

Open *Doors*
YOUTH

FAITH FULS.



A TRAITORS-INSPIRED, BIBLE SMUGGLING YOUTH GROUP GAME!

LEADER GUIDE



WHAT IS FAITHFULS?

Faithfuls is a youth group game inspired by The Traitors TV series and the lives of real-life underground Bible smugglers and secret Christians from around the world.

Through three simple challenges, the Faithfuls must try and safely deliver as many Bibles as possible to an underground church network, all while trying to identify the Spies, who are attempting to sabotage their efforts!

ABOUT OPEN DOORS

Open Doors works with Christians around the world who are persecuted for their faith. We are committed to smuggling hope by providing Bibles, training, literacy and livelihood programmes, and advocacy support for people who know the true cost of following Jesus.



THE AIM OF FAITHFULS

The aim of this game is to help young people understand that millions of Christians worldwide face persecution. This can be a heavy topic, so Faithfuls provides some fun and creative group challenges that help young people connect with the reality many followers of Jesus around the world face. We pray that in running Faithfuls, you and your group will be inspired by what God is doing globally through the suffering church, and you'll feel more connected with your persecuted family.

WHAT'S INCLUDED?

- This leader guide to help you know what to say and do during the challenges.

ACCESS TO PRINTABLE DOWNLOADS

- **Role cards** which are given out so young people know if they are a Faithful or a Spy
- **A score sheet** to keep track of how many Bibles the group has successfully smuggled
- **A name list** to help identify people who have been blacklisted or revealed as Spies
- **CCTV cards** for use in the first surveillance challenge
- **Code-breaking boat posters and cypher** for the second Project Pearl challenge



Visit youth.opendoorsuk.org/faithfuls_extras to download these essential extras!

EXTRA STUFF YOU'LL NEED

- Pens
- Paper
- At least ten ping pong balls
- Cups
- A minimum of ten players.



PREP

Read through this guide and the challenges before you start to play Faithfuls to give you an idea of the challenges and how they will work with your group. Here's some other things to do or consider:

- **Print off the role cards.** You will need enough role cards for your group. You'll need three Spy role cards, plus however many Faithful role cards for the rest of the group.
- **Think about who might be good Spies before the game.** You'll need ten or more players, three of whom will need to be Spies who will try and sabotage the game (so the shyest person in your group might not be the most suitable Spy!).
- **Print off the score sheet** and use it to keep a tally of how many Bibles have been smuggled by the group.
- **Print off the name list and put it up** so people can see it when you're playing. Write everyone's name on the list. As the game develops, you can mark off people's roles as they get discovered or blacklisted.

Remember, you can download score sheets, name lists, extra role cards and stuff for challenges at: youth.opendoorsuk.org/faitfuls_extras

HOW TO PLAY SET UP

Deal out the appropriate amount of role cards for the number of players you have. There are Faithfuls and Spies. As the role of the Spies is to secretly sabotage the challenges, you may want to assign the spies based on who you feel would do a good job.

IMPORTANT: Only the youth leader should know who has which roles. No one is allowed to show anyone else their role card and everyone should keep hold of their role cards for the whole game, as they have tips for the challenges written on them. **If a Spy is discovered, they must hand back their role card.**

ROLES

FAITHFUL SMUGGLER: Each round, Smugglers are trying to complete the challenges as well as possible to smuggle as many Bibles as they can. They are also trying to identify any Spies and 'convert' them into Smugglers.

SPY: Each round, Spies are trying to undermine the Smugglers by underperforming in – or deliberately sabotaging – challenges, therefore limiting how many Bibles are smuggled.

BLACKLISTED FAITHFUL: These unfortunate Faithfuls have either been **blacklisted by a Spy** or have been **accused of being a Spy during the Round Table, but have been found innocent.** They can still take part in the challenges but can no longer speak during the Round Tables.

