

# HOLY FAMILY JOURNEY GAME!

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*For All Ages.*

*You will need a Deck of Cards (with the jokers) for this journey.*

- Begin by putting your stable in a special central place in your home.
- Then spread the Holy Family crew throughout that room or even your whole home.

*You might hide the baby Jesus somewhere very special (but don't forget where).*

## RULES

- Mary & Joseph may not arrive at the stable until Dec. 20th
- Jesus may not arrive at the stable until December 24!
- The entire Holy Family may move together from the stable after December 25.
- The Wise Men may not meet the Holy Family until January 5<sup>th</sup>
- Each day you will draw one card.

*The shape decides what moves,*

*The number/type decides how:*

- Any Heart: Move the Holy Family.
- Any Spade: Move the Angels.
- Any Diamond: Move the Wise Men, and any 'other' characters.
- Any Club: Move the Shepherds.
  
- Numbers 2-5: Move them closer to the stable.
- Numbers 6-10: Move them further from the stable.

- King: Add a leader (real or fictional) to your stable scene. You can print a picture, draw a picture or use a toy.
- Queen: Add someone, or something that represents someone, in need to your stable scene. Print an image, draw a picture or symbol, or use a toy.
- Jack: Add more animals and creatures to your path to your scene. Print, draw or use a toy.
- Ace: Add your family, friends and people you love to the journey to the scene. Print or draw these people.
- Joker: Sin and grief. Everything must be moved further from the stable and each other.