

CALLED TO FOLLOW

A Disciple's Journey



An imaginative Bible storytelling game

Ages 10+ | 1-12 players | No dice required

Created by Marcus Draper • deskatur.com

PRINTABLE PLAYTEST EDITION 1.0

Your journey begins here

A Bible, a pencil, and your imagination are enough.

Welcome, storyteller.

Choose one of Jesus' twelve disciples. Imagine ordinary life before his calling, walk through scenes from Jesus' ministry, and discover the hope of His resurrection and the beginning of the Church. Your journal becomes the book you take home.

What is the goal?

Finish a story you are glad to share. There are no points, battles to calculate, or winners and losers. One sentence or a drawing is enough for a turn. You may tell an adult your answer and ask them to write it down.

What you need

This book, paper or the reusable journal pages, a pencil, and a Bible in a translation your family uses. Optional: crayons, a folder, and scissors for the helper cards. You can play without cutting anything out.

How long does it take?

Allow about 10-20 minutes for one scene, or longer for a group. Play one scene a day or several at a sitting. There are 24 scenes. Stop after any scene and mark the next one on the journey tracker.

Find your way

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Choose a disciple: pp. 6-11 • Judas route: p. 12 • Tracker: p. 13
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Your first turn

READ • IMAGINE • WRITE • SHARE IF YOU WANT

1. Choose

Pick a disciple on pages 6-11. Write your name and his name on your journal cover. In a group, choose different disciples.

2. Read

Begin with Scene 01. Read the short Bible anchor, then look up the passage if you can. Read the imagined setting and choose one of its two writing paths.

3. Imagine

Picture a sound, an object, or a feeling. The choice changes what you write about, not what happens in the Bible.

4. Write or draw

Use the space below the scene or a journal sheet. Write one sentence, a paragraph, or more. Use the sentence starter or a helper card if you get stuck.

5. Finish your turn

Share only if you want. Mark the scene complete. Go to the next scene or stop and keep your pages together.

Example: a player chooses Peter

For Scene 01, the player chooses a tool. She writes: I folded a rough fishing net. I hoped tomorrow would bring enough fish for my family. That is an imagined journal entry, not a quotation from Scripture. Her turn is complete!

A circle where everyone is heard

For 2-12 players. Solo players can move straight to page 5.

Set the circle

Choose different disciples and sit in a circle. Pick a reader; an adult can help younger players. Each player keeps a private journal. One shared copy of the scene is enough.

Read together, write together

The reader reads the Bible anchor and prompt. Everyone writes or draws at the same time. Allow about five minutes, with extra time if needed. A player may say Ready or ask for more time.

One voice at a time

Pass a pencil or the My Turn card clockwise. Only its holder shares. Everyone else listens. A share can be one sentence or about a minute. Say Finished and pass the marker. Passing without sharing is always allowed.

Questions wait for a pause

Raise the Question card or a hand. The reader invites questions after the current person finishes. Do not interrupt, correct another person's spelling, or score their faith.

Keep the story moving

After every player has had a turn, enjoy a short open discussion. Mark the scene complete together. Begin with a different player next time. If someone is away, skip their turn and let them catch up later.

Your words belong to you

Ask permission before copying anyone else's journal entry into your book. A group book can include contributions people choose to share. Nobody must read personal feelings aloud.

Scripture is our anchor

BIBLE ANCHOR means a Bible-based summary

Each scene gives a short paraphrase and a passage to read. These summaries are not Scripture quotations. Use your own Bible for the exact words. This book is a creative activity, not another Gospel.

IMAGINE means creative space

Invent small details such as a dusty sandal, an ordinary meal, or a quiet thought. Invented dialogue and feelings are not known historical facts. Do not invent teachings or quotations and attribute them to Jesus.

A disciple is not in every scene

When a passage does not place your disciple there, write as someone hearing the account afterward. Say: I heard that... or I wondered what it was like... Do not claim every disciple saw every event.

The recorded story stays the same

Jesus' death, burial, and resurrection are not outcomes a player can change. Your choices shape your journal's focus. Scenes are a selected journey, not a complete harmony or exact timeline of all four Gospels.

Gentle handling of hard moments

Some scenes include betrayal, death, and grief. No graphic descriptions are needed. You can draw a symbol, write as an observer, or pause and talk with a trusted adult. The Judas route has a separate transition on page 12.

