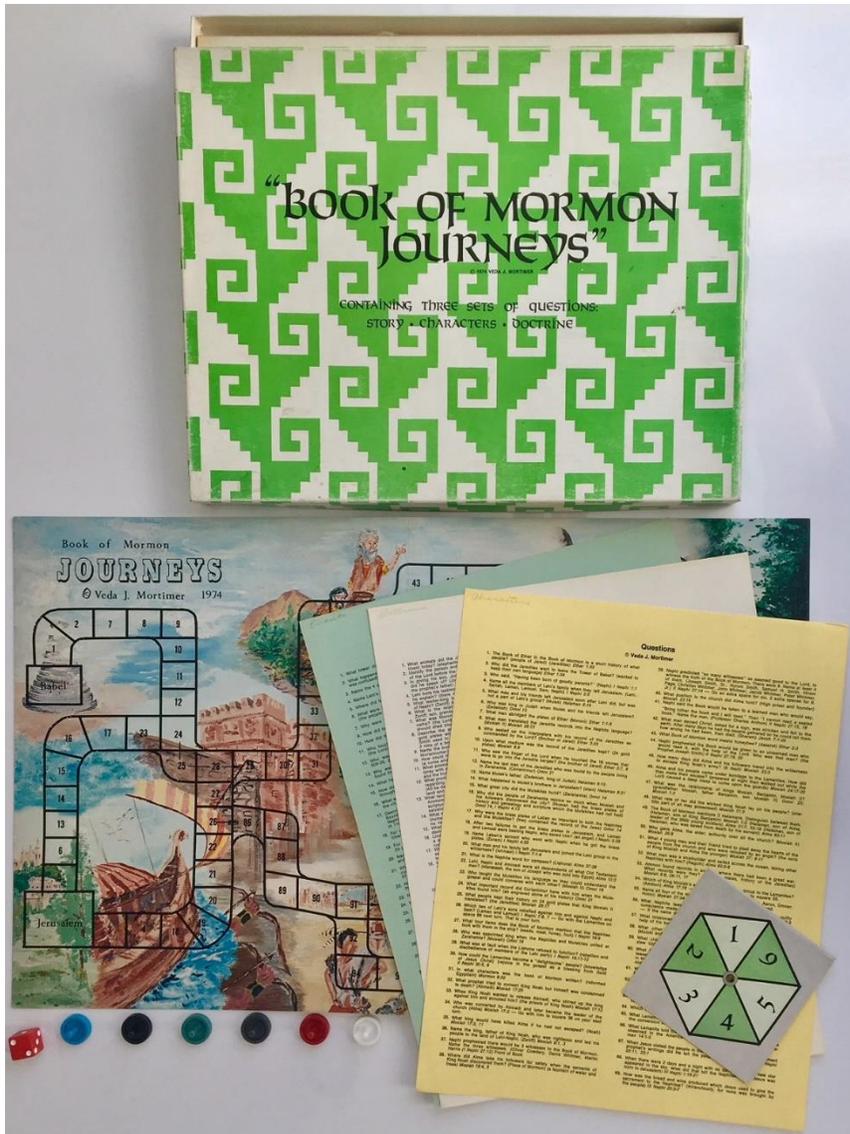


Clawson, Vida Fox. **The Game of Emigration**. [Salt Lake City]: 1947. [First Edition]. Tan grained box [31.5 cm x 49 cm x 2.5 cm] printed in brown containing a game board [61 cm x 48.5 cm] that is printed in full color. The 'Pioneer Odometer' spinner, two covered-wagon game tokens one with a corresponding 'pioneer', five animal discs, 150 numbered trivia cards, and the 12-page instruction booklet. Lacks four of the wagons, five of the pioneers and the food discs. Contents near fine. Box has some minor discoloring wear with some splitting at the edges. Contains a second variant playing board.

Players move across the board from Nauvoo to the Salt Lake Valley, the player with the most points, who reaches the SL Valley wins!

"The exodus of the 'Mormons' from Nauvoo, Illinois in 1846, and their trek to the Rocky Mountains in 1847 were the inspiring events behind the planning of 'The Game of Emigration.' Needless to say, the game begins in Nauvoo and ends in the Valley of the Great Salt Lake."- cover of the instruction booklet. Rare.



Mortimer, Veda J. "**Book of Mormon Journeys**". 1974. White box [35 cm x 27.5 cm x 2.5 cm] printed in green and black, containing a game board [33 cm x 53cm] with excellent original art by 'Vallejo,' that depicts the people and places of the Book of Mormon. Box contains: six original plastic game tokens, three 'Questions' sheets [33 cm x 25 cm] each containing 111 questions and answers, a spinner (missing the arrow), and a die. Presumably lacks the instruction manual. Box and contents are near fine.

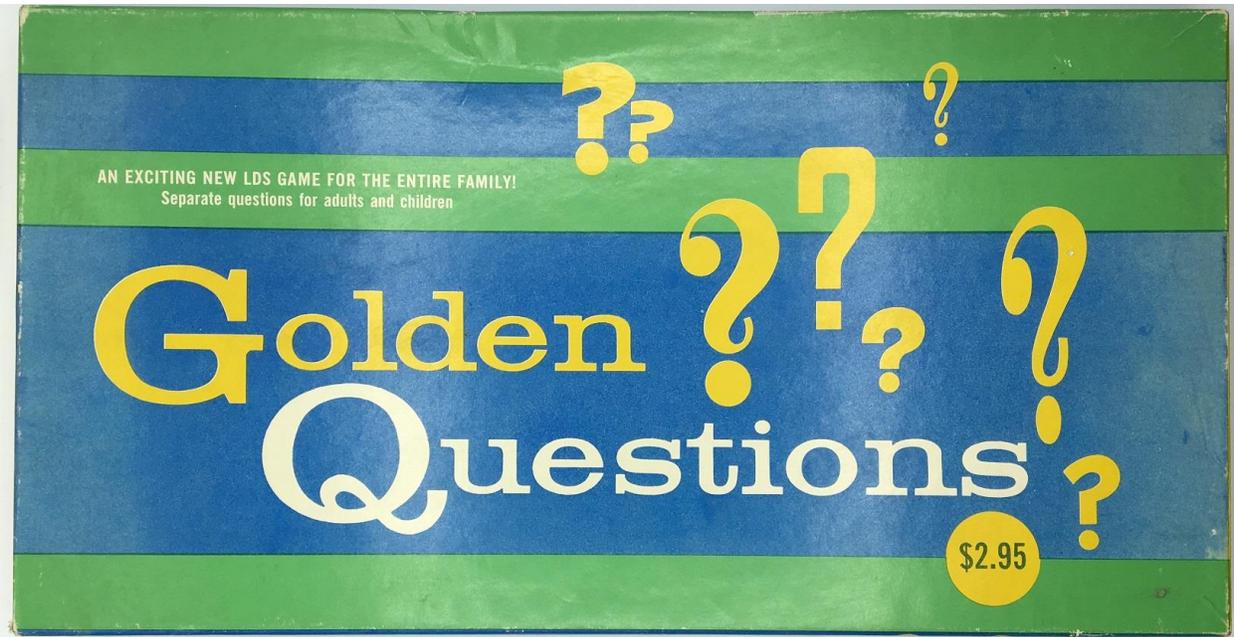
The different sets of 'Questions' sheets are labeled individually at the head in pencil: 'Characters' - 'Doctrine' - 'Events'.

This is not a game I've seen or handled previously. I am unable to locate any reference to this.



Simiskey, Julia Keller. **Know Your Gospel Game**. Salt Lake City: Deseret Book Company, 1960. Blue box [24 cm x 46 cm x 6 cm] with an illustrated printed lid. Box contains: A game board [46 cm x 46 cm], a single die, 16 player tokens, 1080 question cards, 2 instruction and rule books [6pp.], 'Book of Mormon Study Guide and Answer Sheet' 16pp., 'Missionary Training Study Guide and Answer Sheet' 27pp., 'Gospel for Children (set No. 1) Study Guide and Answer Sheet' 14pp., 'Gospel for Children set No. 2 (advanced) Study Guide and Answer Sheet' 14pp. Complete. Box and contents better than very good.

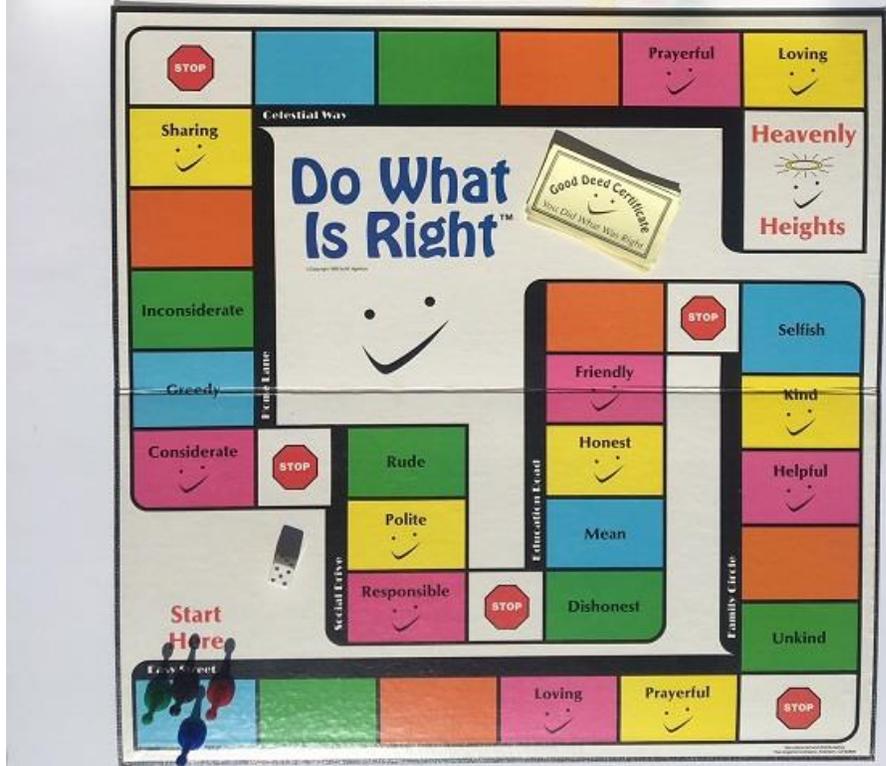
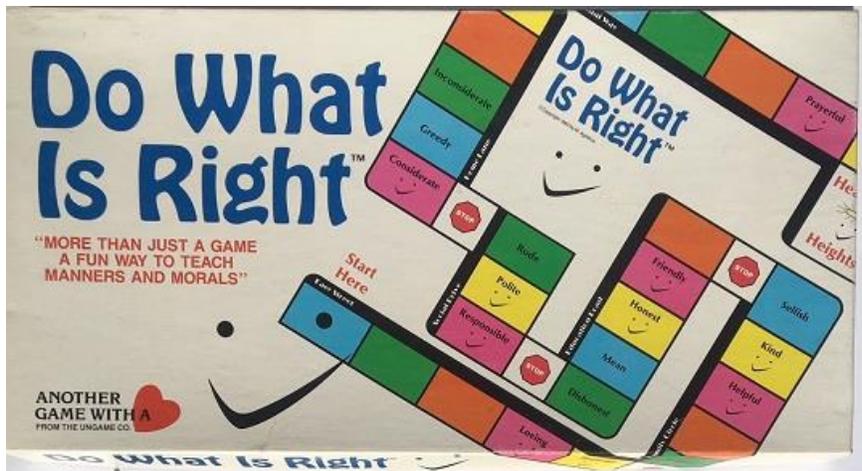
"This game series is designed to enable all who play to gain more knowledge and a better understanding of the Gospel. An effort has been made to combine serious study of the Gospel with a relaxing and interesting game that can be played by students of the Gospel of all ages." - from the rule book.



Schoenfeld, J. Stanley and Elizabeth. **Golden Questions**. Salt Lake City: Bookcraft, 1963. Blue box [41 cm x 20.5 cm x 4 cm] printed in green and yellow, containing a game board [41 cm x 41 cm] printed in green, white and yellow. Box contains: six original plastic game tokens, fifty "referral cards," the "Golden Spinner," thirty-five colored paper markers and both booklets, 'Senior Question Book' (52pp) and the 'Junior Question Book' (52pp). Complete. Better than very good.

The players are Mormon Missionaries who encounter various people they must try to convert with the Golden Question, "Would you like to know more about the Mormon Church?" The player who converts the most wins, but there is also a kid edition where everyone wins.

"An exciting new LDS game for the entire family." - from the lid.



Agrelius, Mike. **Do What is Right**. Anaheim, CA: The Unigame Co., 1985. White box [23 cm x 45.5 cm x 4 cm] printed in color, containing a game board [43 cm x 43 cm] that is printed in color. Four original game tokens, a single die, 'Good Deed Certificate[s],' pad of blank checklists and the instruction sheet. Complete. Contents and box very good.

The object of the game is to be the one with the most 'Good Deed Certificates' after everyone has completed the game and arrived at "Heavenly Heights."

"Speeding: Players rolling a six are 'speeding' and must stay right where they are until the next turn." - instruction sheet



Gaunt, L. **Forever Families**. Whittier, CA: Happy Valley Publishers, 1980. White box [33.5 cm x 51 cm x 4 cm] printed in blue, red, green and yellow, containing a game board [51 cm x 33 cm] printed in blue, red, green, black and yellow. Box contains: six original plastic game tokens, 120 'Archive Records' cards, 40 'Session' cards, 40 'Ancestor' cards, seven 'Temple Recommends' cards, a die and a prospectus for other Happy Valley items. Lacks three 'Temple Recommend' cards, otherwise complete. Box shows some minor wear, with some splitting at corners of the lid. Contents are near fine.

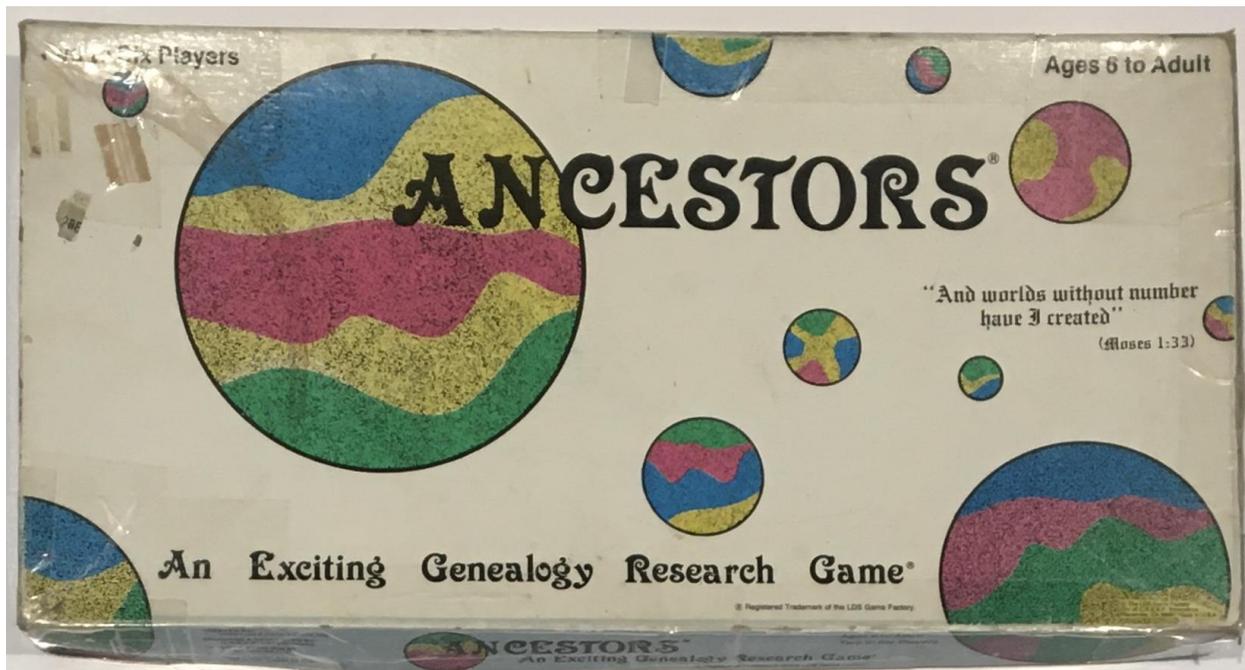
The object of the game is to match certain Archive Records with assigned Ancestor Cards, then to take the "cleared names" to the Temple and receive Session Cards for them. The first player to receive seven Session Cards is the winner

"This family game acquaints players with genealogy research methods and gospel principles." - from the prospectus.



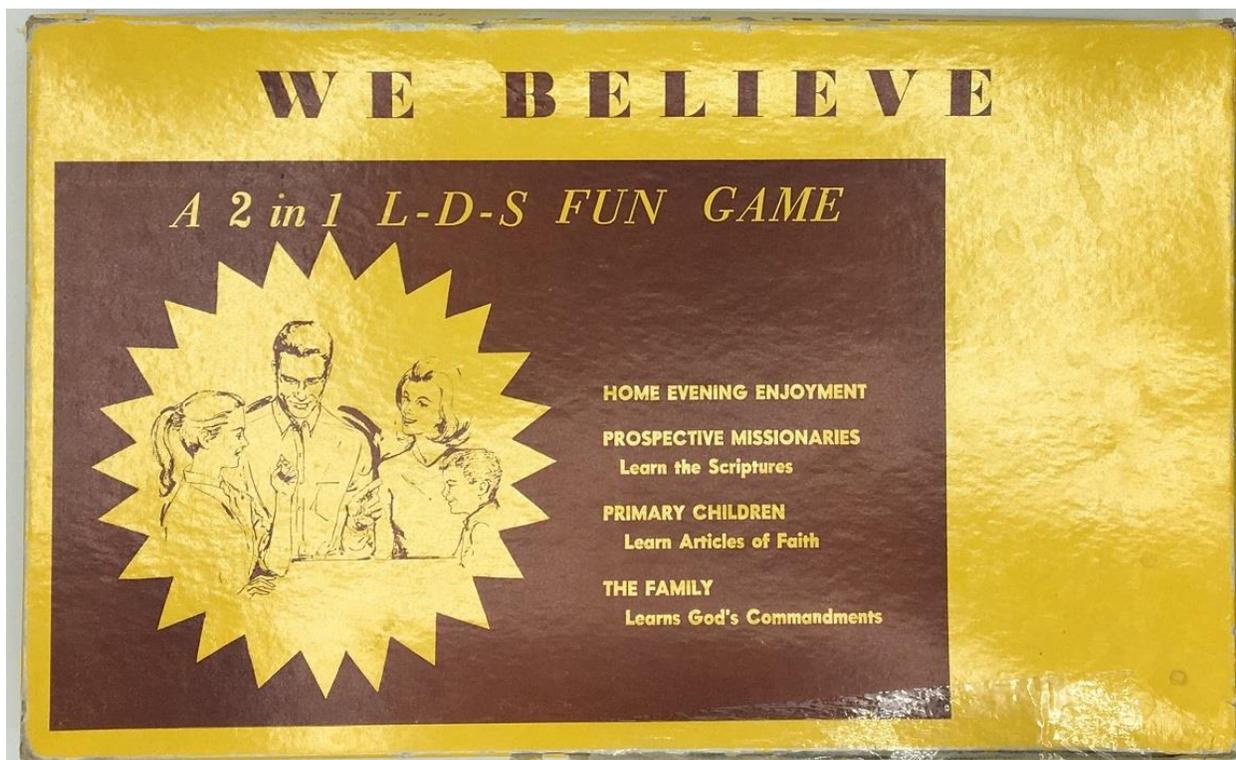
Kidd, Clark and Kathy. **Free Agency: A Game for Members and Friends of the Church of Jesus Christ of Latter-day Saints.** Placerville, CA: The Game factory, 1980. White box [22 cm x 44.5 cm x 4 cm] printed in color. Box contains: A game board [43 cm x 43 cm], two dice, four player tokens, rule book (7pp.), checklist/score pad, 'Free Agency' cards, 'Knowledge' cards. Complete. Box and contents better than very good.

"Free Agency is a game of life. The playing board represents man's earthly existence, and the Circles of Experience (Education, Family, Church, Career, Talents, and Leisure) are areas where man meets with success or failure." - from the rule book.



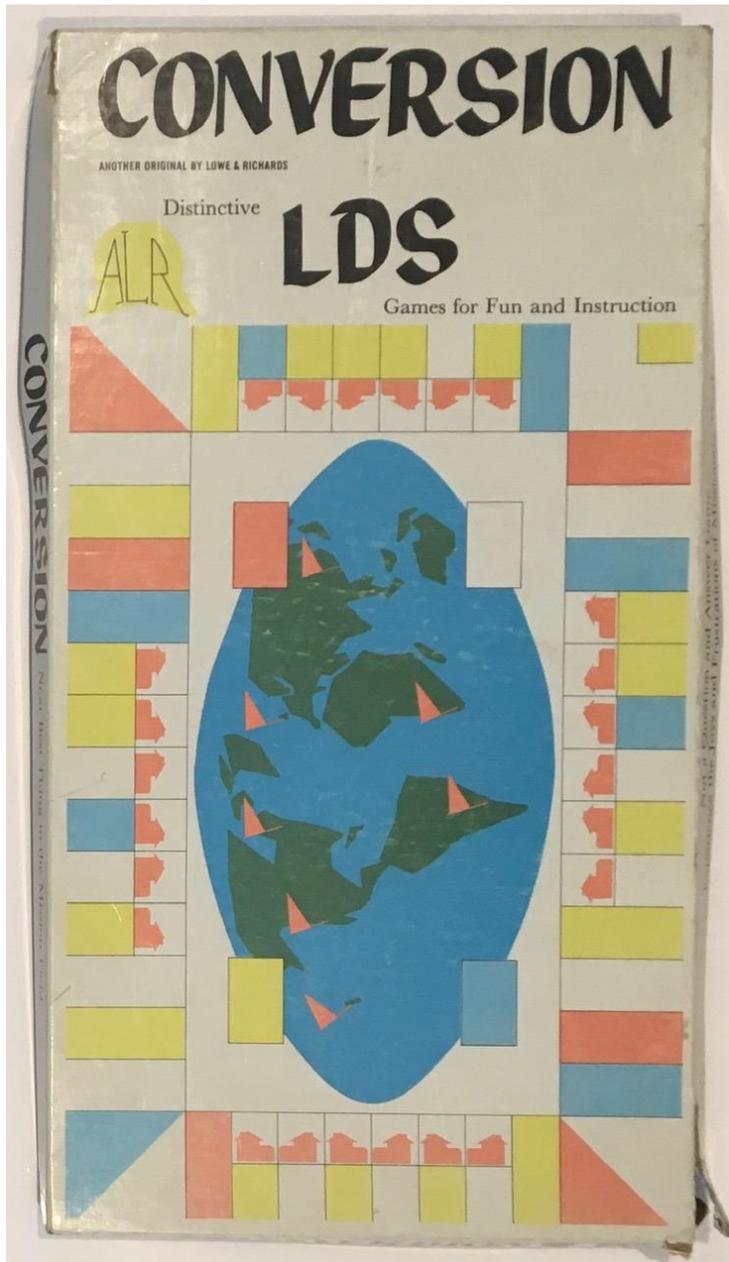
[Mormon]. **Ancestors: An Exciting Genealogy Research Game**. Placerville, CA: LDS Game Factory, 1979. First Edition. Illustrated box [24 cm x 44.5 cm x 4 cm] Box contains: A game board [43 cm x 43 cm], A single die, six player tokens, six sets of ancestors, six ancestral charts, eighteen sealing cards, 54 outside playing cards, 36 inside playing card, play money, and instruction booklet. Complete. Box shows wear and rubbing with tape "repairs" to the joints. Contents very good.

Monopoly style game. "Ancestors is an exciting game designed to assist in bridging the gap between LDS missionary and genealogy work: Players traveling around the game board search through old records in an effort to find their Ancestors and free them from Spirit Prison; and in so doing be the first to complete their ancestral chart. Created for both LDS Church members and non-members, this game requires no previous knowledge of the Church or genealogy work." - from the instruction booklet.



Thompson, Lucille and John A. **We Believe: A 2 in 1 Game Which Teaches the Essential Beliefs of the Church of Jesus Christ of Latter-day Saints.** Salt Lake City: Nibley Park Press, 1960. Yellow box [18.5 cm x 30 cm x 3.5 cm] with an illustrated printed lid. Box contains: 6 'We Believe' sheets, spinner, bag of wooden tiles, 6 reference sheets with printed wrap-around band, rules and instruction sheet. Complete. Tape to the edges of the lid. Contents near fine.

"Useful for: Home Evenings, Missionaries, Firesides, Primary. Game Teaches: Articles of Faith, Commandments, Pearl of Great Price, Book of Mormon." - from the instruction sheet.



Lowe, Acel and Larry G. Richards.

Conversion. Lowe and Richards, (c.1960). White box [47 cm x 25 cm x 3 cm] with an illustrated lid. Box contains: A game board [45.5 cm x 68 cm], 400 question cards, 24 Contract Tracting Cards, 30 Contact Teaching cards, 14 Mission Call cards, 18 Special Situation cards, 2 player tokens, a single die, and 24 movement cards. Lacks instruction sheet. Box is worn and shows splitting at joints. Contents are near fine. Presumed incomplete.

"Distinctive LDS Games for Fun and Instruction. Not a Question and Answer Game - Experience the Joys and Frustrations of Missionary Work." - from the lid.