LEADER: Leaders have a crucial role in setting up and explaining the challenges, chairing the Round Table discussions and keeping track of scores and roles. They can also secretly prompt the Spies on how to sabotage the different challenges. **(Optional extra: leaders may want to wear a wig with a 'strong fringe'.)**

THE ROUND TABLE

After each challenge the group will head to the Round Table. During this section, the youth leader will need to chair and steer the conversation. The youth leader's role is to make sure that everyone who wants to, has a chance to speak, and that none of the debate gets too heated. There are five sections to the Round Table:

- **Welcome and blacklisting.** The Leader welcomes the group and asks everyone to close their eyes (or put their hands over their faces). No one should be able to see. The leader walks round the group and taps one of the Spies on the shoulder (the leader shouldn't stop by the Spy, but keep walking round). That Spy can then open their eyes and point at a person they would like to blacklist. The leader writes down that person's name in the Blacklisted column on the name list. The Spy then closes their eyes again. The leader asks everyone to open their eyes, and look at the sheet. They can then reveal the person who has been blacklisted. The blacklisted person can still take part in challenges, but can no longer speak at this or future Round Tables. **Leader tips:** Choose a different Spy to nominate a Faithful in each round, so each Spy gets a chance to blacklist (unless they have been discovered). **Importantly, if a Spy points to blacklist another Spy, ask them to choose again, by shaking your head and mouthing, "Not them, choose again".**
- **Discussion.** The leader opens the discussion by asking who would like to go first in sharing who they think are or aren't Spies. Young people share their views, ideas and thoughts.

- **Vote.** When everyone who wants to has shared, it's time for the vote. This can be done by simply raising hands or getting the group to write names on slips of paper and holding them up one by one around the table/circle.
- **Role reveal.** The person with most votes is asked to stand up and reveal whether they are a Faithful or a Spy.

If they are revealed as a Spy, then they are converted and become a **Blacklisted Faithful.** They can no longer speak at future Round Tables. **The Faithfuls gain five extra Bibles for identifying a Spy.** The discovered Spy **must hand their Spy role card back to the leader** (as it has clues for the challenges on it).

If they are a Faithful, then they also become a **Blacklisted Faithful** and cannot share at future Round Tables. **Five Bibles are taken from the Faithfuls.**



HOW TO WIN

Across three challenges, the group has the chance to successfully smuggle up to **95 Bibles** (plus up to 15 more if they identify all three Spies at Round Tables). The better they do in the challenges, the more Bibles they will smuggle.

Faithfuls win if they manage to smuggle **70 or more Bibles**. Spies win if **69 or fewer Bibles** have been smuggled.

BUT if there are any Spies remaining at the end of game, the Faithfuls must pay a tax – **15 Bibles per Spy** that survived.



Images: A converted van with secret hidden compartments that was used by Open Doors networks to smuggle Bibles into Eastern Europe during the Cold War



RUNNING ORDER

- Introduction to persecution and Bible smuggling
- Assign roles: Faithfuls or Spies.

CHALLENGE 1: SURVEILLANCE

- Someone is watching...
- Smuggling challenge
- The Round Table.

CHALLENGE 2: PEARLS IN THE OCEAN

- What was Project Pearl?
- Smuggling challenge
- Round Table (including optional **Secret Intel** opportunity if the Faithfuls haven't yet discovered a Spy).

CHALLENGE 3: SPIES AMONGST US

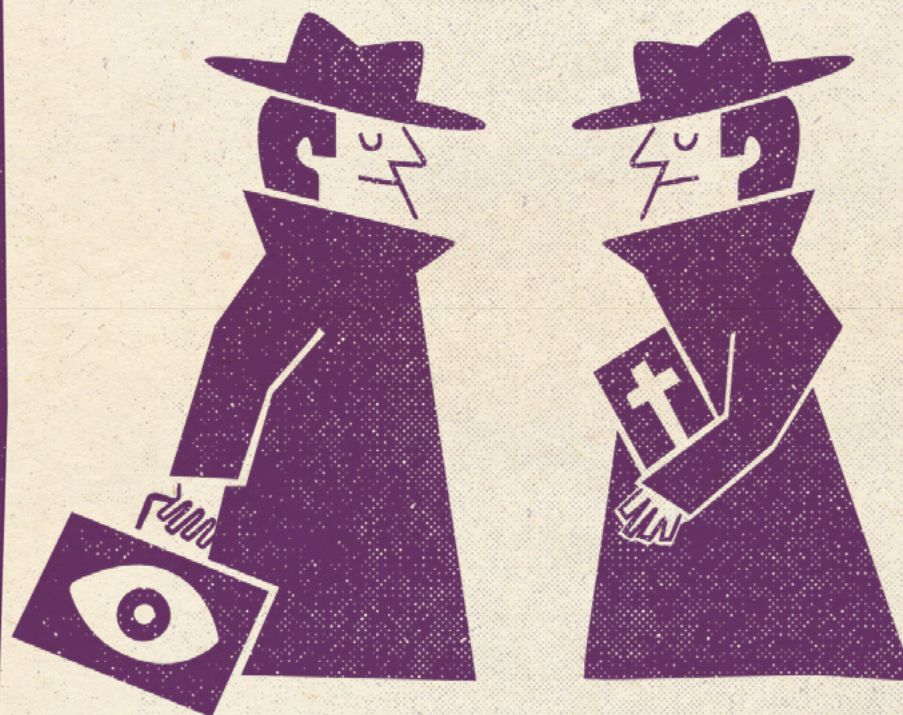
- The Vietnamese spy
- Smuggling challenge
- Round Table.