A note to grown-ups

Read the hard scenes before sharing them with children. Help with unfamiliar words. Ask what a child noticed rather than testing their spirituality. The game welcomes short answers, questions, and quiet participation.

Choose your disciple

Profile 1-2 of 12 • Writing lenses are invitations, not fixed personalities.

Peter (Simon)

Scripture tells us: He and his brother Andrew were fishermen. Jesus called them to follow Him. Peter later denied knowing Jesus; the risen Jesus spoke with him beside the lake.

Read: Matthew 4:18-20; Luke 22:54-62; John 21:15-19

Imagination sparks: A net, a shoreline, a second chance.

Try this question: What might learning to listen look like for you?

Andrew

Scripture tells us: Andrew was Peter's brother. He brought Peter to Jesus and later mentioned a boy with bread and fish.

Read: John 1:40-42; 6:8-9

Imagination sparks: An introduction, a small gift, a friend.

Try this question: Who might you notice when others are looking elsewhere?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Choose your disciple

Profile 3-4 of 12 • Writing lenses are invitations, not fixed personalities.

James, son of Zebedee

Scripture tells us: James and his brother John were fishermen. They left their boat and father to follow Jesus. He is a different disciple from James son of Alphaeus.

Read: Matthew 4:21-22; Mark 10:35-45

Imagination sparks: A boat, a brother, a lesson in serving.

Try this question: What could you learn about helping without being first?

John

Scripture tells us: John was James's brother and one of the Twelve. Jesus sent Peter and John to prepare the Passover meal.

Read: Matthew 4:21-22; Luke 22:8-13

Imagination sparks: A shared task, a table, careful attention.

Try this question: What small detail of a shared day would you remember?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Choose your disciple

Profile 5-6 of 12 • Writing lenses are invitations, not fixed personalities.

Philip

Scripture tells us: Jesus called Philip to follow Him. Philip told Nathanael about Jesus. Later, Jesus asked Philip about feeding a crowd.

Read: John 1:43-46; 6:5-7

Imagination sparks: A road, an invitation, a difficult question.
Try this question: What question would help you understand a scene?

Bartholomew

Scripture tells us: Bartholomew is named among the Twelve. Scripture gives little detail about his earlier life. He is often identified with Nathanael, but the Bible does not explicitly state that identification.

Read: Matthew 10:2-4; compare John 1:45-51

Imagination sparks: A name, a place in the group, a fresh beginning.
Try this question: How might you contribute even when little is said about you?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Choose your disciple

Profile 7-8 of 12 • Writing lenses are invitations, not fixed personalities.

Matthew

Scripture tells us: Matthew was sitting at a tax booth when Jesus called him. Matthew got up and followed.

Read: Matthew 9:9-13; 10:3

Imagination sparks: A worktable, an invitation, a welcome.

Try this question: What might it feel like to leave a familiar place?

Thomas

Scripture tells us: Thomas was one of the Twelve. He asked Jesus a question about the way and later met the risen Jesus after missing an earlier appearance.

Read: John 14:5-6; 20:24-29

Imagination sparks: A question, a doorway, a discovery.

Try this question: How can an honest question become part of your journal?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Choose your disciple

Profile 9-10 of 12 • Writing lenses are invitations, not fixed personalities.

James, son of Alphaeus

Scripture tells us: This James is named among the Twelve. Scripture tells us little about his work or life before his calling. Do not confuse him with James son of Zebedee.

Read: Matthew 10:3; Acts 1:13

Imagination sparks: A quiet act, a listening ear, a companion.

Try this question: What good thing could happen without anyone applauding?

Thaddaeus (Judas, son of James)

Scripture tells us: Matthew names Thaddaeus; Luke lists Judas son of James, commonly understood as the same apostle. John records a question from Judas, not Iscariot. He is not the betrayer.

Read: Matthew 10:3; Luke 6:16; John 14:22

Imagination sparks: A question, a conversation, a careful listener.

Try this question: What would you like to understand more clearly?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Choose your disciple

Profile 11-12 of 12 • Writing lenses are invitations, not fixed personalities.