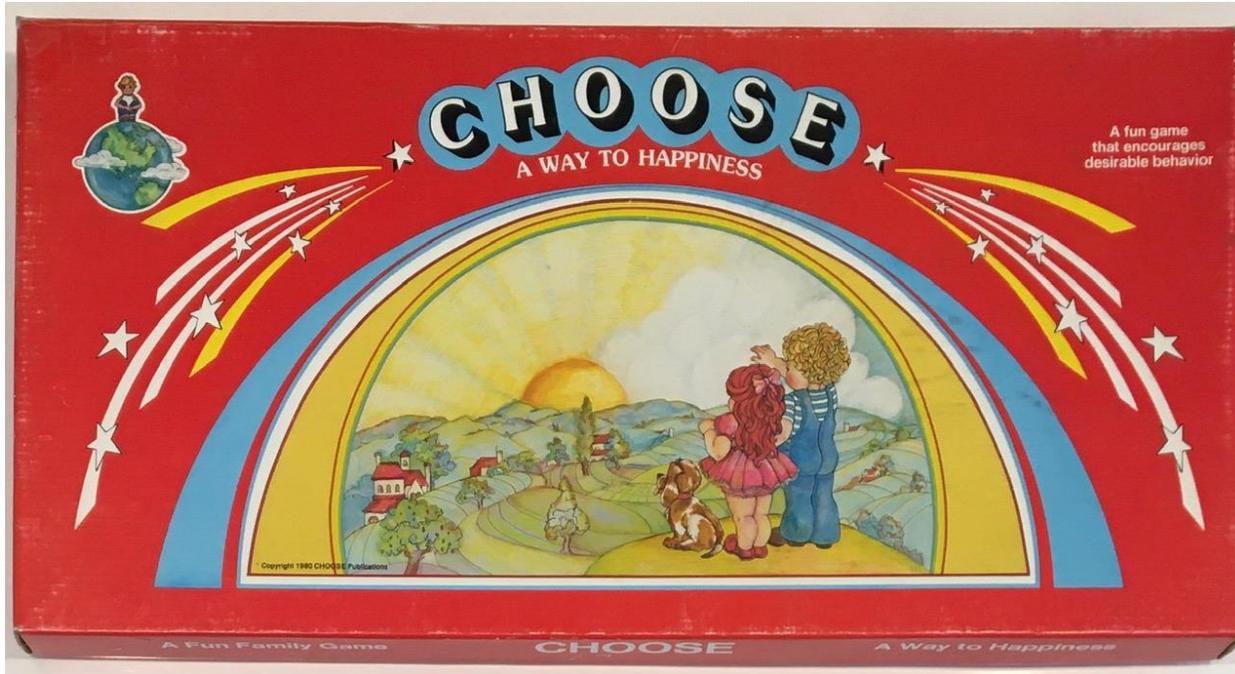


LDS Church History Game.

Bookcraft: Games Etc., 1973. Red illustrated box [29 cm x 21 cm x 5.5 cm] with text printed in yellow on the side. Box contains: Map board (divided into three pieces, four fasteners, six playing pieces, 1 die, rule book, scripture cards, convert cards, two directional finders, testimony cards, and earthly goods cards. Complete. Very good.

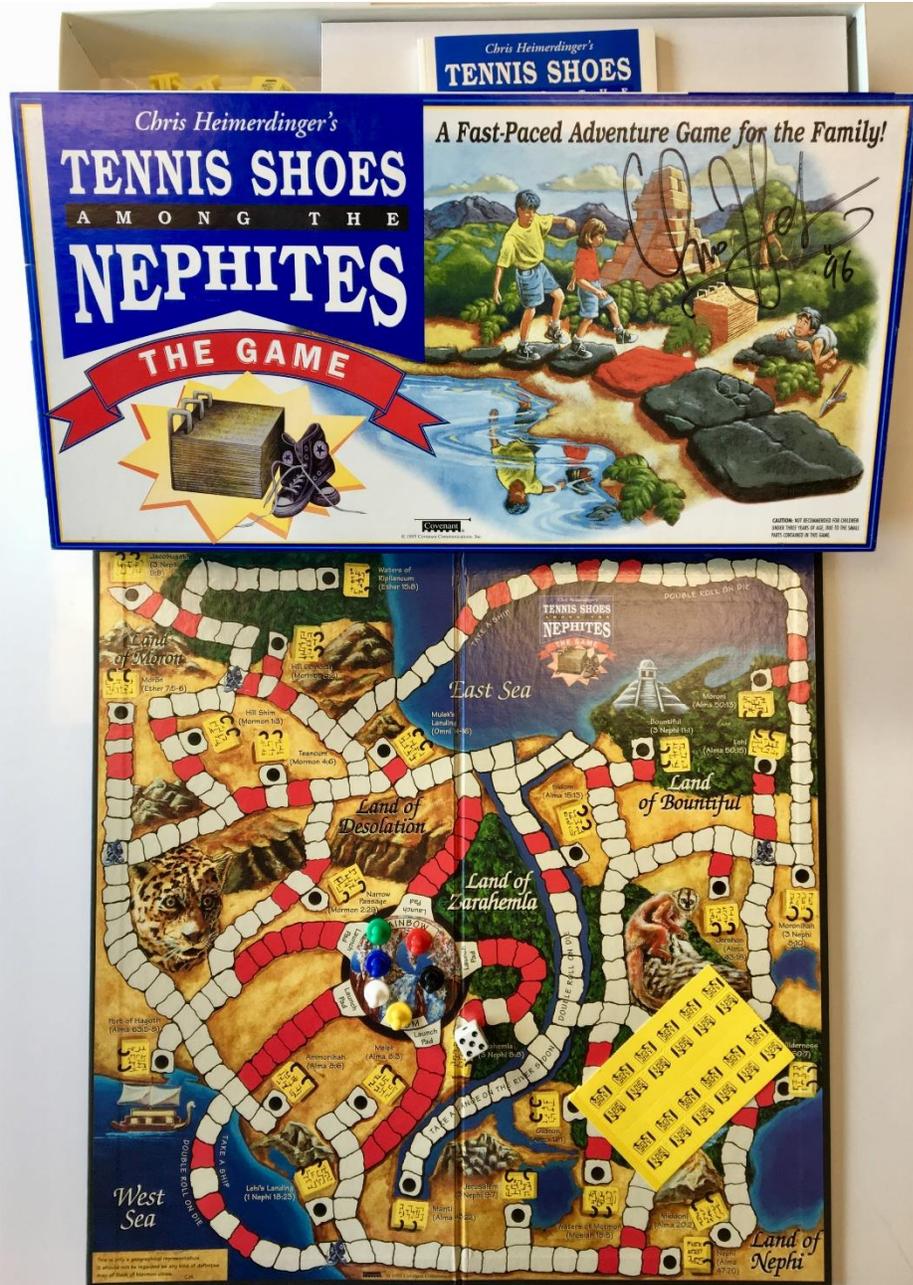
The object of the game is: 'The first player to reach Salt Lake City with 15 testimony points is declared winner.'

"If a player reaches Salt Lake City with 'earthly goods' points, but not enough 'testimony' points, he may travel south and in any of the 9 colonies south of Salt Lake City, trade all his earthly goods points for an equal number of testimony points and head back to Salt Lake City. The colonies are Provo, Nephi, Price, Fillmore, Manti, Parowan, St. George, Las Vegas, and San Bernardino" - from the instruction manual.



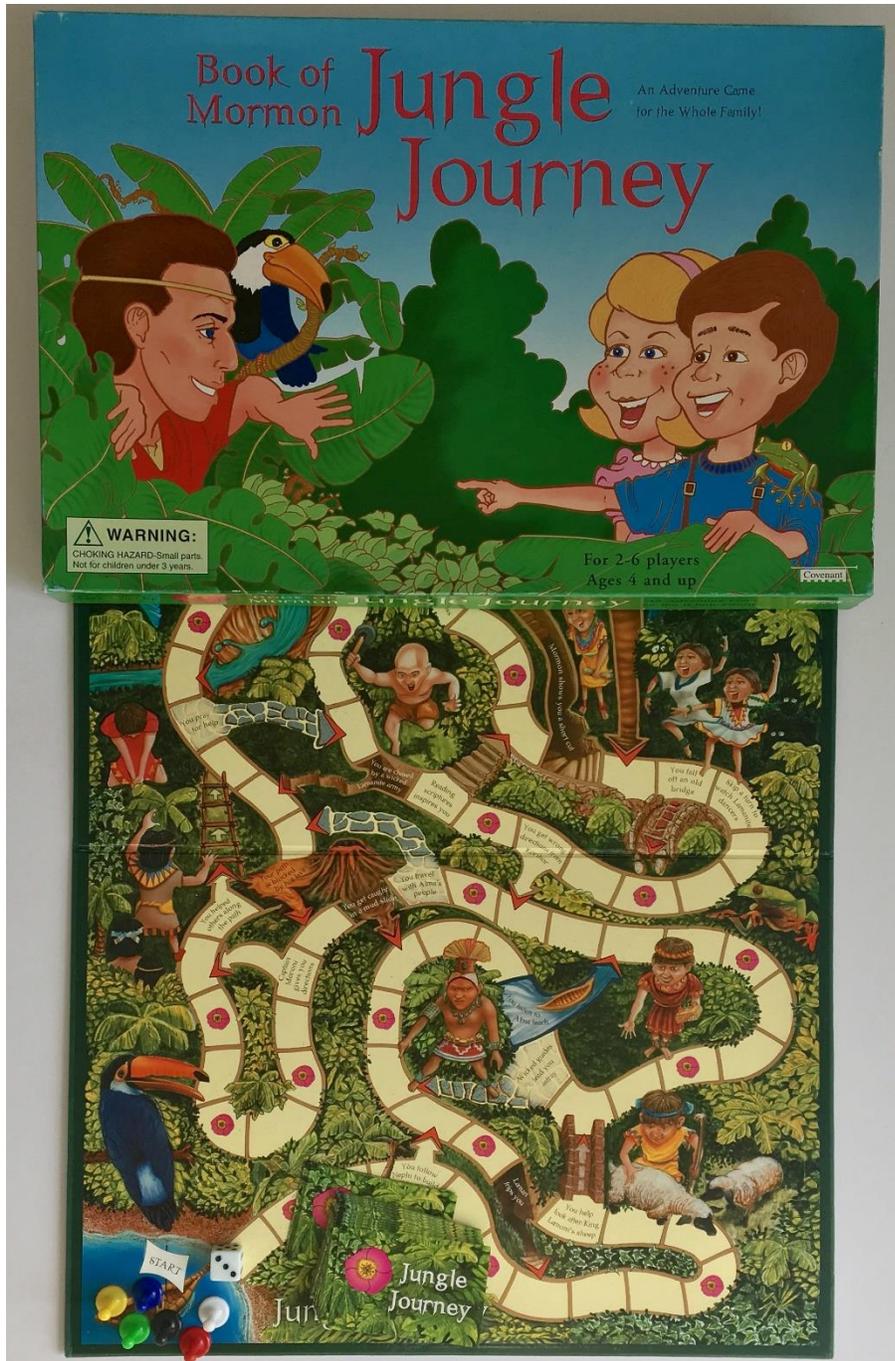
Choose: A Way to Happiness. (Salt Lake City?): Choose Publications, 1980. Red illustrated box [25 cm x 50.5 cm x 4.5 cm] The interior of the box double as the board [50 cm x 49.5 cm] and contains: 36 yellow Action Rhyme Card, 36 gray Action Rhyme Cards, Choose points, numbered move cards, Certificates of Happiness, game rules sheet, and 8 player tokens.

Choose A Way to Happiness is a game designed to encourage good behavior in children and teach them how to make choices that will help them be happy. Players move about a board by drawing move cards and collect C-Points for landing on squares that describe a good behavior, like "Always Helping" or "Feeling Happy All Day." Players can collect A-Points for landing on squares with negative actions, such as "Cheating at Base Ball" or "Late for School." Players can remove A-Points by playing Apology Cards.



[Heimerdinger, Chris]. **Chris Heimerdinger's Tennis Shoes Among the Nephites: The Game.** Salt Lake City: Covenant Communications, 1995. Illustrated box [23.5 cm x 46.5 cm x 7 cm] printed in color with an illustration from the book series of the same name on the lid. Box contains: A game board [45 cm x 45 cm], a die, six player tokens, 26 plastic stands each with a paper "Golden Plate" folded into the top, one sheet of 24 uncut 'Golden Plates' and the rule/answer book (58pp). Complete. Box and contents near fine.

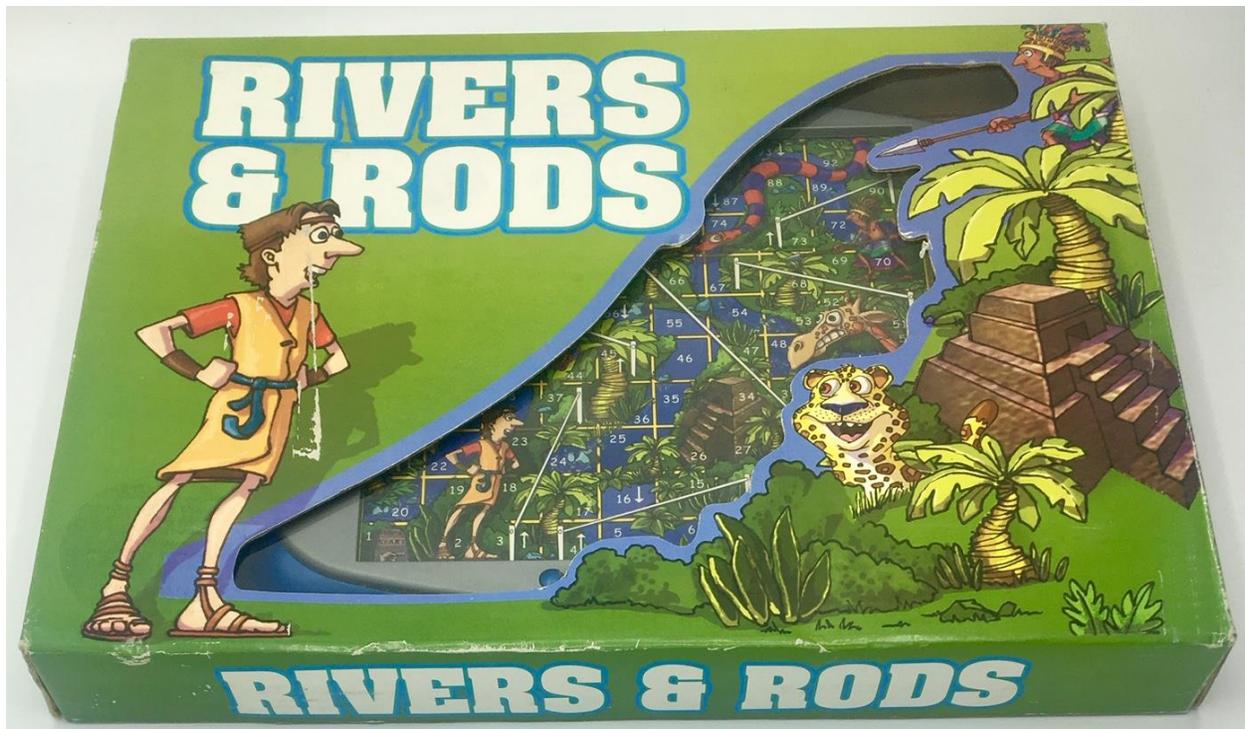
Players answer questions to collect 'Gold Plates' as they move through the Book of Mormon lands. Based on the popular series of books. Lid is signed by the series creator, Chris Heimerdinger.



Book of Mormon Jungle Journey. [American Fork, UT]: Covenant Communications, 2002. Green and blue box [40 cm x 27 cm x 4 cm] printed in color, containing a game board [51 cm x 39 cm] printed in color. Box contains: six original plastic game tokens, a white die, 40 "Jungle Journey" cards. The instructions are printed on an interior cardboard stand. Complete. Box is near fine. Contents near fine.

The object of the game is to be the first player to reach the Nephite Temple in Bountiful.

"In this exciting board game, you must brave the dangers of the jungle in a race through the lands of the book of Mormon." - from the instructions.



[Mormon] [LDS]. **Rivers and Rods**. (c.2000). Green box [41 cm x 20.5 cm x 4 cm] printed in color with a window in the top. Box contains: Plastic game board, player token and a single die. Complete. Box shows minor wear. Contents fine.

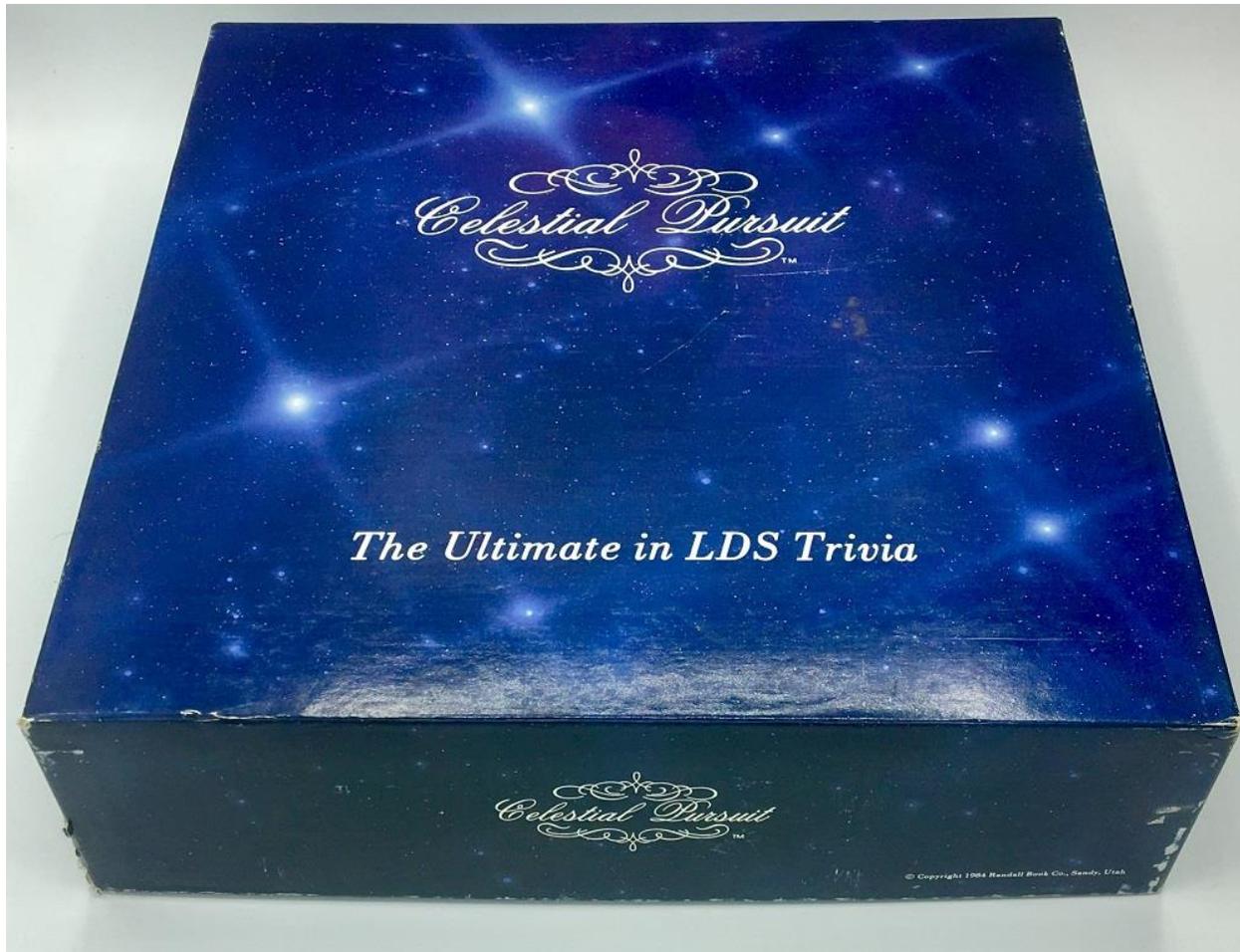
Rivers and Rods is similar to Chutes and Ladders. Players navigate through a map of Book of Mormon lands. When they land on the beginning of an iron rod, they can skip several places to go to the end of it and when they land on the beginning of a river they are likewise sent backward. Uncommon.



[Mormon] [LDS]. **Mormon Trivia**. Toluca Lake, CA: Jensen-Evans Productions, 1984. White box [27 cm x 27 cm x 8 cm] with the lid printed in gold ink. Box contains: Order form, 'Inspiration' page, two different promotional bumper stickers, spinner assembly instructions, instruction sheet, printed playing board [51 cm x 51 cm], player tokens and pieces, spinner, single die, box of trivia cards. Complete. Minor wear to box. Contents fine.

Very similar in play and style to Trivia Pursuit.

"Mormon Trivia by Jensen/Evans Productions is the only trivia game with 'Inspiration.'" - from the 'Inspiration' page.



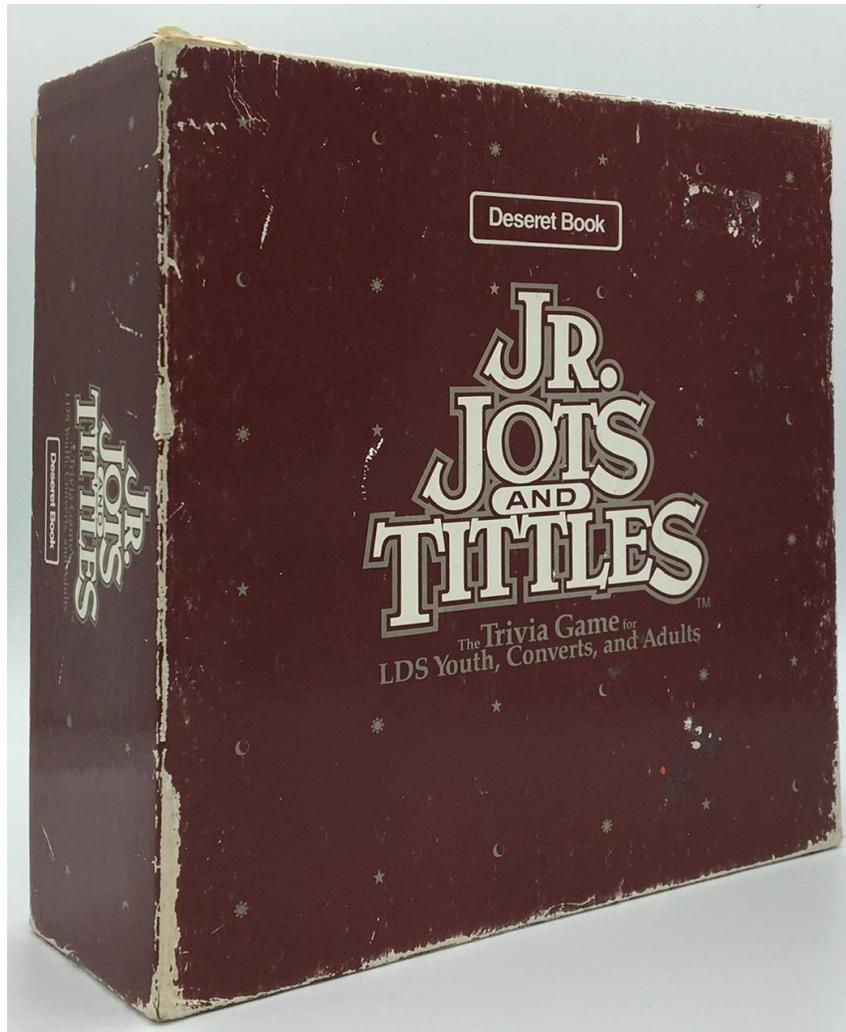
[Mormon] [LDS]. **Celestial Pursuit**. Sandy, UT: Randall Book, 1984. Box [27.5 cm x 27.5 cm x 8 cm] with a starry night scene on the lid with the title in white on the lid and sides. Box contains: A game board [51 cm x 51 cm], 6 player tokens, 36 colored rings, a single die, instructions, 2 boxes of question/answer cards, prospectus. Box and contents near fine. Inner box has some splitting at the corners.

Very similar in style and play as Trivial Pursuit and intended for the Latter-day Saint community. Earn disks by correctly answering questions in the six categories: Humanities, Bible, Book of Mormon, Church History, Odds and Ends, and Personalities.



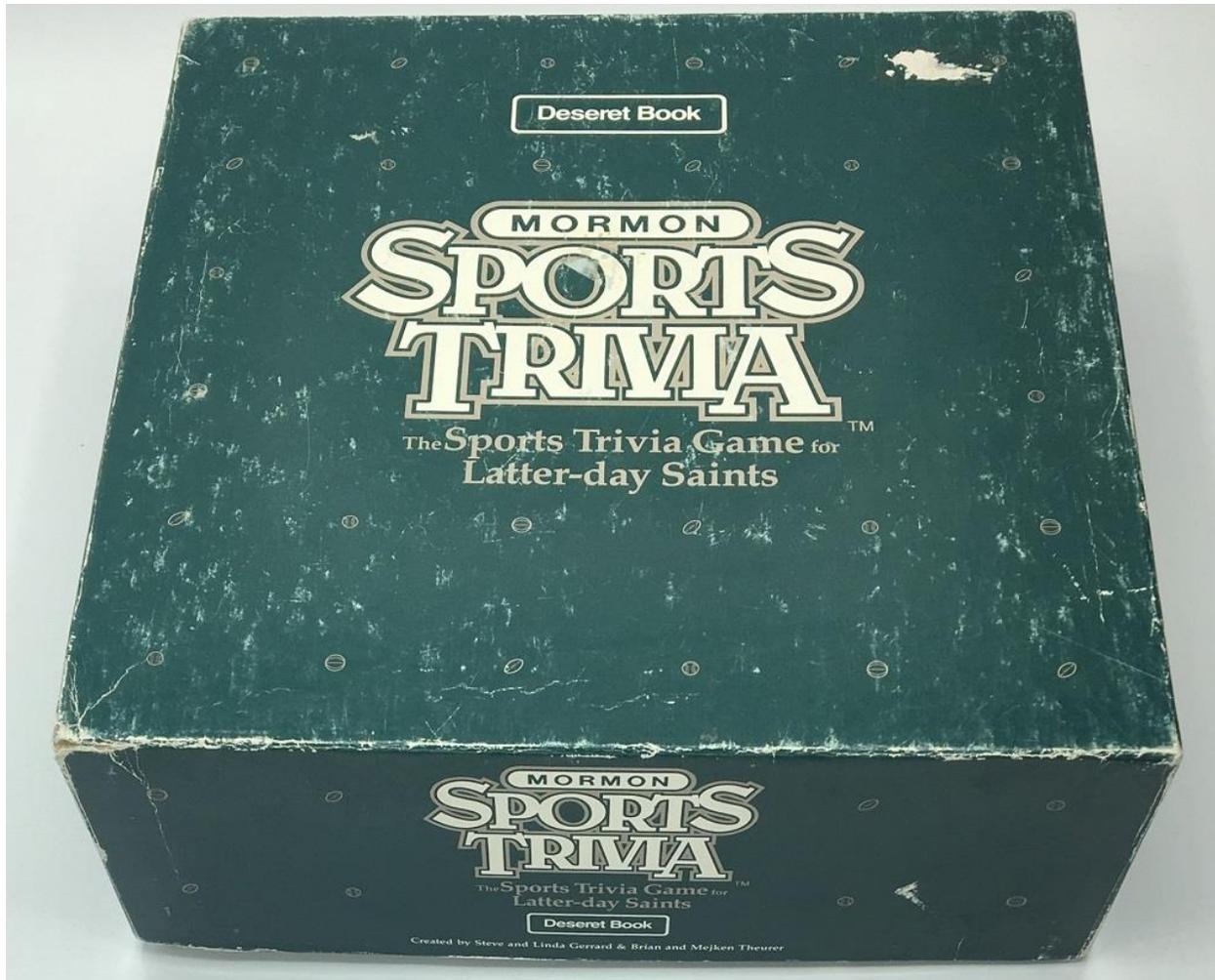
Gerrard, Steve and Linda & Brian and Mejken Theurer. **Jots and Tittles: The Trivia Game for Latter-day Saints**. Salt Lake City: Deseret Book Company, 1984. Blue box [22 cm x 22 cm x 7.5 cm] with the title in white on the lid and sides. Box contains: Game board [41.5 cm x 41.5 cm], 6 player tokens, instruction booklet, a single die, two boxes of trivia questions, 36 colored discs. Complete. Box and contents are very good. Minor rubbing to bottom with name in ink in the upper right corner.

