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MARCHING ORDERS

This game is great for getting to know people's names and mixing up the seating arrangement! This game can be played seated or standing up.

The Aim

The aim of this game is to have the rank of General when a ceasefire is called. To become the General, players have to work their way through the ranks of the army to become the highest ranking officer, the General. When you become the General, you'll then have to work hard to keep your job.

Setting the game up

The game will depend on how many people you have in the group, so you may have to add or lose roles depending on the number of people. Make sure you have a Chef and a General.

Arrange the group into a semi-circle (or nearly a circle). Have each rank written on an A4 piece of paper (see below). Place the ranks in order on the floor. Have each player stand behind the piece of paper of the rank you give them. Ranks must ascend in the correct order beginning with Chef on the far left and ending with the General for the person on the far right. Each rank should be visible to the other players.

How to play

The game starts with the Chef, who will call out their rank followed by their own name (eg. "Chef Paul"). This player must then call out another rank and the person's name (eg. "Colonel Megan"). So that player has called out two names, first their own, then another of their choice (eg. "Chef Paul to Colonel Megan"). The player who has then been called out, must immediately call out their own rank followed by their name and then someone else's (eg. "Colonel Megan to General Simon"). They cannot call out the person who has just called to them (eg. "Colonel Megan back to Chef Paul"). This is counted as a mistake, and that person will lose their rank.

What happens when someone loses their rank?

When someone loses their rank, (eg. the Sergeant) they must step forward over the paper with their rank (or stand up). That person (Sergeant) has been demoted and must march down to take up the place of the lowest rank (the Chef). Next, the player who was a rank lower than the one who lost their rank (Corporal) is now promoted to fill the space of the person who made the mistake (and become Sergeant). This then follows down the ranks, with each person being promoted into the spaces that have now been created.

Reasons why someone loses their rank

- 1) If someone calls out a person who has just called to them.
- 2) Saying a rank or name incorrectly.
- 3) Pausing or hesitating for more than a few seconds.
- 4) Taking too long or missing that they have just been called out.

For any of the above mistakes, the game is paused and the one who made the mistake becomes the lowest rank. Everyone else below that rank is then promoted into the empty spaces. The game begins again with the Chef calling out a rank and name.

The Ranks

- | | | | |
|------------------------|----------------|-----------------------|--------------------|
| 1) Chef | 2) Cadet | 3) Private | 4) Lance Corporal |
| 5) Corporal | 6) Sergeant | 7) Staff Sergeant | 8) Warrant Officer |
| 9) 2nd Lieutenant | 10) Lieutenant | 11) Captain | 12) Major |
| 13) Lieutenant Colonel | 14) Colonel | 15) Brigadier General | 16) Major General |
| 17) General | | | |

Wild Cards

To mix the game up, wild cards can be used. There should be two decks of cards. One deck has cards with all of the ranks in it (but not players names). The other deck has chance cards with various scenarios that take place which will affect the

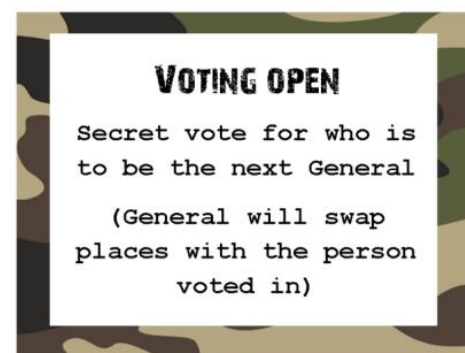
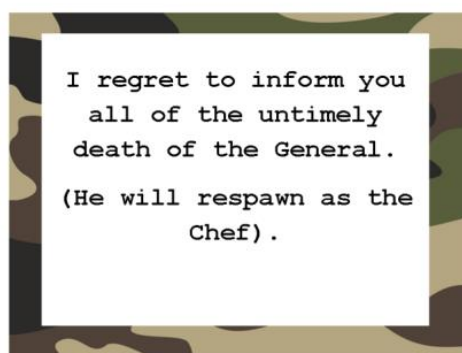
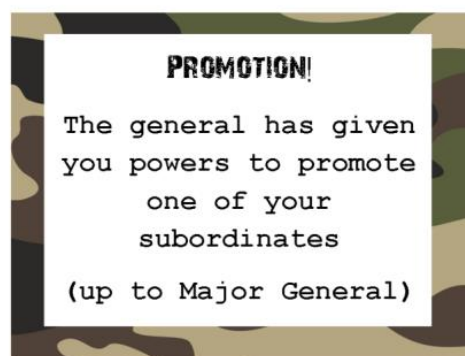
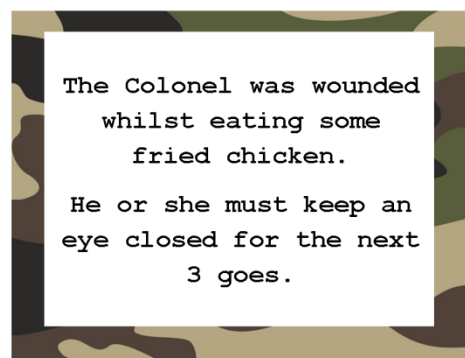
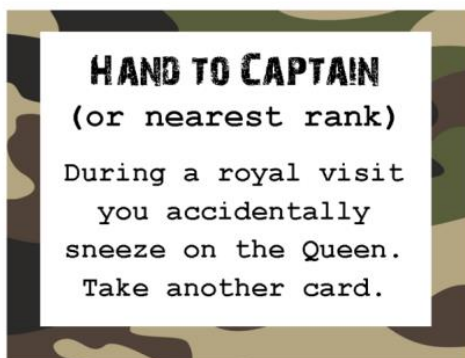
game. For example, someone might pick up a Major card and a chance card that says "You have been given the authority to re-organize the army, make changes to three ranks." The Major would then be able to demote and promote three people. In amongst the wild cards are random cards that will not just affect one player, but the whole group.

