

A SOLO JOURNALING ROLEPLAYING GAME

THE WAY

A Journey of Faith

AN ORDINARY LIFE. AN EXTRAORDINARY ENCOUNTER.
A CHOICE TO FOLLOW.

ILLUSTRATED PLAYTEST EDITION / v0.1

Before you begin

An ordinary life can hold an extraordinary story.

Play a fictional man or woman living in Galilee during Jesus' earthly ministry. Begin with work, family, and an uncertain future. Follow your character through an encounter with His ministry, the news of His death and resurrection, and a personal response to the Gospel.

Faith and fiction

This game is written from a Christian perspective: Jesus is the Son of God, crucified and risen. The player chooses the fictional character's response; a die never determines faith, salvation, God's favor, or whether a biblical miracle occurred.

Read the named Bible passages in your preferred translation. Biblical events remain fixed. Your character, household, dialogue, and side stories are fiction. Do not invent new sayings for Jesus or present imagined scenes as Scripture.

A scene is a writing invitation, not a message from God. Personal reflection is welcome, but your character's choices are not a test of your own faith.

About this edition

Created for Marcus Draper • October 2026
No external playtesting is claimed.

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New to solo games? Start on page 4, then read the example on pages 26-27. You only need to write a few sentences per entry. There is no game master and no required acting or creative-writing experience.

Start playing

Gather your supplies

One standard deck of 52 playing cards, with jokers removed; one six-sided die; a pencil; this book or a notebook; and a Bible. A single player makes all character decisions.

Set up once

1. Create your character and three fictional people using pages 5-7. Copy the sheets on pages 29-32 or use the full-size writing pack.

2. Set **Provision to 3** and **Strain to 0**. These describe circumstances, not spiritual worth. Write one unresolved concern as your first thread.

3. Shuffle all 52 cards into one face-down deck. Keep a discard pile beside it. Aces and face cards stay in the deck; each has its own prompt.

4. Begin Entry 1 on page 11. Follow the turn on page 8. Read only the chapter you are playing and the card prompt you draw.

What counts as playing?

Read a prompt, imagine a scene, choose what your character does, and record what changes. A paragraph or four bullet points is enough. You may write in first person or describe the character from outside.

The campaign has 12 entries. An entry is a scene, not necessarily a day. Pause after any entry; record your next entry number and leave your discard pile separate. Your first session can be just character creation and Entry 1.

An ordinary person

Choose a male or female adult character. Every background is available to either. Adjust the household's division of labor to fit your character; the game gives no gender-based bonuses or penalties.

Name and home. Invent a name or choose one from page 25. Begin in Capernaum or an unnamed Galilean village. Describe one familiar doorway, shore, courtyard, or field.

Livelihood. Choose or roll a background on page 6. Name one task you do well and one thing about the work that wears you down. Your skill shapes the fiction; it adds no die modifier.

Household. Who relies on you? Who has power over your plans? You may be married or unmarried; marriage is not a requirement or a goal of play.

Ambition. Finish: "If I could choose freely, I would..." Staying, leaving, or changing the family trade are all possible choices.

Fear and belief. Finish: "I cannot bear to lose..." and "So far, I believe..." Begin with a Jewish household in Galilee for the simplest route. Give beliefs and practices sincere, human meaning.

Jesus, His disciples, and many people who first followed Him were Jewish. Do not turn the setting into a contrast between bad Jewish people and good Christians. Individuals may welcome, question, oppose, or misunderstand for different reasons.

Your character is not a secret apostle or the hidden cause of a biblical event. An ordinary witness, worker, neighbor, or later hearer of testimony is enough.

Work and possibility

Choose a background, or roll once. Each is a fictional starting situation, not a claim that every ancient household worked this way.

1 / Fishing household

You mend nets, prepare catches, bargain, or work aboard a boat. A relative wants a larger venture. You wonder whether another life is possible.

2 / Potter's household

Your hands know clay and firing. Taking over the workshop would provide a place in the community, but someone else has already decided what your future must be.

3 / Weaver or cloth seller

You prepare, weave, finish, or trade cloth. A distant opportunity promises independence. Accepting it would shift the care and work you share with others.

4 / Farmer's household

You tend crops or animals and help bring produce to market. A difficult season has narrowed your options. A neighbor needs help just when your own work is urgent.