"Work your way to the center of the board by answering questions in six different categories - Church History, Old Testament, New Testament, Book of Mormon, Latter-day Church Personalities, and Church-related places. The more questions you answer, the faster you travel. The first player to reach the center wins the game! Jots and Tittles is not only fun but fascinating. It's an enjoyable and educational game for family nights, neighborhood get togethers, and Church Socials." - from the box.



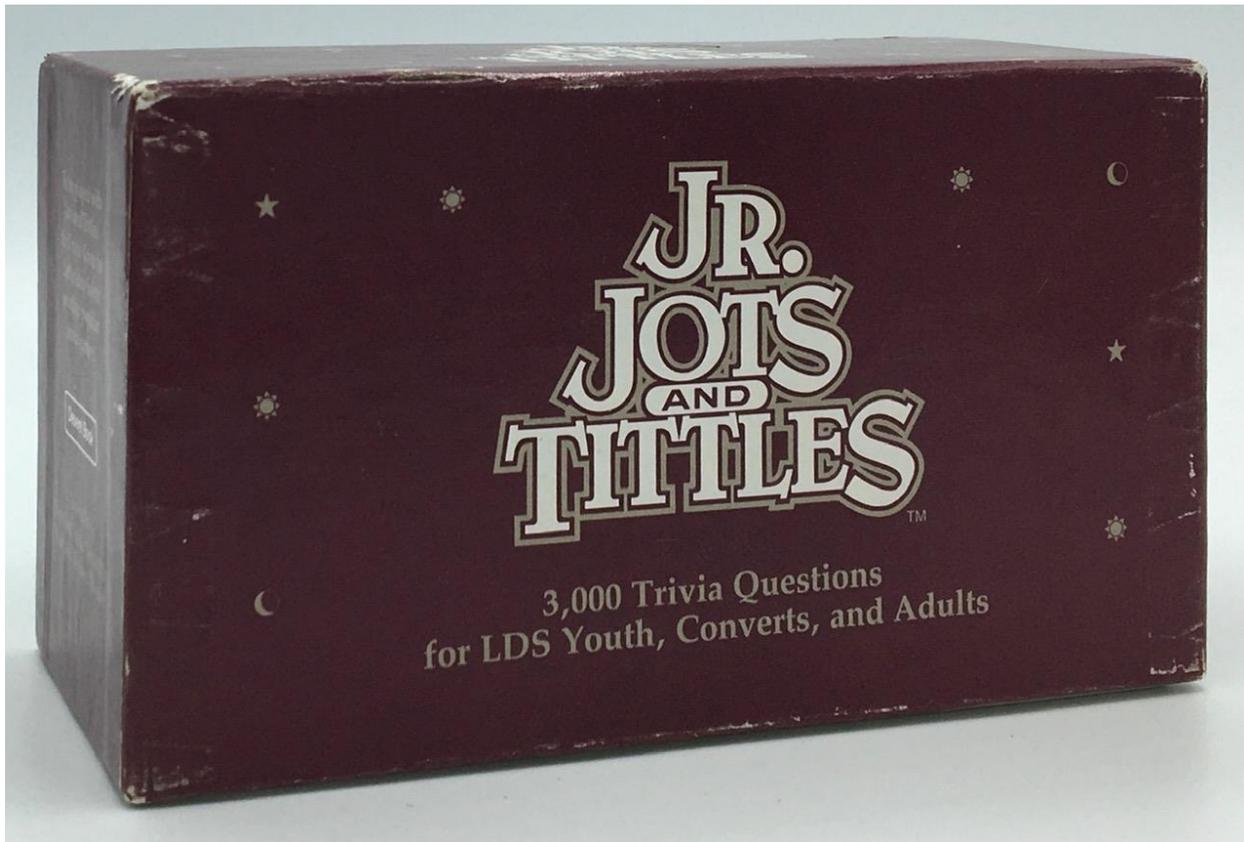
Gerrard, Steve and Linda & Brian and Mejken Theurer. **Jr. Jots and Tittles: The Trivia Game for LDS Youth, Converts, and Adults**. Salt Lake City: Deseret Book Company, 1985. Burgundy box [22 cm x 22 cm x 7.5 cm] with the title in white on the lid and sides. Box contains: Game board [41.5 cm x 41.5 cm], 6 player tokens, instruction booklet, a single die, box of trivia questions, 36 colored discs. Complete. Box and contents are very good. Minor overall rubbing to the box, more so at the joints.

"What did Nephi and his brothers build while they were at Bountiful? What landed on Mount Ararat? The Salt Sea was another name for what sea in ancient Israel? What king wanted to kill the baby Jesus? You'll find the answers to these and many other intriguing trivia questions - 3,000 in all - in Jr. Jots and Tittles, the trivia game designed especially for LDS youth, converts and adults" - from the box.



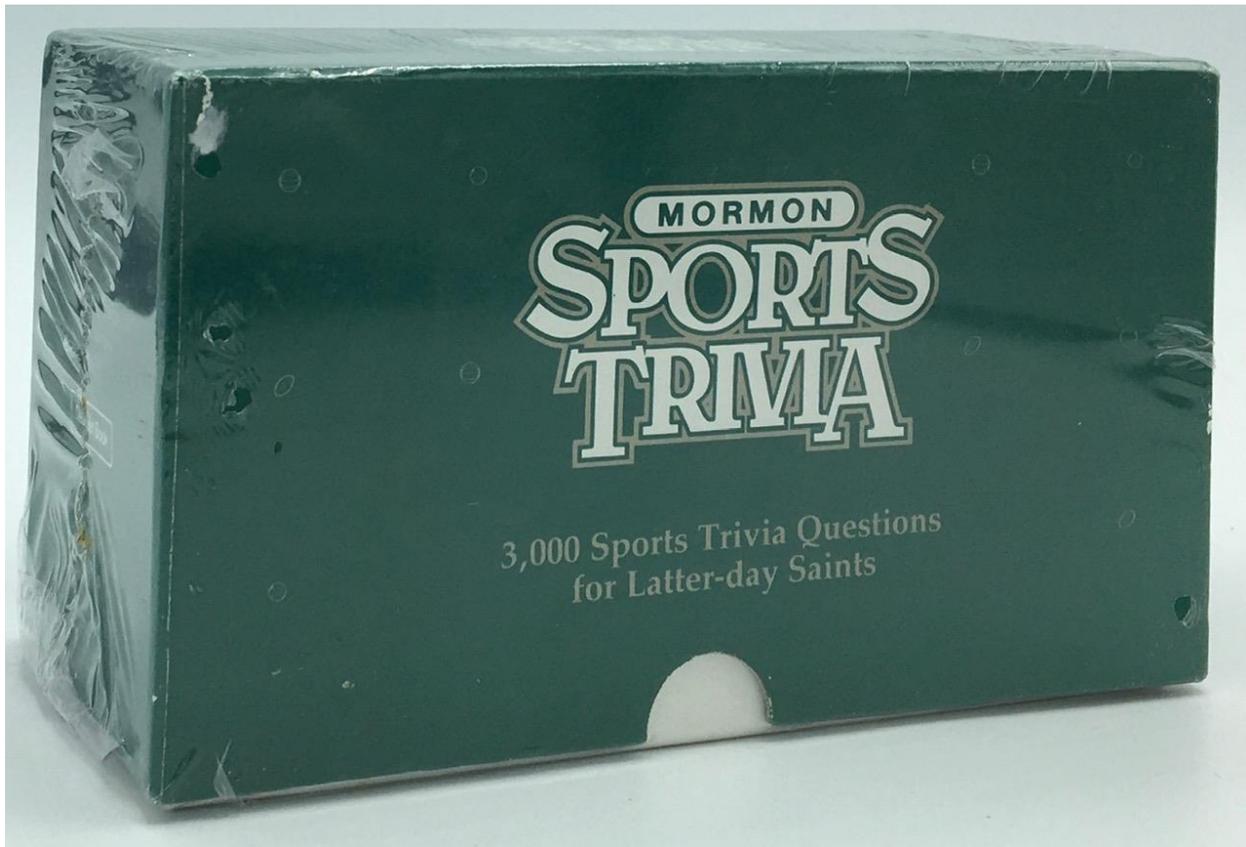
Gerrard, Steve and Linda & Brian and Mejken Theurer. **Mormon Sports Trivia: The Sports Trivia Game for Latter-day Saints**. Salt Lake City: Deseret Book Company, 1985. Green box [22 cm x 22 cm x 7.5 cm] with the title in white on the lid and sides. Box contains: Game board [41.5 cm x 41.5 cm], 6 player tokens, instruction booklet, a single die, one box of trivia questions, 34 colored discs. Complete. Box show some rubbing and evidence of tape removal. Two pieces of tape present on the sides. Contents are near fine.

Similar in style and play to Trivial Pursuit. "Mormon Sports Trivia is not only fun but fascinating. It's an enjoyable and educational game for family nights, neighborhood get togethers, and Church Socials." - from the box.



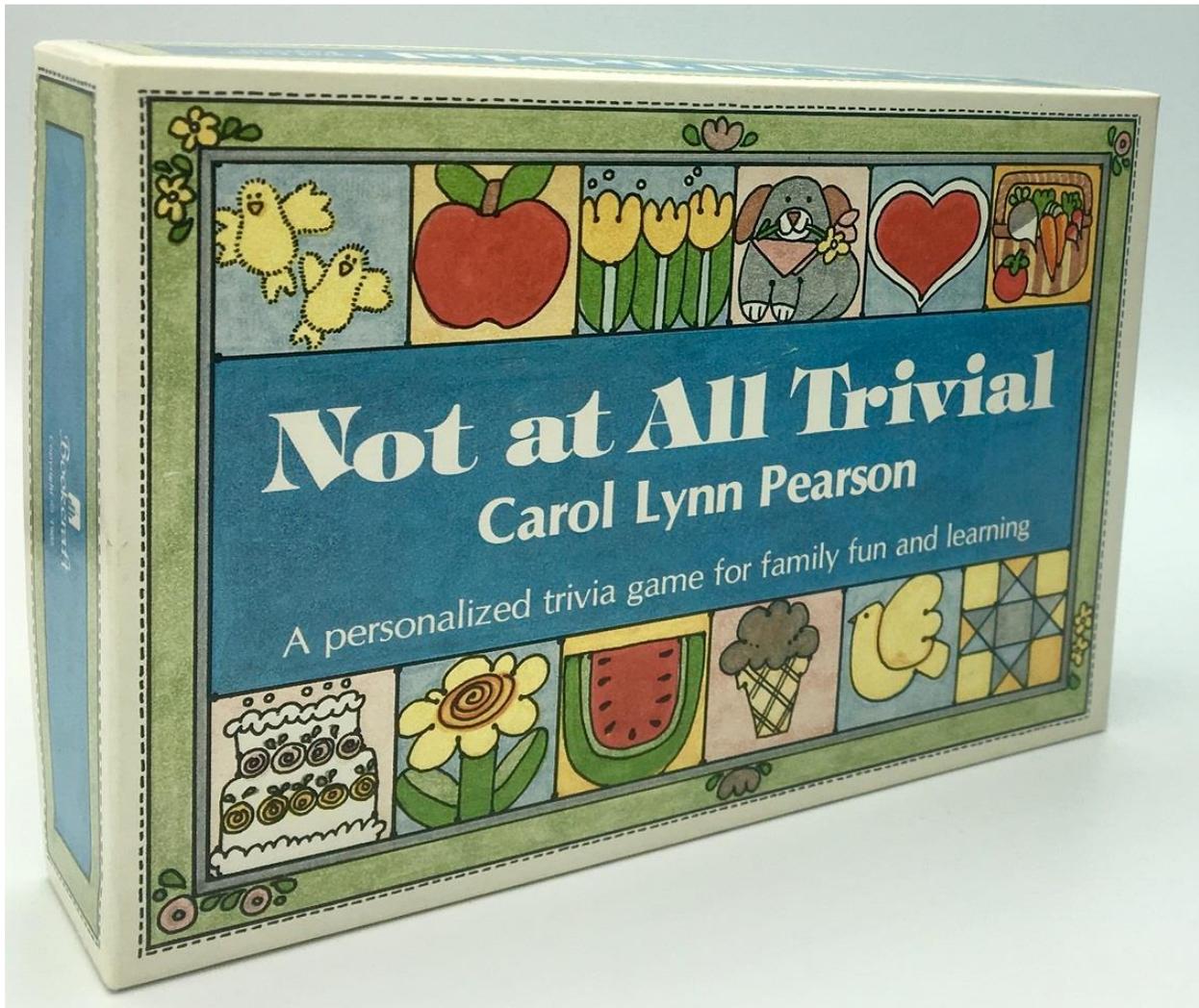
Gerrard, Steve and Linda & Brian and Mejken Theurer. **Jr. Jots and Tittles: 3,000 Trivia Questions for LDS Youth, Converts, and Adults**. Salt Lake City: Deseret Book Company, 1985. White box [7 cm x 16 cm x 9 cm] with the title in white on the burgundy lid. Box contains question/answer cards. Minor wear to lid. Presumed complete.

This box contains only the question/answer cards (as issued) for the corresponding game, of the same name, that is similar play to Trivial Pursuit.



Gerrard, Steve and Linda & Brian and Mejken Theurer. **Mormon Sports Trivia: 3,000 Sports Trivia Questions for Latter-day Saints**. Salt Lake City: Deseret Book Company, 1985. White box [7 cm x 16 cm x 9 cm] with the title in white on the green lid. Box contains question/answer cards. Fine in original shrink-wrap. Complete.

This box contains only the question/answer cards (as issued) for the corresponding game, of the same name, that is similar play to Trivial Pursuit.



Pearson, Carol Lynn. **Not at All Trivial: A personalized trivia game for family fun and learning.** Salt Lake City: Bookcraft, 1985. White box [13 cm x 18.5 cm x 4 cm] with the lid printed in full-color. Box contains cards with and the instruction sheet. Complete. Cards and box are in very good condition.

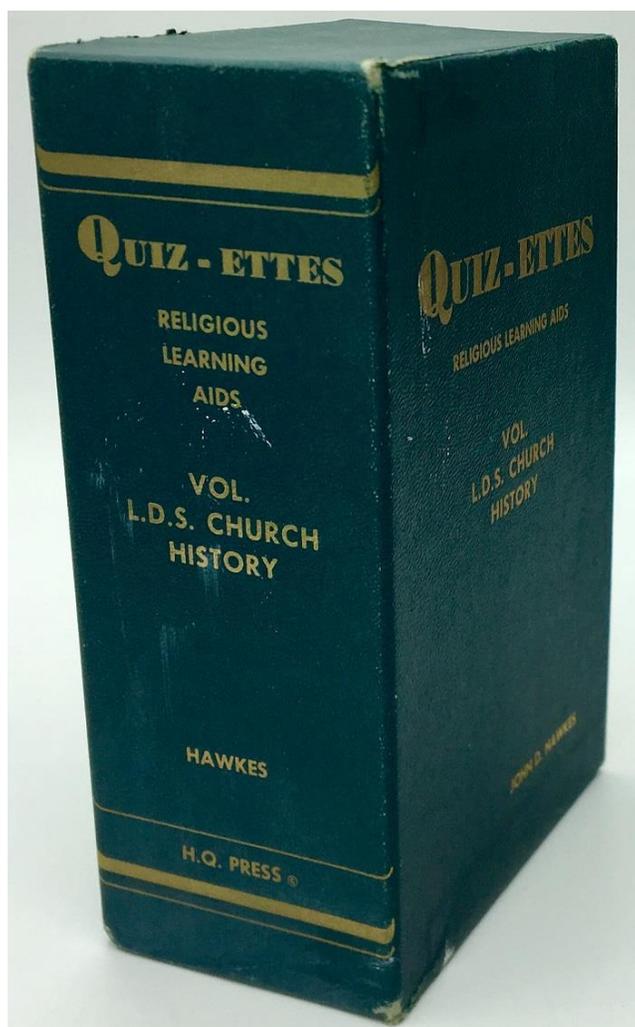
"This game is designed as a fun way for family members to share and learn new and interesting facts about each other, about the workings of the family, and about their family history. It can provide a delightful aid to family communication." from the instruction sheet.



Schoenfeld, J. Stanley. **Progress: An L.D.S. Quiz Game**. South Davis Stake: Val Verda Ward, 1958. Box [18.5 cm x 12.5 cm x 3 cm] with the lid printed in red and pink with an image of the Angel Moroni statue at the center. Box contains: 400 question cards, 4 answer sheets and instruction sheet. Complete. Box shows some wear with the contents near fine.

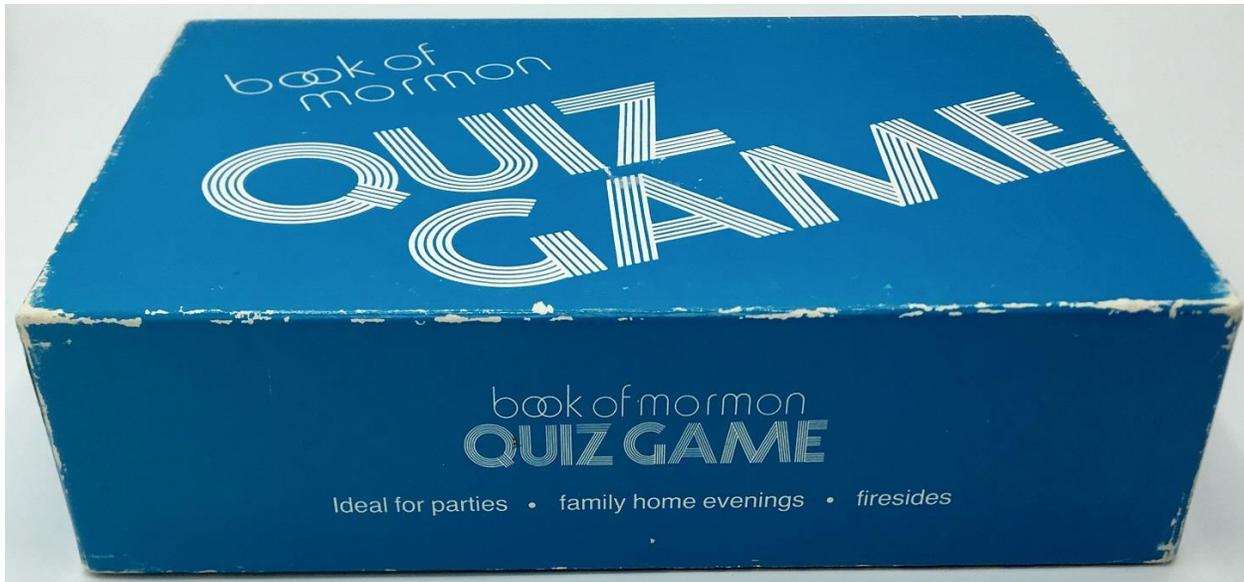
Progress is an LDS trivia game designed to help stimulate an interest in studying Mormon Doctrine. Players answer trivia questions in order from easiest to hardest.

"Progress is informative and instructive on Gospel Doctrine and Teachings. Progress - the more it is played, the more it is enjoyed; and, the greater your knowledge and understanding of Church Doctrine." - from the instruction sheet. Uncommon.



Hawkes, John D. **Quiz-ettes: Religious Learning Aids. Vol. L.D.S. Church History.** Salt Lake City: H.Q. Press, 1965. Green box [14.5 cm x 9 cm x 6 cm] with the lid printed in gilt ink. Box contains: 300 cards. Complete. Box shows some minor wear with the contents near fine.

"Welcome to a new land of learning experience. Quiz-ettes have been designed to ease and speed the learning process for you. Instead of the usual hours spent in the drudgery of looking for likely questions to aid your study, or answers to endless questions already prepared - Quiz-ettes provide both!" - from the Introduction card.



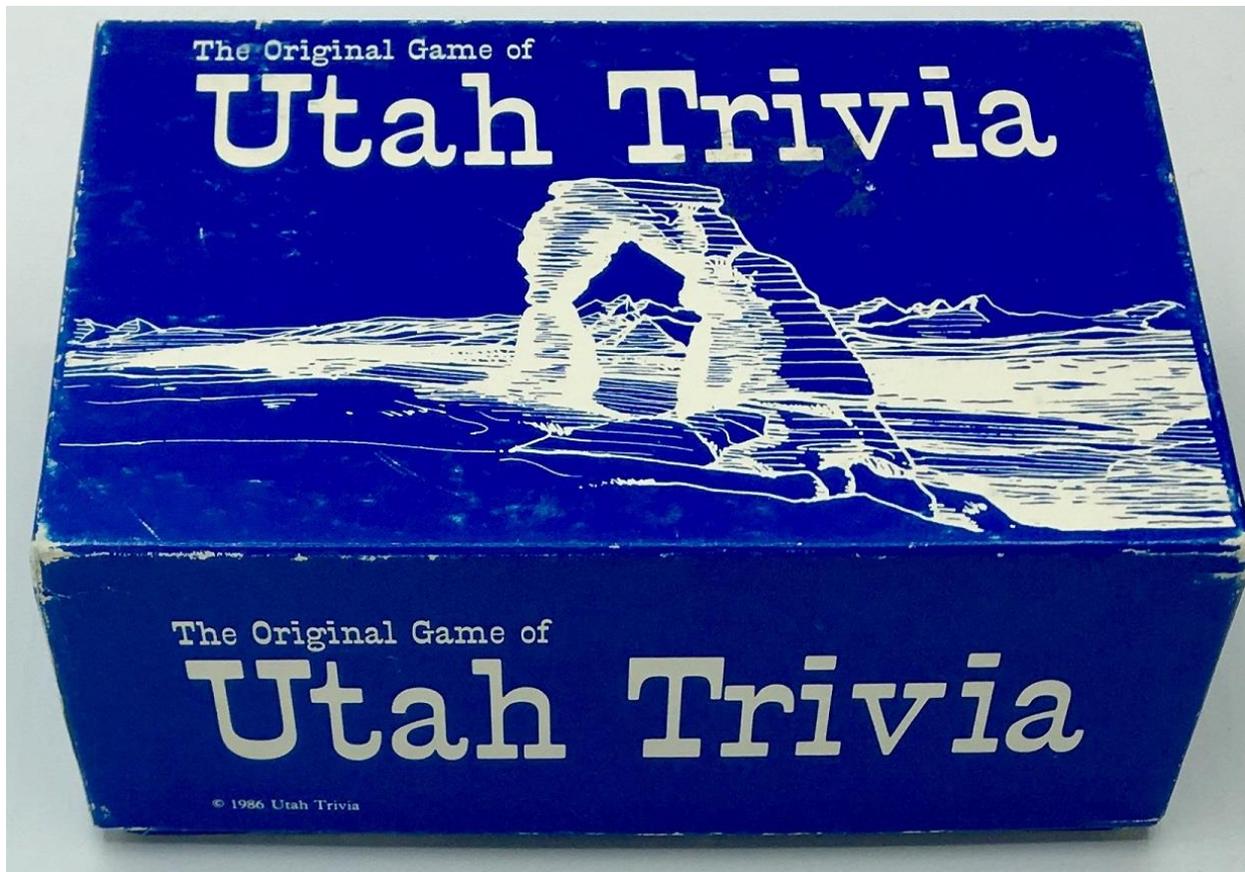
Richman, Larry L. **Book of Mormon Quiz Game**. Salt Lake City: Richman Communications, 1981. Blue box [12.5 cm x 18.5 cm x 5 cm] with the lid printed in white. Box contains: 91 trivia cards, answer sheet and instruction sheet. Complete. Very good. Minor rubbing to extremities of the box.

"Ideal for parties - family home evenings - firesides." - from the box. Uncommon



[Mormon] [LDS]. **Utah Trivia**. Salt Lake City: MGM Advertising, 1992. White box [24 cm x 24 cm x 7 cm] the lid has a color pictorial map of Utah. Box contains: Instruction sheet, printed playing board [45 cm x 45 cm], 4 player tokens, 4 score cards, an hourglass, a single die, four pieces of related promotional ephemera, 320 question cards Complete. Minor wear to box. Contents fine.

