

## **Choose Your Own Adventure: The Armor of God**

### ***A Faith-Building Journey***

#### **Introduction**

**You are a warrior called to stand firm in a great spiritual battle. The enemy seeks to deceive, discourage, and defeat you. But do not fear! God has given you powerful armor to help you stand strong.**

**Your mission: Put on the full Armor of God and overcome the enemy's attacks. Your choices will determine the outcome of your journey.**

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#### **The Call to Battle**

**You awaken on a battlefield, mist swirling around your feet. A messenger hands you a scroll.**

***"The enemy is near. To stand firm, you must put on the full Armor of God. Choose your armor wisely!"***

**Before you, The gleaming Belt of Truth appears.**

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#### **The Belt of Truth**

**You fasten the Belt of Truth around your waist. The fog clears, revealing the enemy's deception. A shadowy figure whispers, *"You are not good enough. You will fail."***

**Do you:**

**Proclaim the truth that you are chosen and loved? → Victory in Truth**

- **You declare, "I am a child of God, and His truth stands forever!" The shadowy figure vanishes, and light fills the battlefield. You have defeated this attack!**

**Ignore the voice and keep moving? → Caught in Deception**

**You ignore the voice, but doubt lingers in your mind. Chains appear around your feet, slowing you down. Without truth, you struggle to move forward. Take a forgiveness card and try again.**

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### **Side Quest Instructions for the Armor of God Adventure**

**As you journey through the kingdom, a weary traveler approaches you. His cloak is tattered, and his eyes hold a mixture of desperation and hope. He speaks in a hushed tone:**

**"I have been searching for the legendary Scroll of Truth, a sacred parchment said to contain the wisdom of the ages. But the enemy seeks to destroy it, replacing truth with deception. Many have tried to find it, but few have succeeded. Will you take up the challenge and uncover the Scroll of Truth?"**

**The choice is yours. Will you embark on this side quest, venturing into the unknown to recover the scroll and defend its truth?**

#### **1. The Scroll of Truth (*Between Belt of Truth & Breastplate of Righteousness*)**

**Objective: Find a hidden scroll containing an important truth from Scripture.**

#### **Materials Needed:**

- **A small scroll (paper rolled and tied with string)**
- **A riddle or scrambled Bible verse about truth (e.g., John 8:32)**
- **Hidden location or puzzle pieces**

## **Steps:**

- 1. Prepare the scroll with a Bible verse about truth (e.g., “*Then you will know the truth, and the truth will set you free.*” – John 8:32).**
- 2. Hide the scroll in the game area or scatter puzzle pieces with parts of the verse.**
- 3. Provide players with a clue leading to the scroll’s location or a riddle to solve.**
- 4. Once they find the scroll, discuss its meaning and how knowing God’s truth protects us.**

**After finding the scroll, you are rewarded with the Breastplate of Righteousness.**

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## **The Breastplate of Righteousness**

**You place the Breastplate of Righteousness over your heart. Suddenly, a dark arrow flies toward you! It carries guilt and shame from your past.**

**Do you:**

**Trust in God’s forgiveness and stand firm? → Righteousness Protects You**

- The arrow of guilt bounces off your breastplate! You stand confidently, knowing your righteousness comes from Christ. The enemy retreats.**

**Try to dodge the attack on your own? → Wounded by Guilt**

**You try to dodge, but the arrow strikes. Without the breastplate, guilt pierces your heart. You fall to your knees, weakened. Take a forgiveness card and try again.**

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## **The Broken Bridge (*Between Breastplate of Righteousness & Shoes of Gospel of Peace*)**

**As you continue your journey, you come upon a deep chasm with a broken bridge stretching across it. The wooden planks are shattered, and the ropes hang loosely, swaying in the wind. On the other side, a group of travelers waves to you, their faces filled with worry.**

**"We were on our way to deliver supplies to the village beyond, but the bridge collapsed before we could cross. We need help rebuilding it, or we'll never make it in time. Will you assist us in restoring the bridge and ensuring safe passage for all?"**

**The decision is yours. Will you step up to the challenge and find a way to mend what is broken?**

**Objective: Rebuild a bridge by demonstrating acts of kindness and encouragement.**

### **Materials Needed:**

- **Several "bridge pieces" (paper, wooden planks, or puzzle pieces)**
- **Encouragement and kindness challenge cards**

### **Steps:**

1. **Set up a "broken bridge" using scattered pieces.**
2. **Players must earn each piece by completing small acts of kindness (e.g., giving a sincere compliment, sharing a testimony, or reciting a Bible verse about righteousness and peace).**