5 / Household worker

You prepare food, keep stores, carry messages, or maintain a home. Others control much of your day. Name one trustworthy person and one realistic hope for greater choice.

6 / Merchant's apprentice

You track goods, negotiate, or assist deliveries. Advancement is within reach, but your mentor asks you to overlook an unfair practice. What might honesty cost?

People who matter

Create three recurring fictional people. Give each a name, a desire, and a reason to care about you. Choose their genders freely. They can change their minds; they are more than obstacles.

1 / The household tie

A parent, sibling, spouse, cousin, or other household member. What good thing do they hope your work will preserve? What are they afraid your independence would cost?

2 / The companion

A friend, neighbor, fellow worker, or traveling acquaintance. Why do you trust them? Give them a concern unrelated to your character so their life feels larger than your story.

3 / The difficult relationship

A customer, employer, competitor, or relative. Name a real grievance between you and one quality you can respect in them. Do not assume they must become an enemy.

Record relationships in words

Use a short description such as “close but worried,” “unsettled,” or “trust rebuilding.” After a scene, change the description if something meaningful happened. No relationship score is required.

Keep three active threads at most

A thread is an unfinished concern: a debt, a promise, an apology, or a decision. Keep it to one sentence. Reuse threads in later scenes. Before adding a fourth, resolve one or mark it “carried forward” and stop actively tracking it.

When a prompt says “someone,” try your existing cast first.

One entry at a time

1 / Locate the scene

Read the next numbered milestone on pages 11-14. Set the place and allow time to pass if needed. Read any required Scripture before inventing the surrounding scene.

2 / Draw a card

Draw one card from the full deck. Find its suit and rank on pages 17-24. Combine that prompt with the milestone; it is one scene, not two unrelated assignments.

3 / Connect a person and a thread

Choose someone from your cast and an unresolved concern. If a literal detail does not fit, change the tool, job, or location while preserving the prompt's central question.

4 / Choose your action

Decide what you want to attempt and why. You may choose freely; suggested choices are examples. Faith, moral decisions, and your character's words belong to you.

5 / Resolve uncertainty

If the practical outcome is uncertain, roll once using page 9. State the intended result and a plausible complication first. If no roll is needed, describe a reasonable result with no track change.

6 / Write and carry forward

Record what happened, your choice, its effect on another person, and a question or next step. Update tracks only as directed, revise a relationship or thread if needed, discard the card, and advance one entry.

Never draw repeatedly to find a better outcome. The milestone always occurs, even after a setback. At Entry 12, write the epilogue and end the campaign.

Consequences, not worth

Two small tracks

Provision (0-6) represents available resources and practical support. Start at 3. **Strain (0-4)** represents pressure and weariness. Start at 0. Always keep values within these ranges. Neither measures holiness.

Roll one six-sided die

1-2 / Setback. Your intended practical result does not happen, but another route remains. Apply one cost: Provision -1 or Strain +1.

3-4 / Progress at a cost. The intended result happens with a complication. Apply one cost: Provision -1 or Strain +1.

5-6 / Progress. The intended result happens. If the scene reasonably provides resources or relief, choose Provision +1 or Strain -1; otherwise leave both unchanged.

Choose a cost that fits and can change its track. If neither can change, record a new complication without another numeric penalty. Apply only this one result: do not charge again for the same event. No automatic daily upkeep, modifiers, or repeat rolls.

When resources run low

At Provision 0, begin the next entry with a brief scene of seeking work, sharing, or accepting help; set Provision to 1. At Strain 4, begin with rest or support; set Strain to 2. If both apply, combine them. No extra card or roll; then play the scheduled entry.

A setback cannot cancel a Scripture milestone or kill your character. This introductory game has no combat or death rolls. Hardship shapes the story; it does not lock you out of finishing it.

The road through the book

I / The life you know • Entries 1-3

Establish work, family expectations, and ambition. Interpret every card through ordinary responsibilities. Finish with a provisional decision about your future.

II / Word along the road • Entries 4-6

News of Jesus enters your daily life. Interpret cards through curiosity, household reactions, and making time to listen. Choose your encounter route on page 15.

III / The encounter and the cost • Entries 7-9

Read your selected encounter. Let it affect daily choices. Then move forward in time to Jesus' death. A card shapes your personal circumstances, not the biblical event.