Utah Trivia is a party game about the state of Utah designed with several levels of difficulty so that it can be enjoyed by all ages. Players roll and move around the outside track of the board and answer questions based on the spot they land in. The board is laid out in the familiar Monopoly style and features local Utah business.



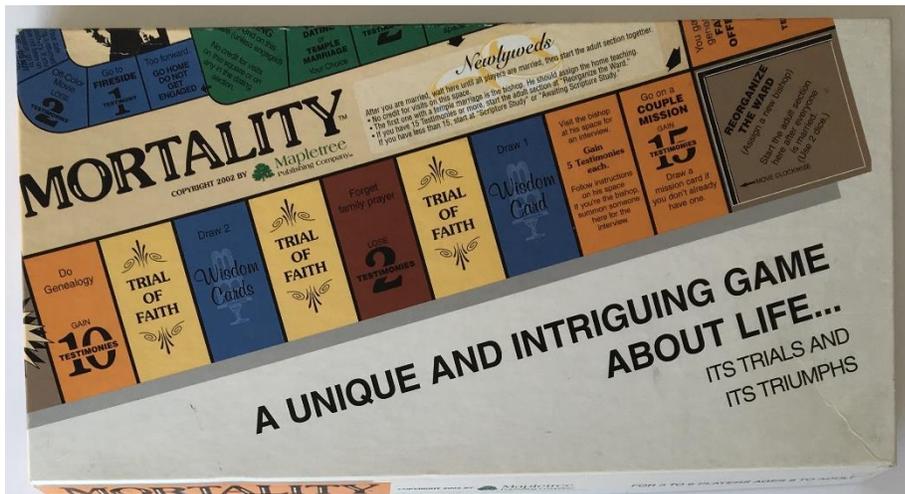
[Utah] [Mormon] [LDS]. **The Original Game of Utah Trivia.** Utah Trivia, 1986. Blue box [10.5 cm x 15 cm x 5.5 cm] with the lid printed in white with an image of Delicate Arch. Box contains: 350 question cards and instruction sheet. Complete. Box shows some minor rubbing to the extremities with the contents near fine.

"Object of the Game: The player who achieves 30 points first will win the game. Each correct answer will earn the player 2 points. Each incorrect answer will cause the player to lose 1 point." - from the Directions.



Pinnock, Hugh W. **Scripturizers: Scripture Memorization Cards**. Bountiful, UT: Horizon Publishers, (c.1965). Red and white box [13.5 cm x 13.5 cm x 9.5 cm] with the lid printed in white. Box contains 500 cards with dividers. Complete. Cards and box are in Very good condition.

Cards are divided into seven sections: Old Testament, New Testament, Book of Mormon, Doctrine and Covenants, Pearl of Great Price, Miscellaneous, Index. Uncommon.

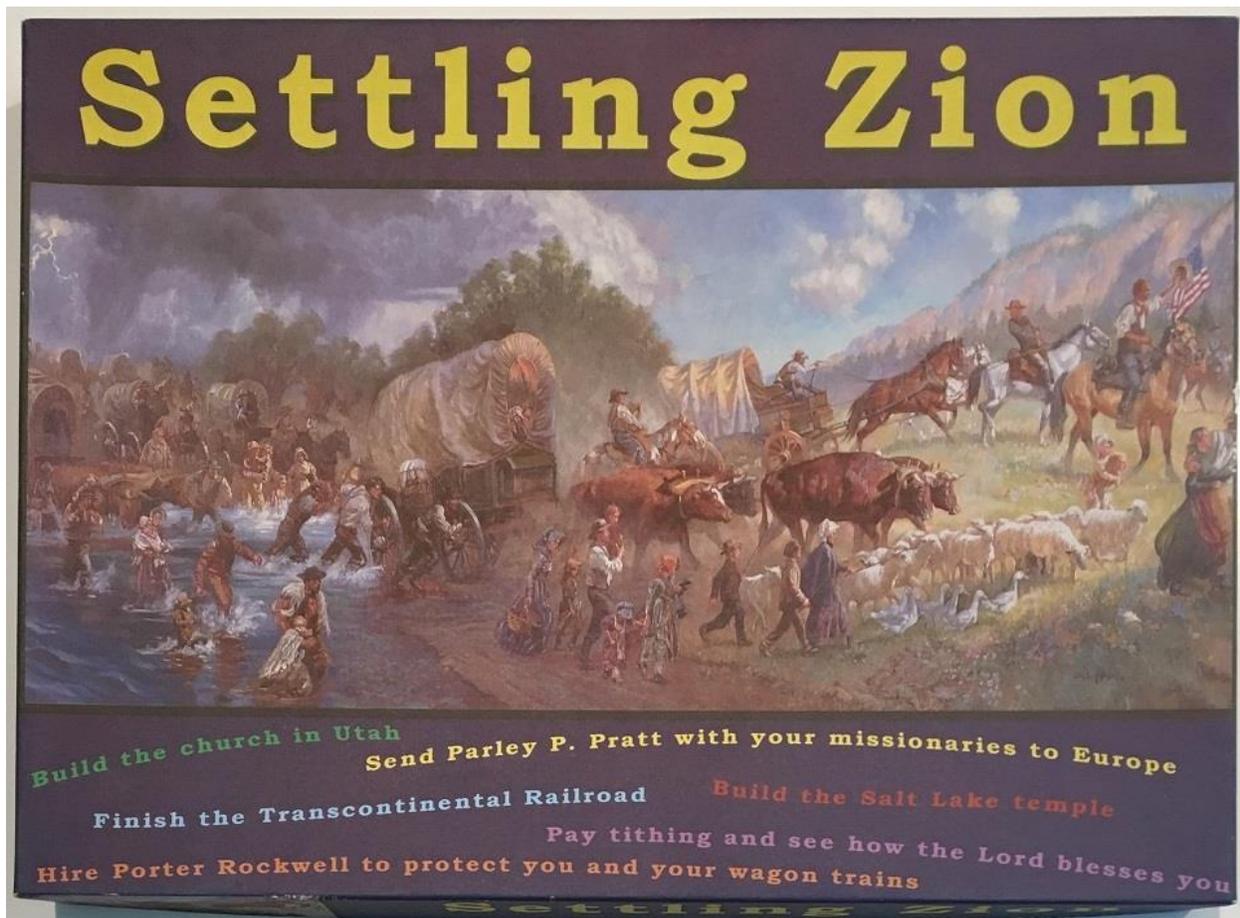


[Hall, David]. **Mortality**. Highlands Ranch, CO: Mapletree Publishing Company, 2002. White box [41 cm x 20.5 cm x 4 cm] printed in color, containing a game board [41 cm x 41 cm] printed in color. Box contains: six original plastic game tokens, two white dice, deck of "Wisdom" cards, deck of "Trial of Faith" cards, testimonies of 1, 5, 10, 20, and 50 unit denominations, 24 "Condition" cards, scoring pad and the instruction booklet. Complete. Box is very good with the two split corners. Contents near fine.



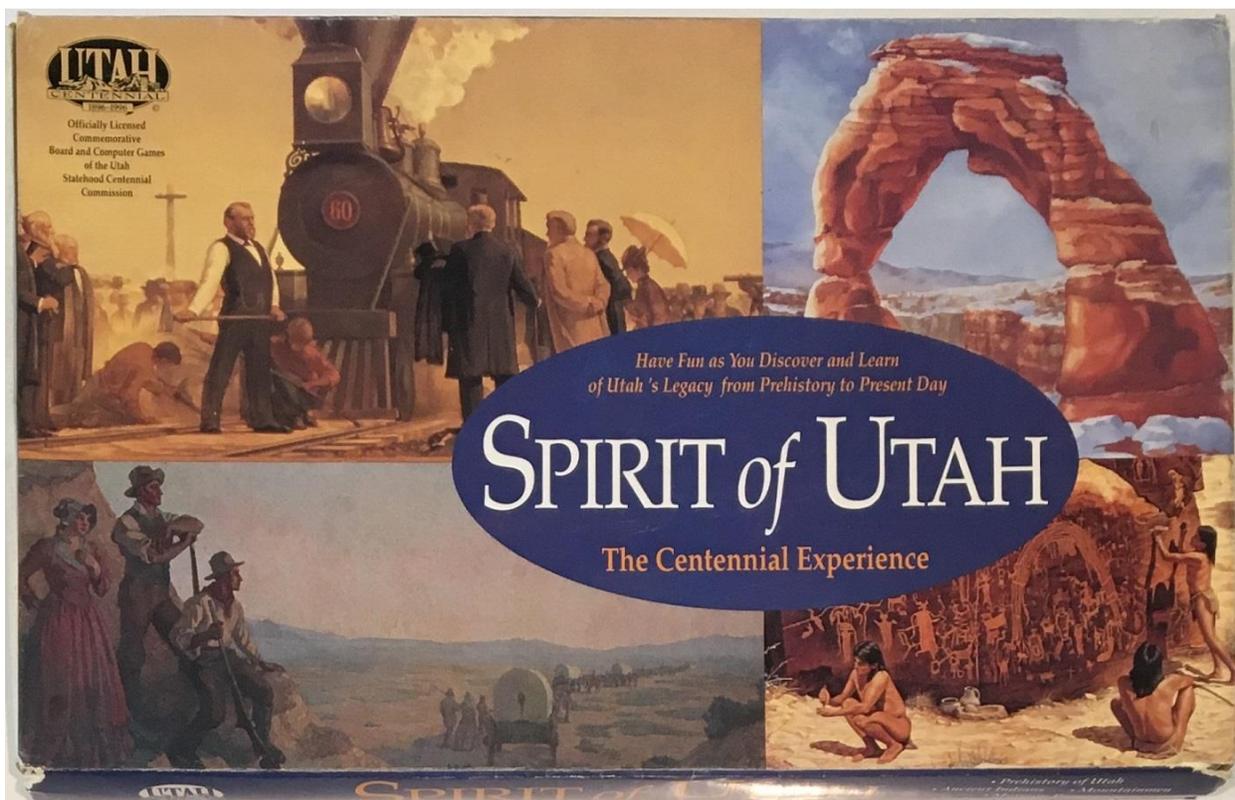
The object of the game is to be the first player to accumulate 150 "Testimonies," at which point you "finish mortality."

"A unique and intriguing game about life...its trials and its triumphs." - from the lid.



Lofgren, Scott. **Settling Zion**. Zion Games, 2004. Blue box [31 cm x 43 cm x 5 cm] printed with a color illustration of a wagon train scene. Box contains: A game board [61 cm x 42 cm], 8 sets of player settlement cards, 6 sets of resource cards, 4 sets of blessing cards, 2 sets of game cards, 4 specialty cards, set of divine intervention cards, 8 player reference sheets, 2 dice, 1 set of player harvest grid sheets, 1 black cricket card, instruction booklet. Box and contents near fine.

Similar in style and play as Settlers of Catan. The object of the game is to advance the settlement of Utah and accumulate blessing cards by building the transcontinental railroad, building the temple and paying off church debt. When these three tasks are completed, the player with the most blessing cards win.



[Utah]. **Spirit of Utah: The Centennial Experience.** St. George, UT: St. George Magazine, 1993. White box [29 cm x 47.5 cm x 5 cm] With a printed sleeve with four Utah scenes. Box contains: A game board [54 cm x 44 cm], Spirit of Utah cards, Utah Centennial cards, 6 player tokens, a single die, 13 answer sheets, instruction sheet, score book, game book. Complete. Box and contents near fine.

"At this time of Centennial awareness, we Utahns have a special opportunity to look back on our unique heritage, and to examine the roots of our common experience. Among the most vivid expressions of this heritage are the drawings, prints and paintings of events of our state history. Those who play the games with interest will want to explore the many thrilling and rewarding avenues of Utah history as they come to life through the collections of the museums, historical societies, art councils, libraries, bookstores of Utah." - from the game Book.

Play and Become

THE DISCIPLE

of Christ

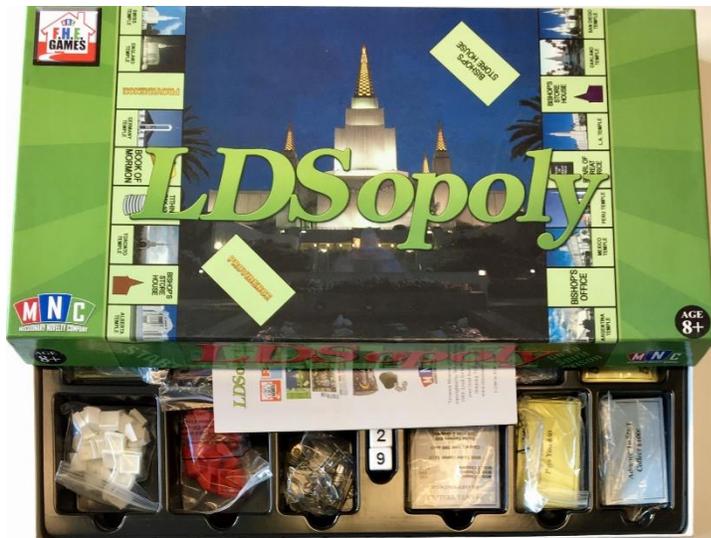


FOR ALL AGES YOUNG AND OLD ALIKE
EASY TO PLAY

[Mormon] [LDS]. **The Disciple**. Kennewick, WA: Home & Teaching Games, Inc., 1995. Light blue box [50 cm x 25.5 cm x 4.5 cm] illustrated with a portrait of Jesus Christ on the lid. Box contains: A game board [86 cm x 48.5 cm], two dice, six player tokens, rule/answer book (137pp.), 'Helpful Hints for the Scribe' sheet, prospectus. Complete. Box and contents better than very good.

Players advance along the board by answering questions about Jesus and his teachings. The first player to reach Discipleship (the end) wins. This game's box and board feature artwork by LDS artist Harry Anderson, including the work 'The Resurrected Jesus Christ' which is featured on the lid.

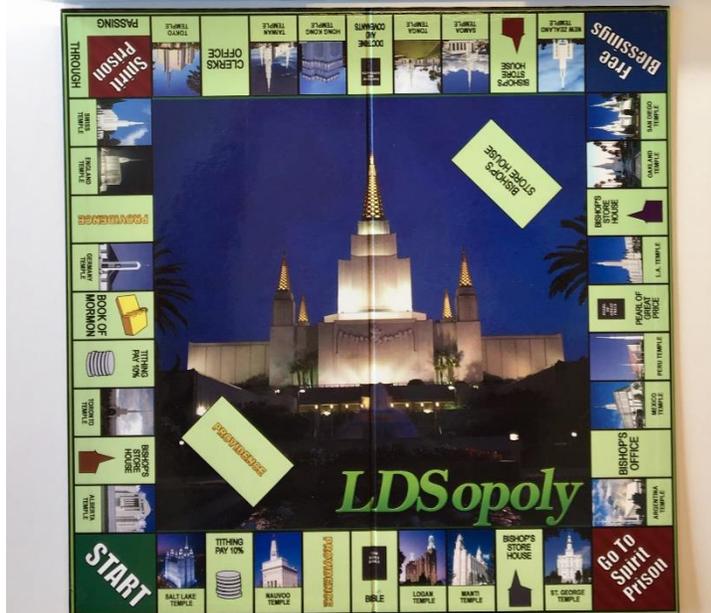
"The Disciple Game will teach those who play, scriptural, references, events and teachings of 'Jesus Christ.' It will help you follow and learn the feelings, history, and emotions of the followers of Jesus during his ministry on earth. Each player will be given the opportunity to prove themselves a true disciple." - Introduction.

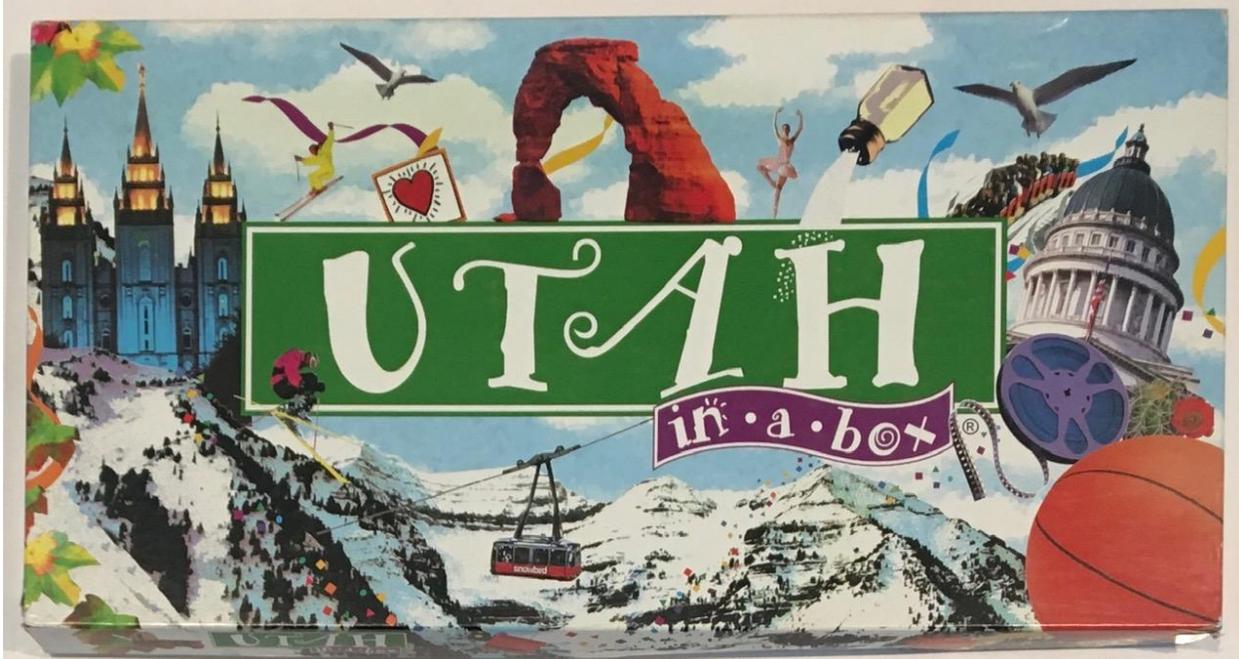


LDSopoly. Kansas City, MO: Missionary Novelty Company, 2008. Green box [25 cm x 46.5 cm x 4.5 cm] with a photograph of the Oakland temple. Box contains: A game board [45 cm x 45 cm], two dice, eight player tokens, 22 temples (deeds), 16 Providence cards, 15 Bishop Storehouse cards, 32 Chapels (smaller buildings), 12 Stake Centers (larger buildings), 6 denominations of blessing certificates (50 each), rule book (4pp). Complete. Cards and tokens in publisher's shrink-wrap. Box and contents fine.

The familiar Monopoly style game.

"Object: Players participate in the 'United Order.' Every player is given a stewardship over a number of temples that are located throughout the LDSopoly game board. The object of the game is to successfully administer and expand the number of Temples under your stewardship. You accomplish this by collecting offerings from those who visit your Temples. Player with the most 'Blessing' wins." - back of box.





[Utah]. **Utah in a Box**. Cincinnati, OH: Late for the Sky Productions, [1997]. Pictorial box [26 cm x 50 cm x 4 cm] with an illustrated lid. Box contains: A game board [48 cm x 48 cm], play money, 18 deeds (lacks 10), 6 player tokens, 30 Skyline Sections [homes], 12 Keys to the City [hotels], 2 dice, tray, and instruction sheet. Box and contents are near fine.

The familiar Monopoly game with Utah themes and properties. "A place of great contrasts, the majestic Wasatch range rises dramatically behind the sparkling skyscrapers of progressive Salt Lake City. With a history forged by pioneers, Utah now embraces the future while delighting the eye and rejuvenating the soul. Yes...this is the place!" - from the back of the box.



Salt Lake City: The Game of Monogamy. "Behold This Is A Choice Land". Salt Lake City: Word Publishing, 1990. Printed tube [53 cm x 7.5 cm ø]. Tube contains: Playing board [51.5 cm x 50.5 cm] printed in color, 24 property deeds, 2 dice, play money "Deseret Dollars", Ward & Stakehouse markers, 24 Choose the Right cards, 24 Faith cards, instruction and rule booklet, and 5 player tokens (The Dreaded Locust, Brigham Young's Hat, Caffeine Free Cola Bottle, Sunbeam Baby, Scripture Book). Tube and contents are near fine. Complete.

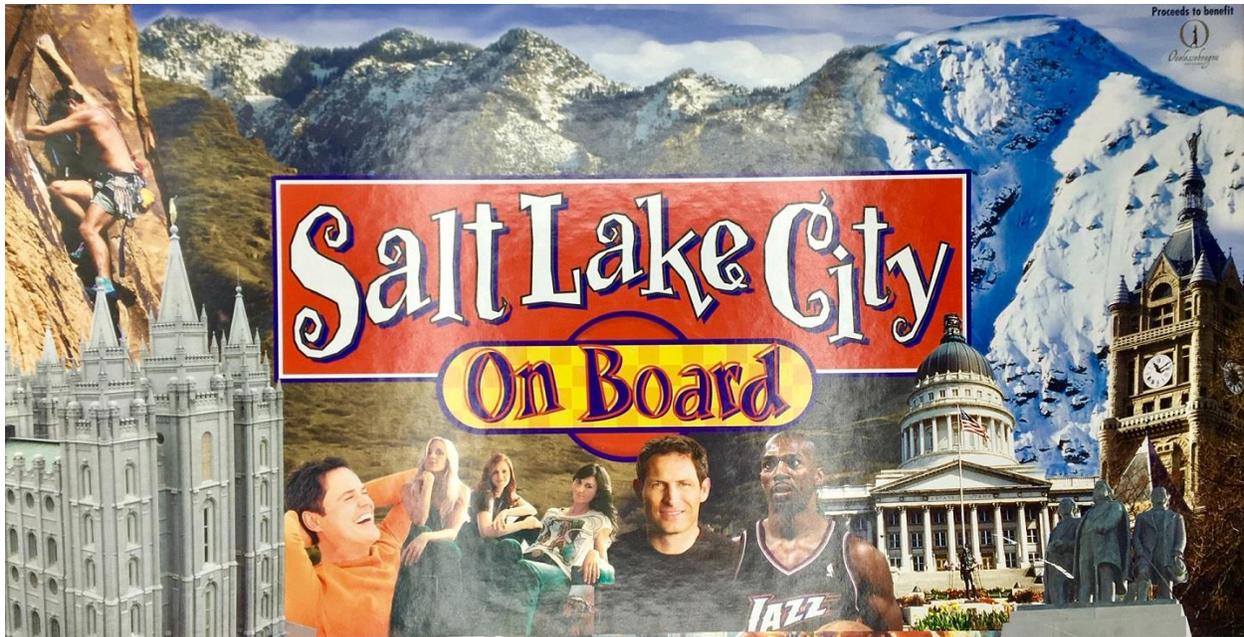
Monopoly style game with Utah and Mormon themes (most in jokey/antagonistic manner). Players begin at 'This is the Place' space. "Object: The object of the game is to have fun. Beyond that, there is no object. If you cannot have fun playing this game, you cannot have fun doing anything." - from the 'Game Ordinances' booklet.



Salt Lake City Scene. Millbrae, CA: John N. Hansen Co. Inc., 1980. Blue box [26 cm x 51.5 cm x 4.5 cm] with a photograph of the Salt Lake LDS temple. Box contains: A game board [51 cm x 51 cm] with a great aerial shot of Salt Lake c. 1980, two dice, six player tokens, 48 Scene cards, 25 ownership cards (deeds), four debtor cards, four power group badges, 16 connection cards, individual color markers, five money denominations, game prospectus, company prospectus. Complete. Box and contents very good.

The familiar Monopoly game that features Utah businesses and attractions (c.1980). Some of the business's listed include: Golden Eagles, Hansen Planetarium, Weinstock's, Crossroads Mall, Utah Holiday Publishing, Hotel Utah, Kennecott Copper, First Security Bank and Salt Water Oil Co. A great look at the business community of Salt Lake in the late 1970s.

"The object of the Salt Lake City Scene is to accumulate wealth and enjoy a unique, witty, and up-to-date view of the exciting way of life in the Salt Lake Area." - prospectus



[Utah]. **Salt Lake City: On Board**. Help on Board Fundraising Solutions, 2006. Pictorial box [26 cm x 50 cm x 4 cm] with an illustrated lid. Box contains: A game board [48 cm x 48 cm], 28 deeds, 6 player tokens, 30 homes, 12 hotels, 2 dice, a sticker sheet, Deseret First Credit Union tray, instruction sheet, coupons. Complete. Box and contents are fine.

The familiar Monopoly game with Utah themes and properties.

