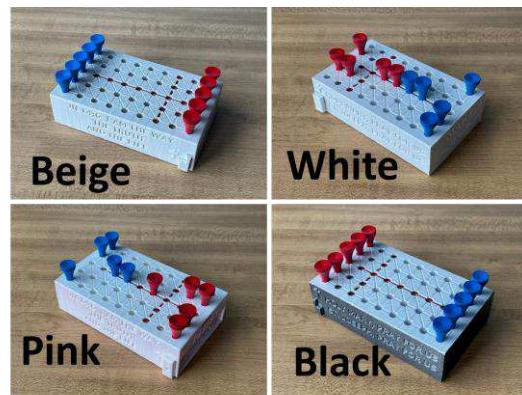


# Want a Fun Catholic Children's Game?

(Proceeds support Seton School)

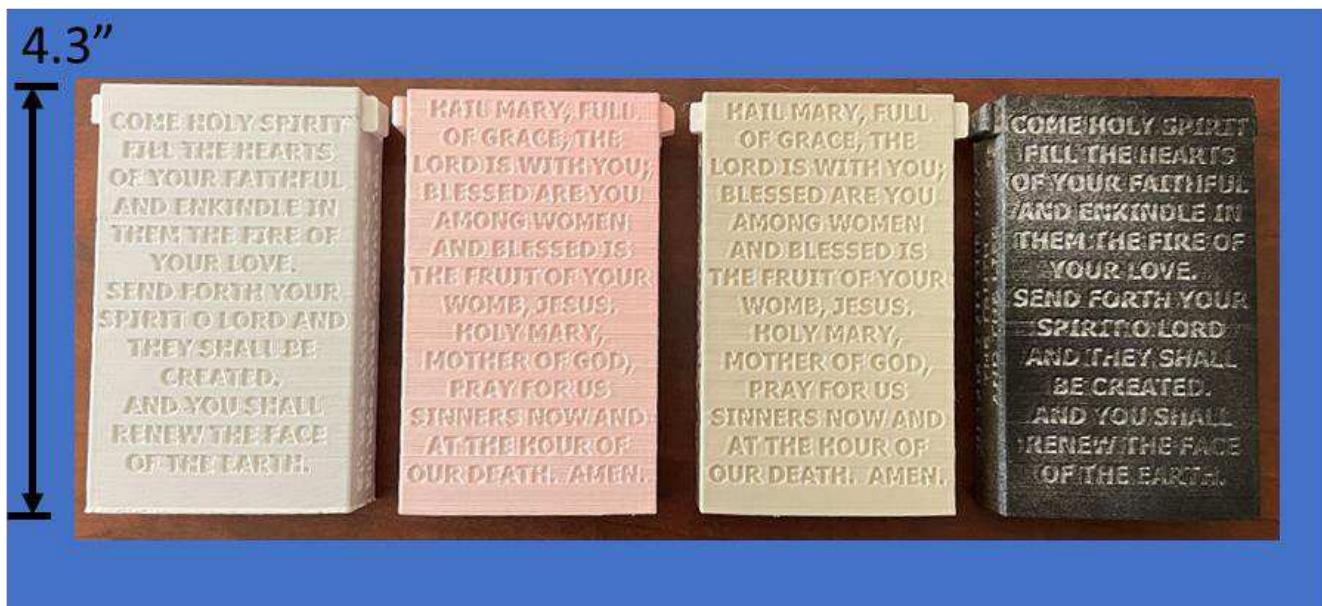


The JMJ game, the game that reinforces the two important teachings of Jesus: Love God and Love your neighbor – read the rules below to see how this game accomplishes that!

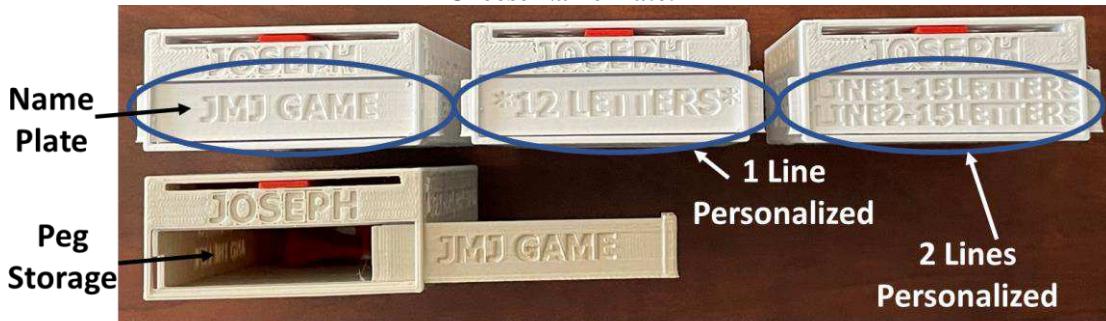
Choose color: (White, Pink\*, Beige, Black\*)

\* Spray painted by hand – Color variations exist

Choose Prayer on Back: "Come Holy Spirit" or "Hail Mary"



Choose Name Plate:



Recommended  
Donations:

Game with Plate "JMJ GAME" - \$17	(\$7 Tax deduction)
Personalized 1 line (12 characters) - \$22	(\$12 Tax deduction)
Personalized 2 line (15 characters) - \$27	(\$17 Tax deduction)

Send order request to: [MHoffman@SetonSchool.net](mailto:MHoffman@SetonSchool.net)

Payment: Pay when pickup your game. Checks made payable to Seton School.