IV / The road ahead • Entries 10-12

Receive the resurrection testimony, encounter the early believers, and choose your response. Finish with a practical next step and an epilogue.

Time and place

Twelve entries are not twelve consecutive days. Months or longer may pass between chapters. Before Entry 9, describe a believable journey toward Jerusalem or remain in Galilee and receive later testimony. The second option keeps a home-based character fully playable.

Your character knows only what they have witnessed or heard by that point. Scripture may tell you more than the character knows. Read it as the player without giving the character unexplained knowledge.

I / The life you know



The work is familiar. The future is less certain.

1 / The work of your hands

Draw a card. Place its problem within a normal working day. Show one thing you do well and one person who depends on it. Begin your journal with the smell, sound, or texture of the work.

2 / The life expected of you

Draw a card. Let someone in your household explain the future they imagine for you. Give their concern a fair hearing. What expectation will you accept, question, or renegotiate?

3 / Your own ambition

Draw a card. Make a provisional choice: stay in the trade, explore another path, or delay with a specific reason. Tell one person. Mark the consequence as a thread to revisit.

Use the six-step turn on page 8 for each entry. Complete all three entries before moving to Chapter II.

II / Word along the road



Something larger has entered an ordinary conversation.

4 / News along the road

Draw a card. While dealing with its everyday concern, hear that Jesus is teaching. Choose who brings the news. Record what draws you and what you do not yet know; do not invent a quotation for Him.

5 / A voice you trust

Draw a card. Someone familiar wants to hear Jesus. Another person has a practical concern about it. What question would you carry with you? Avoid assuming every objection is malicious.

6 / Room in the day

Choose one encounter route on page 15. Draw a card and arrange responsibilities so you can be near that ministry setting. A setback complicates the arrangements but cannot prevent Entry 7; allow more time or accept help.

Choose the encounter freely. Your character's gender and occupation never restrict which route you may use.

III / Encounter and cost

You can return to your work. Can you return unchanged?

7 / The encounter

Read the passage for your chosen route on page 15. Draw a card and place its concern at the edge of that setting or in the conversation afterward. Keep the biblical events intact. What challenges your assumptions? Write an initial response; it may deepen or change later.

8 / The cost of listening

Draw a card. Revisit the ambition from Entry 3 or a strained relationship. What does your encounter ask you to reconsider? Choose a concrete action. Resolve only its practical uncertainty; success is not proof that the choice was righteous.

9 / The darkness

Advance to the time of Jesus' death. Read Luke 23:32-49. Be an unnamed observer at a distance, or receive the news afterward at home. Draw a card for a household concern during this grief and uncertainty. What expectation has been broken?

Fixed event: Jesus is crucified and dies. Do not roll to rescue Him, replace a named witness, or determine whether the account is true. Your character's response remains yours to write.

Let grief stay grief. You do not need to force an immediate explanation or give your character knowledge of what comes next.

IV / The road ahead

The news is not the end of the story. It is the beginning of a response.

10 / The news of resurrection

Read Luke 24:1-12. After the resurrection, receive the testimony through a fictional messenger or the believers around you. Draw a card for the everyday setting. What do you ask, fear, or begin to hope? Jesus' resurrection is fixed, not a die result.

11 / Your response

Advance beyond Pentecost. Read Acts 2:22-24, 32-41, and 42-47. Meet fictional believers in Jerusalem or hear their testimony later at home. Draw a card. Choose your character's response: trust Jesus and join His followers; continue seeking; or turn away. State why. No roll decides this.

12 / The next faithful step

Draw a final card. If following Jesus, express that commitment in one practical act and name a next step in fellowship, learning, or baptism as appropriate to the story. If still seeking or turning away, show an honest consequence and the question that remains. Resolve the scene, then write page 45.

The game ends with your epilogue, not a score. A follower may still have debt or strained relationships. Grace is not a reward purchased by successful rolls or good deeds.

Choose your encounter

Choose one route at Entry 6 and read its passage at Entry 7. Each route is open to a male or female character in any trade. The placement of your fictional character is imaginative, not an additional biblical claim.

A / Beside the boats • Luke 5:1-11

Read the account of Jesus teaching from Simon's boat, the catch of fish, and the call to follow. Place yourself among unnamed listeners or nearby workers. What does this challenge about control, competence, or the security you seek?

