the board, the camel just stays on the wind tile.

## The house in Bethlehem

- **One door:** the house has one door, at the top. Camels can only go in by moving down from the square under the star. The other three sides are walls.
- **Arrived:** a camel in the house stays there. When all four have arrived, your score is the number of turns. Lower is better!

## Levels

- **Little Camel (easiest):** put the open-house tile on the house. Camels can go in from any side.
- **Magi:** the normal game, as above.
- **Sandstorm (hardest):** take out 6 desert tiles and add the 10 S tiles before you shuffle. Take out the 2 Star and 2 Caravan cards and add the 4 S cards, so the deck is all arrows.

## Playing alone

Solo play uses the same rules. Hold 3 cards and try to beat your best score.

**How did you do?**

Write your turns on the score sheet (page 6) and try to beat your best. Then read a verse card and pick a talk-about card to chat about together.

Bible verses: Berean Standard Bible (BSB). The BSB is in the public domain.

# Road strips (4)

Cut along the solid lines. All four strips are the same: a camp on the corner, then five road squares.



Tip: glue the road strips onto thin card first. They will lie flat and last much longer.

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# Centre board

TOP



**Sandstorm tiles (10) · only used in Sandstorm. The S mark shows which they are.**




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# Terrain tiles 1–35 of 39



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# Tiles 36–39, open house, camels and turn tracker



Star = this edge to the top of the board.

Open house: Little Camel level only. Lay it on top of the house.




## Turn tracker

| start | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 |

## Score sheet

| Date | Level | Players | Names | Turns | Best? |
|---|---|---|---|---|---|
| | | | | | |
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Up



Up



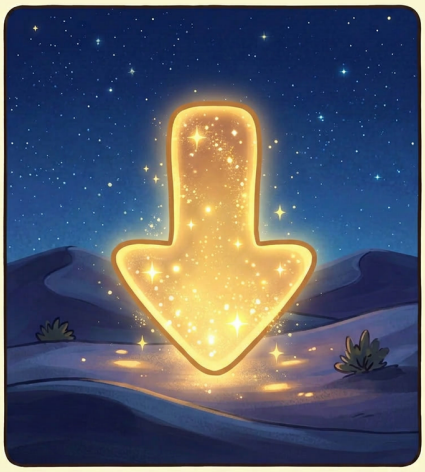
Up



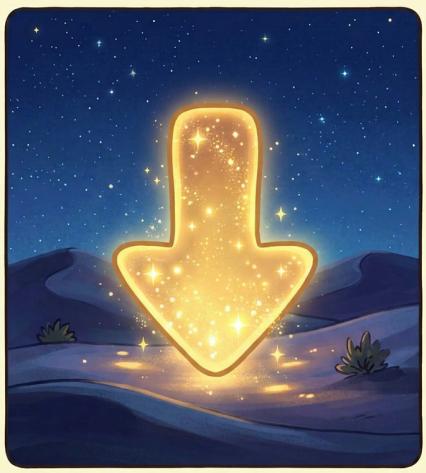
Up



Up



Down



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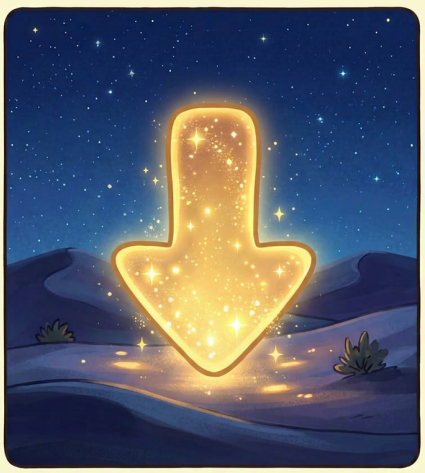