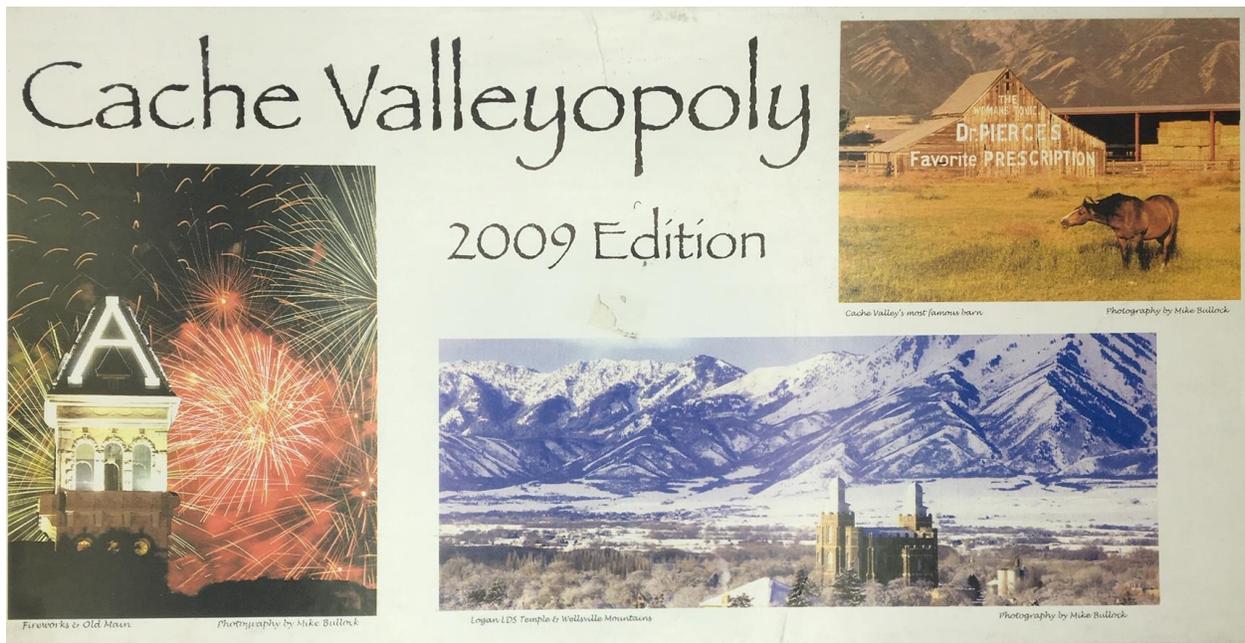
"Experience Salt Lake City like never before as you acquire some of our community's hottest real estate from the historic to the most recognizable names in business! Drive your covered wagon down Education Avenue and purchase the Utah Jazz or attend a concert at the Utah Symphony & Opera - or ski your way toward the University of Utah to pick up your degree! Whichever game token you select, don't forget to run in the Deseret Morning News & KJZZ TV Marathon and collect \$200 each time you pass start." - from the back of the box.



Salt Lakeopoly. San Diego, CA: Worldopoly, 1990. White box [24.5 cm x 49 cm x 4.5 cm] Illustrated scene of the Salt Lake Valley on the lid. Box contains: A game board [47.5 cm x 48 cm], two dice, six player tokens, 28 deeds, 16 Surprise cards, 16 Treasure Chest cards, 25 branches (smaller buildings), 15 corporate offices (larger buildings), different denominations of money with a printed Zions Bank logo and the all-seeing eye, printed rule insert. Complete. Box and contents near fine.

The familiar Monopoly game produced by an advertising agency that features Utah businesses and attractions (c.1990) with the proceeds raised being donated to medical research. Some of the business's listed include: Red Lion Hotel, Mount Olympus Waters, Mrs. Fields, Mr. Mac, Nino's, Beneficial Life, JC Penney, Crossroads Plaza, ZCMI, Morgan Jewelers, Murdock Travel, Williams Fine Art and Bonneville Pacific Corporation.

"The object of Salt Lakeopoly is to gain control of more businesses, more attractions and more money than the other players, in the shortest amount of time. You do so using clever strategy. If you succeed, you win the right to live in the city, while you force other players to pack their bags and leave town." - instructions.



[Utah]. **Cache Valleyopoly**. Farmington Hills, MI: Pride Distributers Inc., 2009. White box [24 cm x 47 cm x 3.5 cm] with the lid featuring three views of Cache Valley. Box contains: A game board [48 cm x 48 cm], two dice, four player tokens, play money, property deeds, fate cards, Aggie cards, and house and hotel markers, instruction sheet. Complete. Box shows some minor wear and rubbing. Contents near fine.

Monopoly style game that features businesses, schools and landmarks around Cache Valley, primarily in Logan.

EVANSTONOPOLY

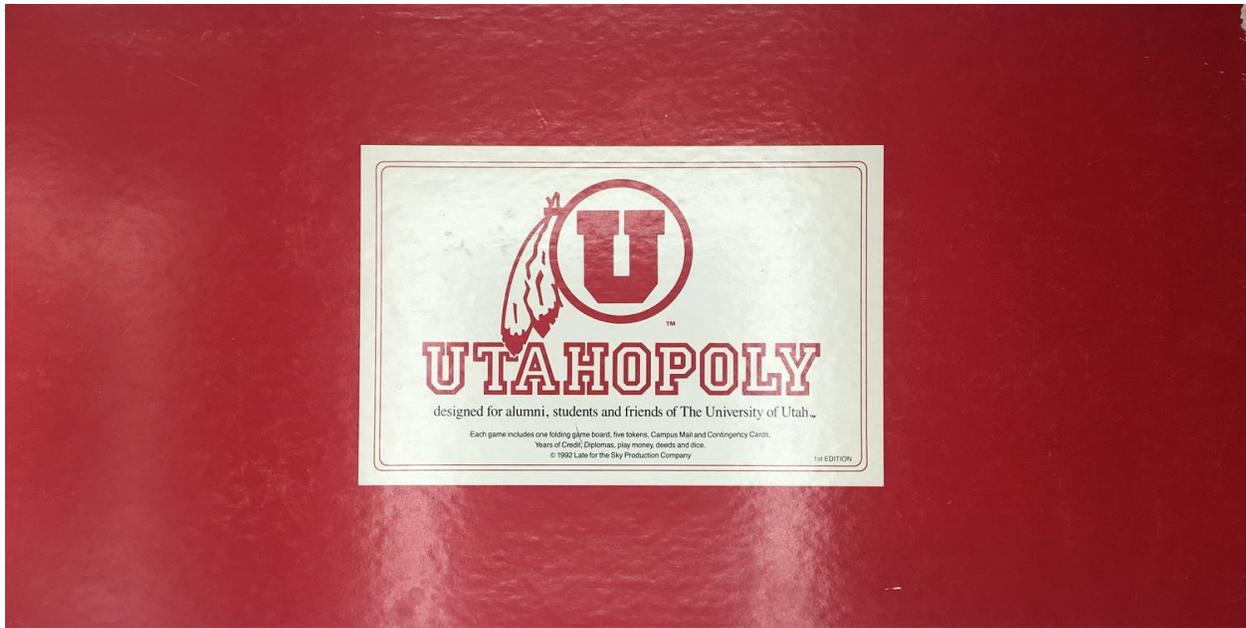
Sponsored by the
Evanston Jaycees to benefit SAFV

Evanston, Wyoming



[Wyoming]. **Evanstonopoly**. Farmington Hills, MI: Pride Distributors, Inc, 1989. White box [24 cm x 46 cm x 3.5 cm] with an illustrated lid. Box contains: A game board [45 cm x 45 cm], play money, 18 deeds 6 player tokens, 21 houses, 14 hotels, single die, 16 renewal cards, 16 fate cards and instruction sheets. Box and contents are near fine.

The familiar Monopoly game with Evanston, Wyoming, themes and properties. "The object of the game is to be the only player not to become bankrupt!" - from the instruction sheet.



[Utah]. **Utahopoly**. Cincinnati, OH: Late for the Sky Production Company, 1992. First Edition. Red box [26 cm x 51.5 cm x 3 cm] with a white panel on the lid that contains the University of Utah logo. Box contains: A game board [48 cm x 48 cm], two dice, five player tokens, play money, property deeds, campus mail cards, contingency cards, diplomas (houses and hotels). Complete. Box shows some minor wear and rubbing. Contents near fine.

Monopoly style game that features buildings on campus and surrounding businesses. The businesses and buildings listed offer a time-capsule to campus life in the early 1990s (Brumby's, Rice Stadium, etc.).

"Buy campus properties and favorite area businesses as you make your way around the board. Collect credit hours and trade them for diplomas. Academic Probation sends you home, or make the Dean's List and collect a \$200 scholarship. Play the traditional version or the 1 hour version. Fun for any alumnus, present or future student or fan." - from the back of the box.



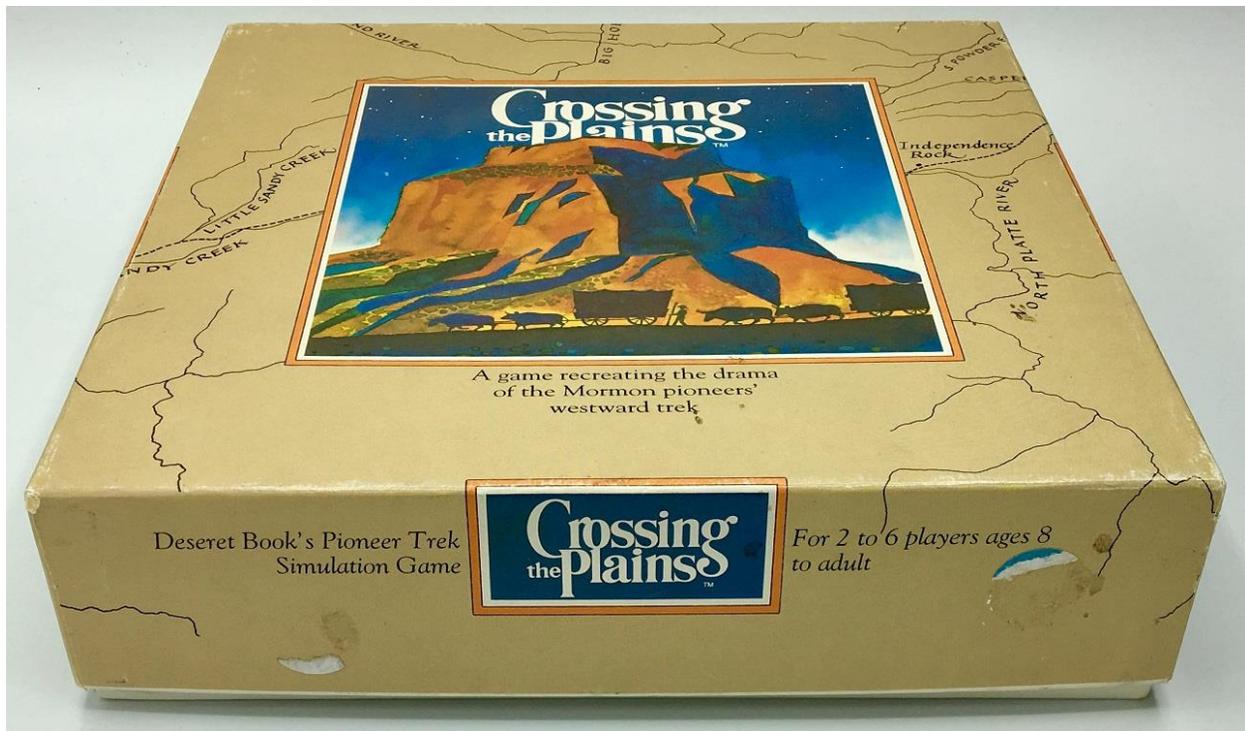
[Utah] [BYU]. **Brigham Young University / University of Utah Checkers.** Miami, FL: Big League Promotions, 1994. White box [33 cm x 20 cm x 6 cm] printed in blue gold and black. Box contain: A gameboard [32 cm x 32 cm] that is printed in blue gold and black and half the squares feature the BYU football cougar logo, 24 playing pieces, which are BYU and U of U football helmets (12 blue and 12 red), instruction sheet. Complete. Box and contents very good.

Charming checker set for the prides of Lavell Edwards Stadium and Rice Eccles Stadium.



[Utah] [BYU]. **Brigham Young Checkers**. Miami, FL: Big League Promotions, 1994. White box [33 cm x 20 cm x 6 cm] printed in blue gold and black. Box contains: A gameboard [32 cm x 32 cm] that is printed in blue gold and black and half the squares feature the BYU football cougar logo, 24 playing pieces, which are BYU football helmets (12 blue and 12 white), instruction sheet. Complete. Box and contents very good.

Charming checker set for the pride of Lavell Edwards Stadium



Reynolds, Ralph and Warren Luch. **Crossing the Plains**. Salt Lake City: Deseret Book, 1984. Tan box [22 cm x 22 cm x 5 cm] printed with a pioneer and map motif. Box contains: A game board [44 cm x 44 cm] printed, six original plastic game tokens, one red die, play money, 'Crossing the Plains' cards, 'Supply Record' pad, Instruction manual. Complete. Box Very good. Contents fine.

The object of the game is to have the most points when all of the players have reached the Salt Lake Valley and thus become the "best pioneer."

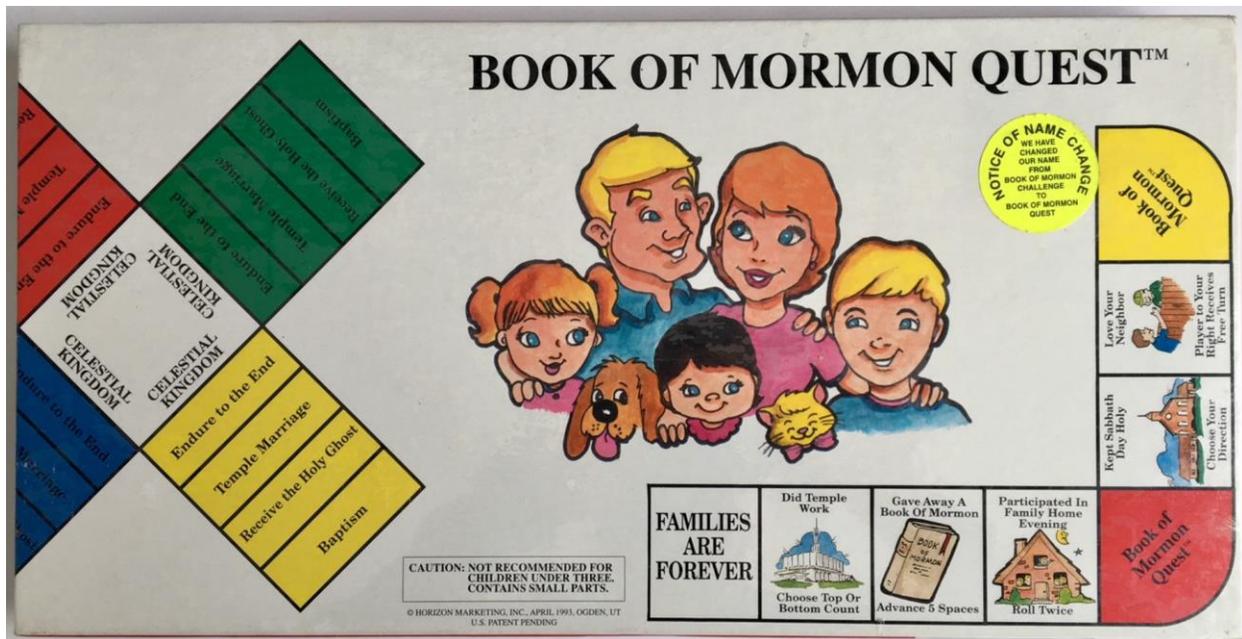
"Crossing the Plains is based on the actual experiences of the first Mormon pioneers." - from the instruction manual.



Book of Mormon Challenge. Ogden, UT: Horizon Marketing, Inc, April, 1993. White box [23.5 cm x 46 cm x 4 cm] printed in color with an illustration of a family on the lid. Box contains: A game board [45 cm x 45 cm], a twelve-sided die, four player pieces, four corresponding 'Celestial' markers, eleven bonus tokens, the rule/answer book (35pp) and the mail in registration card. Complete. Box shows some minor wear and rubbing. Contents near fine.

Object of the game is to be the first player to advance to the Celestial Kingdom (center square). Players roll the dice and move round the board while answering multiple choice questions about the Book of Mormon. This is the first of three releases for this game. Later releases of this game were titled 'Book of Mormon Quest.

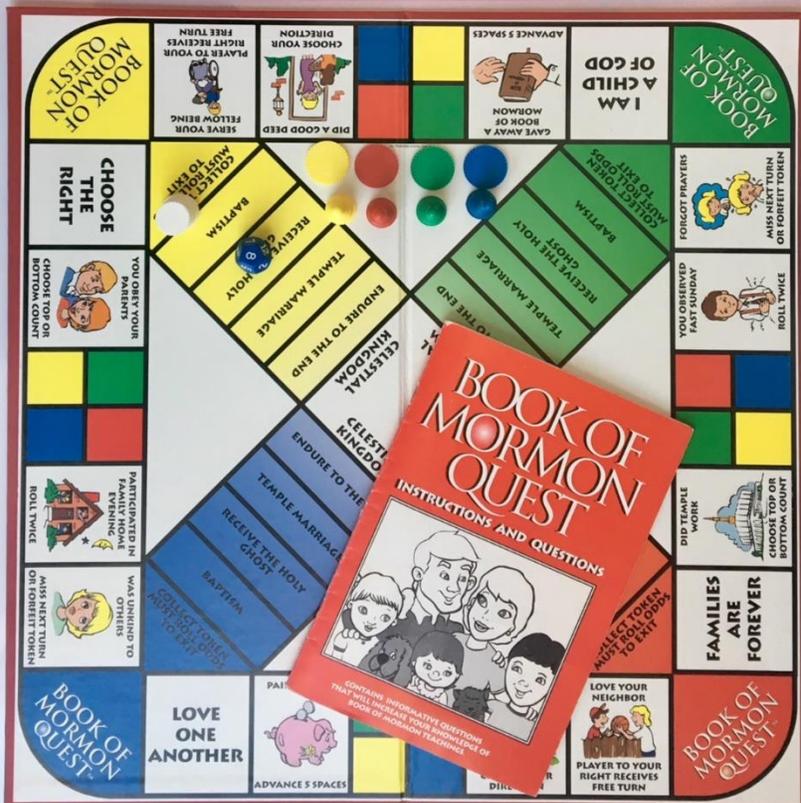
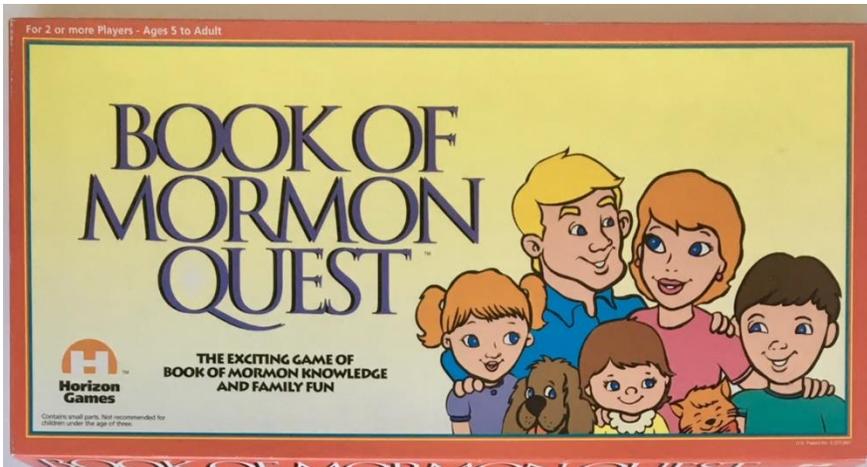
"Contains 400 informative questions that will increase your knowledge and broaden your understanding of the Book of Mormon." - rule book.



Book of Mormon Quest. Ogden, UT: Horizon Marketing, Inc, April, 1993. White box [23.5 cm x 46 cm x 4 cm] printed in color with an illustration of a family on the lid. Box contains: A game board [45 cm x 45 cm], a twelve-sided die, four player pieces, four corresponding 'Celestial' markers, ten bonus tokens and the rule/answer book (35pp). Complete. Box and contents are shrink-wrapped.

Object of the game is to be the first player to advance to the Celestial Kingdom (center square). Players roll the dice and move round the board while answering multiple choice questions about the Book of Mormon. Earlier release of this game was titled 'Book of Mormon Challenge,' and there is a sticker on the shrink-wrap indicating this. This is the second of three releases for this game.

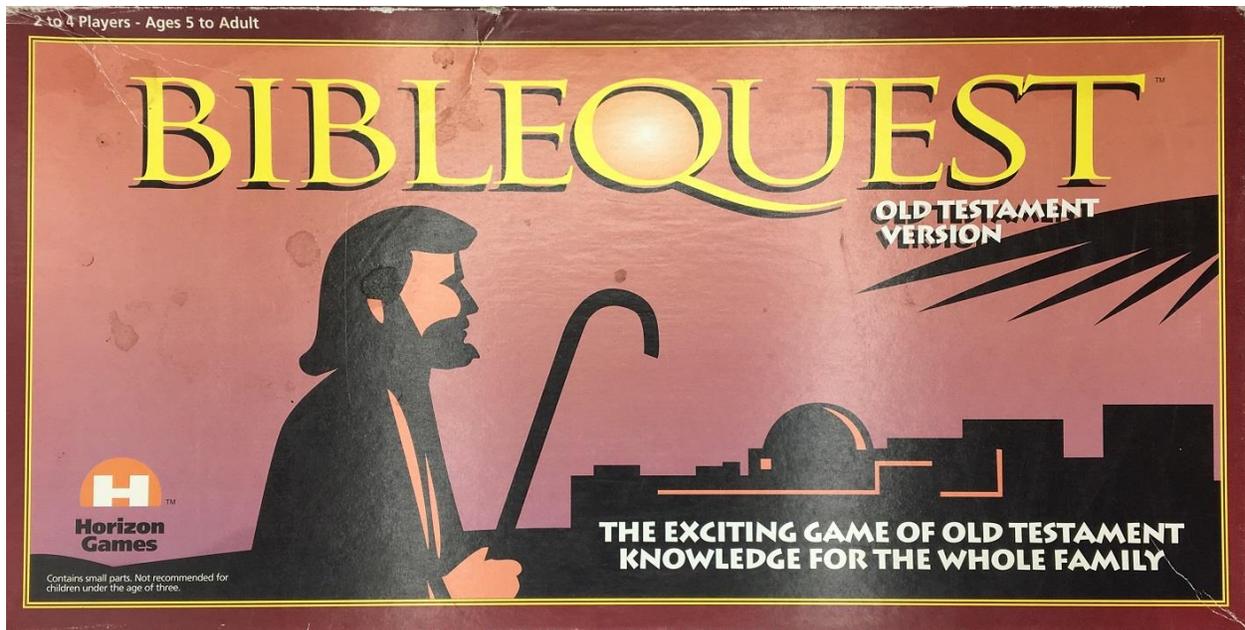
"Contains 400 informative questions that will increase your knowledge and broaden your understanding of the Book of Mormon." - rule book.



Twede, Evan and Linda Sisneros. **Book of Mormon Quest**. Austin, TX: Horizon Games, 1995. Red box [23.5 cm x 46 cm x 4 cm] printed in color with an illustration of a family on the lid. Box contains: A game board [45 cm x 45 cm], a twelve-sided die, four player pieces, four corresponding 'Celestial' markers, eleven bonus tokens and the rule/answer book (35pp). Complete. Box shows some minor wear and rubbing. Contents near fine.

Object of the game is to be the first player to advance to the Celestial Kingdom (center square). Players roll the dice and move round the board while answering multiple choice questions about the Book of Mormon. This is the third of three releases for this game and a sister game to Bible Quest.

"Contains 400 informative questions that will increase your knowledge and broaden your understanding of the Book of Mormon." - rule book.



Twede, Evan. **Biblequest: Old Testament Version**. Austin, TX: Horizon Games, 1995. Brown box [23.5 cm x 46 cm x 4 cm] printed in color. Box contains: A game board [45 cm x 45 cm], an eight-sided die, four player tokens, 50 tiles, four tile holders and the rule/answer book (38pp). Complete. Box shows some minor wear and rubbing. Contents near fine.

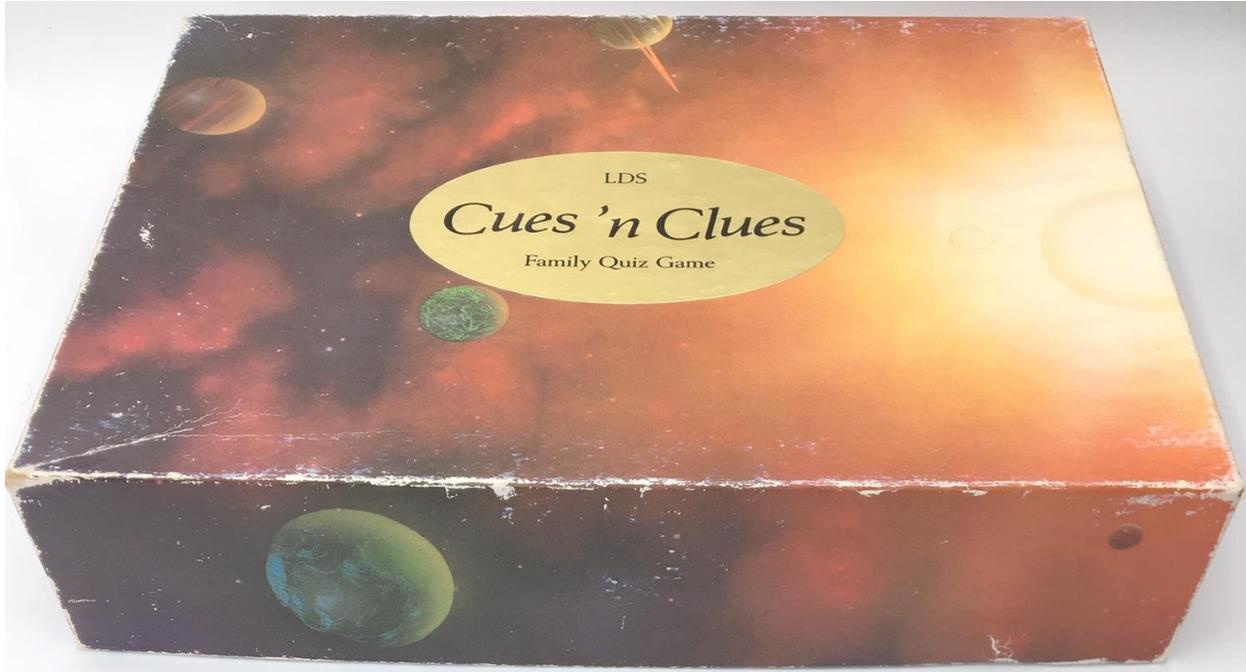
This is the sister game of Book of Mormon Quest.

"The Old Testament has never been this much fun. Biblequest, the exciting game of Old Testament knowledge and strategy every member of your family will enjoy. Biblequest turns Old Testament teachings and stories into laugh filled adventure for two or more players. You don't have to be an Old Testament scholar to win at Biblequest - your knowledge will grow as you answer a series of multiple-choice questions on your way around the game board and through the 'Phrase Maze.' Whether you're the first to finish or the last, everybody wins with Biblequest!" - from the box.



