

Walk to Jesus

simplified version

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Setup

Each player selects their color. Set the board and place the Angels to the Islands of the corresponding color - red Angels on the Vulcano, blue Angels on the Iceberg, yellow Angels on the Desert and green Angels on the Wild. Place one angel for each player on the Starting tile of their color.

Shuffle the cards. Roll the die to determine who plays first. The order of play is in the clockwise orientation - the player on the left of the active player plays next.

Turn

Player rolls the die and must move one of their Angels in the game for that many tiles forward in the clockwise orientation on the circle the angel is located, unless it is Good or Bad Deeds. Some tiles have special meanings:

- Good Deeds - this angel will go one circle higher (inwards) the next time it is moved
- Bad Deeds - this angel will go one circle lower (outwards) the next time it is moved
- Devotion - player gets another die roll, they can move any one of their Angels
- Temptation - the angel is caught until saved
- Sin - the angel must return to the player's Island
- God's Mercy - the angel is safe on this tile; when the angel lands here the player can decide to:
 - bring another one of his Angels in the game (place it to their Starting tile)
 - or save one angel captured in Temptation; this can also be another player's angel for what they get a Divine Grace card; *see Help Other Players*
- Seraph - land your angel to the Seraph tile of your color to start your Salvation; *see Salvation*
- Jesus - in the center of the map is the Son of God; the player that reaches Him first is the winner, but also other players get their chance of Salvation.

Special Features

- **Help other players** - when your angel lands on a tile occupied by another player's angel, you can decide to kick their angel back to their Island or to help them. If you decide to help them place your angel next to their on the same field and that player will get an extra die roll on their next turn. You get a Divine Grace card. Only two Angels can be at the same tile at the same time. You can not have more than one of your Angels on the same tile.
- **Salvation** - when you come to Heaven and land your angel on your Seraph you start your Salvation. Roll the die as many times as you have Divine Grace cards. If you get [6] you have been saved. Move your angel to the Jesus' tile - you win. Now also other players roll the die for their Salvation with their Divine Grace cards. If you did not get [6] give back all your Divine Grace cards and return the angel that landed on the Seraph tile back to your Island.

- **Divine Grace cards** - every time you help another player you will get one Divine Grace card. Player can only have up to five Divine Grace cards, they will need them for Salvation. If you get more you can decide to give your extra cards to other players that don't have five of them yet or discard them.

Fast game

Place all the Angels (even if there are less than four players) in the game. Place one angel of the corresponding color to their Starting points and one Angel of each color to a plain tile in the second and the third circle. Each player gets two Divine Grace cards. Angels in the colors without player are not moving, but they can be helped.

If you do not have a free angel (Angels in Temptation are not free) in the first circle, you can decide to move any one of your Angels (from your Island or from the Game) to your Starting tile. In this case you do not roll the die for movement. You can not use this action to move your Angels from Temptation, unless all three of your Angels are caught in it.