

A BIBLE BASED INDOOR BOARD GAME

Entertainment · Spirituality · Mixed

Famous Family Game

“...if you must play a game, play to win a soul, it may be yours”

Vision Scripture: Exodus 31:17

About the Game

Famous Family Game is a Bible-based indoor board game - the result of **22 years of spiritual research and dedication**. Conceived as a vision from God given to Rev. Dr. Famous C.C. Uzoma in 1996 and completed in 2018, it is designed to bring faith, fun and fellowship into every home.

Edge Over Others

This spiritually researched product has the power to heal the sick, strengthen marriages, heal hurts, bring solutions to stress, keep children gainfully busy and at home, and bless families with enduring memories.

Our Mission

- Entertainment Evangelism
- Reconciling the world of indoor games to our Lord
- Winning souls through indoor game
- Going beyond winning souls to winning systems for Christ
- Rewarding every player with spiritual virtues
- Creating a dramatic way of assimilating the Gospel of Christ

Our Vision (1 of 2)

- To provide a wholesome family game
- To enrich the lives of the players
- To add value to relationships
- To provide a credible solution to stress
- To heal hurts
- To help the children develop well mentally
- To help keep children gainfully busy
- To help couples create friendship and enduring memories

Our Vision (2 of 2)

- To enrich peoples' lives with the word of God
- To give the society a game that enlivens the total man - spirit, soul and body
- To fill every shared moment with glorious memories for future use
- To give individuals a way out of boredom, stress and distress
- To turn every shared moment into fun and fellowship
- To make every family a home of laughter, peace and fulfilment
- To provide a means of relaxation that feeds one with the fear of God
- To provide a dramatic way of reading the Bible

Meet the Innovator

Rev. (Dr.) Famous Christ Chinatu Uzoma (FCC Uzoma)

Famous Family Game is a vision from God, given to Rev. Dr. Famous Chinatu Chris Uzoma in 1996. Though the vision had many challenges, his joy today is a world-class indoor game born from the heart of a dynamic minister of the Gospel.

Family: Married to Pst Mrs. Praise Uzoma. Blessed with 5 children.

Based: Port Harcourt, Rivers State

Legal & Documentation

- Owned by **UZ & PF Associates** - a company registered in Nigeria, headquartered in Port Harcourt, Rivers State.
- Patent right obtained from the **Nigerian Copyright Commission**.
- Holds a **Registered Trade Mark (FFG)** - recognised nationally.

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Our Audience

Famous Family Game is made **for all ages** - a blessing to:

- Children, Teens, Youth and Young Adults
- Married Couples, Families, Friends and Neighbours
- The Elderly and the Community at large

The game can also be used to:

- Restore joy to the stressed, bored and depressed
- Provide healing and comfort to the sick
- Deepen friendship, trust and love in marriages - putting divorce away

What's in the Box

- 24 City Cards
 - 4 Mountain Cards
 - 18 Instruction Cards
 - 18 Decision Cards
 - 18 Learn & Earn Cards
 - 180 Money Cards
- 1 Partition
 - 4 Schools
 - 6 Disciple Pieces
 - 2 Dice + 1 Dice Container
 - 1 Game Board (44 spaces)

The 6 Disciples

Each player chooses **one Disciple piece** to represent them throughout the game. All Disciples begin at the **Repentance** space - the game starts here.

Paul

Peter

Luke

John

Matthew

Andrew

Setting Up the Game

Step 1 – Open the Carton:

Turn the carton upside down. Place the lower half into the upper half to form the board tray.

Step 2 – Arrange City & Mountain Cards:

Take the City and Mountain cards and fix them in-between the two cartons, sorted by their colours.

Step 3 – Position the Board:

Bring out the board and place it in a central area that is accessible to all players.

Preparing to Play

Step 4 – Place the Cards:

Place Decision, Instruction and Learn & Earn cards face down on their marked spaces on the board.

Step 5 – Share Money:

Each player receives: \$1,000 ×1 · \$500 ×3 · \$100 ×3 · \$50 ×2 · \$20 ×3 · \$10 ×2 · \$5 ×4 = **\$3,000** each. Store the remainder in the partition.

Step 6 – Choose a Disciple:

Each player selects one of the 6 Disciples (Paul, Peter, Luke, John, Matthew or Andrew).

