





















Directions:

1. Give each team a set of "CP Money." Each team puts its game marker on Start.
2. One team rolls the cube and moves the number of spaces it shows. When a team lands on a picture, they buy that object. A leader then gives them a picture of the object. If a team doesn't have enough money to buy that object, the next team takes a turn.
3. Let teams take turns playing.
4. Keep playing until each team has everything its missionary needs (gas, rent, food, a Bible, and a JESUS film).

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|--|---|--|---|---|
| GAS  | JESUS FILM  | BIBLE  | RENT  | FOOD  |
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