You can draw a wild card after every third time a person is demoted (or whenever you feel it is suitable to). See below for images of the wild cards to print and use.

The end of the game

The game will end when you either run out of time or the "Ceasefire" card is drawn. The person who is the General at this point will be the winner of the game.

Wild cards



HAND TO GENERAL

General call out
"Quick March"

Everyone (apart from
the General) move
3 spaces to your left

HAND TO GENERAL

"I have decided to
resign as leader of the
army and will be doing
a less stressful job. I
am swapping with the
Captain"

A STUN GRENADE

...was detonated in
the war room. The top
5 ranking officials
must keep their eyes
closed for the next 3
rounds.

COMPANY HALT!

Reverse the movements
of the last 2 rounds.

The Colonel was wounded
whilst eating some
fried chicken.

He or she must keep an
eye closed for the next
3 goes.

HAND TO MAJOR

(or nearest rank)
You have been given
the authority to
re-organize the army.
You can make 3 changes

HAND TO CHEF

You cook a gourmet
meal of sausage,
beans and mash for
the General. You are
promoted by 4 places.

HAND TO MAJOR GENERAL

You give a medal to
the wrong person.
You are demoted to
Colonel.

HAND TO GENERAL

You make a decision
that wins the war.
You are safe from
losing your job for 3
rounds.

HAND TO MAJOR

You lose your
voice during a
drill watched by
the Queen. Move
backward 2 ranks.

SLOW MARCH

Everyone move up
one space
(General moves to
chef)

Your rifle
accidentally went off
wounding a ninja
hiding in the
shadows. Return to
your previous rank.

CEASEFIRE!

The war has been won!
Whoever is the
General has won!

Ranks

1) Chef

2) Cadet

3) Private

4) Lance Corporal

5) Corporal

6) Sergeant

7) Staff Sergeant

8) Warrant Officer

9) 2nd Lieutenant

10) Lieutenant

11) Captain

12) Major

13) Lieutenant Colonel

14) Colonel

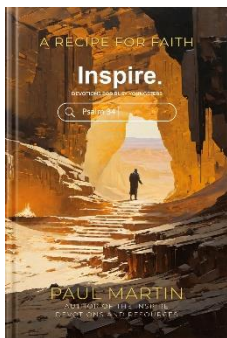
15) Brigadier General

16) Major General

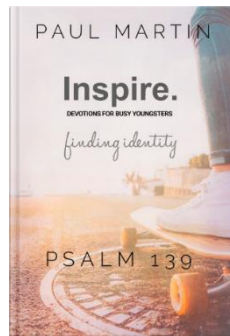
17) General

To help your young people with their regular Bible study, why not try these out...

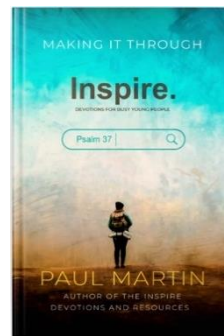
DEVOTIONS WITH A DIFFERENCE!



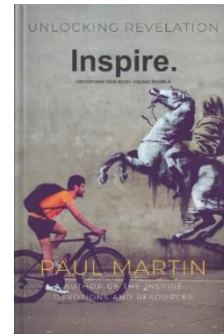
Psalm 34



Psalm 139



Psalm 37



Revelation



Inspire.

DEVOTIONS AND RESOURCES

ABOUT THE AUTHOR



Paul Martin is a Bible teacher with over 21 years of experience in full-time youth ministry. He has worked as a Youth Pastor in Baptist, Anglican and Pentecostal Churches.

"The idea to start writing, began during a conversation that I had with a friend, about how to communicate the full counsel of God (as found in the Bible) to today's young people."

It took five years before he began the project to go chronologically through the Bible, looking at the lives of God's people. It took a further ten years to develop his three volume resource *Inspire. A resource for busy youth workers*.

Paul studied for his BA in Applied Theology at Moorlands College in Christchurch and has a Masters in "The Bible and Ministry in the Contemporary World" from Belfast Bible College.

Paul enjoys watching and playing football, gaming, as well as being arty and creative. He lives in Northern Ireland with his wife and two teenage sons.