Simon the Zealot

Scripture tells us: Simon the Zealot is named among the Twelve. The Bible gives little detail about his earlier life. His title does not give us a complete account of his politics or actions.

Read: Luke 6:15; Acts 1:13

Imagination sparks: A new companion, a common purpose, patience.

Try this question: How might you learn alongside someone different from you?

Judas Iscariot

Scripture tells us: Judas was one of the Twelve and later betrayed Jesus. His route ends differently. Read page 12 with a grown-up before choosing him.

Read: Matthew 10:4; 26:14-16,47-50; 27:3-5

Imagination sparks: A hidden choice, honesty, consequences.

Try this question: What can a reader learn about bringing a wrong choice into the light?

For every disciple: unknown childhood, family details, and private thoughts must be labeled imagined. You can choose any writing path on a scene page.

Judas: a different path

Read with a trusted adult before selecting this disciple.

Before and during the ministry

Play Scenes 01-14 using the same prompts. Do not make betrayal a mission to achieve. A writing prompt is a chance to reflect, not a reward for hurting someone.

At Scene 15, change your viewpoint

Read the betrayal account briefly. You do not need to act it out, persuade anyone to betray, or write Jesus' invented words. After this scene, close Judas' first-person journal and begin a new section labeled Observer's Pages.

A gentle, truthful transition

Matthew 27:3-5 tells of Judas' remorse and death by suicide. An adult may read the passage privately; children need no description of how he died. The game does not ask players to portray his death. Judas does not return as a witness to the risen Jesus.

Scenes 16-22: observer pages

Write in your own voice as a reader: The account tells us... or I learned... You are not inventing another apostle or claiming to have been there. Follow the observer notes on the remaining scenes.

At Scene 23: an optional new beginning

Acts 1:15-26 tells how Matthias was chosen to join the eleven. Continue as an observer, or begin a separately titled Matthias chapter for Scenes 23-24. Matthias is a new character, not Judas renamed.

A player is never the character

Choosing this route says nothing bad about you. If the story feels heavy, pause, speak to someone you trust, or change characters. You may choose an unused disciple; if all are taken, continue as an observer. No one loses their place in the group.

My journey tracker

Complete one scene at a time. Do not shuffle the main story.

- ☐ 01 An ordinary morning
- ☐ 02 A hope for tomorrow
- ☐ 03 What I would carry
- ☐ 04 The invitation
- ☐ 05 A place among the Twelve
- ☐ 06 Learning to pray
- ☐ 07 The storm grows quiet
- ☐ 08 A small meal, a great crowd
- ☐ 09 Who is my neighbor?
- ☐ 10 Room for the children
- ☐ 11 Learning to serve
- ☐ 12 The road into Jerusalem
- ☐ 13 A towel and a basin
- ☐ 14 Bread and the cup
- ☐ 15 The garden and the betrayal
- ☐ 16 At the cross
- ☐ 17 The tomb and the waiting
- ☐ 18 News at dawn
- ☐ 19 Behind a closed door
- ☐ 20 Thomas meets Jesus
- ☐ 21 Breakfast by the lake
- ☐ 22 Sent with hope
- ☐ 23 A place for Matthias
- ☐ 24 Good news to share

My disciple: _____ Next scene: _____

Last played: _____ My journal is kept: _____

Short route: play 01, 04, 05, 08, 13, 14, 15, 16, 17, 18, 22, 23, 24. Read the Bible anchors of skipped scenes as bridges. Judas players still change viewpoint after 15.

An ordinary morning

Matthew 4:18-22; 9:9

BIBLE ANCHOR

Jesus called people in the middle of ordinary working lives. These passages describe fishermen and Matthew at a tax booth. They do not describe every disciple's work.

IMAGINE

Before your disciple met Jesus, imagine an ordinary morning. Use his known occupation, or label an unknown one as imagined.

CHOOSE ONE WRITING PATH

- A. Describe a tool or task.
- B. Describe someone you might help.

NEED A BEGINNING?

Before the sun was high, I...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a useful object.

A hope for tomorrow

Matthew 10:2-4

BIBLE ANCHOR

The Gospel names the twelve apostles. It does not record all their earlier hopes, worries, or family conversations.

IMAGINE

Imagine a quiet evening before your calling. Your hopes and conversations here are creative writing.

