

Appendix A

Spirit World Game

The purpose of the game is to teach the participants the effect that spirit world has on us.

Sometimes we are blind to the types of the spirits that are working on us, what they are trying to get us to do. In order to duplicate this, we choose a participant that is blindfolded and give the task of finding a piece of candy placed somewhere in the room. The candy represents truth. Then 2 individuals are chosen, one to represent spirit world that would guide the blindfolded person towards the truth and one to represent the spirit world that would guide the blindfolded person away from the truth. The person tasked with finding the Truth is guided by both spirits. There is a time restraint. The spirit that prevails gets candy but depending on the outcome, the person tasked with finding the Truth may or may not get candy. This reflects the reality of returning resurrection and the benefit derived by spirit guides, good or evil, through the sharing of vitality elements.