CONCLUSION

- Role reveal
- Final Bible count
- Wrapping up: now you are experienced Bible Smugglers...



Image: Brother Andrew, founder of Open Doors, sitting on top of a stash of Bibles ready to be smuggled to persecuted Christians



INTRODUCTION TO PERSECUTION AND BIBLE SMUGGLING



OPTIONAL VIDEO

(This covers the intro to this section below)...

SAY: In many places around the world, it's really dangerous to be a Christian. Followers of Jesus are harassed, put in prison and sometimes even killed for their faith in Jesus. In some countries, having something that marks you out as a Christian can be a death sentence. You can't wear a cross around your neck, you can't go to church, and you can't tell anyone that you follow Jesus.

ASK SOMEONE TO READ MATTHEW 4:4

"Man shall not live on bread alone, but on every word that comes from the mouth of God".

SAY: For a Christian the Bible is like food. It keeps us going! Can you think of a time recently when you've been really hungry, when all you can think about is food and getting something into your body that will satisfy that craving? This is what it can be like for Christians who don't have a Bible. They're running on an empty tank. And that's why people risk everything to smuggle Bibles into countries where Scripture is restricted or outlawed. Some brave, faithful Christians risk everything to get God's Word into the hands of people who need it most.

That's why we're gathered here this evening. Tonight, we are a group of Faithfuls; Bible smugglers who are trying to work together to gather as many Bibles

as possible to smuggle across dangerous borders. There will be three different challenges for us to complete with the opportunity to win Bibles in each challenge.

However, just like real Bible smugglers, there will be people trying to stop our mission! There are Spies who have been assigned by the secret police to try and bring us down from the inside.

In a moment, you will be given a card with either the words 'Faithful Smuggler' or 'Spy' written on it. You must not show your card to anyone. This is your identity for the evening.

After each challenge, we will come back together for a Round Table to discuss who we think might be acting suspiciously. One Spy will have the chance to secretly blacklist a Faithful. Then, we'll have the opportunity to discuss and vote for who we think is a Spy. They will then reveal their identity. If we're correct and the person is a Spy, we'll gain five extra Bibles. But if we're wrong, one of our own Faithfuls will be blacklisted and we lose five Bibles.

ASSIGN ROLES

Hand out the role cards so people know whether they are a Faithful or a Spy. **Make sure people stand well apart and give them a minute to read all the info on the cards. Remind them that they can only reveal their true identity if they are voted to at the end of a Round Table.**

CHALLENGE 1: CCTV ENVELOPES



OPTIONAL VIDEO

(This covers the intro to this section below)...

SOMEONE IS WATCHING...

Outside every state approved church in China there is a CCTV camera to track who goes in and out of the building. Throughout the country, there are checkpoints that collect data about everyone. The CCTV cameras monitor people as they walk through these checkpoints and display a colour to security guards to indicate that person's status. If the colour is green, people can go through unchallenged. If it's yellow, the authorities question the person before deciding what to do with them. If it's red, the person is automatically arrested. Just eating in a restaurant with a 'red' person can diminish your status and increase the likelihood that you will be stopped in the future.

Now we're going to hunt for some Bibles whilst trying to avoid being caught out by the CCTV cameras!