CHOOSE ONE WRITING PATH

- A. Write one hope about daily life.
- B. Write one question about the future.

NEED A BEGINNING?

That evening, I hoped...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a doorway and what lies beyond it.

What I would carry

Matthew 4:18-22; 9:9

BIBLE ANCHOR

When Jesus called the fishermen and Matthew in these accounts, they left their work and followed Him.

IMAGINE

Imagine the last ordinary day before your own call. Think about something familiar you would miss; the Bible does not give a packing list.

CHOOSE ONE WRITING PATH

- A. Describe an object with a memory.
- B. Describe a person you would miss.

NEED A BEGINNING?

If my days were about to change, I would remember...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw an object and label why it matters.

The invitation

Matthew 4:18-22; 9:9; John 1:43

BIBLE ANCHOR

These passages describe Jesus calling Peter, Andrew, James, John, Matthew, and Philip. The individual calling of every disciple is not recorded.

IMAGINE

Use your disciple's recorded call if it appears here. Otherwise imagine reflecting on being chosen, without inventing Jesus' exact words.

CHOOSE ONE WRITING PATH

- A. Describe what you leave behind.
- B. Describe your first small step.

NEED A BEGINNING?

At the beginning of this journey, I...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a path leaving a familiar place.

A place among the Twelve

Luke 6:12-16

BIBLE ANCHOR

Jesus prayed through the night, then chose twelve from among His disciples and named them apostles.

IMAGINE

Imagine getting to know your companions after the choosing. You do not yet know everything that lies ahead.

CHOOSE ONE WRITING PATH

- A. Imagine learning another disciple's name.
- B. Describe one way you could help the group.

NEED A BEGINNING?

Among these companions, I noticed...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw twelve simple marks around a table.

Learning to pray

Matthew 6:9-13

BIBLE ANCHOR

Jesus taught His followers to pray to their Father, asking for daily bread, forgiveness, and deliverance from evil.

IMAGINE

Reflect on this teaching. If your disciple's presence is not specified, write as someone learning the teaching afterward.

CHOOSE ONE WRITING PATH

- A. Write about depending on God today.
- B. Write about asking for or offering forgiveness.

NEED A BEGINNING?

This teaching made me think about...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw bread or an open hand.

The storm grows quiet

Mark 4:35-41

BIBLE ANCHOR

Jesus and His disciples crossed the lake. A storm arose, Jesus calmed it, and the disciples wondered at His authority.

IMAGINE

Imagine remembering the storm, or hearing the account afterward. Use the sound of wind or water without adding a new miracle.

CHOOSE ONE WRITING PATH

- A. Describe the noisy storm and the quiet afterward.
- B. Write a question the account raises for you.

NEED A BEGINNING?

When I thought about the lake, I...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw water before and after the calm.

A small meal, a great crowd

John 6:1-13

BIBLE ANCHOR

A large crowd needed food. Andrew mentioned a boy with five barley loaves and two fish. Jesus gave thanks, and the people had enough to eat.

IMAGINE

Imagine helping with an ordinary task near the crowd, or hearing about the meal afterward.

CHOOSE ONE WRITING PATH

- A. Describe someone receiving food.
- B. Reflect on a small gift that mattered.

NEED A BEGINNING?

What seemed so small at first...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a basket with bread.

Who is my neighbor?

Luke 10:25-37

BIBLE ANCHOR

Jesus told a story about a Samaritan who helped an injured traveler. The story teaches mercy toward a neighbor.

IMAGINE

Respond to Jesus' parable as a listener or someone hearing it later. Do not insert yourself as a historical eyewitness inside the parable.

CHOOSE ONE WRITING PATH

- A. Retell one part in your own words.
- B. Imagine an ordinary opportunity to show kindness.

NEED A BEGINNING?

The story made me notice...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a simple act of help.

Room for the children

Mark 10:13-16

BIBLE ANCHOR

People brought children to Jesus. The disciples tried to stop them, but Jesus welcomed and blessed the children.

IMAGINE

Imagine reflecting on that welcome. You may notice the edge of a crowd or an empty space where someone can sit.

CHOOSE ONE WRITING PATH

- A. Describe making room for someone smaller.
- B. Write what an overlooked person might hope for.

NEED A BEGINNING?