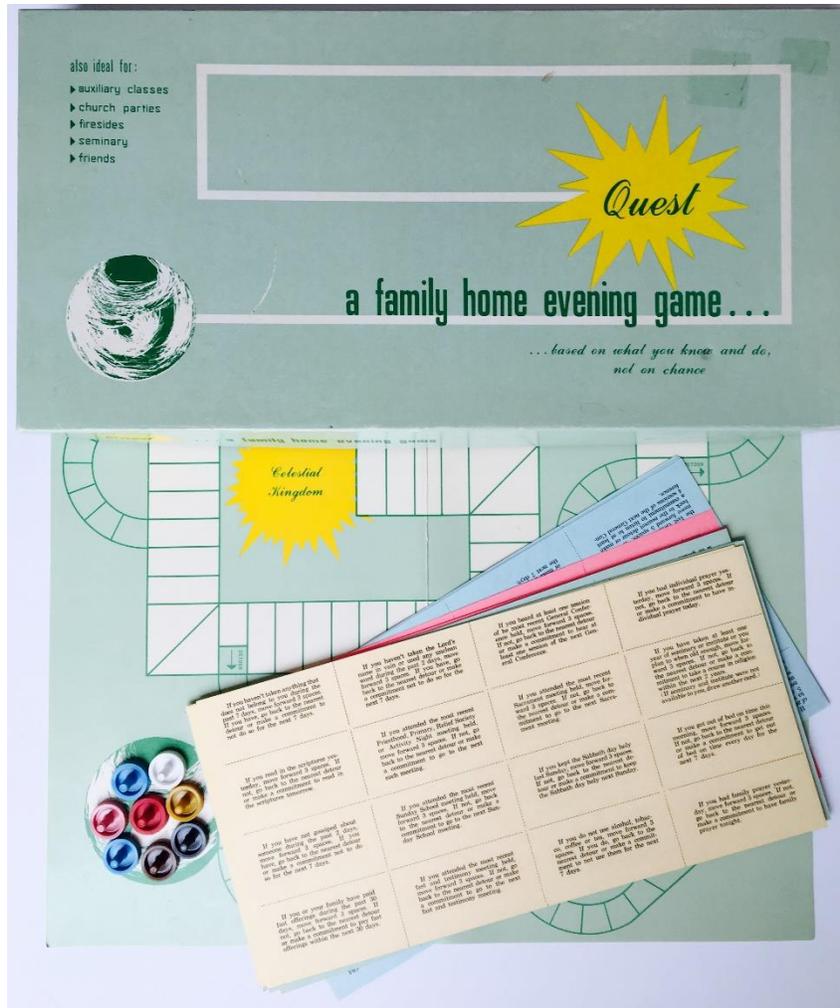
[Mormon] [LDS].? **[Cues'n Clues]**. Sandy, UT: Randall Book, 1984. Box [31cm x 23 cm x 6 cm] with a planetary scene on the lid with a large red question mark in the center. Box contains: A game board [36 cm x 30 cm], 8 unseparated question card sheets, one viewer, score pad, timer, publisher's card, single page announcement announcing the contest "You Name the Game" with the winner receiving a trip for two to the "Orient." Complete. Box and contents are near fine.

The object of the game is to identify words on a list from clues given by a team member within a specified time limit, to win the most points as a team. After one round (Six Cards) has been played, the winning team is able to play the Final Test round. This round tests a player's knowledge of gospel related subjects. This game is similar in play and style of the game show \$20,000 Pyramid



[Mormon] [LDS]. **Cues'n Clues**. Sandy, UT: Randall Book, 1985. Box [31cm x 23 cm x 6 cm] with a planetary scene on the lid with a gold foil label with the title (over the large red question mark) in the center. Box contains: A game board [36 cm x 30 cm], 8 unseparated question card sheets, one viewer, score pad, timer, Box and contents are near fine.

The object of the game is to identify words on a list from clues given by a team member within a specified time limit, to win the most points as a team. After one round (Six Cards) has been played, the winning team is able to play the Final Test round. This round tests player's knowledge of gospel related subjects. This game is similar in play and style of the game show \$20,000 Pyramid.



Crawford, Richard L. **Quest...a family home evening game.** [Salt Lake City]: 1970. [First Edition]. Light green box [41 cm x 21 cm x 5 cm] printed in dark green and yellow, containing a gameboard [41 cm x 41 cm] that is printed in green and white. Eight original game tokens and all of the trivia cards, uncut on 18 sheets (yellow [41], green [96], pink [96], blue [42]) and the instruction sheet. Complete. Contents very good. Box has some minor discoloring to lid and some splitting at the edges.

Players advance along the board toward the Celestial Kingdom by answering questions, the game ends when all the players have made it to the Celestial Kingdom.

"Quest is a game centered around the family home evening. There are two major objectives of the game. The first objective is to encourage all of the family to keep all of the commandments." - 'Philosophy of the Game' - instruction sheet.



Crawford, Richard L. **Quest...a family home evening game.** [Salt Lake City]: 1970. Light blue box [41 cm x 21 cm x 5 cm] printed in dark blue and yellow. Box contains: A gameboard [41 cm x 41 cm]. 6 player tokens, 18 uncut sheets of questions, instruction sheet. Complete. Contents and box near fine. Price of \$3.95 on box.

Players advance along the board toward the Celestial Kingdom by answering questions, the game ends when all the players have made it to the Celestial Kingdom.

"Quest is a game centered around the family home evening. There are two major objectives of the game. The first objective is to encourage all of the family to keep all of the commandments." - 'Philosophy of the Game' - instruction sheet



[Mormon] [LDS]. **How to Host 'The Greatest Mission is the World' Party.** Missionary Novelty Company, 2010. Illustrated box [28.5 cm x 29.5 cm x 4.5 cm] Box contains: 3 pages of 'Greatest Mission in the World' mini stickers, Instruction booklet, 5 blue ribbons, 50 ballots, 50 Mission name tags, 1 Church Statistics by Mission schedule. Complete. Box and contents near fine.

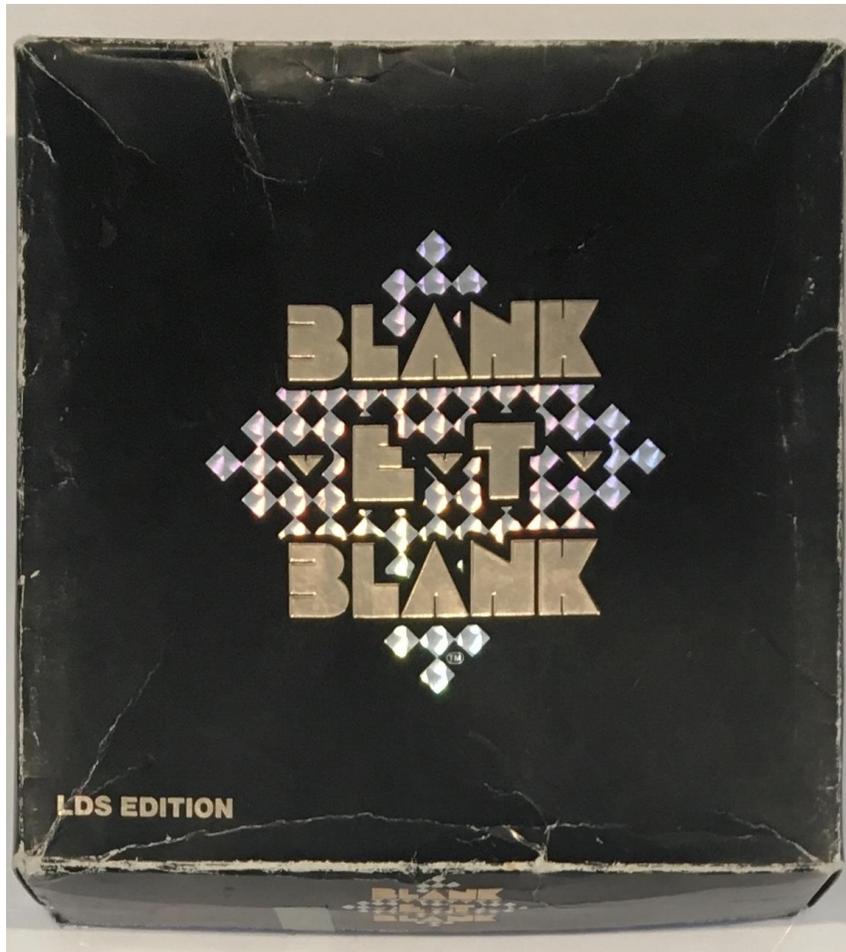
This is an LDS storytelling game. Each player fills out a ballot and takes turns telling stories about their LDS Missionary Experience (whether full time or just telling a neighbor or coworker about the LDS Church). After stories are complete, the players use the ballots to vote on the stories. Blue ribbons are provided in the game for prizes.

"How to host the Greatest Mission in the World party is a fun and exciting way to host a great party for any number of party guests. You can host a party for a small group to a big Elders or High Priests Quorum social. The idea is to get people talking about their missions." - rear of box.



[Mormon] [LDS]. **Le Mejor Mision Es el Mundo.** Missionary Novelty Company, 2008. Blue illustrated box [28.5 cm x 29.5 cm x 4.5 cm] Lid is printed with a world map. Box contains: Game board (map) [54 cm x 55 cm] 5 dice: 2 white and 3 red, 6 pairs of missionaries (of different colors), instruction booklet and component tray. Lacks the Mission cards. Otherwise Near fine.

Spanish language version of 'The Greatest Mission is the World'. Game is similar in play and style to Risk.



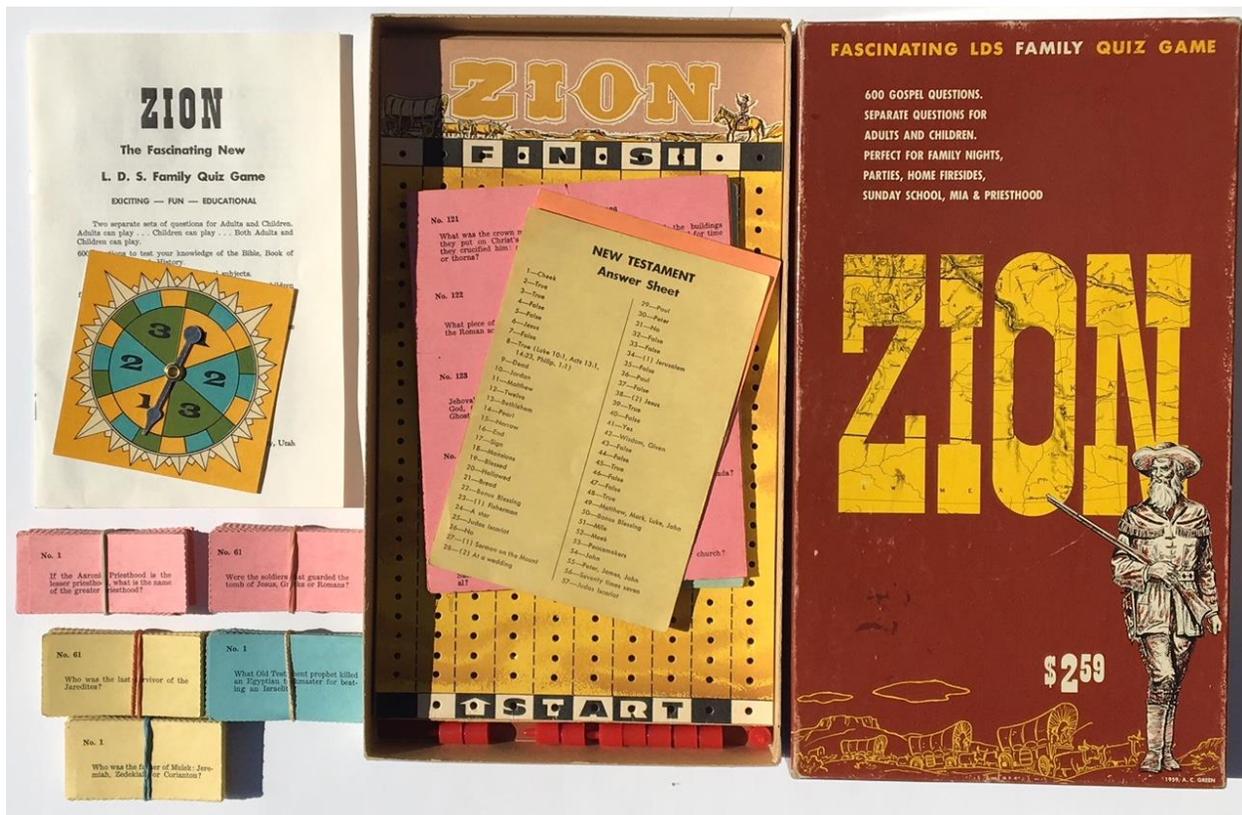
Blank E-T Blank. Orem, UT: Games Too! (c.1988). LDS Edition. Black box [26 cm x 26 cm x 8 cm] with a lid printed in gold and silver ink. Box contains: 288 blanked-out word cards in six categories (48 each), 2 blank pads of paper, 2 pencils, instruction booklet, order form, and 'Squires Thinking Styles Test' single sheet. Box is worn with some splitting to joints. Contents are near fine. Complete.

"Blank-E-T-Blank is the exciting and stimulating, new communications game for family and friends. All it takes is a glib tongue, a fast sketch, great body language and a lot of quick thinking. Each player is totally involved as teams compete to complete familiar sayings which have key words blanked out." - from the back of the box.



Blank E-T Blank. Orem, UT: Games Too! (c.1988). Regular Edition. Black box [26 cm x 26 cm x 8 cm] with a lid printed in pink and silver ink. Box contains: 288 blanked-out word cards in six categories (48 each), 2 blank pads of paper, 2 pencils, and instruction booklet. Box is lightly rubbed at the joints. Contents are near fine. Complete. There appears to be no difference to this version and the 'LDS Edition' of this game.

"Blank-E-T-Blank is the exciting and stimulating, new communications game for family and friends. All it takes is a glib tongue, a fast sketch, great body language and a lot of quick thinking. Each player is totally involved as teams compete to complete familiar sayings which have key words blanked out." - from the back of the box.



Green, Paul R. and Ann C. Green. **Zion: The Fascinating New L.D.S. Family Quiz Game [Large Version]**. Salt Lake City: Bookcraft, 1959. Brown box [32.5 cm x 19 cm x 5 cm] with text printed in yellow and white with a pioneer and wagon-train motif. Box contains: six hundred question cards, one spinner, and a 7-page rule and answer book, printed game board [32.5 cm x 19 cm], ten plastic score pegs. Complete. Very good. Price on the box: \$2.95

The object of the game is to answer the question cards and the first player/team to 27 points wins.

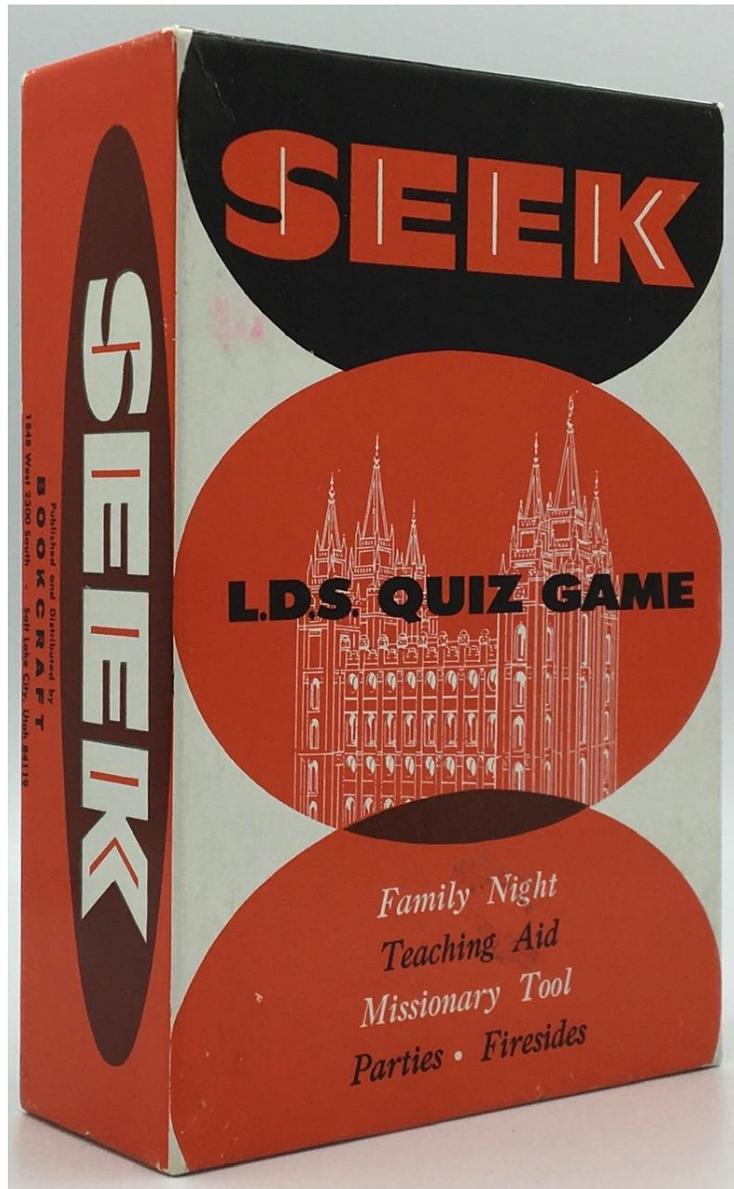
"Two separate sets of questions for Adults and Children. Adults can play...Children can play...Both adults and Children can play. 600 questions to test your knowledge of the Bible, Book of Mormon, Church History, Scriptures, and many other Gospel subjects. Specifically designed for play by both adults and children from 8 years of age and older. Perfect for Family Nights, Parties, Home Firesides, Sunday School, M.I.A. and Priesthood. An excellent review and challenge for all students of the Gospel. Any number can play." - from the instruction manual.



Green, Paul R. and Ann C. Green. **Zion: The Fascinating New L.D.S. Family Quiz Game [Small Version]**. Salt Lake City: Bookcraft, 1959. Brown box [20.5 cm x 17 cm x 5 cm] with text printed in yellow and white with a pioneer and wagon-train motif. Box contains: six hundred question cards (the majority are still attached in the perforated sheets), one spinner, and a 7-page rule and answer book. Complete. Very good. Price on the box: \$5.95

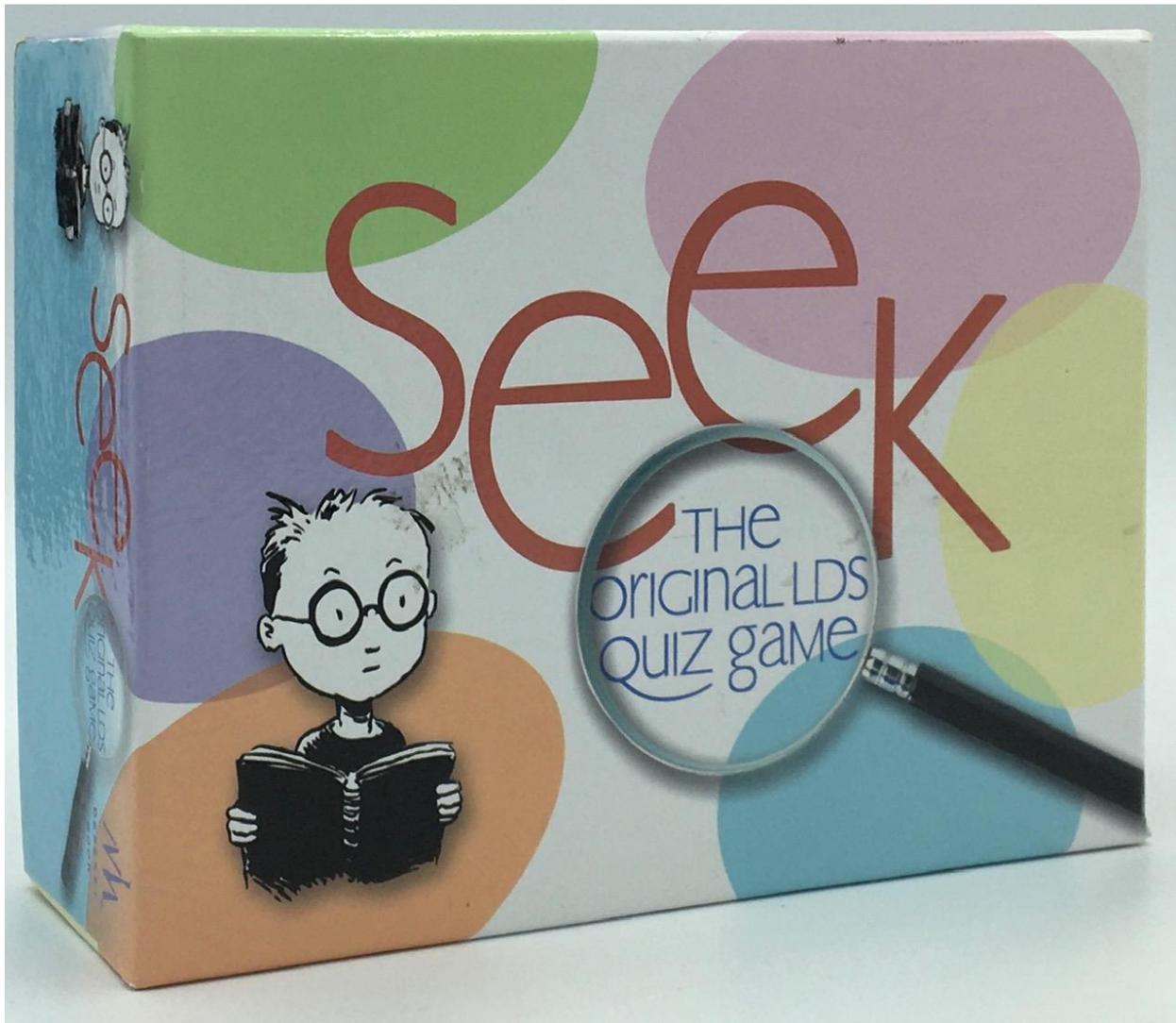
The object of the game is to answer the question cards and the first player/team to 35 points wins.

"Two separate sets of questions for Adults and Children. Adults can play...Children can play...Both adults and Children can play. 600 questions to test your knowledge of the Bible, Book of Mormon, Church History, Scriptures, and many other Gospel subjects. Specifically designed for play by both adults and children from 8 years of age and older. Perfect for Family Nights, Parties, Home Firesides, Sunday School, M.I.A. and Priesthood. An excellent review and challenge for all students of the Gospel. Any number can play." - from the instruction manual.



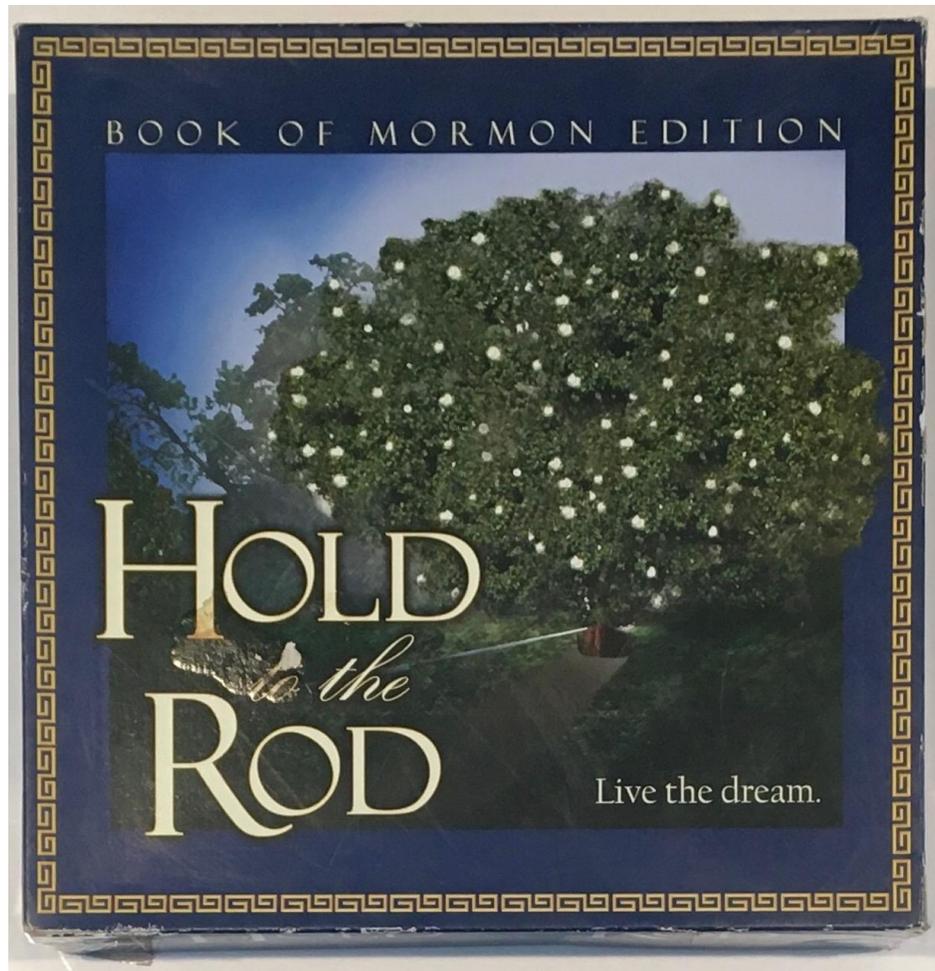
Schoenfeld, J. Stanley & Elizabeth. **Seek: L.D.S Quiz Game**. Salt Lake City: Bookcraft, 1958. Brown box [18.5 cm x 13 cm x 5 cm] with a lid printed in red, black and white. Box contains: 4 answer sheets, 400 question cards, and instruction sheet. Box and contents are near fine. Complete,

"Seek, exciting new L.D.S. quiz game for Family Night: Ideal for the whole family - all ages. Teaching aid: Splendid for Sunday School, M.I.A., Priesthood or Firesides. Useful missionary tool. Knowledge: Informative on all basic doctrines. Subjects to choose from include: Old Testament - Salmon Cards; New Testament - Yellow Cards; Book of Mormon - Pink Cards; Doctrine & Organization - Blue Cards. Parties: Fun to play, easy to score, exciting and interesting for all. Seek! And ye shall find." - from the instruction sheet.