- 3. Once all bridge pieces are collected, they assemble the bridge to cross safely.**
- 4. Discuss how righteousness leads to peace and how our actions reflect Christ.**

**After your crew rebuilds the bridge and you all safely cross you are then presented with the sandals of the gospel of truth.**

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### **The Shoes of the Gospel of Peace**

**As you continue your journey, you come to a crossroads. The path ahead is divided into two: one leads through a bustling city full of people in need, while the other winds through a peaceful forest with soft trails and birds singing in the trees. Your mission is to walk in the shoes of the Gospel of Peace, bringing God's love wherever you go.**

**Choice 1: Enter the City- sharing the gospel of peace to everyone you meet. → You step into the city and immediately see people arguing, others feeling lost, and many carrying burdens of stress and worry. A man sits alone on a bench, his head in his hands. A woman stands at a market stall, looking overwhelmed. You take a deep breath, remembering that the Gospel brings peace.**

**Choice 2: You decide to continue traveling through the woods. → You step into the woods and immediately feel the presence of the enemy. The fog returns and you realize is the spirit of fear. Take a forgiveness card, back out of the woods, and try again.**

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## **The Messenger's Mission (*Between Shoes of Gospel of Peace & Shield of Faith*)**

**As you rest at a small outpost, a breathless messenger stumbles toward you, clutching a sealed scroll. His clothes are dust-covered, and his face is streaked with sweat.**

**"Please, I need your help! I was entrusted with this urgent message for the king, but I was ambushed along the way. The enemy is searching for me, and I fear I won't make it in time. Will you take up my mission and ensure this message reaches the castle before it's too late?"**

**The choice is yours. Will you brave the dangers ahead and complete the messenger's mission?**

**Objective: Deliver an important message of peace while overcoming distractions.**

### **Materials Needed:**

- **A message (written Bible verse about peace, e.g., Philippians 4:7)**
- **Obstacles (team challenges, riddles, or distractions like "enemy whispers" telling them to turn back)**

### **Steps:**

- 1. Give each player a message scrolls to deliver to a designated location.**
- 2. Along the way, they must face distractions (e.g., false messages, a detour, or riddles that tempt them to quit).**
- 3. Encourage them to stay focused on their mission by recalling God's promises.**
- 4. When they succeed, discuss the importance of sharing the Gospel despite obstacles.**

**Upon reaching your destination and giving the scroll to its intended owner. They present you with the shield of faith**

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### **The Fiery Darts Challenge (*Between Shield of Faith & Helmet of Salvation*)**

**As you make your way through a darkened valley, the sky suddenly glows with an eerie red light. From the shadows, the enemy's archers take their positions, drawing back their bows. Flaming arrows streak through the air, each one carrying a whisper of doubt, fear, or temptation.**

**A seasoned warrior steps beside you, raising his shield. "The enemy's fiery darts can only be extinguished by faith. Hold fast to the Shield of Faith, and press forward! But beware—if you hesitate, the doubts will take root."**

**The choice is yours. Will you stand firm, trusting in your faith to block the fiery darts, or will fear and uncertainty cause you to falter?**

**Objective: Block fiery darts (doubts, fears, and lies) using the Shield of Faith.**

#### **Materials Needed:**

- **Foam darts or small soft balls labeled with "doubts" (e.g., *"God doesn't love you"* or *"You're not strong enough"*)**
- **A large "Shield of Faith" (cardboard, foam board, or an actual shield prop)**
- **Bible verses about faith (printed or written on index cards)**

#### **Steps:**

1. **Appoint a leader to throw "fiery darts" at the players. Each dart has a lie written on it.**

- 2. Players must use the Shield of Faith to block them and counter with a Bible verse (e.g., “*I can do all things through Christ*” – *Philippians 4:13*).**
- 3. If a dart “hits” them, they must recall a truth from Scripture to regain their strength.**
- 4. Discuss how faith protects us from the enemy’s lies.**

### **Overcome by Doubt**

**Just when you think that all your party are safe from the arrows, one of your men lowers their shield, and the fiery darts hit! Doubt clouds their mind, making them question everything, including their allegiance to your Lord. Remember you are all in this together and none of your party must get lost. You quickly remember that your Lord once said that he will leave the 99 and go find the one. It is time to make good on that promise... You must say a prayer asking Him to restore your friend’s faith.**