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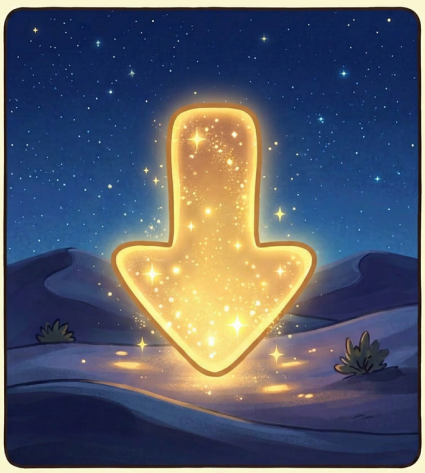

Down

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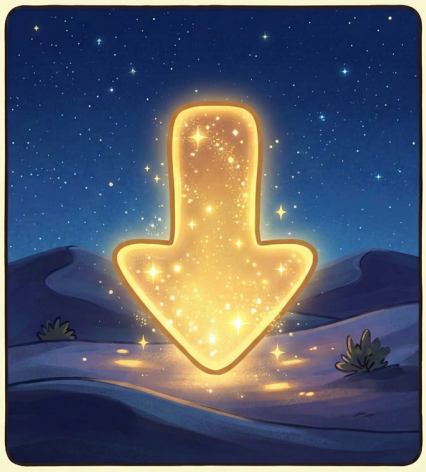

Down



Left



Left



Left



Left



Left



Right



Right



Right

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Right



Right



Star



Star



Caravan



Caravan




Up




Down




Left

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**Last Sandstorm card, 4 quick-rules cards and 4 verse cards · cut on the dashed lines (63 x 88 mm)**




## Right

## Quick rules

| | |
|---|---|
| **Your turn** | Play a card or swap one. Then draw. +1 turn. |
| **Arrow** | 1 camel, 1 or 2 squares that way. |
| **Star** | 1 camel, 1 or 2 squares, any way. |
| **Caravan** | 1 or 2 camels, the same way. |
| **Rock** | Blocked. |
| **Oasis** | Stop for a drink. Next turn: 1 step out. |
| **Wind** | Blown 1 more square, free. |
| **House** | In through the door, under the star. |


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## Verse

"Where is the One who has been born King of the Jews? We saw His star in the east and have come to worship Him."

**Matthew 2:2**



## Verse

"After they had heard the king, they went on their way, and the star they had seen in the east went ahead of them until it stood over the place where the Child was."

**Matthew 2:9**



## Verse

"When they saw the star, they rejoiced with great delight."

**Matthew 2:10**



## Verse

"On coming to the house, they saw the Child with His mother Mary, and they fell down and worshiped Him. Then they opened their treasures and presented Him with gifts of gold and frankincense and myrrh."

**Matthew 2:11**



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**2 verse cards and 7 talk-about cards · cut on the dashed lines (63 x 88 mm)**

## Verse

"Caravans of camels will cover your land, young camels of Midian and Ephah, and all from Sheba will come, bearing gold and frankincense and proclaiming the praises of the LORD."

**Isaiah 60:6**



## Verse

"I am the light of the world. Whoever follows Me will never walk in the darkness, but will have the light of life."

**John 8:12**



## Let's talk

The Magi travelled a very long way to find Jesus. Which part of our journey today was the hardest?



## Let's talk

The star went ahead of the Magi and showed them the way. Who helps show you the way to Jesus?



## Let's talk

When the Magi saw the star, they were filled with joy. What makes you really glad about Christmas?



## Let's talk

The Magi gave Jesus gold, frankincense and myrrh. What gift could you give Jesus that you can't buy in a shop?



## Let's talk

The Magi came from a faraway country, not from Israel. What does that tell us about who Jesus came for?



## Let's talk

After meeting Jesus, the Magi went home by another route. How might knowing Jesus change the way we go?



## Let's talk

One camel had to wait at the oasis, but the caravan got there together. How can we help each other this week?