B / Near the table • Mark 2:13-17

Read the call of Levi and the meal with tax collectors and sinners. Place yourself near the gathering or imagine hearing an account afterward. Whom have you assumed is beyond welcome? What would receiving mercy mean for you?

C / Along the journey • Luke 8:1-3

Read about the men and women accompanying Jesus and the women supporting the ministry. Imagine yourself near this traveling community. What might your ordinary skills contribute? What makes you willing or reluctant to draw closer?

Hold the boundary

Use the passage's own words when quoting Jesus. Write invented dialogue only for your fictional cast. You may describe your impressions without assigning Jesus a private message or inventing details about named biblical people.

The encounter is guaranteed. Your response is not scripted. Curiosity, resistance, trust, and confusion can all appear in the journal without changing what Scripture records.

Where your story ends

A complete ending

After Entry 12, stop drawing. Revisit the ambition from Entry 3 and the response from Entry 11. Use page 45 to describe your next season. Resolve each active thread or explicitly carry it forward; not every wound needs to be healed.

Three honest directions

Following. Name what trusting the risen Jesus means for your next ordinary day. Include fellowship and a concrete act of love or repair. Avoid treating prosperity as proof of faith.

Still seeking. Name the question you are willing to keep examining and the person or passage you will return to. This is an unfinished response, not a declaration that every belief is the same.

Turning away. Describe what your character chooses to protect or pursue, and the consequence of that decision. Do not assign a salvation score or make the character a caricature.

Play again or continue

For a new campaign, reshuffle all 52 cards, reset Provision to 3 and Strain to 0, and create a new character, household, and encounter route. Different draws and decisions create a different personal story.

For a continuation, keep your cast and tracks. Play three more entries: **a need, a cost, a response**. Use the normal turn with a new card each time, set after Chapter IV. Write a short epilogue after each group of three. When the deck empties, shuffle the discards.

Hearts / A-7

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

A / A place at the table

Someone makes room for you when you expected exclusion. What do they notice about you? Decide whether to bring another overlooked person into the circle.

2 / Two futures

A relative describes the future they have planned for you. Which part is loving, and which part feels confining? Tell them one thing you actually want.

3 / The absent chair

An ordinary task reminds your household of someone absent. Who carries their responsibilities now? Choose a small way to share that burden without pretending the loss is simple.

4 / An old promise

Someone remembers a promise you hoped was forgotten. What would honoring it cost now? Decide whether to keep it, renegotiate it honestly, or evade it.

5 / Words at the well

A friend repeats a damaging story about someone you know. What do you truly know? Decide whether to challenge the gossip, investigate gently, or remain silent.

6 / A borrowed tool

A family member damages something you depend upon. They expect your anger. What lies beneath your response: fear of poverty, wounded pride, or concern for them?

7 / A difficult apology

You recognize a hurt you caused. The injured person offers no easy reassurance. What can you acknowledge without defending yourself? Choose one practical act of repair.

Hearts / 8-K

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

8 / An unexpected companion

Someone whose company you avoid offers help. What assumption about them is challenged? Decide how much trust is reasonable today, without claiming to know their heart.

9 / A household divided

Two people you love want incompatible things from you. Name the legitimate concern on each side. Make a decision and tell both what you can actually promise.

10 / Bread for one more

An unexpected visitor arrives at mealtime. Hospitality will disturb your plans. Who wants them welcomed, and who hesitates? Decide what welcome can honestly look like.

J / The younger voice

A younger neighbor asks a question the adults dismiss. Why does it unsettle you? Listen before answering; admit what you do not yet understand.

Q / The trusted friend

A dependable friend challenges the explanation you have given for your choices. What do they see that you avoid? Decide whether to hear them out.

K / The elder's blessing

An older relative offers approval on a condition you cannot comfortably accept. What do you hope their blessing would settle? Respond with both clarity and respect.

Diamonds / A-7

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

A / The inheritance

A tool, small sum, or share in the business is entrusted to you. What expectation comes with it? Decide what you owe the giver and what remains your choice.

2 / Two prices

A buyer offers more if you conceal a flaw. Who would bear the loss? Decide what to disclose before bargaining over the price.