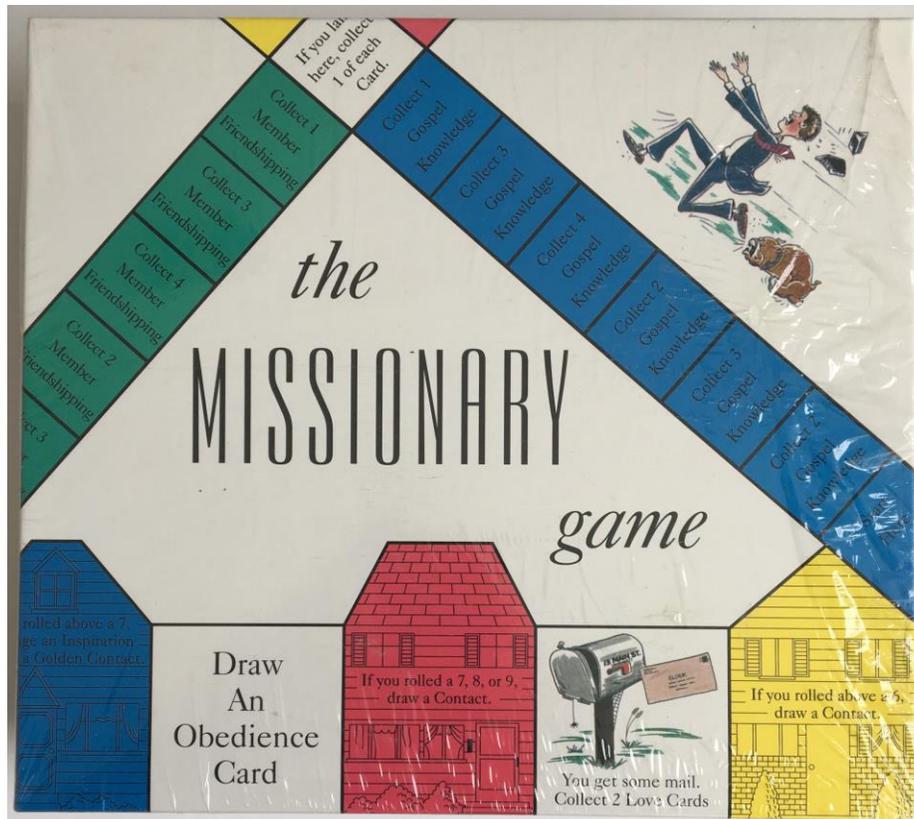
Schoenfeld, J. Stanley & Elizabeth. **Seek: The Original L.D.S Quiz Game**. Salt Lake City: Deseret Book Company, 2003. White box [12.5 cm x 16 cm x 5 cm] with a lid printed in red, black and white. Box contains: Answer and instruction booklet [16pp.] and 200 question cards. Lid is split at one of the side joints, Contents are near fine. Complete,

New iteration of the long in-print L.D.S. quiz game with a new illustrated box replacing the long time red, black and white design. This new edition has the cards printed back-to-back and the answers printed with the instructions, instead of separate sheets.



Hold to the Rod. Teancum Games, 2006. Blue box [32 cm x 32 cm x 9 cm] with an illustrated lid. Box contains: Game board [90 cm x 30 cm], box of question/answer cards, 4 player tokens, 4 blank pads of paper, 1 pencil, instruction sheet, and a single die. Box is rubbed at the joints with tape "repairs". Contents are near fine. Lacks timer.

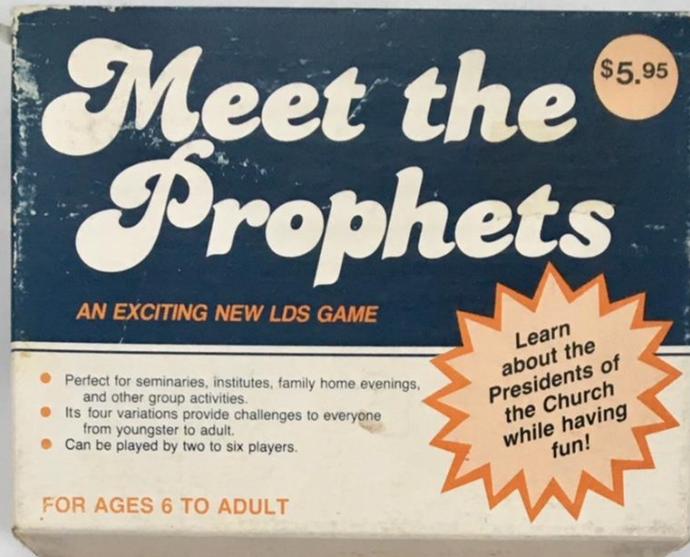
"No more humdrum Family Home Evenings or Sunday afternoons. Hold to the Rod is mind-boggling fun that brings families, friends, and youth groups together. Players, hum, draw, spell, unscramble, and even perform to advance their team to the 'Tree of Life.' Every player gets a chance to showcase talent and knowledge. It may be a race to the 'Tree of Life', but the fun is in the journey." - from the back of the box.



Missionary Game. Spanish Fork, UT: Mountain Top Game Company, 1995. First Edition. White box [23 cm x 25.5 cm x 8 cm] printed in green, red, black and yellow. Box contains: A game board [49 cm x 42 cm], 180 conversion cards, 36 contact cards, 32 obedience cards, the rule book (5pp), six player pieces and two dice. Complete. Box and contents are shrink-wrapped.

Object of the game is to achieve your individual and baptismal goals.

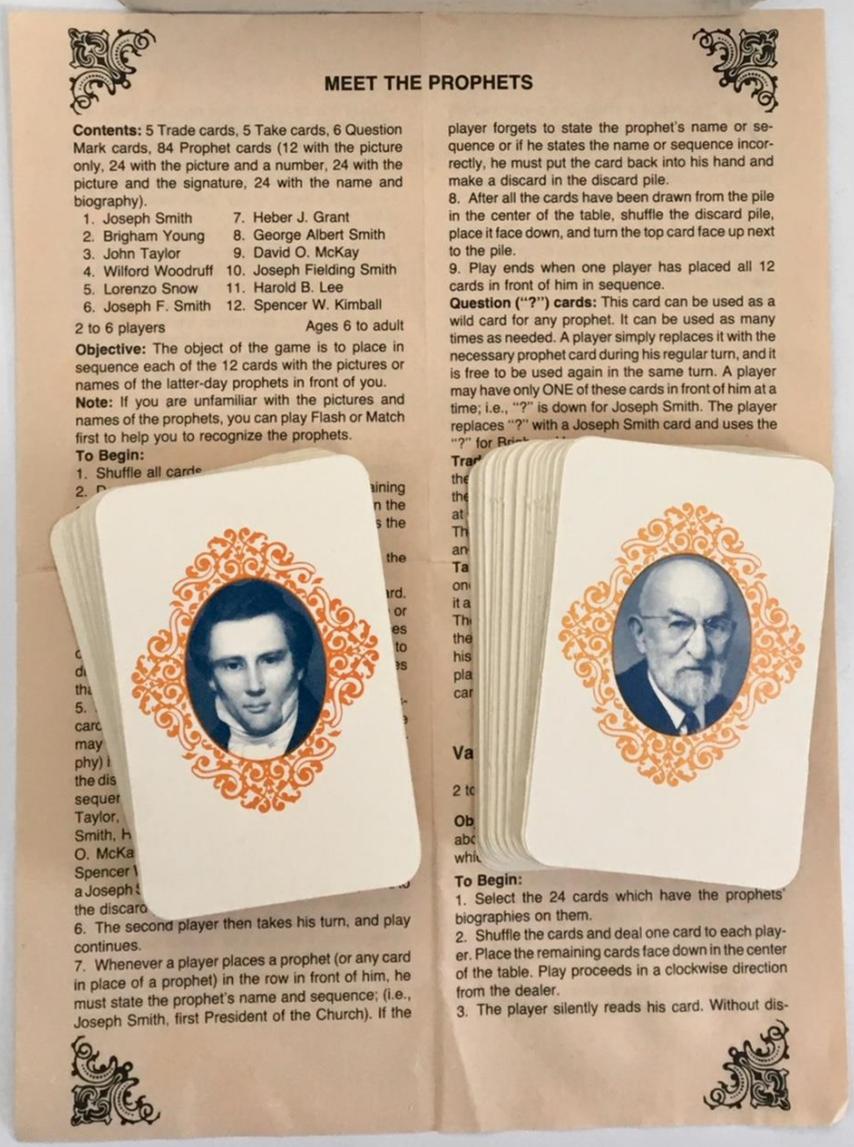
"Imagine you have been called to serve a full-time LDS mission. You start at the Missionary Training Center (MTC) and then off you go to begin your mission in England, Russia, Brazil, Australia, Canada, or wherever you choose to serve!" - back panel of the box.

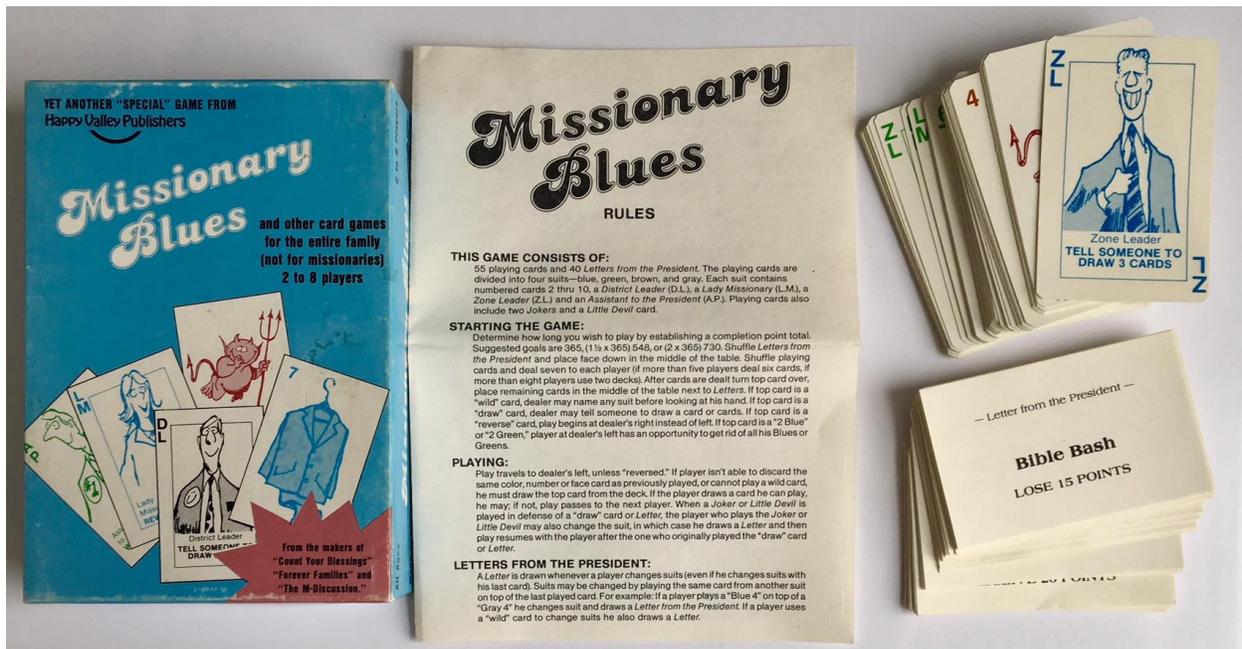


Meet the Prophets. Salt Lake City: Bookcraft, 1981. Blue and white box [10.5 cm x 13.5 cm x 3.5 cm] printed in light orange and orange. Box contains: 100 playing cards and the instruction sheet [24 cm x 18 cm] Complete. Box shows some minor rubbing at extremities.

The object of the game is to place in sequence the cards for the first twelve Presidents of the LDS Church (to Kimball). There are 84 Prophet cards, seven for each. Five of the cards contain a portrait and two contain facts about that Prophet's life.

"Learn about the Presidents of the Church while having fun!"





Agrelius, Mike. **Missionary Blues**. Whittier, CA: Happy Valley Publishers, 1981. First Edition. Blue box [17 cm x 12 cm x 4.5 cm] printed in white and black. Box contains: 55 playing cards, 40 'Letters from the President' and the instruction manual (4pp.) Complete. Box shows some minor rubbing at extremities.

This game is similar to Crazy Eights, the object of the game is to score the most points by playing all of your cards and by acquiring 'Letters from the President' points.

the final two pages of the booklet contains advertisements for other LDS games and books by Happy Valley Publishers and an order form for same.



Christensen, Gary. **Split the Ward**. [American Fork]: Covenant Communications, 2005. Blue box [14.5 cm x 22.5 cm x 2.5 cm] printed with a cartoon group piling out of a Ward House. Box contains: 90 playing cards and the instruction sheet [14 cm x 22 cm] Complete. Near fine.

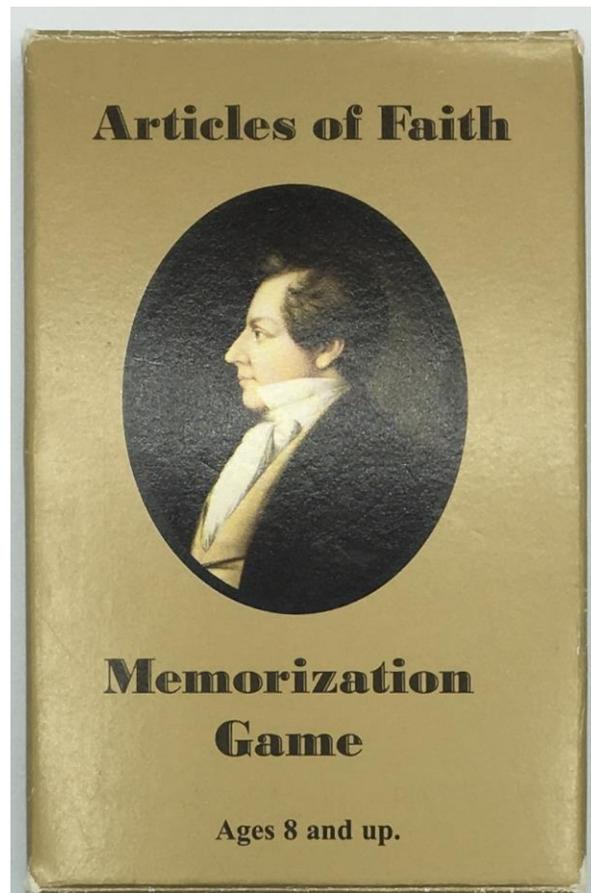
The object of the game is to be the first player to have any three auxiliaries in your ward. A completed auxiliary consists of the four member cards belonging to the same auxiliary. The auxiliaries in Split the Ward are: Bishopric (9 cards); High Priest Group (9); Relief Society (9); Elders Quorum (9); Sunday School (9); Young Men (9); Young Women (9) Primary (9). The remaining 18 cards are action cards and wild cards.

"We're packed like sardines into our ward building and it's time to Split the Ward!"



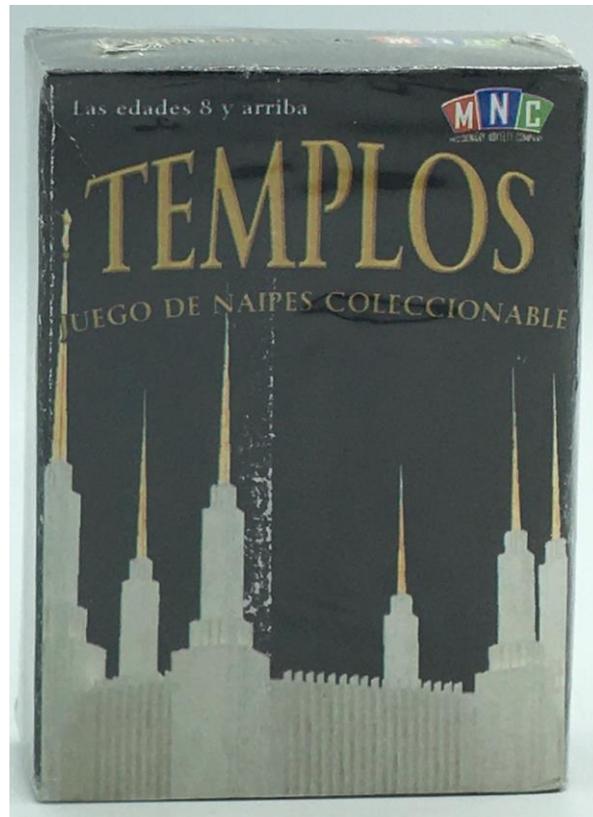
[Mormon] [LDS]. **Ward Fish**. Salt Lake City: Deseret Book Company, 2013. Green illustrated card box [9 cm x 6.5 cm x 2 cm]. Box contains: 52 playing cards and an instruction card. Complete. Near fine. Illustrated by Zach Clough.

"This fun card game promises hours of entertainment as you try to collect all the members of the ward from the Ward Organist to the Nursery Leader to the Bishop." - from the rear of the box.



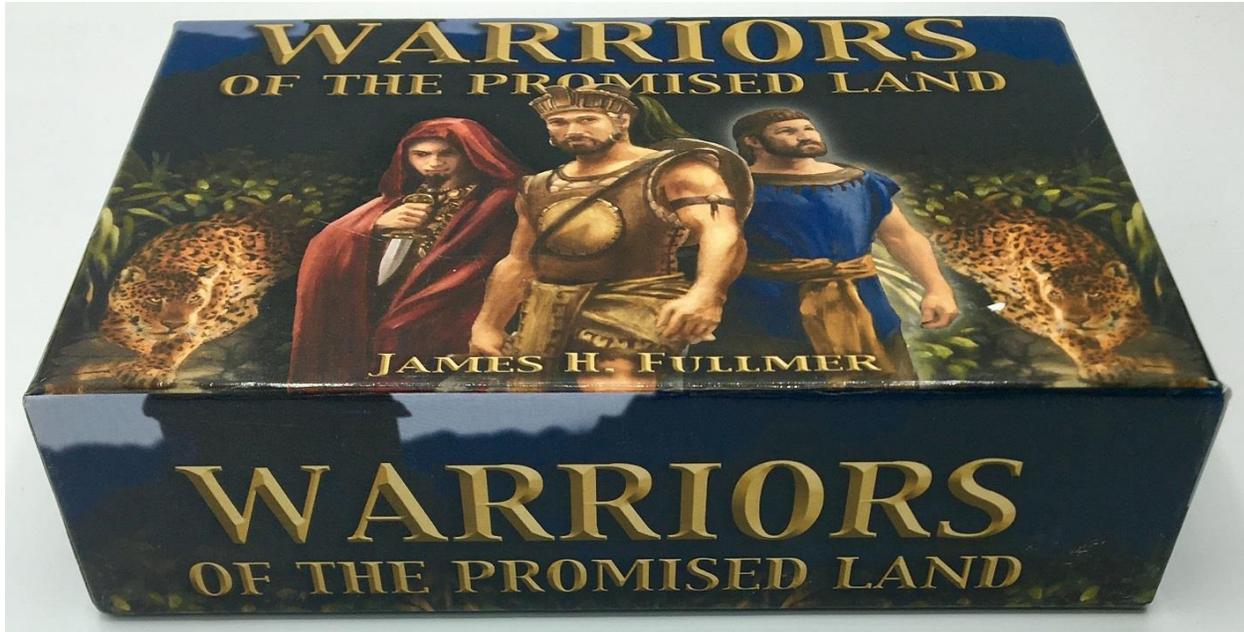
Articles of Faith Memorization Game. Scripture Creations, 1981. Gold box [10 cm x 7 cm x 1.5 cm] with the title printed in black with a portrait of Joseph Smith. Box contains: 15 cards (13 Articles of Faith; rule card; credits; advertisement) and a single die. Complete. Box shows some minor rubbing at the corners.

Whoever has the points after going through the Articles of Faith wins.



Templos: Juego De Naipes Coleccionable. Missionary Novelty Company, 2008. Printed black box [9.5 cm x 6 cm x 3 cm] In publisher's shrink-wrap. Fine. Presumed complete.

Spanish language version of 'Temples: Collectible Card game' which is similar in play to Magic: The Gathering. Cards feature pictures of LDS temples with indicators of Priesthood Power and required amount of genealogy cards needed to activate the card in battle. Players build their hands from an available 130 cards to have the most Priesthood Power. Kingdom Cards (sold in Booster packs) allow for an increase in Priesthood. Temples that are defeated go to the graveyard until one player emerges victorious.



Fullmer, James H. **Warriors of the Promised Land**. Covenant, 2009. Box [14 cm x 20 cm x 5.5 cm] with the lid printed in full-color. Box contains: Cards and instruction sheet. Complete. Near fine condition.

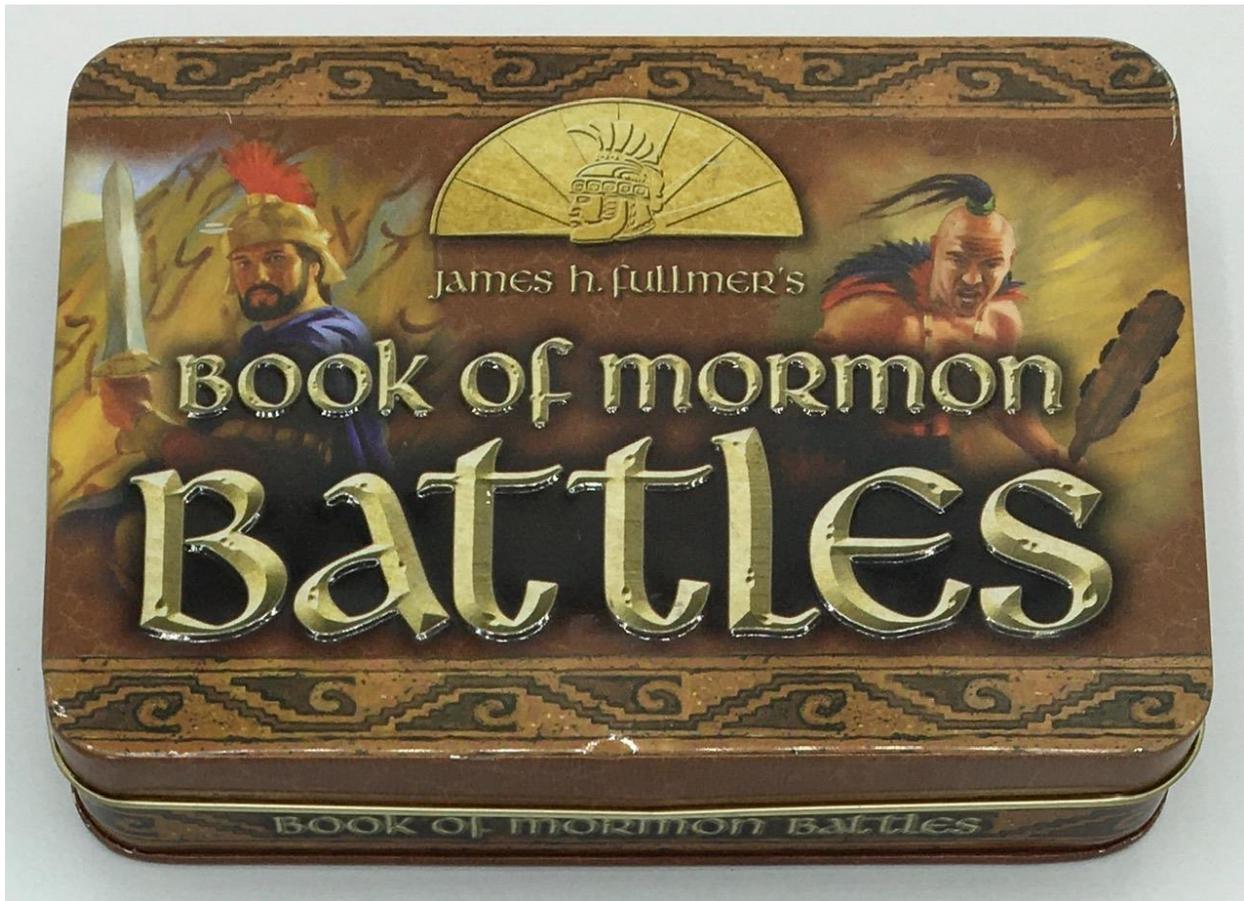
"The battle has moved to a new level! Choose your warrior and arm him with the strength to win the battle in this epic new game by James H. Fullmer, creator of the best-selling game, Book of Mormon Battles. With 60 different warriors from the pages of the Book of Mormon and an armory of 34 different kinds of support cards, the battle can only get more intense and more exciting!" - from the rear of the box.



Who Wants to be a Celestial Heir? Springville, UT: Cedar Fort, 2000. Metallic copper box [42.5 cm x 27.5 cm x 8 cm] The title is printed on the lid, containing a stand-up board [24 cm x 24 cm]. Box contains: Six player tokens, eighteen disks in three colors (these are still sealed in the bag), 500 question cards (1000 questions overall), a rules sheet, box insert and printed prospectus. Complete. Box and contents are near fine.