I began to see that making room...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw an inviting place to sit.

Learning to serve

Mark 10:35-45

BIBLE ANCHOR

James and John asked for places of honor. Jesus taught His followers about serving rather than ruling over others.

IMAGINE

Reflect after hearing this teaching. If you are James or John, consider learning from the request without inventing a new answer from Jesus.

CHOOSE ONE WRITING PATH

- A. Describe a useful task nobody applauds.
- B. Write about listening instead of being first.

NEED A BEGINNING?

I had thought being important meant...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a towel or a pair of helping hands.

The road into Jerusalem

Mark 11:1-11

BIBLE ANCHOR

Jesus entered Jerusalem riding a colt. People spread cloaks and branches on the road and praised Him.

IMAGINE

Imagine looking at the road, or hearing the account later. People's private thoughts are not all recorded.

CHOOSE ONE WRITING PATH

- A. Describe one sound in the crowd.
- B. Describe an expectation you would later rethink.

NEED A BEGINNING?

Along the road, I noticed...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a branch beside a road.

A towel and a basin

John 13:1-17

BIBLE ANCHOR

During supper, Jesus washed His disciples' feet and taught them to serve one another.

IMAGINE

Imagine the ordinary objects of the room. Reflect on receiving help as well as giving it.

CHOOSE ONE WRITING PATH

- A. Describe the basin or towel.
- B. Write about finding it hard to accept help.

NEED A BEGINNING?

The simplest object in the room reminded me...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw the basin and towel.

Bread and the cup

Luke 22:14-20

BIBLE ANCHOR

Jesus shared the Passover meal with His apostles. He spoke of His body and blood and told them to remember Him.

IMAGINE

Write respectfully about remembering this meal. This is a journaling activity; your family or church guides any actual Communion observance.

CHOOSE ONE WRITING PATH

- A. Describe a detail you would remember.
- B. Write about what remembering means.

NEED A BEGINNING?

When I remembered the table, I...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw bread and a cup.

The garden and the betrayal

Matthew 26:36-56

BIBLE ANCHOR

Jesus prayed in Gethsemane. Judas arrived with a crowd, Jesus was arrested, and the disciples fled.

IMAGINE

Write briefly and without violence. Judas players close their character journal after this scene and follow page 12.

CHOOSE ONE WRITING PATH

- A. Reflect on fear and asking for help.
- B. Describe the quiet garden before the arrest.

NEED A BEGINNING?

Reading about that night, I wondered...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw an olive branch as a symbol of this difficult night.

At the cross

Luke 23:33-49

BIBLE ANCHOR

Jesus was crucified and died. Luke describes people watching, including acquaintances and women who had followed Him.

IMAGINE

Do not assume all twelve stood at the cross. Write as someone hearing the news, unless the chosen passage identifies your character there. Judas players are observers now.

CHOOSE ONE WRITING PATH

- A. Write a short reflection on sorrow and love.
- B. Describe a quiet symbol without injury or gore.

NEED A BEGINNING?

When I heard what had happened, I...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a distant hill or a darkened sky.

The tomb and the waiting

Luke 23:50-56

BIBLE ANCHOR

Joseph of Arimathea placed Jesus' body in a tomb. The women saw where He was laid, prepared spices, and rested on the Sabbath.

IMAGINE

Write as someone learning about the burial. The passage does not place all the disciples at the tomb. Observer players write in their own voice.

CHOOSE ONE WRITING PATH

- A. Describe a quiet day of waiting.
- B. Write about a kind act in a time of grief.

NEED A BEGINNING?

In the waiting, I thought about...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a closed doorway with space for dawn.

News at dawn

Luke 24:1-12

BIBLE ANCHOR

Women found the tomb empty and were told Jesus had risen. They brought the news to the apostles. Peter ran to the tomb.

IMAGINE

For Peter, reflect on his visit. Other disciples can respond to the women's report. Observers describe what they learn, not something they witnessed.

CHOOSE ONE WRITING PATH

- A. Write about receiving unexpected news.
- B. Describe a question turning toward hope.

NEED A BEGINNING?

The news I had not expected was...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw morning light at the open tomb.

Behind a closed door

John 20:19-23

BIBLE ANCHOR

The risen Jesus appeared to His disciples, showed them His hands and side, and sent them. Thomas was not with them at this appearance.