3 / The delayed payment

Payment for completed work does not arrive. Is the customer unable to pay or avoiding you? Choose an approach that protects your household without inventing certainty.

4 / A modest surplus

There is a little more than you expected. Someone suggests saving it; another sees an urgent need. Choose a use and explain what you are trusting.

5 / The hidden debt

A relative reveals a debt that affects your plans. What kept them silent? Decide which responsibility is yours and what help you can realistically offer.

6 / The missing measure

A measure or weight used in your trade is inaccurate. Correcting it could expose past unfairness. What repair will you attempt, and who should be told?

7 / The better offer

A new employer promises security far from home. What would you gain, and whom would your departure affect? Consider a plan beyond simply staying or running away.

Diamonds / 8-K

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

8 / The cherished possession

Someone needs an object you treasure for reasons beyond its price. Would lending, sharing, or keeping it be wiser? Name the attachment your choice reveals.

9 / A gift with strings

A prosperous acquaintance offers assistance in exchange for loyalty. What future request do you suspect? Ask for clear terms before deciding whether to accept.

10 / The day's wages

A worker expects payment while your own income remains uncertain. What arrangement would be fair? Consider whose household carries the risk of each possible answer.

J / The apprentice's mistake

A learner wastes costly material and tries to hide it. How will you address both the loss and the dishonesty? Remember what it was like to learn.

Q / The careful steward

A skilled household manager shows you an overlooked way to share resources. It requires cooperation with someone difficult. Decide whether the benefit is worth that conversation.

K / The powerful customer

An influential buyer demands special treatment at another person's expense. What leverage do they hold? Choose your response before discovering whether they keep their business with you.

Clubs / A-7

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

A / The open road

A necessary errand could take you beyond familiar streets. Who can cover your work? Decide what you hope to find that you have not admitted aloud.

2 / A shared burden

Someone struggles with a load while you are already late. What can you actually do? Choose whether to stop, seek another helper, or continue.

3 / Work before dawn

An urgent task requires help at an inconvenient hour. Who usually does this unnoticed labor? Decide whether to join them and what you learn while working.

4 / The broken tool

An essential tool fails. Repair, borrowing, and postponement each have a cost. Choose a practical solution and name the person whose cooperation it requires.

5 / A change of route

Your usual route is blocked. A detour brings you near a place or person you avoid. What made you reluctant to return? Decide how to proceed.

6 / A skill to share

Someone asks you to teach a useful skill. Teaching will slow your own work. Decide what you can offer without making a promise you cannot keep.

7 / An unfinished task

You are invited somewhere important before your work is finished. Who would inherit the burden if you left? Make an arrangement, even if it means arriving late.

Clubs / 8-K

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

8 / The unfamiliar method

A newcomer works differently from your household. Their method may help, but you resent their confidence. Decide what to test before dismissing or adopting it.

9 / The long walk

Travel gives you time beside someone with different expectations. What do you ask that you would not ask at home? Let their answer complicate your first impression.

10 / Hands enough

A task too large for one person becomes possible with cooperation. Whose contribution is easiest to overlook? Decide how credit and responsibility will be shared.

J / The messenger

A young messenger brings a request with incomplete details. What must you verify before acting? Decide which question matters most and whom you will ask.

Q / The capable neighbor

A neighbor whose labor you take for granted is unavailable. What falls apart? Choose something to learn or change before asking them to rescue the situation.

K / The household's future

Someone asks you to commit to a long-term place in the family trade. What would a truthful commitment include? Consider how service might take shape either at home or away.

Spades / A-7

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

A / The question at night

A quiet moment exposes the question beneath your ambition. What do you fear losing? Write it plainly before deciding what you will do tomorrow.

2 / The accusation

You are blamed for a mistake you did not make. Who has incomplete information? Choose how to seek the truth without moving the blame onto an easy target.

3 / An unwelcome delay

An important plan stalls beyond your control. Who suffers alongside you? Decide what remains possible while you wait, instead of treating delay as a verdict on your worth.

4 / A frightened neighbor

Someone's fear makes them harsh toward others. You understand part of it. Decide how to offer care while refusing to excuse the harm they cause.

5 / The closed door

A person whose support you expected refuses your request. What reason do they give? Distinguish what they actually said from the rejection you imagine.