PREP

- Print off the **CCTV cards** and **map** which you can find at youth.opendoorsuk.org/faithfuls_extras
- Lay the cards out on the floor in a **6x6 grid pattern**, with the coloured sides matching the layout of the map you've just printed out.

SMUGGLING CHALLENGE

- Players have **five minutes** to take it in turns to flip over cards, starting with the bottom row, to try and find a safe route to the top row. Green cards are a safe route and result in a smuggled Bible. Orange cards are obstacles. Players who turn over an orange card must do a forfeit (which is included on the back of the card). Red cards are dead ends and result in a lost Bible at the end of the challenge.
- Ask the players to nominate a map reader. Give the map reader the map. They can look at it for just 20 seconds and try to memorise a safe 'green' route across the map.
- The map reader stands by the grid, but isn't allowed to speak. **They can only communicate using facial expressions.**
- Players take it in turns to come to the grid, and choose a card (starting with any card on the bottom row). They can take cues from the map reader.
- If they flip over a green card, they have found a step in the safe route and have smuggled one Bible.
- If they flip over an orange card, they are stuck and must do the forfeit on the card.
- If they flip over a red card, they've been caught and lose a Bible.
- When flipping cards, players must choose a card that is next to the last flipped green card (including diagonals) – hence creating a safe route.
- Use a timer to limit the challenge to five minutes.
- The maximum number of points available/ Bibles smuggled is **20**, if the players pick all the green cards. **If they don't find a full route from bottom to top, they lose five Bibles from their total.**

END THE CHALLENGE

After five minutes, count up the green cards and subtract the red cards. **If they didn't make a full route from the bottom row of the grid to the top row, take away a further five Bibles.** Mark the final score on the score sheet (keep the scores hidden from the group).



Begin the Spy blacklisting by getting people to close their eyes and choose a Spy who then selects a Faithful to blacklist (see guidance on page 5).

We'll each have a chance to say who we think is a Spy and why, before all voting. Remember, if you discover a Spy, you will win more Bibles to smuggle. If you nominate a Faithful, you will lose five Bibles. Based on the last challenge, you may want to consider:

- Who gave false or misleading instructions
- Who acted like they knew where the cards were
- Who turned over any red cards
- If anyone reacted strangely
- If anyone tried to take control or direct things.

Take a while to have the discussion. Now it's time to vote.

Be sure to make a big deal of the vote, the nominated person and the reveal of their identity. **Remember, if a Spy was discovered, the team gain five Bibles, and the Spy is converted into a Blacklisted Faithful. If a Faithful is chosen, then they are also blacklisted, can't speak at future Round Tables and the Faithfuls lose five Bibles.**



HEAD TO THE FIRST ROUND TABLE



Revisit the leader's guidance for Round Tables on page 5

SAY: Welcome to the first Round Table. It's your job, as a group, to vote for one person you think is a Spy. But before we get into the discussions, the Spies have a chance to blacklist a Faithful.



Images: A young Brother Andrew, founder of Open Doors, with an old VW Beetle that he used to smuggles Bibles into Eastern Europe in the 1960s

CHALLENGE 2: PEARLS IN THE OCEAN



OPTIONAL VIDEO

(This covers the intro to this section below)...

SAY: Imagine the setting. It's 1981. Christians in China aren't allowed to gather in churches or own Bibles. They could be imprisoned, tortured, or even killed – simply for their faith in Jesus. But the underground church is growing, and all these new Christians need Bibles.

After a secret request from Christians in China, a bold plan is hatched by Open Doors to deliver one million Bibles to China in just one night. The name of the top-secret mission was Project Pearl.

The Bible smuggling team chartered a cargo ship and packed it full of Bibles, stored in water-tight boxes, before setting off on the journey to China. When they arrived at their destination in south east China, instead of docking and unloading the cargo, they moored just off the shore of a remote beach. Five or six hundred secret Christians had gathered, and the smugglers began ferrying boxes and boxes of Bibles to shore in a small dinghy.

After a couple of hours, rumours spread that the police were nearby, but by this point most of the Christians had left, along with the Bibles. The cargo ship sailed away, dropping remaining boxes of Bibles into the sea so they would float to the shore.

