

““The Ultimate Game: Serving God Regardless”

What is your favorite Game? Do you even play board games? Do you see them as bored games? We used to play Yahtzee, Sorry, Monopoly, Stratego, Chutes and Ladders, Checkers, and Life...

Serve God Regardless because Life is Changing...

(The factual information in this section is from Wikipedia)

Life as I knew it...

The 1960 game consists of a track on which players travel by spinning a small wheel with spaces numbered 1 through 10 located in the middle of the board. The board also contains small [mountains](#), buildings, and other [three-dimensional](#) objects. Playing pieces are small, colored, plastic [automobiles](#) which come in red, blue, white, yellow, orange, and green; each car has six holes in the top in which blue and/or pink "people pegs" are placed throughout the game as the player "gets married" and has or adopts "children". The game simulates a person's travels through his or her life, from college to retirement, with jobs, marriage, and possible children along the way. Each game also includes a setup for a [bank](#), which includes play money. You could buy [insurance](#) policies (automobile, life, fire, and/or homeowners' insurance depending on the version), \$20,000 [promissory notes](#) and [stock](#) certificates.

The Original Checkered Game of Life

Interestingly, the original Game of Life by Milton Bradley in 1860 had a foundation that was worlds apart from its modern avatar that appeared 100 years later. The object was to land on the "good" spaces and collect 100 points. A player could gain 50 points by reaching "Happy Old Age" in the upper-right corner, opposite "Infancy" where one began.

“The Checkered Game of Life” first came out during the Civil War. Like several other games, it became immensely popular. Players used a spinner (not dice because of their association with gambling) to move their counter along the “track”. Pointing fingers and text indicated where the players should go, should they land on a named square. Landing on the square labeled “industry” transported a player to the square labeled “wealth”. “Gambling” led to “ruin”; “intemperance” to “poverty.”

In “The Checkered Game of Life” landing on Suicide put a player out of the game. Like most nineteenth-century board games, the game was highly didactic and moralistic—intended to teach youth solid principles and virtues.

While the 1960's version was based on attaining a lucrative career, and amassing as much money as possible in order to win, the earlier version was based primarily on values. The checkered playing board is reminiscent of Snakes and Ladders, with boxes that advance or demote players. It is fascinating to note how many squares deal not with finance, fame, or marital success, but rather with traits connected to character and vice. Of the 32 squares with content on them, 14 deal with principles and matters of conduct (e.g., truth, honor, perseverance, idleness, bravery, ambition, gambling, disgrace, etc).

Special note: Bradley's game did not include dice, instead using a **teetotum**, (like a dreidel) a six-sided **top** (dice were considered too similar to gambling).



Recent Changes to Life

Specialized Editions - *Monsters, Inc.*, *Star Wars: A Jedi's Path*, *Pirates of the Caribbean*, *The Simpsons*, *SpongeBob SquarePants*, *Indiana Jones*, *Pokémon*, *Family Guy*, , *Haunted Mansion Theme Park*, *High School Edition* (aka "Pink Edition"), *Rock Star Edition*

Is Life all about YOU and what YOU like?

A Few More Changes: *The Game of Life* was updated in 1991 to reward players for "good" behavior, such as recycling trash and helping the homeless. (Maybe not so bad)

Disturbing Changes

The online version of a popular board game from many Americans' childhood includes an option for players to choose homosexual marriage and child-rearing as a way of life. Through the *Shockwave.com* website, even children can download and play a free trial version of *The Game of Life*, the first game ever created by Mr. Milton Bradley in 1860. The player's first option in the online version is to choose a persona based on pictures that clearly depict men and women. Shortly thereafter, the game invites players to choose a spouse, regardless of the potential spouse's sex.

The game is just showing many of the disturbing trends that are taking place in our world. No matter where the world is, our call is to serve God regardless...John 17 ...being in the world, but not of the world.

Serve God Regardless because Your Life will Change...

You have a plan...great, but be flexible. Sometimes God laughs at our plans...

Look at all of the class offerings we will have:

(Time Management)(Words/Actions) (Trials) (Overcoming Conflict) (Personal Finance)
(Missions/Ministry) (Service) (Occupation)(Disciplines)(Purpose)

You will hear sermons about: Raising Faithful Children "Developing a Strong Marriage"

These are all valuable and worth listening closely to...

Can you be pleasing to God with no money? Can you be pleasing to God in a variety of occupations? Can you be pleasing to God if you are single? Can you be pleasing to God if you never have children?

You can take a number of paths and be extremely pleasing to God. In fact...there may be times when you are forced by life to change paths...and you can still be pleasing to God.

A Look at Paul...would we say he is a success in life?

Whatever you do...Colossians 3:23-24

Work for the Lord...Ephesians 6:7-8

Serve God Regardless because When Life is Over, We will be Changed...

Death is the Great Equalizer...

I Cor. 15

I Thess. 5

Realize that Life is not a Game. There is definitely more to this life than this life. (Brooks and Dunn I Believe) Many people are living it like it is, though. They are living like you actually win if you get more money...have a better career...are more famous...are more happy...

So we go back to Giving your Life to God by Living Your Life For God.