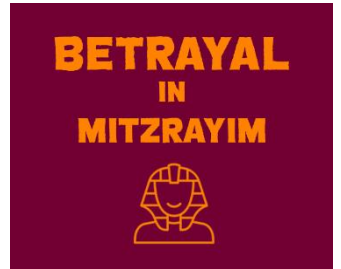


Betrayal in Mitzrayim



The game consists of two teams: the Israelites and the Egyptians. The aim of the game is simple - the Israelites want to make it to Freedom and the Egyptians want to follow the path of slavery. Your goal for the game will depend on your identity.

Every player is given an 'identity' card and 2 'journey' cards: a Freedom card and a Slavery card. The identity card tells you whether you are an Israelite, Egyptian or Pharaoh. You are now ready to start the game.

The game is played by each player taking a go in a clockwise fashion. On your go, you need to select another player to join you on your journey. You can choose any player to join you in this attempt (ideally you want to pick someone who you think is on your team and aligned with your goal).

Once you have chosen the second player to join you, both players must select one card to play from their Freedom and Slavery cards.

If you are an Israelite, you must play the Freedom card, you have no choice.

If you are an Egyptian (or Pharaoh), you have a choice. You can either play the Slavery card to get one step closer to Slavery or you can lie by playing a Freedom card to trick others as to your real identity.

The selected cards from both players must be played face down into the 'Cards in Play' pile on the left of the board. The remaining two cards must be put face down into the 'Discard' pile on the right of the board.

A third player who is not involved in this attempt takes the two cards from the 'Cards in Play' pile, shuffles them and then reveals them to the entire group.

If both cards show 'Freedom', then the Israelites are one step closer to Freedom. Add a counter to the board to show a step closer to freedom.

If any of the cards are Slavery (i.e. one or both), the attempt has failed and the Egyptians are one step closer to slavery. Add a counter to the board to show a step closer to slavery.

After the reveal of the two cards, a discussion can take place to question the two players as to who played which card. No players are required to tell the truth about what they played and why. We now move clockwise to the next player who repeats this process.

When 4 counters are placed in either the direction of Freedom or Slavery, the game ends and either the Israelites or the Egyptians win.