Delivery: Pickup at Seton – No Charge. First Class mail \$4.00. Include address with order.

Each game is 3D printed and small variations may exist between prints.

## Jesus, Mary and Joseph (JMJ) Game - Instructions

(MHoffman@SetonSchool.net)

The two most important teachings of Jesus to 1) Love God and 2) Love your neighbor are reinforced in the bonus moves of the JMJ Game.

**Object of game:** Get your pegs in the farthest row before your opponent.

**Start:** Place one player at the foot of the cross (Mary's Side, blue pegs - represented by white "x" in the figures). Place other player at the head of the cross (Joseph's side, red pegs - represented by red "x" in the figures). See Figure 1. Mary's side goes first. Alternate turns.

**Regular Moves (like Chinese checkers):** Player moves any one peg from one hole to any open adjacent hole. A peg may move forward, backward, sideways or diagonally. Figures 2-3 show sample moves.

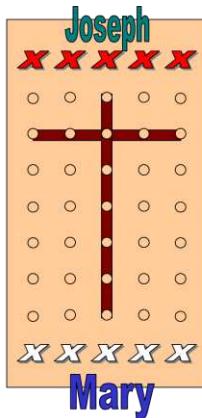


Figure 1 – JMJ game setup.

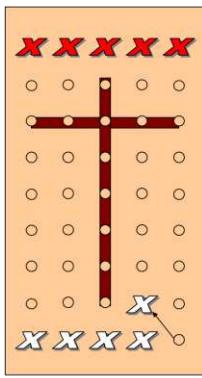


Figure 2 - Mary's regular move.

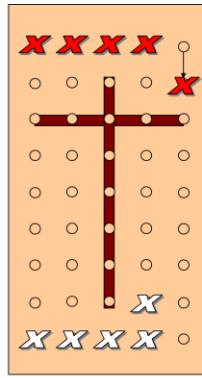


Figure 3 - Joseph's regular move.

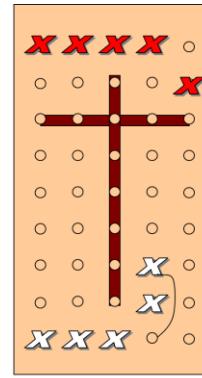


Figure 4 - Mary's jump.

Jumping of your own or the other player's peg(s) (forward, backward, sideways, diagonally or any combination) is allowed; however, the hole directly on the other side of the peg being jumped must be open (see Figure 4). Jump multiple pegs (Jump Man Jump!) as long as an open hole is directly on the other side of the peg being jumped. Using the starting position in Figure 4, Figure 5 shows five consecutive sample moves. Each picture shows one move. Numbers show sequence of moves by a single peg. Once a peg has been touched, that peg must be moved.

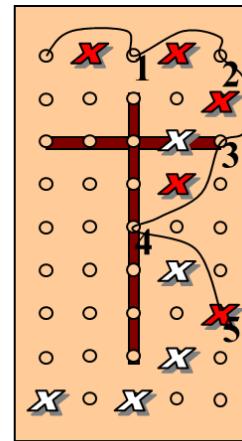
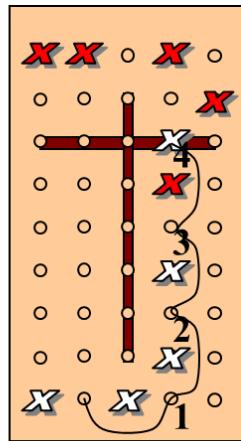
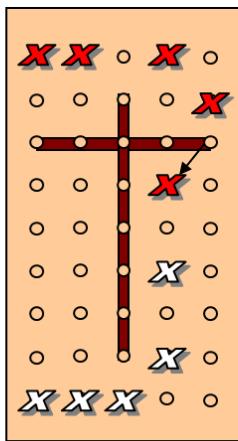
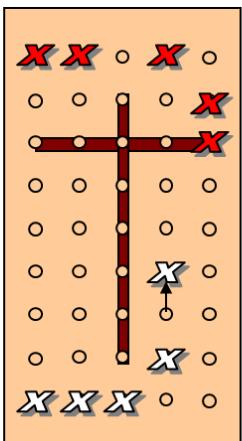
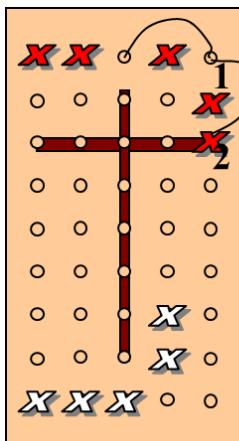


Figure 5 – Sample moves.