Step 7 – Repentance:

Place all Disciples on the Repentance space. This is where the game begins.

Starting the Game

Step 8 – Casting Lot / Throwing the Dice:

Each player throws the dice in turn (passing to the right). After everyone's first throw, the player with the highest number starts the game proper. Play then continues to the right.

Step 9 – Moving Your Disciple:

The game always moves to the right. When you throw the dice, add both numbers together and move your Disciple that many spaces. The space you land on determines your next action.

Playing the Board (1 of 2)

Acquiring a City:

When your dice lands on a city, pay its price to the treasury and record it as your property. Anyone who subsequently lands on your city must pay you the amount recorded on the card.

Evangelism Space:

Each time you cross this space, collect \$400 from the treasury. If you land directly on it and money has been deposited there, collect it as your own.

Tithe / Offering Spaces:

When you land here, pay the required amount into the treasury.

Playing the Board (2 of 2)

Fall Into Sin:

Your movement is restricted until you: (A) Recite 1 John 2:12 correctly, (B) Pay a fine of \$200, or (C) Present the 'Come Out of Sin' card.

Fellowship Center:

Recite any scripture correctly or pay a fine of \$100.

Pool of Bethesda & River Jordan:

Landing here moves your Disciple to the opposite space. Acquire it if unowned, or pay the owner its price.

Decision / Instruction / Learn & Earn Cards:

Pick and obey the top card. Learn & Earn cards must be read aloud to all players - they carry a message for everyone.

Building Schools & Pledge

Building Schools: Own 3 cities of the same colour and you can build a school. Schools increase city revenue. There are 5 levels:

- Nursery (Yellow) · Primary (Blue) · Secondary (Green)
- University (Red) · Bible School (White)
- Owning the 3rd same-colour city earns you an award from the treasury (you still pay for it).
- When building a higher-level school, remove the previous one to save space.

Pledge: Borrow against a city by placing it face-down on the board. You may borrow up to **half its value** from the treasury. Reclaim it by repaying the loan plus **10% interest**.

6 Methods of Play (1 of 2)

1. Cashless Policy:

No money is used. No charges, rewards or loans. When all cities are collected, the player with the most cities (not the highest value) wins.

2. Time Out:

Agree on a time limit (e.g. 30 min or 1 hr). When time is up, calculate each player's total assets minus liabilities. Highest net worth wins.

3. Share & Buy:

Before play begins, shuffle the city cards and deal 4 cities to each player. Each player pays for their 4 cities from their starting \$3,000. The game then continues normally.

6 Methods of Play (2 of 2)

4. School Run:

The game ends the moment any player completes a school (any level). That player wins regardless of wealth. Others are ranked by their assets.

5. Full Time:

Play until the last player remains. A player who can no longer pay their debts withdraws - their assets return to the treasury, which settles what they owe.

6. Combination:

Players may combine any of the above methods as agreed - e.g. Methods 1 & 2, or 3 & 4, or 3, 4 & 5.

Winning the Game

Getting a Double:

If you throw the same number on both dice (e.g. 3 & 3, or 6 & 6), you play again immediately before passing your turn. However, **3 doubles in a row** sends your Disciple into Sin - you cannot continue until the Fall Into Sin conditions are met.

The Winner is determined by the chosen method of play:

- Highest net worth (Cashless or Time Out)
- First to complete a school (School Run)
- Last player remaining (Full Time)

Benefit to Society

- Increases the indoor game menu, improving people's right of choice.
- Creates jobs and wealth through procurement, production, advertising, transportation, banking and marketing.
- Helps attract foreign currency for the nation.
- Provides a wholesome, faith-based alternative to secular indoor entertainment.

Other Packages & Opportunities

Other Packages:

- Will grow to be a competitive game among schools, churches, youth and communities.
- Will be exhibited nationally and globally.
- Suitable as a gift for weddings, Christmas, birthdays and seasonal celebrations.

Open Opportunities:

- Open to negotiations with companies wishing to advertise on the game.
- Partnership and advertisement opportunities available for deserving individuals and companies in production, marketing and advertising for greater productivity.

Market Strategy

Famous Family Game is available through a wide range of physical channels:

- Our website: famousfamilygame.com
- Schools, churches and youth conferences
- Open shops and markets
- Gift item shops and camps

Let's Play!

Famous Family Game

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