

Level 4 – Let Go of the Past

When a player reaches Level 4, the space s/he lands on tells them which item on the *Let Go of the Past* card they must complete (A, B, or C). In Level 4, players must tell stories or list items about their past (For Example: Could you imagine selling everything you own and starting over? Why or why not? or Do you require an apology before you will forgive a person?). A player must successfully complete the challenge or use a Have Faith card in order to move ahead. If a player cannot complete the challenge or does not want to use a Have Faith card, the player loses a turn. To move from Level 4 to Level 5, a player must make a statement about his or her past using any one of the *Wonder Word* cards. (For Example: If you drew the word “Giving” you might state, “I remember my Grandparents giving me special gifts.”)

Level 5 – Find Strength Through Adversity

When a player reaches Level 5, the space s/he lands on tells them which item on the *Find Strength Through Adversity* card they must complete (A, B, or C). In Level 5, players read a statement about a famous person who has faced adversity. (For Example: Bankrupt three times, ridiculed in school, said to be a poor artist, Walt Disney faced a lot of adversity but succeeded. Explain how you have faced adversity and succeeded.). If a player cannot accomplish this, the player loses a turn, unless s/he uses a *Have Faith* card.

To move from Level 5 to Level 6, a player must make a statement about deriving a positive from a negative. (For Example: If you drew the word “Faith” you might state, “I *Have Faith* that things will turn out alright.”)

Level 6 – Live to Give

The first player to reach the end of Level 6 gets to open and read aloud all the goals placed in the *My Miracle* envelope. At this time the players take each other's goals and write a "Potential Promise" on each goal without looking at, or writing on their own goal (this means a player does not know what other players have promised to support each other). A “Potential Promise” is a promise to assist the winner of the game to reach his/her goal, and help s/he live their life to their full potential.

These goals with the “Potential Promises” are then placed back in the envelope. When other players arrive at Level 6 they simply roll the die and move through the spaces until they reach the last space. However, before moving from Level 6 to Level 7, a player must make a statement about giving to others using one of his/her *Wonder Word* cards. (For Example: If you drew the word “Dream” you might state, “My dream is to give back to those who have given to me.”)

Level 7 – Choose to be Happy

When a player reaches Level 7, the space s/he lands on tells them which item on the card they must complete (A, B, or C). In Level 7, players are asked to make statements and tell stories about things that make them happy. (For Example: Tell a story about a time you were sad and someone made you feel happy.) A player must make a statement or tell a story according to instructions on the card. If a player cannot accomplish this, the player loses a turn, unless s/he uses a *Have Faith* card. To move from the end of Level 7 and begin living to your full potential "Tomorrow," a player must make a statement about being happy. (For Example: If you drew the word “Trust,” you might state... “I trust in God that I will find happiness.”)

Winning the Game

The first player to move to "Tomorrow" wins. The winner then opens the *My Miracle* envelope and reads aloud the goals and promises of all players. The other players must now help the winner reach his/her goal by fulfilling their promises to live **YOUR Best Life NOW!**

YOUR *Best Life* NOW

The life-changing game that helps you live at your full potential.

Game Rules

Inspired by Joel Osteen’s #1 New York Times bestseller, this is the first family board game in which play extends beyond the board and into real life after the last move has been made.

Ages

Teen and up

Players

2 to 6 players

Contents

300 YOUR *Best Life* NOW cards divided into the following six categories:

Enlarge Your Vision

Develop a Healthy Self-Image

Discover the Power of Your Thoughts and Words

Let Go of the Past

Find Strength Through Adversity

Choose to Be Happy

50 – *Wonder Word* cards

12 - *Have Faith* cards

1 - *My Miracle* envelope

1 - Writing Pad

1 - Game Board

6 - Play Tokens

1 – Die (6-sided)

6 - Pencils

1 - Mirror

1 - Fifteen-second Timer

YOUR *Best Life* NOW



Object

To be the first player to reach the end of Level 7 (Choose to be Happy) move into "Tomorrow" and begin living to your full potential.

Set Up

Find a room that is warm and comfortable and with a setting that will make all players feel welcome. Make sure everyone has a beverage and munchies.

Place the game board and writing pad within easy reach of all players.

Shuffle the *Wonder Word* cards. Someone deals seven (7) *Wonder Word* cards to each player.

Each player takes two (2) Have Faith cards. These can be used if a player cannot answer a challenge and will prevent a player from losing a turn.

Each player selects a game token and sets it on the "Today" (Start) space. You're starting the game "Today" and playing for your full potential "Tomorrow."

