Errand of Mercy Game

Throw dice and move a marker as many spaces as the dice tell you. Write on the scorecard the number of spaces moved. If you land on a space that names an act of mercy, add the number given there to your score. Each player gets six turns; the one with the highest score wins.

START

2 Make a sacrifice for the suffering.

6 Forgive those who hurt you.

1 Give food to the hungry

4 Share something you like with others.

5 Do a kind deed for someone who has hurt you.

3 Give clothes to the poor.

5 Pray for those who do not like you.

1 Give some money to the poor.

6 Be kind to those who have handicaps.

4 Listen to someone's problems.

5 Lend someone something.

3 Care for the sick and the elderly.

Scorecard
Total Score