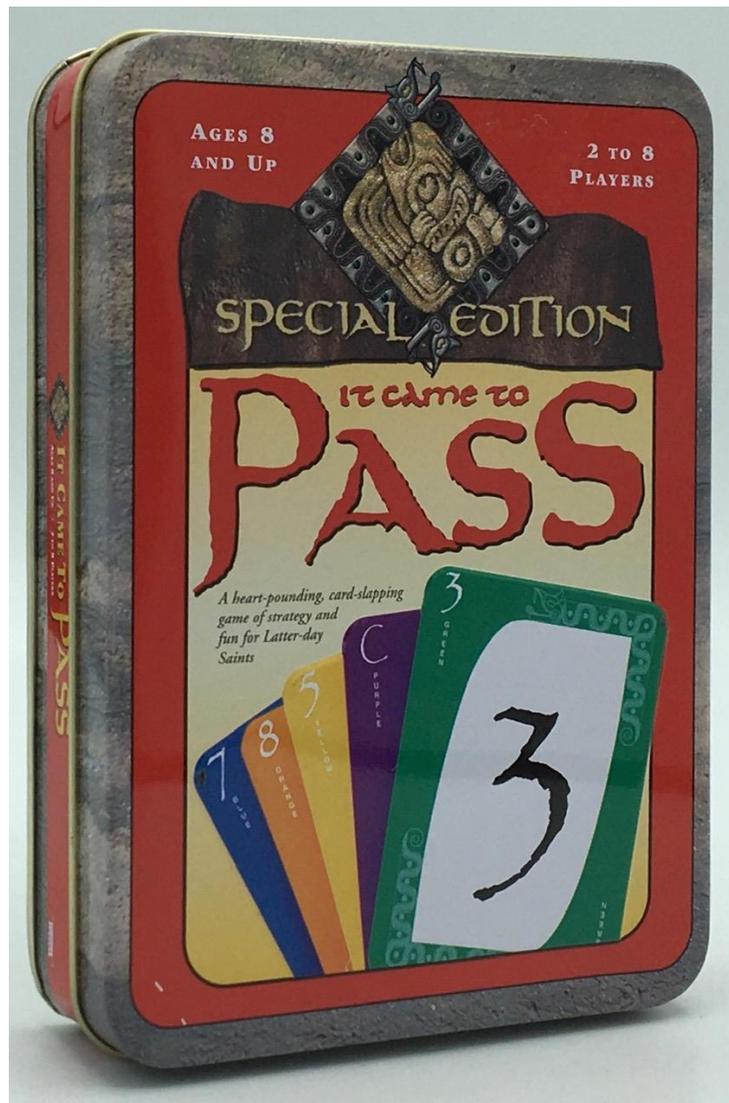
LDS trivia-based game based on the television game show.

"Climbing to the Celestial Kingdom is as fun as one, two three on this brand new, challenging, board game. The board folds out into three-dimensional steps with progression marked in circles on each level. The goal is for each player to answer enough gospel questions to progress to the top. 'Helping Hands,' are available along the way. Here is an exciting new gospel-oriented adventure for the entire family - the perfect gift." - prospectus. (814)



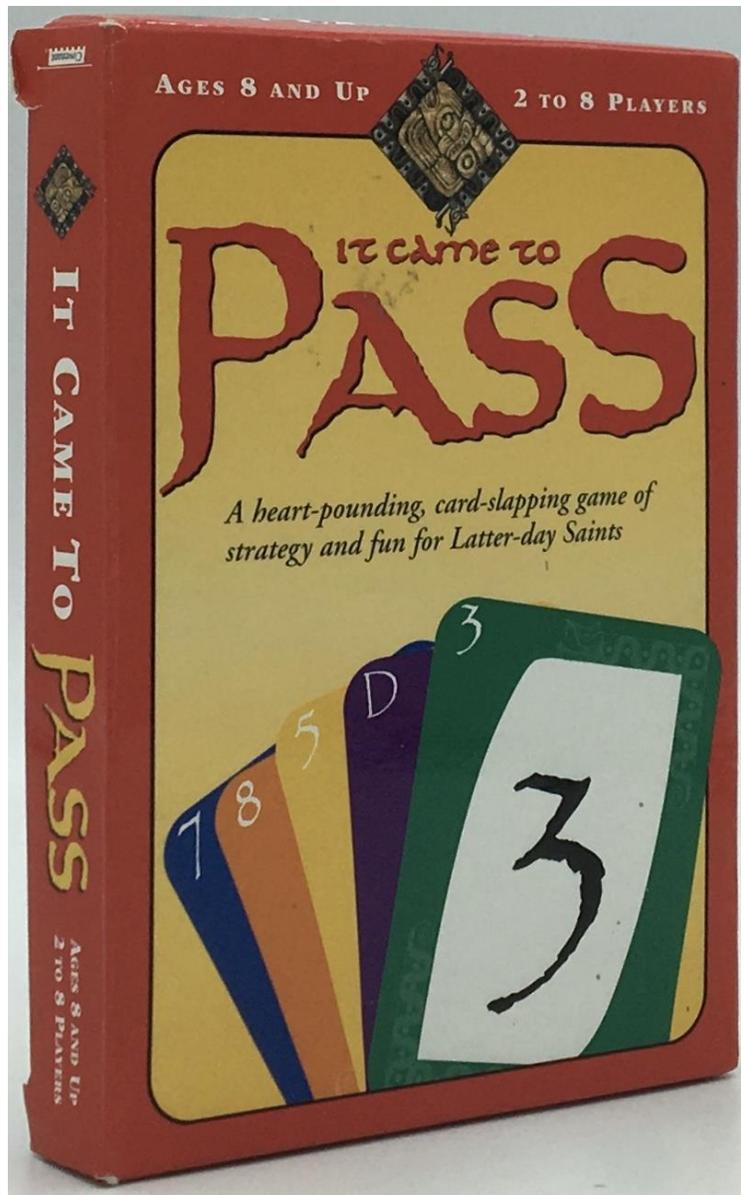
Fullmer, James H. **Book of Mormon Battles**. Salt Lake City: Covenant Communications, 2007. Illustrated tin. [10 cm x 14 cm x 3 cm]. Tin contains: 72 cards (56-character cards and 16 power cards) and 3 cards containing the rules and instructions (printed on both sides). Complete. Very good.

"Book of Mormon Battles is an exciting game of strategy and chance. Players battle one another using 56 different heroes and villains from the Book of Mormon. Use the cards as they are, or strengthen them with power cards like Faith, Wickedness, Secret Combination, or Title of Liberty. Choose a Conversion card to change a villain to a hero, or combine all your forces using the Battle card. The highest score wins the round, and the winner adds the defeated cards to his own ranks. But beware the Stripling Warriors or Famine cards may change everything. Let the battles Begin!" - from the back of the tin.



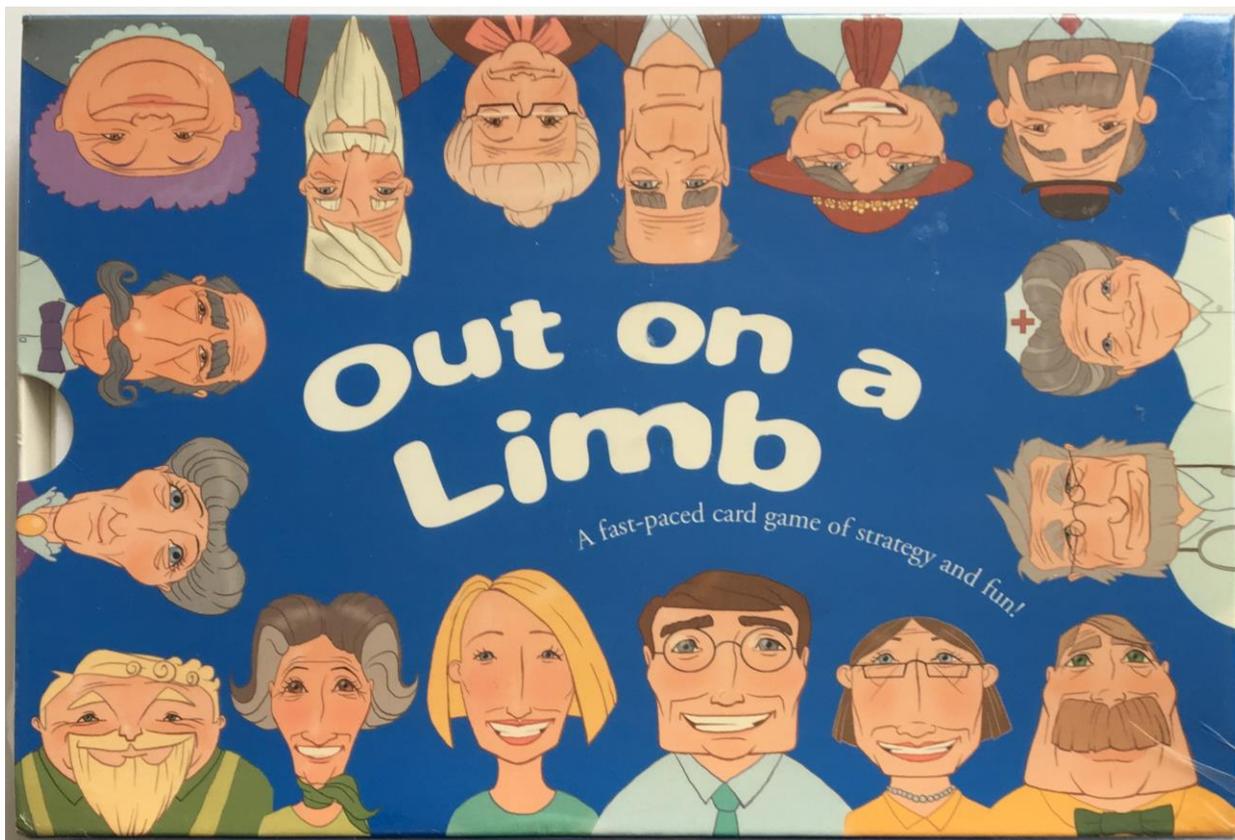
It Came to Pass. Salt Lake City: Covenant Communications, (c.2005). Illustrated tin. [14 cm x 10 cm x 3 cm]. Tin contains: 94 cards (66 suit cards, 16 option cards, and 8 player point cards) and 2 cards containing the rules and instructions (printed on both sides). Complete. Very good.

"A heart-pounding, card slapping game of strategy and fun for Latter-day Saints." - from the tin.



It Came to Pass. Salt Lake City: Covenant Communications, (c.2005). Illustrated paper pack. [14 cm x 9.5 cm x 2 cm]. Pack contains: 94 cards (66 suit cards, 16 option cards, and 8 player point cards) and 2 cards containing the rules and instructions (printed on both sides). Complete. Very good.

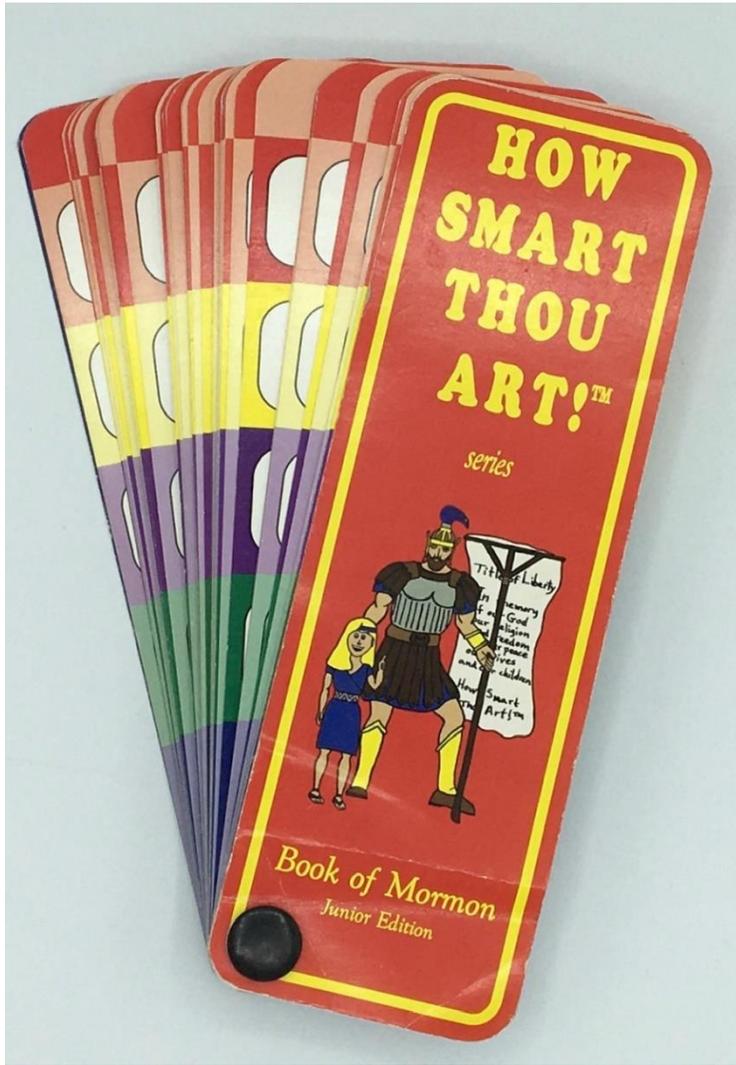
Every point in your hand will count against you - like the wages of sin - so discard them as quickly as you can before someone says 'Pass' and it's time for an accounting. A Charity card is good; a Desolation card is bad...and watch out for Justice because someone is sure to feel its effects. Get your hand ready, slide to the edge of your seat, and see if you dare to say Pass." - from the back of the pack.



Out on a Limb. [American Fork]: Covenant Communications, 2002. Blue box [14.5 cm x 22.5 cm x 2.5 cm] printed with a group of caricatures as a border. Box contains: 60 playing cards, one pad of score cards and the instruction sheet [10.5 cm x 25.5 cm] Complete. In publisher's shrink wrap. Fine.

The object of the game is to fill out your family tree, in this game similar to Hearts. The 60 card deck is comprised of four different colors (suits).

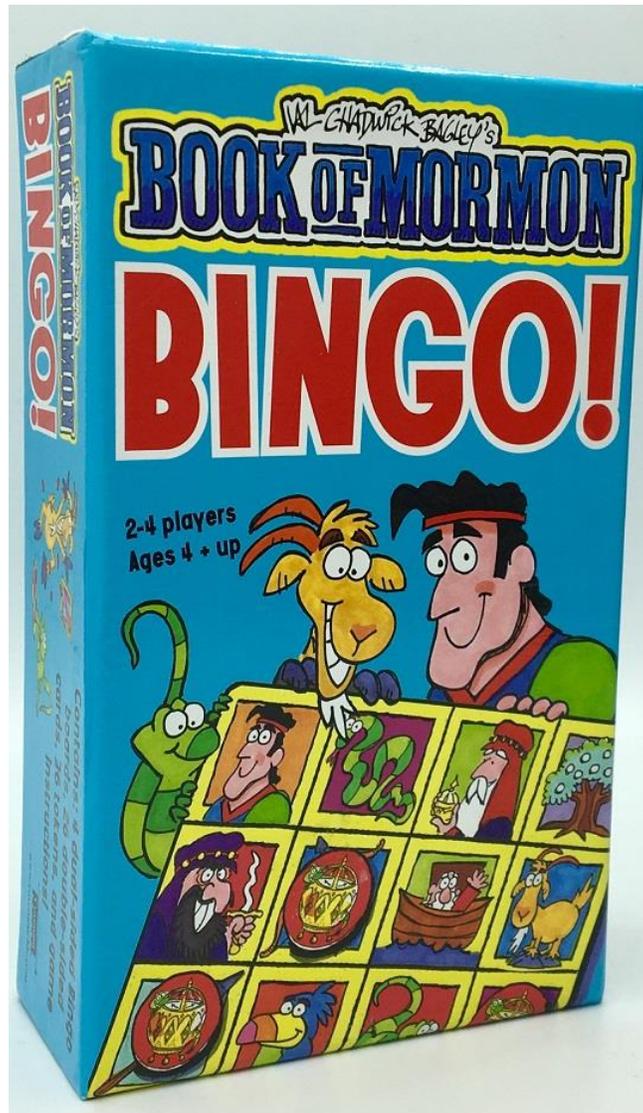
"When you shake your family tree, you just never know who might fall out!"



How Smart Thou Art! Book of Mormon.

Tolio Enterprise, 1997. Junior Edition. 67 question/answer cards [18 cm x 6 cm] that are printed on both sides in color and attached at the foot with a pin. Very good.

'Our question and answer format makes this game fun and easy for children as well as adults to test and enrich their understanding and knowledge of the scriptures.'



Bagley, Val Chadwick. **Book of Mormon Bingo!** Covenant, 2009. Blue box [19 cm x 11.5 cm x 5.5 cm] with the lid printed in full-color. Box contains: 4 bingo cards, 26 double-sided cards, 36 tokens and instruction sheet. Complete. Near fine condition.

"Playing Bingo has never been more fun, thanks to the colorful and creative art of Val Chadwick Bagley, the Cartoonist Guy! In this new twist on old favorite, you try to match the Book of Mormon people, animals, or things on your Bingo board with the same item being called out from the Bingo cards." - from the rear of the box.



Build the Kingdom. Missionary Novelty Company, 2008. Brown illustrated box [28.5 cm x 29.5 cm x 4.5 cm] Lid is printed with a world map and an Angel Moroni. Box contains: 19 diamond tiles, 99 Principal cards, 25 Missionary Resource cards, 4 Principles Trading Schedule cards, 16 Churches, 20 Missionaries, 60 Books of Mormon, 2 Dice, 1 Satan, 1 Card and Component Tray. Complete. Box and contents in original shrink-wrap. Fine.

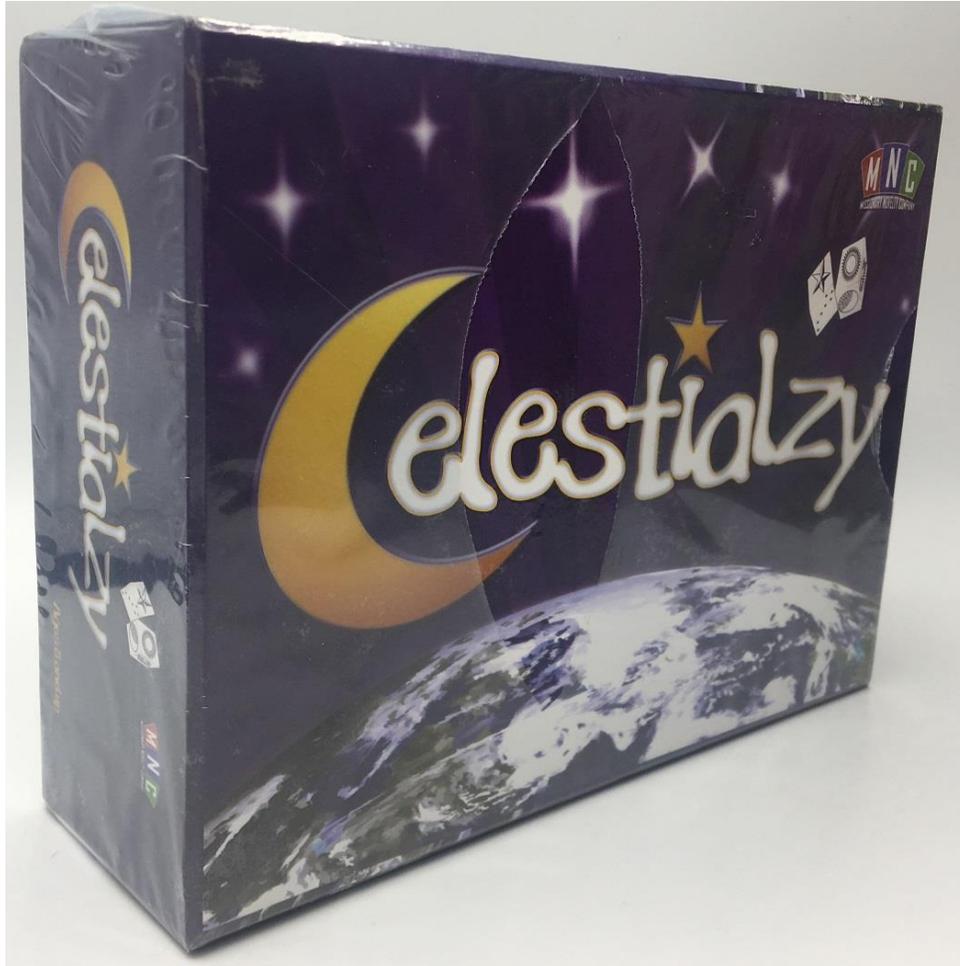
This game is similar in play and style to the Settlers of Catan.

"You've been called to the Greatest Mission in the World - Earth. Your Duty is to build the Kingdom of God by placing Books of Mormon, gaining converts and building ward houses. First player to gain 10 Celestial points wins. You gain Celestial points by placing the most BoMs, obtaining the principles of the Gospel cards - faith, repentance, baptism, prayer, Preach My Gospel - which produces the most converts, and building the most ward houses with prayer and baptisms. Principle cards can be traded in to produce BoM, converts, and ward houses. Beware of Satan who can slow your progress." - rear of box.



Griffiths, Ehren and Amy. **Celestial Companions Game**. Springville, UT: Cedar Fort, Inc., 2006. Silver box [18.5 cm x 30 cm x 3.5 cm] with a printed lid. Box contains: 1 dry-erase Score Card, 4 dry-erase Answer Cards, 4 dry-erase markers, Instruction and Questions Booklet. Complete. Box and contents near fine.

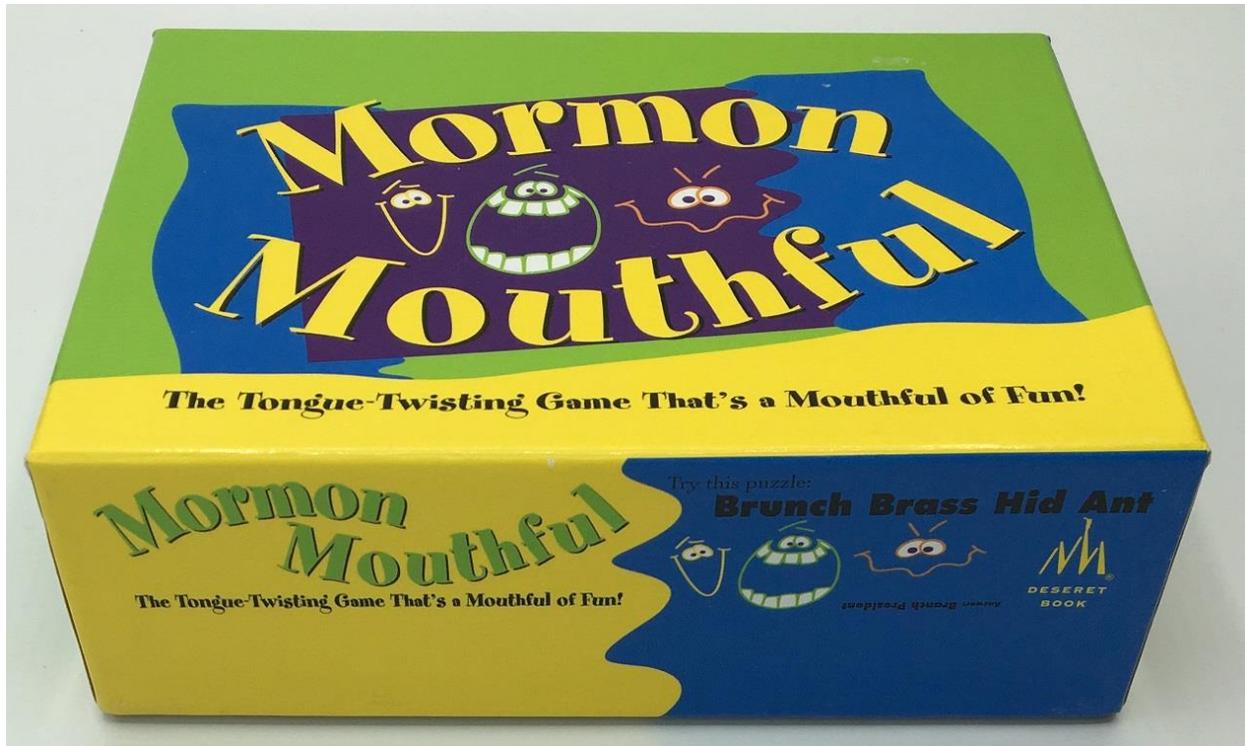
"Our purpose in creating this game is to draw couples, families, friends, neighbors, and wards closer together by focusing on one of life's most important aspects - the relationship between husband and wife" - from the Instruction and Question Booklet.



[Mormon] [LDS]. **Celestialzy**. Missionary Novelty Company, 2008. Purple box [17 cm x 23 cm x 7 cm] with an illustration of the earth and stars on the lid. Box contains: 5 dice, pad of score sheets, rule book and rolling cup. Complete. In original shrink-wrap. Fine.

This is a dice rolling game in the vein of Yahtzee with the dice having symbols instead of numbers that are relevant to the LDS faith. The player with the highest score wins, unless someone rolls five suns in which case that player wins immediately.

"Roll the celestial dice for scoring combinations and get the highest score." - rear of the box



Hewiston, Tom and Joanie. **Mormon Mouthful**. Salt Lake City: Deseret Book Company, 2003. Box [12.5 cm x 16.5 cm x 5.5 cm] with the lid printed in yellow, green and blue. Box contains: Cards and instruction booklet. Complete. Near fine condition.

"The puzzles in Mormon Mouthful consist of a set of unrelated words that, when read aloud, sound familiar, but make no logical sense. For example, the word puzzle "Hair On Ache Pre Stewed" is correctly answered by "Aaronic Priesthood." - from the instruction booklet.



Missionary Novelty Company. **2013-14 Catalog**. Kansas City: WBG Inc., 2013. [8]pp. Octavo [20 cm] Side stapled wrappers. Color illustrations throughout. Splitting at joint, otherwise very good.

Trade catalog for the LDS themed board game producer.



Missionary Novelty Company. **2014-15 Catalog**. Kansas City: WBG Inc., 2014. [14]pp. Octavo [20 cm] Side stapled wrappers. Color illustrations throughout. Near fine.

Trade catalog for the LDS themed board game producer. "New in this catalog is a new line of 'Approved for Family Home Evening' board games, collectible card games and strategy games." - p.[1]