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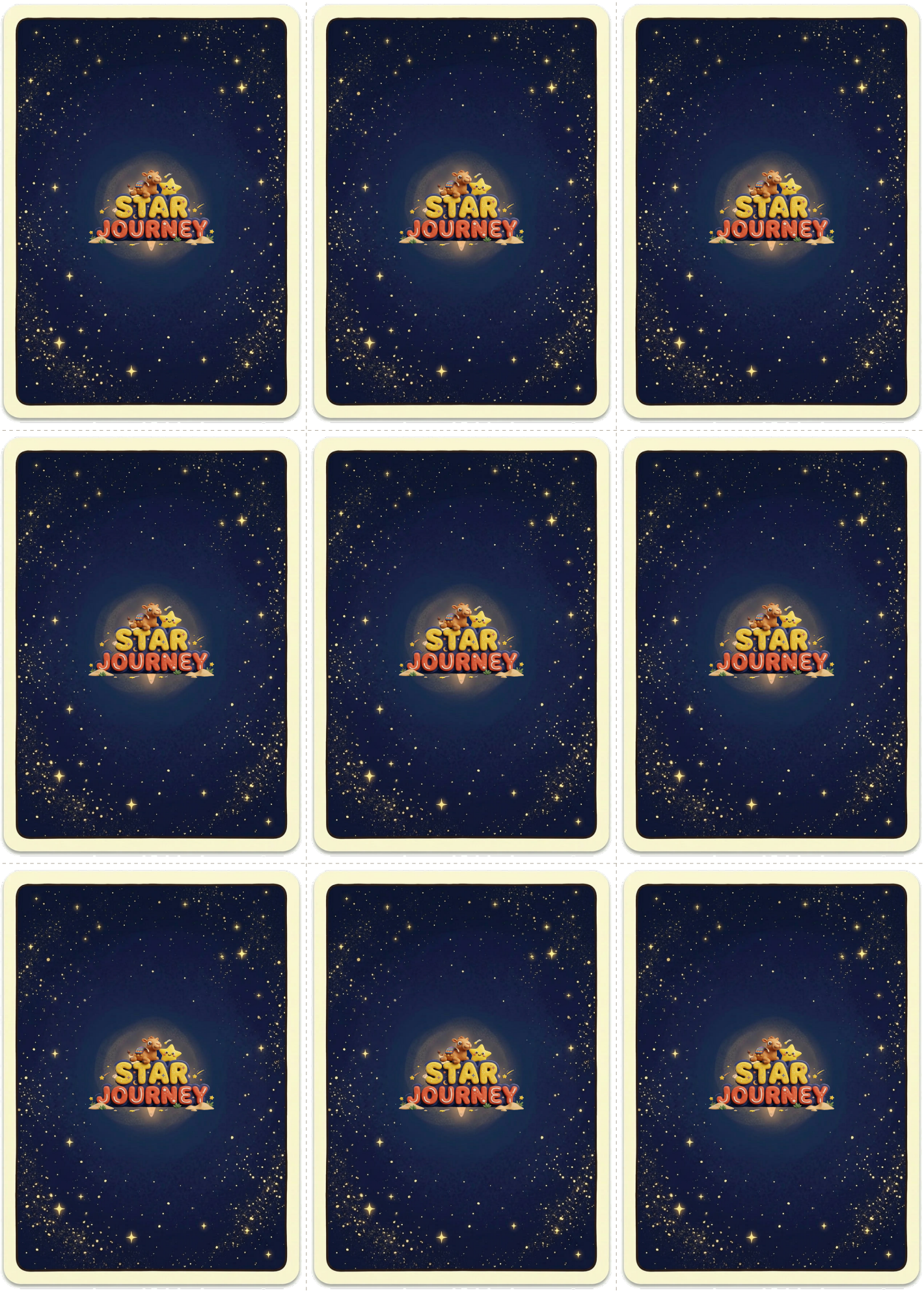
**Card backs (optional) · print on the back of pages 7-11, flipping on the long edge**

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