

## *The Church Puzzle Game*

In this instruction manual you'll find:

- An introduction to *The Church Puzzle Game*, including who might play it.
- A section on setting the tone for the *Game*.
- Detailed instructions for preparing for the *Game* and the full sequence of steps to play it.
- Discussion questions for leading the follow-up analysis of the *Game*.
- How to adapt the *Game* if representatives from more than one church play it together.
- A camera-ready, two-page "Instruction Sheet for *The Church Puzzle Game*" for you to duplicate as a handout.
- Six pages of the following *Puzzle* pieces, ready for you to duplicate and cut:

GOVERNING BOARD  
CLERGY  
LAY EMPLOYEE  
VOLUNTEER STAFF  
COMM I TTEE  
PROJECT

### **Tailoring the *Game* to Your Setting**

Though *The Church Puzzle Game* uses the word "church" in its title and instructions, the content of the *Game* is relevant to any faith community, religious body, or house of worship. If you are active in a synagogue, meeting, mosque or any other religious setting, please feel free to alter the vocabulary to meet your needs.

Similarly, the *Puzzle* pieces have been labeled in a generic way to blend with the terminology of a wide spectrum of faith communities. If any *Puzzle* piece, instruction phrase, or discussion topic is not applicable to your organization, please make whatever changes are necessary to communicate effectively with your *Game* players.