

Forgiven Game Instructions



The card deck consists of 44 cards from 1-12 and 5 forgiven cards. **The object** of the game is for each player to move their 4 pawns from start to home using the card deck for each move. **The winner** is the player who gets all 4 pawn players home. Play with 2-4 players.

To begin, choose a set of pawns and locate your color coordinated “start” and “holy zone.” The youngest player goes first. Shuffle the cards, and place them face down on the board. Turn one card over at a time. Follow counterclockwise for the next turns. **To start a pawn out**, players must draw cards 1, or 2, or be on the receiving end of a forgiven card. By drawing a 1 or a 2 only gets the pawn out of the start. No extra moves are made moving forward. (Except for the #2 card, the player draws again.) **Forward Moves** are indicated by following the board arrows.

Rules:

1. **Only one pawn** may occupy a space at a time. If a player’s pawn in whatever moves ends up in an opponent’s square, the opponent’s pawn must return to their start.
2. **Forfeited Moves.** If a player has no pawns on the board, the turn is forfeited unless they draw a 1, or a 2, or on the end of receiving a forgiven card. No player has to return their own pawn to start.
3. A player can pass over their own pawns or an opponent’s pawns in moving forward but **every square must be counted.**
4. A pawn cannot move forward their **“holy zone”** lane to home.
5. Each player must play the full amount of the cards unless turn is forfeited.
6. **To get home**, player must make it around the board following the arrows. Once a pawn is in the holy zone, he is safe. No card can be played against that pawn.
7. Once home, the pawn is out of play.
8. **Slides:** If a pawn lands on a slide that is not of the same color, the pawn slides to the heart, and follows the instructions of the heart. A pawn cannot slide down their own color slide.
9. First player to get all 4 pawns home, **wins!**