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**Your Lord has heard your prayer and restored your friend’s faith. For relying on him instead of the world he has granted you the Helmet of Salvation.**

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### **The Helmet of Salvation**

**As you journey forward, you come to a misty valley where whispers swirl around you. The voices sow doubt, fear, and confusion. You tighten the Helmet of Salvation on your head, knowing it will guard your mind and keep you focused on God’s truth.**

### **Choice 1: Face the Voices of Doubt**



**You hear a voice whisper, “You’re not really saved. God has forgotten you.” Your heart wavers for a moment, but then you remember the truth in Scripture.**

- **Declare God’s promises out loud, standing firm in His truth.  
→ You travel through the misty valley and onto your next destination.**
- **proceed without declaration. →suddenly you are surrounded by mist. You have lost all sense of direction or purpose. You call out to your Lord for help to save me. A voice stirs in your innermost being and says my child you are not lost. I have called you by name and you are mine. Take a forgiveness card and return to the start of the misty valley and try again.**

**If the declaration choice is made first proceed then to his next part of the storyline:**

- **Some of your men are growing tired and question your leadership. The enemy’s lies are getting to them and decided to proceed without declaration. This frustrates you and you begin to feel anger welling up inside you. Suddenly they are surrounded by mist. They have lost all sense of direction or purpose. You call out to your Lord for help to save them. A voice stirs in your innermost being and says my child you are not lost and neither are they. I have called you by name and you are mine. You surround them and give them a forgiveness card and return to the start of the misty valley and try again.**

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## **The Library of Wisdom (*Between Helmet of Salvation & Sword of the Spirit*)**

**As you travel through the kingdom, you come across an ancient library hidden within the ruins of an old fortress. The grand stone doors creak open, revealing towering shelves filled with scrolls and tomes of forgotten knowledge. A wise old scholar approaches, his eyes gleaming with urgency.**

**"Many seek the wisdom contained within these walls, but few take the time to truly understand it. The enemy spreads deception, hoping to bury the truth beneath ignorance. I need your help to recover the lost writings of wisdom before they are destroyed forever. Will you take up this quest and uncover the knowledge that can strengthen the kingdom?"**

**The choice is yours. Will you step into the depths of the library and seek the wisdom that awaits?**

**Objective: Unlock a sealed door by finding key Bible verses.**

**Materials Needed:**

- **A “locked” door (real or symbolic)**
- **Bible verses on salvation and wisdom (some real, some mixed-up)**
- **A key (physical key or symbolic item)**

**Steps:**

1. **Set up a “locked” area that players must enter to retrieve their next mission.**

- 2. Give them a selection of Bible verses—some correct, some scrambled.**
- 3. Players must identify the right verses that align with salvation and wisdom.**
- 4. When they find the correct verse, they receive the “key” to unlock the door.**
- 5. Discuss how knowing Scripture strengthens our faith.**

**After successfully navigating the library of wisdom you are rewarded with the Sword of the Spirit.**

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### **The Sword of the Spirit**

**As you move forward on your journey, you come to a place where deception and lies cloud the air like a thick fog. The enemy whispers falsehoods, trying to shake your faith. And among those whispers you hear the enemy call out for his soldiers to rise. In your hand, you grip the Sword of the Spirit—the Word of God—your most powerful weapon against the darkness.**

**Choice 1: Use the Sword of the Spirit with Wisdom →**

**You recall a Scripture that speaks truth against the lies. You raise your sword and proclaim, “The Word of God is living and active, sharper than any double-edged sword.” Your sword begins to glow with the purest of white light. With each swift blow you take down the enemy’s army and the enemy’s whispers grow faint.**

**Choice 2: Use your own sword →**

**As you begin to fight the enemy’s legion you quickly realize that your own sword is not powerful enough to defeat them. You**

**quickly throw down a forgiveness card which temporarily freezes time for you to return and try a different decision.**

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### **The Battle of Light and Darkness (*Final Quest: Victory in Christ*)**

**A storm brews on the horizon as you step onto the battlefield. Shadows stretch across the land, creeping ever closer as the forces of darkness gather. Their leader, a towering figure cloaked in black mist, raises a hand, and the air grows thick with fear and despair.**

**Suddenly, a radiant light pierces through the gloom. Warriors clad in armor gleaming with divine light take their stand beside you. A voice echoes from beyond, strong and unwavering: "The battle between light and darkness is upon us. You must choose—will you stand firm and fight for the truth, or will the shadows overtake the land?"**