When the police arrived, they arrested several people, and set about burning

the Bibles, but it began to rain, and the fires went out. Instead, they just threw the Bibles into the sea. As these Bibles began floating away, their white pages shone in the moonlight and were spotted by local fishermen who mistook them for fish. They quickly started hauling the Bibles into their boats with their nets. Realising they had caught something valuable, they dried out the Bibles and sold them back to the underground believers at a very low cost.

The smugglers delivered the Bibles into China, and the nation was flooded with the gospel. It was the most successful Bible smuggling mission of the 20th century.

In the next challenge, we're going back to the shores of that Chinese beach. But there's several boats out at sea, and we're not sure which could be fishermen, which might be police and which are the Project Pearl smugglers! To keep safe, the smugglers have kept the names of their boats hidden, but they've sent us codes to crack so we can identify the right boats. The problem is, we're short of time... The police will be here in five minutes!

PREP

- Visit youth.opendoorsuk.org/faithfuls_extras to download and print out the boat code posters and cypher code poster. Stick these up around the room
- Make sure each team has an NIV Bible and a pen.

SMUGGLING CHALLENGE

Divide the players into smaller groups. They must use the cypher poster to crack the codes which correspond to the name of each boat. Once they have worked out the name of the boat, they must write it on the boat to lock in their answer. Each boat has something like the following as a clue: "The name of this boat is the ninth word of the coded verse", followed by the cypher code, which will be a Bible reference. They'll need to decode the verse, look up the passage, then find the right word! **Please make sure you use a NIV translation of the Bible for the clues to work.**

They have just five minutes to crack the codes and find the names of the boats. **For each boat correctly named the team wins five Bibles. They can smuggle a total of 45 Bibles.**

The correct verses and boat names are:

1. Psalm 31:24 / Boat name: **Hope**
2. Ephesians 2:8 / Boat name: **Grace**
3. John 16:33 / Boat name: **Peace**
4. Luke 7:9 / Boat name: **Faith**
5. Romans 15:13 / Boat name: **Joy**
6. James 3:17 / Boat name: **Wisdom**
7. Jude 1:2 / Boat name: **Mercy**
8. Micah 6:15 / Boat name: **Harvest**
9. Hosea 11:4 / Boat name: **Kindness**

END THE CHALLENGE

Count up the correct boat names and mark the score on the score sheet (keep the scores hidden from the group).

HEAD TO THE SECOND ROUND TABLE



Revisit the leader's guidance for Round Tables on page 5

SAY: Welcome to the second Round Table. As you know, it's your job, as a group, to vote for one person you think is a Spy. But first, a Spy has a chance to blacklist a Faithful.

Begin the Spy blacklisting by getting people to close their eyes and choose a Spy who then selects a Faithful to blacklist (see the guidance on page 5).

OPTIONAL ELEMENT: SECRET INTEL

Only use this quick section if the Faithfuls haven't yet discovered a Spy.

SAY: OK. Breaking news. I've just received some secret intelligence from our wider underground smuggling network. They've been able to identify one of the Spies who have infiltrated our Faithful Bible smuggling mission. But the info that's come through is a little sketchy, and not always reliable. I'm going to choose one person and they are allowed to point at another person. That person then has to reveal their true identity. They can only question one person. **If a Spy is discovered, they will be blacklisted and the Faithfuls earn five Bibles. If they choose another Faithful, that person remains a normal Faithful and can continue to participate in challenges and Round Tables.**

SAY: Wow. Didn't see that coming. So, now we'll each have a chance to say who we think is a Spy and why, before all voting. **Remember, if you discover a Spy you will win more Bibles to smuggle. If you nominate a Faithful, you will lose five Bibles and they will be blacklisted.**

Based on the last challenge, you may want to consider:

- Who misread the cypher
- Who couldn't find the Bible passage
- Who didn't count the correct words in the Bible verse
- If anyone tried to take control.

Once the discussions have subsided, go to the vote.