IMAGINE

Thomas players write about hearing the report later. Other players reflect on the account without adding new words from Jesus.

CHOOSE ONE WRITING PATH

- A. Describe fear giving way to joy.
- B. Write about being given a purpose.

NEED A BEGINNING?

What changed the mood of the room was...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw light entering a room.

Thomas meets Jesus

John 20:24-29

BIBLE ANCHOR

Thomas heard the other disciples' report. A week later Jesus appeared again, spoke to Thomas, and Thomas confessed his faith in Him.

IMAGINE

Thomas players reflect on this meeting. Others may respond to the account. Honest questions are welcome; no player earns a faith score.

CHOOSE ONE WRITING PATH

- A. Write about asking an honest question.
- B. Write about what you learn from Thomas' response.

NEED A BEGINNING?

One question I carried was...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a question beside a sunrise.

Breakfast by the lake

John 21:1-19

BIBLE ANCHOR

Jesus appeared to seven disciples beside the sea. They shared breakfast, and Jesus spoke with Peter about love and caring for His sheep.

IMAGINE

Peter and Thomas are named, as are the sons of Zebedee. Two disciples are unnamed. For other characters, use I heard about... rather than assuming attendance.

CHOOSE ONE WRITING PATH

- A. Describe the ordinary breakfast.
- B. Reflect on care and a fresh responsibility.

NEED A BEGINNING?

Beside the story of that breakfast, I remembered...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw bread beside a small cooking fire.

Sent with hope

Acts 1:6-14

BIBLE ANCHOR

Jesus told the apostles they would receive power through the Holy Spirit and be His witnesses. He was taken up, and they returned to Jerusalem and prayed together.

IMAGINE

Imagine reflecting with the praying community. Observer players remain readers of the account.

CHOOSE ONE WRITING PATH

- A. Write about a task that feels bigger than you.
- B. Describe the comfort of praying together.

NEED A BEGINNING?

The next step was not one I had to face alone because...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a road leading beyond a town.

A place for Matthias

Acts 1:15-26

BIBLE ANCHOR

After Judas' death, Matthias was chosen to join the eleven apostles as a witness to Jesus' resurrection.

IMAGINE

Judas-route players may start a new Matthias chapter here or stay observers. The biblical account uses lots; players do not need to cast lots or roll dice.

CHOOSE ONE WRITING PATH

- A. Reflect on welcoming someone into the group.
- B. As Matthias or an observer, write about a new responsibility.

NEED A BEGINNING?

This new chapter began with...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a circle with a place opening for someone.

Good news to share

Acts 2:1-14,37-47

BIBLE ANCHOR

At Pentecost the Holy Spirit came upon the gathered believers. Peter spoke to the crowd. Many responded, and the believers devoted themselves to teaching, fellowship, shared meals, and prayer.

IMAGINE

Finish as your continuing disciple, Matthias, or an observer. Do not invent a new speech from Scripture. Reflect on the community described.

CHOOSE ONE WRITING PATH

- A. Describe one way the community cared for others.
- B. Look back at Scene 01: what has changed in your story?

NEED A BEGINNING?

When I look back at where this journey began...

MY STORY • One sentence is enough. Continue on a journal sheet if you wish.

Draw a table with room for another person.

Tell my story

Turn your journal into a book you can read aloud.

1. Gather your pages

Put your entries in scene-number order. Keep drawings beside the scenes they belong to. Missing an entry? Add a sentence, or leave it out. A short book is still a real accomplishment.

2. Make three chapters

Chapter 1: Before the Call (01-03). Chapter 2: Walking with Jesus (04-17, including His death and burial). Chapter 3: He Is Risen (18-24). Judas players clearly end their Judas chapter after 15, then label Observer's Pages and any Matthias chapter separately.

3. Add your cover and dedication

Use page 39. Add your name as the storyteller and the disciple whose journey you explored. Add a dedication if you wish. Keep the sentence explaining that this is creative writing inspired by the Bible.

4. Read it through

Keep your own voice. Make sure imagined details are not labeled Bible facts. Where your disciple was absent, use I heard about... or an observer's voice. You can ask someone to help with spelling without changing what you meant.

