

A painting of a tropical landscape. In the foreground, two people are walking away from the viewer on a dirt path. The path leads towards a large waterfall cascading down a rocky cliff. The scene is filled with lush greenery, including palm trees and other tropical plants. The lighting is warm and golden, suggesting a sunset or sunrise. The overall style is impressionistic, with visible brushstrokes and a rich, textured background.

The Truth About Jevallik

In this game for two players, you will act out a conversation between a householder and a member of a fictional religion called Jevallik's Servants that has knocked on their door. The next page (which you should print out and cut in half along the dotted line) has the rules for each player. It might be helpful for each of you to have a pencil as well.

Decide who will be playing the "Servant" and who will be the "Unconverted". If you each want a turn at both roles, you can always play twice.

Take a moment for each player to read their half of the rules. The Unconverted might want to jot down a couple of ideas on the back of their sheet for potential objections as well.

Before you begin, have a brief discussion about any potential content you may want to avoid. The Unconverted has the authority to define the outlines of the beliefs and actions of the organization that the Servant belongs to, so pay special attention to what the Servant is comfortable with. In real life, the organizations that inspired this game have been guilty of actions like perpetrating and covering up sexual abuse, convincing fatally ill people to refuse necessary medical treatment, and profoundly racist and sexist behavior. It's fine if both parties are comfortable with exploring this darker and heavier material and are approaching it with the seriousness and sensitivity it deserves, but most games should default to a zanier mode.

Besides having a talk about the lines you want to draw, you might also want to implement an in-game safety mechanic like the X Card by John Stavropoulos or Script Change by Brie Beau Sheldon.

Advice for the Servant: Remember that while going door to door is scary and difficult, if you don't try help them see the light, the Unconverted might die in the End Times. Engage sincerely and don't just brush off their concerns. Be honest.

Advice for the Unconverted: Recognize the sincerity of the Servant. Coming up with crazy beliefs and activities can be a little difficult so refer to the list of categories. Try to help them. Be honest.



The Servant's Rules

You're a recent convert to Jevallik's Servants, but you've been fully convinced by reasoning from the scriptures and the love you've found amongst His congregation.

It is love that motivates you to share the truth door-to-door, despite the on-going controversies. You just had a very scary experience at the last door. What happened?

Knock on a wall or table to begin. Introduce yourself, your mission, and the peace of Jevallik.

Whenever the unconverted makes an objection, the objection is partly true. Choose one to begin your response, then cross it off. You cannot use it again.

- ◇ Well, what the scriptures say is:
- ◇ That bothered me at first. Think of it this way:
- ◇ The media has exaggerated this a bit. Here's the truth:
- ◇ Jevallik's servants are imperfect too, but here's what I think:
- ◇ I don't believe that, but here's what I do believe:

You win when you convince them to let you come back and share more about the Truth.

The Unconverted's Rules

You're at home when one of those goofy Jevallik's Servants knocks on the door. What were you doing just beforehand?

Something about them reminds you of someone and makes you think you can help them start to break free of the cult. What is it and who do they remind you of?

After they introduce themselves, make an objection and let the Servant answer. Make five objections, either about:

- ◇ Something controversial their organization did.
- ◇ A bizarre belief you heard about.

Whatever you say is true, but listen politely to the Servant's answer. Be gentle.

Here are some general categories to inspire you: diet, festivals/holidays, rituals, clothing/appearance, leadership/structure, prophecies, celebrities, relationship to the government, paramilitary operations, fraud/bribery, commercial operations, holy texts, founding figures, conspiracy theories, supernatural or science fiction explanations for various things.

You win when you convince the Servant to come back and share doubts of their own.