Each player takes a piece of paper from the Writing Pad and writes down a goal that s/he would like to reach, s/he also writes her/his name on the back of the piece of paper. Each player folds their paper (so that the name can be read) and places it in the *My Miracle* envelope. This envelope is then placed under the board at Tomorrow. It will come into play later.

Special Cards

Wonder Word Cards: Each card has a single, positive word imprinted on it. The instructions about what you have to do to make a move from level to level are included with the following descriptions of each level of the game board. Refer to these instructions when you stop on the last space of each level. Once you have used a *Wonder Word* card, it is out of play and may be discarded.

Example: To move from Level 1 to Level 2, a player is asked to make a statement about a new goal or vision. If you drew the word FAMILY, you might say –

I want a happier family life, or

I want to spend more time with my family, or

I want to go with my family on a great vacation, or

I want to do something special for my family, or

I want my family to know me better.

Have Faith Cards: You may use one of these cards if you cannot answer any challenge. The card prevents you from losing a turn. Each card may only be used once, so you only have two (2) chances to use these cards.

My Miracle Envelope: Before the game starts, players write down a specific goal on piece of paper from the writing pad. Each player's goal is placed inside the *My Miracle* envelope. An example of a goal may be: "I want a more positive attitude."

Game Play

The youngest player goes first by rolling the die and moving the correct number of spaces in the *Enlarge Your Vision level*. Players proceed clockwise, alternating turns and completing the required challenges at each level.

When a player reaches the last space of each level, s/he must take any one of their seven (7) *Wonder Word* cards and complete the task that corresponds to the level they are on.

Level 1 – Enlarge Your Vision

A player draws an *Enlarge Your Vision* card and, looking at the picture on it, searches for images within the image. There are no correct or incorrect answers in this visual challenge. If you see a cat in a cloud, for example, point it out. It's okay to be original if you can justify what you see in the shape, shading, lines, or color of an image. You can find things in the whole picture or in parts of it. If a player cannot accomplish this challenge, s/he loses a turn and returns the *Enlarge Your Vision* card to the bottom of that deck. On his/her next turn, s/he draws a new *Enlarge Your Vision* card and attempts to complete the challenge. (Note: On any level, for any challenge, a player may opt to use a *Have Faith* card instead of completing the challenge. But, remember, you only have two (2) Have Faith cards so use them wisely.)

To move from Level 1 to Level 2, a player must make a statement about a new goal or vision using any one of her/his *Wonder Word* cards (like the examples under *Wonder Word* cards to the left). If a player cannot think of a goal or vision using one of their Wonder cards, s/he may play a Have Faith card to move to the next level. If a player decides not to use a Have Faith card, s/he loses a turn and forfeits one *Wonder Word* card, and then may move to the next level.

Note: No matter what number a player rolls, s/he must stop on the last space of each level and complete the task listed for that particular Level.

Level 2 – Develop a Healthy Self Image

When a player reaches Level 2, the space s/he lands on determines which item on the *Develop a Healthy Self Image* card s/he must complete (A, B, or C).

On Level 2, players must look into the mirror as they make positive statements about themselves with a fifteen second time limit. If a player cannot complete this challenge within fifteen seconds, that player loses a turn, unless s/he uses a Have Faith card.

Examples:

List three things that you like about your face.

On the cover of what magazine would you most likely appear?

Who in your life would be happiest to get a letter from you right now?

Complete the sentence "I am beautiful in God's eyes because _____."

To move from Level 2 to Level 3, a player must make a statement about a positive self image using any one of the Wonder cards. (For Example: If you drew the word "Love," you might state..."I love the fact that I married Sheryl.")

Level 3 – Discover the Power of Your Thoughts and Words

When a player reaches Level 3, the space s/he lands on tells them which item on the *Discover the Power of Your Thoughts and Words* card they must complete (A, B, or C). Players are given a negative word that s/he must write down on a sheet of paper, then build positive words off the letters in a crossword fashion.

Example:

| | | | | | | | | |
|--|---|----------------------------|----------------------------|---|---|--|--------------------------------------|---|
| D R E A M | L | H A P P Y | S H A D E | S U C C E S S | B E L I E V E | F R I E N D S | T R I B U T E | C R E S T F A L L E N |
| M E D I O C R I T Y | E V O L U T I O N | N E S S E S | I N J U R Y | C E L E S T I A L | C E L E B R A T E | D I S T R I B U T E | A U T O P O R T | A U T O P O R T |

Play is against the timer. Players have fifteen seconds to list a minimum of three positive words. If they cannot do this, the player loses a turn, unless s/he uses a Have Faith card.

To move from Level 3 to Level 4, a player must make a positive statement using any one of the *Wonder Word* cards. (For Example: If you drew the word "Caring," you might state, "I believe that by caring for others we can teach others to be compassionate.")