

## The Neckerchief Journey

The aim of the Pathfinders is "the Advent Message to all the world in my generation."

In this semi-cooperative game—that is, everyone plays together against the deck—your mission is to spread the gospel to the four corners of the Earth. However, you will face various temptations that may make you give up on this mission and even lose something very valuable: your neckerchief. Sin cards are mixed into the deck and if you draw one and do not have the Jesus card to protect you, you will lose your neckerchief and be eliminated from the game.

The winners are the players who remain in the game when the last of the Three Angels' Messages cards is revealed—those who keep their neckerchief until the end for being pure, kind and true, steadfastly resisting all temptation.

### SETUP

First, separate the Neckerchief, Leader's Neckerchief, Jesus, Three Angel's Messages and Sin cards from the main deck. The Leader's Neckerchief cards should be visible to everyone. Then, distribute one Neckerchief card and one Jesus card to each player. Remove any remaining Neckerchief cards from the game.



Distribute five more cards to each player, totaling seven cards in each player's hand. Seven... Does that number remind you of anything?



Now, open a collection of Class cards, meaning one of each type, and keep those six cards "open". Each player can discard three cards to draw any of these Class cards.



Finally, includes an extra Jesus card, the Three Angel's Messages and the remaining Sin cards back into the deck. Shuffle again and you're ready to go: the game begins, led by the oldest player.

#### NOTE:

**For games in pairs:** add only 3 Sin cards and 2 Jesus cards to the deck

**For trio games:** add 4 Sin cards and 2 Jesus cards.

**For games of four to six players:** add all available cards.



## HOW TO PLAY

During your turn, you may play as many cards from your hand as you wish in a single round. But beware: this may not be the best strategy. You must play your cards before drawing a new one from the deck.

Once you draw, your turn immediately ends, even if the card you drew is great! If the card you drew is a Sin, you'll have to find a way to get rid of it to avoid being eliminated.

If it's one of the Three Angels' Messages cards, reveal it immediately and place it in the center of the table.

The winners will be those who complete the preaching of the Gospel by revealing the fourth card of the Three Angel's Messages, while keeping their neckerchief until the end of the game. Are you ready? What are you waiting for? Go ahead, preach the Gospel, face the temptations, protect your neckerchief, and have fun on this exciting adventure: The Neckerchief Path!



## CARTAS

**Neckerchief:** It is what identifies us as Pathfinders. Every player starts the game with a Neckerchief card placed in front of them. But beware, if you draw a Sin card and cannot get rid of it, you will lose your neckerchief and be eliminated from the game! (6 cards)



**Sin:** Be careful with these cards, they are real traps! There are six of them hidden in the deck. If you draw one and have no way to escape, unfortunately you are eliminated, as you will lose your neckerchief. In this case, the Sin card must be placed over the Neckerchief card, indicating that it was an insurmountable challenge on your path. However, if you manage to escape by drawing one of these cards, you should return it to the deck and shuffle it again, because sin always bring disorder into our lives. (6 cards)



**Jesus:** This card is your salvation! All players start with one of these cards, because Jesus always wishes to be close to us. If you draw a Sin card, the Jesus card gives you a second chance, preventing you from losing your neckerchief. In this case, the



Sin card returns to the deck, being placed wherever the player chooses, and the Jesus card is discarded. (7 cards)

**Three Angel's Messages:** Our aim is to spread the Gospel to the four corners of the Earth. When you draw one of these cards, reveal it immediately. The player who draws the fourth and final card completes the preaching to the four corners, and all players still in the game win. (4 cards)



**Classes:** In our clubs, when we complete the classes, we are invested as leaders, right? The same happens in this game: whoever manages to collect all six different Class cards becomes eligible to be invested as a leader by exchanging them for the Leader's Neckerchief card. And like every good leader, it's important to know those who paved the way before us. That's why these cards features some of the great figures who marked the history of the Pathfinder Club: James White (pioneer organizer, editor, and youth leader of Adventism), Marjorie March (introduced the use of the neckerchief in the uniform), Henry Berg (created the flag and the anthem), Laurence Skinner (first world director), John Hancock (created the official emblem), and Leo Ranzolin (strengthened and expanded international camporees). To facilitate your "investiture", you are allowed to trade duplicate class cards with other players at the end of each round. (4 cards for each class).

**Leader's Neckerchief:** This special card can only be obtained by gathering all six Classes mentioned above. Upon achieving this, place the Leader's Neckerchief over your Neckerchief card. With this new neckerchief, you gain the privilege to peek at the first card of the deck in all rounds to check if it is a Sin card or not. You must not tip other players about what is in the first card of the deck. But if you decide to skip your turn, probably everyone will realize what "may be coming". Important: the Leader's Neckerchief cannot be passed to another player. (4 cards)



**Sword:** When played, you don't have to draw a card, and the next player must pick two, unless they can stack another Sword (as you're probably already used to in *Uno*). If the "attacked" player draws a Sin card, they will need the Jesus card to help them. If they draw two Sin cards, they will need two Jesus cards. Attacks can accumulate, always adding to the number of cards the next player must draw: +2, +4, +6, and so on. (6 cards)



**Shield:** This card is your protection! When you draw a Sin card, place the Shield over it, buying time until you get an extra Jesus card or a Motto card. If another Sin card appears before then, you will be eliminated. (5 cards)



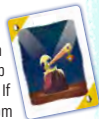
**Motto:** "The love of Christ compels us." If you draw a Sin card and don't have the Jesus card, this card allows you to ask another player if they have the Jesus card to save you.

If they do, they must give you that card; after all, Jesus would never refuse to help someone in need! (3 cards)



**Bible:** This card allows you to skip your turn, just as the Bible helps us get through life's difficulties. (6 cards)

**Camporee:** When you play this card, you skip your turn and choose a player who must set up a "tent" using the next three cards from the deck in just one minute. If they succeed, they keep the three cards (or can give them to other players). If they fail, they must return the cards from the bottom of the deck. If one of the three cards is a Sin card, they must resolve it. (3 cards)



**Three-Sided Symbol:** When playing this card, you can look at the next three cards in the deck and choose one to keep. Once you have chosen one, return the other two cards to the deck in the same order they were placed. (5 cards)

**United Order:** Change the direction of the game. The player who used this card does not need to draw a new card on their turn. Important: Remove these cards if you are playing in pairs. (4 cards)

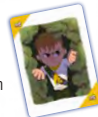


**Excellence:** As you are a very dedicated and exemplary Pathfinder, this card allows you to request a gift card from another player (leaving the choice to them). If you want to take a risk, you can



directly ask for the Classes card or the Leader's Neckerchief card from that player. If the chosen player has the card you requested, they must give it to you. If not, you lose the chance to gain a new card. (4 cards)

**Specialist:** As an experienced Pathfinder full of specialties, you can play this card to shuffle the deck and try to scatter—and even escape—Sin cards! (3 cards)



**Maranatha:** With this card, you can draw four new cards. If you have a Leader's Neckerchief, you can look at the cards before choosing one for yourself and deal the other three to other players. Without the Leader's Neckerchief, the choice is blind. In games with three players, the player who used this card will end up with an extra card. In pairs games, each player will receive two cards. (4 cards)



## VIDEO TUTORIAL



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