Be sure to make a big deal of the vote, the nominated person and the reveal of their identity. **Remember, if a Spy was discovered, the team gain five Bibles, and the Spy is converted into Blacklisted Faithful. If a Faithful is chosen, then they are blacklisted, can't speak at future Round Tables and the team lose five Bibles.**



Top image: Gabriella, the boat carrying the Project Pearl Bibles that were smuggled by Open Doors into China in 1981. You'll find out more in Challenge 3 **Middle image:** A real Project Pearl Bible

CHALLENGE 3: SPIES AMONGST US



OPTIONAL VIDEO
(This covers the intro
to this section below)...

There was a soldier from Vietnam who had served in the army during the Vietnam War. Whilst he was fighting, he stood on a landmine. As a result, he lost one of his legs. He recovered, but because of his injuries he was given support by the government, including a job with the security services. This job involved spying on Christians. He would attend church services, keep an eye on who was in the congregation and take notes on what was being said and taught. Every six weeks, he would report back to his bosses. Consequently, churches would be closed and Christians were beaten, imprisoned or sometimes even killed.

Time and again, he would attend services and Bible studies, make notes and then hand them on. Then, one day, as he was sat in one of the services, the preacher was sharing about Jesus from the Gospel of John. There was something about the words, the story and this person Jesus that spoke deeply to the spy.

Suddenly, he didn't want to spy anymore. Instead, he bravely gave his life to Christ. But how would he still do his job? After six weeks, he was due to provide a report to the security services, but he didn't. His superiors wondered what had happened, but they let him off – he'd always delivered information in the past. So, another six weeks goes by and still no report is submitted. This time, his

bosses are suspicious. The spy is called in and interrogated. When pushed, the spy courageously declares, "I've met Jesus!" All his benefits are stopped, he's kicked out of his home and left with nothing.

Years later, this former spy is now a church pastor. He spends his time teaching and telling people about Jesus. He says, "I gave my left leg for communism and my country. I give my right leg for Jesus."

It's not always easy spotting a spy. Secret Christians around the world have to be very careful about who they share their faith with, because in some places, being known as a Christian can be a death sentence. In North Korea for example, teachers ask children to report any suspicious activity they see in their families, so parents don't talk about their Christian faith with their children for fear of getting caught and punished.

In this challenge, you'll be bouncing ping pong balls into a collection of cups. But if a ball lands in a cup marked spy, you'll be in trouble. The problem is, you don't know which cups are safe and which to avoid! Or maybe some of you do?

PREP

- You will need ten ping pong balls and 15 paper/ceramic cups
- Write "SPY" on the bottom of three of the cups (you could write on tape and stick those to the bottom of the three mugs if you're using ceramic mugs).

- Place all the mugs in a 3x5 grid in the centre of a room with a hard floor or on a large table. **Make sure the spy cups are the three central cups in the middle row.**
- Mark a line at least 1m away from the cups. You can move the line further back if the challenge becomes too easy.

THE CHALLENGE

- Players have three minutes to bounce the ping pong balls from behind the line, into the plastic cups. Everyone should have at least one ball, so players can take their shots simultaneously. People can have as many goes as they want in the three minutes, until their ball lands in a cup. Keep going for three minutes, or until every ball is in a cup (whichever comes first).
- For every ball that they get in a cup they get two Bibles.
- However, if a ball lands in a spy cup, they lose five Bibles.
- If you have a larger group, you may want to increase the size of your grid, number of spy cups and the number of balls.

END THE CHALLENGE

Count up the balls in the different cups and mark the score on the score sheet (keep the scores hidden from the group).



HEAD TO THE FINAL ROUND TABLE

SAY: Welcome to the last Round Table. How is everybody feeling? Before we count up the final Bible scores, the Spies have a final chance to blacklist a Faithful, but we'll also have a chance to expose a Spy.

Now, as in previous Round Tables, the leader asks people to close their eyes, and chooses a Spy to select a Faithful to blacklist. The leader then reveals the Faithful who has been blacklisted.

SAY: Wow, that was intense. But can we find the final Spy? Everyone who isn't blacklisted will now get an opportunity say who they think is a Spy and why, and then we'll vote. **Remember, if you discover a Spy, you will win more Bibles to smuggle. If you nominate a Faithful, you will lose five Bibles.**

Based on the last challenge, you may want to consider:

- Who gave false or misleading instructions
- Whether someone was directing players to shoot at certain cups
- Who got their ball in a spy cup
- If anyone reacted strangely
- If anyone tried to take control of things.