It is recommended to play a game with just regular moves before playing with bonus moves.

**Bonus Moves:** Bonuses in the game are given by doing what all Christians must – align their life with the cross. The vertical cross-beam symbolizes each person's relationship with God. Ending a regular move on the vertical cross-beam reflects aligning your life with God (Figure 6a); therefore, that peg receives an extra move in the game (Figure 6b). Bonus moves do not earn a bonus.

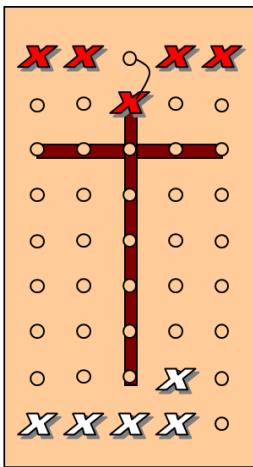


Figure 6a - Joseph's regular move earns a bonus with that piece.

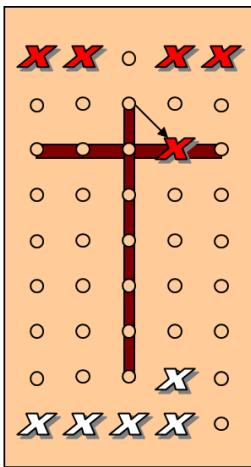


Figure 6b – Bonus move does not earn a bonus.

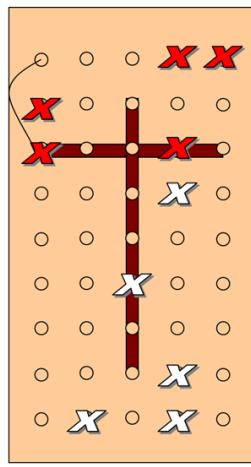


Figure 7a - Joseph's regular move earns a bonus with another piece.

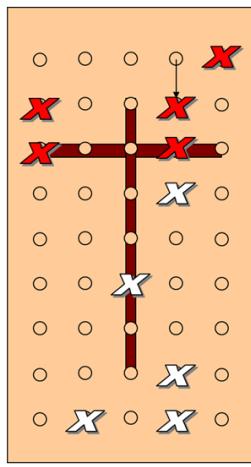


Figure 7b – Sample love of neighbor bonus move.

The horizontal cross-beam symbolizes each person's relationship with others. Ending a regular move on the horizontal cross-beam reflects love of neighbor (Figure 7a); therefore, any other peg of the same color receives an extra move in the game (Figure 7b). Stopping at the intersection of the vertical and horizontal cross-beams reflects alignment with the Sacred Heart of Jesus (Figure 8a); bonuses are given to both the peg that stopped at the intersection as well as any other peg – in any order (Figures 8b and 8c show a sample). Bonus moves do not earn a bonus.

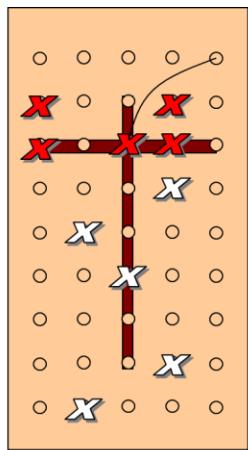


Figure 8a – Sample move ending at the center of the cross – player chose not to jump white peg.

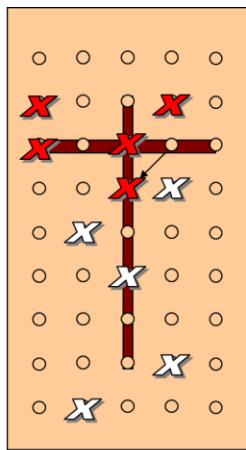


Figure 8b – Sample love of neighbor bonus.

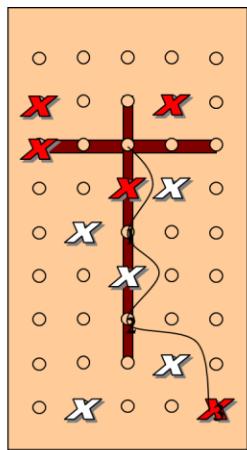


Figure 8c – Sample love of God bonus.

### **Jesus, Mary and Joseph (JMJ) Game Symbols**

The nine holes length-wise symbolize the nine days of prayer Mary and the Apostles waited in the upper room for the Holy Spirit. The five holes across the width symbolize the five mysteries of the rosary. The red on the cross is a reminder that Jesus bled for love of us. Mary is at the foot of the cross because she would not leave her son – even in tough times. Joseph is the head of the Holy family, so his name is above the cross. Mary gets blue pegs because of her humanity. Joseph gets red pegs because blood runs down the cross. On one side is the Bible verse from John 14:6 with Jesus saying, "I am the way, the truth and the life". The other side requests Mary's and Joseph's intercession, "Holy Mary, pray for us" and "St. Joseph, pray for us". The elevated cross on Jesus's right side represents the good thief who is in paradise.