6 / An honest doubt

Someone asks a question you cannot answer. Are you tempted to pretend certainty? Choose an honest response and a person or passage you could return to.

7 / The cost of truth

Telling the truth could damage a useful relationship. What precisely needs to be said? Decide how to speak without either cruelty or concealment.

Spades / 8-K

Read only the card you drew. Combine it with your current entry's milestone and an existing person or thread.

8 / A weary body

Fatigue makes an ordinary task difficult. Who might help if you asked? Choose a limit to honor today; accepting help need not end your purpose.

9 / The old resentment

A familiar slight awakens an old grievance. What part belongs to today, and what belongs to the past? Choose a response that acknowledges the difference.

10 / A night of waiting

News about someone you love is delayed. What facts are known? Decide who you will stay beside while resisting the urge to turn every fear into certainty.

J / The unguarded remark

Someone mocks your changing priorities. Why does their opinion carry weight? Choose a reply, a question, or silence that you can stand behind afterward.

Q / The witness

A person tells you what they saw, but their account challenges your assumptions. What can you ask respectfully? Separate their testimony from your imagined additions.

K / The demand

A person with authority pressures you to protect your standing at another's expense. Name a truthful, proportionate response and the practical help you might need afterward.

When you need a spark

These are optional inspiration tables. Choose a result or roll once for a detail. Such rolls do not affect tracks and are separate from the one consequence roll allowed per entry.

A name to begin with

Female: Miriam, Hannah, Leah, Salome, Deborah, Ruth.

Male: Eliab, Nathan, Judah, Asher, Micah, Ezra.

These are fictional people; a shared name does not make one a biblical figure.

1-6 / A personal hope

1: a secure household. 2: work you can call your own. 3: reconciliation. 4: recognition. 5: a life beyond familiar streets. 6: courage to admit a mistake.

1-6 / A scene detail

1: clay drying in the sun. 2: a fraying basket handle. 3: the scent of warm bread. 4: wet rope at the shore. 5: footsteps in a narrow lane. 6: lamplight on a familiar face.

1-6 / A practical complication

1: a delay. 2: a damaged object. 3: a misunderstood request. 4: unexpected labor. 5: a strained conversation. 6: the need to ask for help.

If you feel stuck

Write four plain sentences: “I was trying to...” “Then...” “I chose...” “Now...” You can leave a question unanswered. A short honest scene moves the story more than a perfect paragraph you never finish.

Example / the first entry

This example shows one possible playthrough opening. Its people and dialogue are fictional. Your decisions can be different.

Set up

Hannah is a woman in a potter's household. She wants to sell her own designs. Her brother Eliab wants her to stay in the family workshop. Her friend Leah is a cloth seller; a demanding customer is her difficult relationship. Provision starts at 3, Strain at 0.

Read, draw, connect

Entry 1 asks about ordinary work. Hannah draws the **7 of Clubs: An unfinished task**. The player places an invitation to a nearby market beside an order of unfinished bowls. The existing thread is "Will I remain in the workshop?"

Choose before rolling

Hannah decides to finish her share, then asks Eliab to cover the stall briefly. The uncertain question is whether this arrangement will work. Success means she reaches the market in time; a complication might be extra work promised in return.

Resolve

The player rolls **3**: progress at a cost. Eliab agrees, but Hannah promises to handle the next morning's firing. The player chooses **Strain +1**. Provision stays 3. No second cost is charged for the same promise.

The roll did not decide whether Hannah should seek independence. The player chose that. It resolved a practical arrangement and supplied a consequence to write about.

Example / what gets written

Hannah's journal · Entry 1

"Clay had dried along my wrists before the first customer arrived. Eliab asked why I kept looking toward the road. I told him about the market and the bowls I wanted to sell under my own name. He said he could watch the stall if I took tomorrow's firing. I agreed. I had expected an argument, and his practical answer embarrassed me. Perhaps I have been fighting a refusal he has not yet made."

Update and stop

The player records Provision 3, Strain 1; changes Eliab's relationship to "supportive, but expecting follow-through"; and keeps the workshop thread active. The 7 of Clubs goes into the discard pile. Next time begins with Entry 2, not another draw for Entry 1.

A later milestone uses the same turn

At Entry 7, Hannah has chosen Route C. The player reads Luke 8:1-3, then draws the **6 of Diamonds**. The inaccurate measure becomes a problem in her cloth-selling friend's business. Hearing of practical support for the ministry makes Hannah reconsider whether generosity can excuse unfair dealing.