Once the discussions have subsided, go to the vote.

Be sure to make a big deal of the vote, the nominated person and the reveal of their identity. **Remember, if a Spy was discovered, the team gain five Bibles, and the Spy is converted into a Blacklisted Faithful. If a Faithful is chosen, they also become blacklisted and the Faithfuls lose five Bibles.**

ROLE REVEAL

To end, do a role reveal, going round the table, letting everyone have the chance to disclose whether they were a Spy or a Faithful (add some drum rolls to build the tension).



AND THE WINNERS ARE..

Add the scores from the final Round Table to the score sheet and announce to the group whether the winners were the Faithfuls or the Spies. **Remember, for every Spy who wasn't discovered by the end of the last Round Table, the Faithfuls must pay a tax – 15 Bibles for every undiscovered Spy. So, add up the scores...**

FAITHFULS WIN if they manage to smuggle 70 or more Bibles.

SPIES WIN if 69 or fewer Bibles have been smuggled.



WRAP UP

NOW YOU ARE EXPERIENCED BIBLE SMUGGLERS...

SAY: So, who won? Faithfuls or Spies? Either way, Bibles were still smuggled and persecuted Christians have been able to find encouragement, support and hope by having access to God's Word.

In Matthew 5:44, Jesus says, *"But I tell you, love your enemies and pray for those who persecute you"*.

Jesus makes it very clear that his followers are not to hate their enemies. Instead, we should love those who hate us and pray for those who persecute us. That might sound strange, but that's what God's Kingdom is

like. It looks radically different to the world we live in. Jesus challenges us to live His upside-down way, where weakness is power, where the last are first, and where love conquers hate, fear and death. He asks us to love everyone; even those who hate, hurt and persecute us.

We don't hate the Spies and we don't wish for bad things to happen to them. Just like we pray for the persecuted church, we pray for the persecutors too. We pray that, just like the injured soldier in our last story, real-life Spies who are trying to infiltrate secret Christian networks, would encounter the

love of Jesus, be completely transformed and stop persecuting believers.

You might know Jesus and understand just how important the Bible is. Or this might be the first time you've thought about Christianity, or even heard that people would be prepared to choose to follow Jesus, even if it means losing everything. So, how will tonight's game impact you?

One thing we can all do is pray. Pray for those who are smuggling, those who need Bibles and, as we've just said, those who are spying on or targeting Christians.

You don't need to be sure God exists, or whether you call yourself a Christian or not, God is listening and wants you to know Him more and more.

We're going to spend just one minute now in quiet. Bring your thoughts to God. Ask Him to speak to you and to be present in your life. Ask Him to show you that he loves you, just as you are. Ask Him to help you love people who have been unkind or who have hurt you. Ask for His grace and strength to show love to others.

Give one minute for this silent prayer, before closing the session.



WHAT NOW?

Intrigued by the stories of real-life Christians in Faithfuls? Want to inspire your group to grow braver in their faith? Connect further with Open Doors Youth.

Subscribe to our emails and postal mailings, or check out some more of our quality, free resources, including *Secret Church*, a session outline that will help your youth group enter the world of the underground church. Visit youth.opendoorsuk.org for more.

FEEDBACK

How did your game of Faithfuls go?

We tested the game with a bunch of groups and refined the challenges and game mechanics over six months, but if you ran into problems, have suggestions or just want to tell us how it went, please do email us at youth@opendoorsuk.org

Image: Old Korean Bibles – being found with one of these inside North Korea will most certainly lead to interrogation, imprisonment and potentially death



FAITHFULS IS A YOUTH GROUP GAME INSPIRED BY THE TRAITORS TV SERIES AND THE LIVES OF REAL-LIFE UNDERGROUND BIBLE SMUGGLERS AND SECRET CHRISTIANS FROM AROUND THE WORLD.

Through three simple challenges, the Faithfuls must try and safely deliver as many Bibles as possible to an underground church network, all while trying to identify the Spies, who are attempting to sabotage their efforts!



Open *Doors*
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Open Doors works with Christians around the world who are persecuted for their faith. We are committed to smuggling hope by providing Bibles, training, literacy and livelihood programmes, and advocacy support for people who know the true cost of following Jesus.

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