5. Add your final reflection

Use page 42. Write one thing you learned, one moment you remember, and one question you still have. You do not have to share a private thought.

6. Share your finished book

Fasten the pages or put them in a folder. Read a favorite section to someone who wants to listen. If an adult scans the pages, they can save a digital copy. This printed edition has no automatic story-writing button.

My story

Called to Follow

A Disciple's Journey

My book title:

Through the eyes of:

Written and illustrated by:

Dedicated to:

A creative journal inspired by the Bible. Imagined thoughts, conversations, and details are not Scripture.

Based on the game created by Marcus Draper • deskatur.com

A page from my journey

Name: _____ Disciple / observer: _____

Scene: _____ Date: _____ My title: _____

Bible passage: _____ Writing path: A / B / My own

My private entry stays private unless I choose to share it.

Show the story

Name: _____ Scene: _____ Disciple / observer: _____

Draw a place, object, or moment. This picture is an imaginative illustration.

My picture tells this part of the story:

What I will carry with me

One moment I want to remember...

Something I learned from the Bible...

One question I still have...

One kind thing I can do in my own life...

You may keep this page private. Your story does not need to be perfect to be worth telling.

A little help for your imagination

Choose any card when you are stuck. These do not replace or shuffle the Bible scenes.

LOOK CLOSELY

Name one thing your disciple might see. What does it remind you of?

I noticed...

CALLED TO FOLLOW

LISTEN

Imagine an ordinary sound in the setting. Is it near or far away?

I could hear...

CALLED TO FOLLOW

A SMALL KINDNESS

Describe a simple way to help someone. Do not invent a new miracle.

I could help by...

CALLED TO FOLLOW

AN HONEST QUESTION

Write a question. You do not have to answer it today.

I wondered...

CALLED TO FOLLOW

No scissors? Point to a card. An adult can help with cutting. Keep all invented details separate from Scripture.

A little help for your imagination

Choose any card when you are stuck. These do not replace or shuffle the Bible scenes.

REMEMBER

Connect this scene to one of your earlier entries.

This reminded me of...

CALLED TO FOLLOW

A QUIET MOMENT

Describe a pause, a breath, or an ordinary place to sit.

For a moment, I...

CALLED TO FOLLOW

SOMEONE ELSE

Imagine what another person might need. Label their feelings as imagined.

Perhaps that person needed...

CALLED TO FOLLOW

ONE SENTENCE

Choose one word about this scene. Put it into one short sentence.

The word I chose was...

CALLED TO FOLLOW

No scissors? Point to a card. An adult can help with cutting. Keep all invented details separate from Scripture.

Bible references & printing

Your source is the Bible

Read the passages printed at the top of every scene and in each disciple profile. All Bible anchors in this book are original short paraphrases, not quotations from a particular translation. Artwork is imaginative, not archaeological evidence.

Key reference checks

The Twelve: Matthew 10:2-4; Luke 6:12-16.

Judas and the change of viewpoint: Matthew 26:14-16,47-56; 27:3-5.

Matthias: Acts 1:15-26.

Resurrection appearances: Luke 24:1-12; John 20:19-29; 21:1-19.

The continuing mission: Acts 1:6-14; 2:1-14,37-47.

Online Bible access

Passages and apostle lists checked using Bible Gateway, October 10, 2026.

biblegateway.com - Matthew 10:2-4; Luke 6:12-16

biblegateway.com - Acts 1:15-26

Use the passage references to find every reading in your own Bible.

Printing this edition

US Letter, 8.5 x 11 inches. Print at actual size; for A4 choose Fit. Each PDF page is one printed page, not a booklet spread. For easy writing, print single-sided. For two-sided printing, flip on the long edge. Interior pages work in grayscale; skip page 1 to save color ink.

Print only what your group needs

One shared rules-and-scenes book is enough. Give each player a journal cover, copies of the lined and drawing sheets, and a reflection page (39-42). The separate Journal Pack repeats writing pages for convenience. The separate Prompt Cards file adds turn-taking cards. Personal, family, and church-group copies of this edition are welcome.

First printable edition

Created for Marcus Draper's Deskatur games collection. Version 1.0 - October 2026. Playtest focus: clear prompts, comfortable session length, enough writing space, and respectful turn-taking. Web and Windows features are planned separately.