Hannah decides to admit what she knows and help correct the measure. No roll is needed for the admission itself. If the response of an affected customer is uncertain, one roll can resolve that conversation. It cannot decide whether Jesus approves of her or whether grace is available.

Scripture beside the story

Read these passages in your own Bible. This game uses references and brief summaries rather than reproducing a particular translation. The questions and fictional scenes are original.

Encounter A / Luke 5:1-11

The boats, the catch, and the call. Read at Entry 7 if you choose Route A.

Encounter B / Mark 2:13-17

Levi's call and the meal. Read at Entry 7 if you choose Route B.

Encounter C / Luke 8:1-3

Men and women in the traveling ministry community. Read at Entry 7 if you choose Route C.

Entry 9 / Luke 23:32-49

The crucifixion and death of Jesus.

Entry 10 / Luke 24:1-12

The empty tomb and the women's testimony.

Entry 11 / Acts 2:22-24, 32-47

The risen Jesus proclaimed; repentance, baptism, and the shared life of believers.

For the reader / Ephesians 2:8-10

Grace, faith, and good works. A design foundation, not a letter your character already possesses during this campaign.

The title / Acts 9:1-2

"The Way" names the movement in Acts. The game title looks back across the whole journey; early entries need not use that label.

Online reading: biblegateway.com (search the references above). The Gospel timeline is simplified for play; side scenes and artwork are imaginative.

Your character

NAME / MALE OR FEMALE / HOME

LIVELIHOOD / A TASK I DO WELL

WHO DEPENDS ON ME?

IF I COULD CHOOSE FREELY, I WOULD...

I CANNOT BEAR TO LOSE... / SO FAR, I BELIEVE...

Provision: 0 1 2 3 4 5 6 (start 3)

Strain: 0 1 2 3 4 (start 0)

Encounter route: A / B / C Next entry: _____

Your household and circle

THE HOUSEHOLD TIE

Name / relationship to me

They want... / They fear...

Our relationship now...

THE COMPANION

Name / relationship to me

They want... / They fear...

Our relationship now...

THE DIFFICULT RELATIONSHIP

Name / relationship to me

They want... / They fear...

Our relationship now...

After an important scene, revise a relationship in words. Make room for mixed feelings and believable change.

Unfinished threads

THREAD 1

Concern / person involved

Next step / what changed

Status: active / resolved / carried forward

THREAD 2

Concern / person involved

Next step / what changed

Status: active / resolved / carried forward

THREAD 3

Concern / person involved

Next step / what changed

Status: active / resolved / carried forward

Examples: an unpaid customer; a promise to a sibling; an ambition not yet spoken aloud. Before opening a fourth thread, resolve one or carry it forward without active tracking.

The journey at a glance

Record one short line after each entry. P = Provision; S = Strain. The larger journal pages begin opposite.

01 / The work of your hands

Card: _____ Roll: ____ / none P: ____ S: ____

02 / The life expected of you

Card: _____ Roll: ____ / none P: ____ S: ____

03 / Your own ambition

Card: _____ Roll: ____ / none P: ____ S: ____

04 / News along the road

Card: _____ Roll: ____ / none P: ____ S: ____

05 / A voice you trust

Card: _____ Roll: ____ / none P: ____ S: ____

06 / Room in the day

Card: _____ Roll: ____ / none P: ____ S: ____

07 / The encounter

Card: _____ Roll: ____ / none P: ____ S: ____

08 / The cost of listening

Card: _____ Roll: ____ / none P: ____ S: ____

09 / The darkness

Card: _____ Roll: ____ / none P: ____ S: ____

10 / The news of resurrection

Card: _____ Roll: ____ / none P: ____ S: ____

11 / Your response

Card: _____ Roll: ____ / none P: ____ S: ____

12 / The next faithful step

Card: _____ Roll: ____ / none P: ____ S: ____

Your response at Entry 11: _____

01 / The work of your hands

What does your ordinary work provide, and what does it cost you?

Card: _____ Roll: ____ / none Place: _____
Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

02 / The life expected of you

What future does your household assume you will choose?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

03 / Your own ambition

Will you stay in the trade, explore another path, or delay the decision?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

04 / News along the road

Who first brings you news of Jesus, and why do you listen?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

05 / A voice you trust

Why does someone you know want to hear Him? What worries you?