**The choice is yours. Will you wield the Sword of the Spirit and shine the light of truth, or will the darkness consume all?**

**Objective: Stand firm against the enemy's final attack using all pieces of the Armor of God.**

#### **Materials Needed:**

- **All pieces of God's armor (visuals or actual props)**
- **Enemy challenge cards (e.g., lies, fears, distractions)**
- **Victory banner or prize**

#### **How to Play the Battle of Light and Darkness**

**Setup the Battlefield: Create two zones—one representing darkness and one representing light. Place a marker in the center.**

**Assign Roles: Students—Warriors of Light and the game master represents the Agents of Darkness.**

**Equip Players: Each Warrior of Light receives a “Sword of the Spirit” (a symbolic item such as a flashlight or scripture card). Agents of Darkness have “Shadows of Deception” (fake negative statements or obstacles).**

**Gameplay:**

**The Game Master presents challenges based on truth vs. deception.**

**Warriors of Light must respond with truth (reciting scripture, answering moral dilemmas, or overcoming obstacles with faith-based actions).**

**Agents of Darkness attempt to obscure the truth with distractions and misleading statements.**

**Victory Conditions:**

**If the Warriors of Light successfully counter a set number of challenges, they push the marker toward the dark Zone and win the battle.**

**If the Agents of Darkness succeed in spreading enough deception, the marker moves toward the Light Zone, and they win.**

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**Shadows of Deception vs. Sword of the Spirit**

**Shadow of Deception: *"You are not good enough."***

- **Sword of the Spirit: *"I praise you because I am fearfully and wonderfully made."* – Psalm 139:14**

**Shadow of Deception: *"God has abandoned you."***

- **Sword of the Spirit: *"Never will I leave you; never will I forsake you."* – Hebrews 13:5**

**Shadow of Deception: *"Your prayers don't matter."***

- **Sword of the Spirit: *"The prayer of a righteous person is powerful and effective."* – James 5:16**

**Shadow of Deception: *"You will never be forgiven."***

- **Sword of the Spirit: *"If we confess our sins, He is faithful and just to forgive us."* – 1 John 1:9**

**Shadow of Deception: *"You can't trust God's plan."***

- **Sword of the Spirit: *"For I know the plans I have for you, declares the Lord, plans to prosper you and not to harm you, plans to give you hope and a future."* – Jeremiah 29:11**

**Shadow of Deception: *"Following God is too difficult."***

- **Sword of the Spirit: *"I can do all things through Christ who strengthens me."* – Philippians 4:13**

**Shadow of Deception: *"You should be afraid of the future."***

- **Sword of the Spirit: *"For God has not given us a spirit of fear, but of power, love, and a sound mind."* – 2 Timothy 1:7**

**Shadow of Deception: *"No one will ever love you as you are."***

- **Sword of the Spirit: *"But God demonstrates His own love for us in this: While we were still sinners, Christ died for us."* – Romans 5:8**

**Shadow of Deception: *"Your past defines you."***

- **Sword of the Spirit: *"If anyone is in Christ, the new creation has come: The old has gone, the new is here!"* – 2 Corinthians 5:17**

**If the army of light misses one give them a forgiveness card to try again until all of the dark is dispelled.**

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## **Victory in the Light**

**As the final battle comes to an end, the darkness begins to retreat, dissolving like mist before the rising sun. The battlefield, once covered in shadow, is now bathed in golden light. The forces of deception and fear crumble, unable to stand against the truth and faith that have been wielded with courage.**

**A voice echoes across the land, strong and triumphant: "You have fought the good fight. You have stood firm in faith. You have wielded the Armor of God and walked in truth. The victory is won—not by your strength alone, but by the power of Christ in you."**

**You look around at your fellow warriors, their armor shining in the light. The Sword of the Spirit rests in your hand, no longer just a weapon but a reminder of the truth that has guided you**

**through every trial. The Shield of Faith, dented yet strong, has protected you from doubt. Each piece of the armor has been tested, and you have emerged stronger.**

**As you take a deep breath, you realize that the battle may be over for now, but the journey continues. The enemy will try again, but now, you are prepared. You walk forward, clothed in the Armor of God, ready to stand firm in every trial, knowing that truth, righteousness, faith, salvation, and the power of God's Word will always be your defense.**

**The light shines brighter than ever before, and with every step, you carry the Gospel of peace into the world. This is not the end—this is the beginning of a new journey, walking in victory with Christ.**

**“Be strong in the Lord and in His mighty power.” – Ephesians 6:10**