Card: _____ Roll: ____ / none Place: _____
Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

06 / Room in the day

How do you arrange your responsibilities so you can encounter His ministry?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

07 / The encounter

What does the selected passage reveal, and what does your character make of it?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

08 / The cost of listening

How does what you encountered challenge one ordinary decision?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

09 / The darkness

How does hearing of Jesus’ death unsettle your hopes or assumptions?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

10 / The news of resurrection

What do you do with the testimony that Jesus is alive?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

11 / Your response

Will you trust Jesus and join His followers, keep seeking, or turn away?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

12 / The next faithful step

What concrete action follows the response you have chosen?

Card: _____ Roll: ____ / none Place: _____

Provision: ____ → ____ Strain: ____ → ____

WHAT HAPPENED? / WHO WAS THERE?

WHAT DID I CHOOSE, AND WHY?

WHO WAS AFFECTED? / WHAT QUESTION OR NEXT STEP REMAINS?

Your epilogue

WHAT IS MY RESPONSE TO JESUS NOW?

WHAT BECAME OF MY ORIGINAL AMBITION?

WHO WILL WALK BESIDE ME? / WHAT NEEDS REPAIR?

WHICH THREADS ARE RESOLVED OR CARRIED FORWARD?

ONE ORDINARY THING I WILL DO NEXT...

Print, fold, and keep

Three files, three purposes

Reading PDF: 48 pages in normal order, $5\frac{1}{2} \times 8\frac{1}{2}$ inches. Read on screen or let a printer's booklet feature impose this version.

Booklet PDF: 24 landscape letter pages, already imposed for 12 double-sided sheets. Do not impose it again.

Writing Sheets PDF: full-size letter pages to copy or print as needed.

Print the Booklet PDF

Choose **US Letter ($8\frac{1}{2} \times 11$), landscape, actual size / 100%, one PDF page per sheet side, double-sided, flip on short edge**. Disable “multiple pages per sheet” and “booklet” settings. Pages are already paired in folding order.

First print PDF pages **1-2 only** as one duplex test sheet. Fold it: the front cover should be upright on the outside, with book page 2 behind it and page 47 facing it inside. If the reverse is upside down, change duplex flip direction and retest.

Assemble

Print all 24 PDF pages as 12 duplex sheets. Fold each at the center; nest sheet 1 outside sheet 2, continuing inward to sheet 12. Check the printed page numbers read 2 through 47. Staple through the fold with a long-arm stapler, or sew through the fold.

Use ordinary lightweight paper. Artwork sits inside a white border for home printing. No trimming is required. Printer feed direction varies; for manual duplex, test one marked sheet before printing the full set.

The turn, in your pocket

Every entry

Read the milestone and any Scripture.

Draw one card and look up its prompt.

Connect a person and an active thread.

Choose an action.

Roll once only if the practical result is uncertain.

Write, update, discard, and advance.

One die / no modifiers

1-2: setback; one cost.

3-4: progress with a complication; one cost.

5-6: progress; optional fitting resource or relief gain.

Cost: Provision -1 or Strain +1.

Gain: Provision +1 or Strain -1.

Provision stays 0-6; Strain stays 0-4.

No roll means no automatic track change.

Before the next entry

At Provision 0, describe seeking or accepting practical help; reset to 1. At Strain 4, describe rest or support; reset to 2.

Combine if needed. No extra card or roll.

The four chapters

1-3: ordinary life. 4-6: news and arrangements.

7-9: encounter, cost, and crucifixion.

10-12: resurrection, response, and next step.

You choose your character's response to Jesus. Scripture is not randomized. Tracks measure circumstances, never salvation. End after Entry 12 with an epilogue.

THE WAY

A Journey of Faith

You have work to finish.

People who depend on you.

A future you thought you understood.

Then word of Jesus reaches your road.

Create a man or woman in first-century Galilee. Draw cards, face ordinary choices, encounter the Gospel, and journal a life that can unfold differently each time you play.

One player • One deck • One die

Twelve entries • Fifty-two story prompts

Three encounter routes • Your own journal

An ordinary life.

An extraordinary encounter.

A choice to follow.