

The Liahona Road

A Family Map-Journey Game About Guidance, Choices, and Staying Aligned

A warm printable game where families travel through wilderness spaces, gather supplies, face choices, pause for stillness, and try to reach the bright shore together.



This is an independent creative family resource and is not an official publication of The Church of Jesus Christ of Latter-day Saints.

Time needed:	45-75 minutes	Best for:	families, mixed ages, small groups	Printing:	A4
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Activity Snapshot

Item	Details
Time needed	45-75 minutes for the full map game. A shorter route is included for younger children.
Suggested for	Families, small groups, mixed ages, and calm home evenings.
Main theme	Guidance, preparation, listening, agency, repentance, service, and staying aligned.
What you will do	Read a scripture, build the map, travel by journey rolls, draw cards, manage supplies, and choose together.
Game feel	Simple enough for children, but meaningful enough for adults to care about the choices.

What You Will Need

Printed pack	Print the activity pages, map pages, cards, tokens, and compass sheet.
A six-sided die	Used for the Journey Roll. A coin option is included if no die is available.
Scissors	For cards and tokens. Children should be supervised when scissors are used.
Pens or pencils	For the compass sheet and any family notes.
Small container	For placing the wilderness, choice, and stillness/service cards.
Optional extras	A timer, colouring pencils, small sweets, buttons, or beads for extra supply tokens.

Family Roles

Role	What they do
Path Guide	Keeps the map in view and helps everyone know whose turn it is.
Opening Prayer	Offers the opening prayer.
Scripture Reader	Reads the chosen scripture or gives a short summary.
Compass Keeper	Moves the Liahona marker on the alignment track and reminds everyone of the family aim.
Supply Keeper	Looks after the supply tokens and hands them in or out when instructed.
Card Reader	Draws and reads the wilderness, choice, stillness, and service cards.
Family Scribe	Writes the family compass promise at the end.
Closing Prayer	Offers the closing prayer.

Before You Begin

The Liahona Road is not a race. It is a shared journey. The family wins by reaching the bright shore while still trying to listen, help, prepare, and make kind choices along the way.

The game is family-friendly, but it is still a game. Running out of supplies, drifting far from alignment, or choosing an easier answer can slow the journey and create a real decision. The consequences are gentle, but they are not meaningless.

Scripture Choices

Scripture	Guidance focus
1 Nephi 16:10, 28-29	The Liahona worked according to faith, diligence, and heed.
Alma 37:38-46	Small means can bring about great things.
Proverbs 3:5-6	Trust in the Lord and acknowledge Him.
Psalms 119:105	The word of God can be a lamp to our feet.
Doctrine and Covenants 8:2-3	The Lord can speak to mind and heart.
Your own scripture	Choose another scripture about guidance, faith, repentance, service, or family unity.

Opening Discussion

- What helps our family know when we are moving in a good direction?
- What makes it harder to listen when a journey becomes tiring?
- What is one small choice that can change the feeling in our home?
- How can supplies, preparation, prayer, and kindness work together?

Begin with the opening prayer after the family roles have been chosen.

Set Up the Game

Step	What to do
1	Print the four map pages and place them as a 2 by 2 map: A top left, B top right, C bottom left, D bottom right.
2	Cut out the family counter for the map, the Liahona marker for the alignment track, and the supply tokens. You may also use beads, buttons, coins, or coloured gravel instead of the printed supply pieces.
3	Cut out the wilderness cards, choice cards, and stillness/service cards. Put each type in its own pile or container.
4	Place the family counter on the Start space in the Valley of Beginning.
5	Put the Liahona marker on Aligned. Give the family 4 supply tokens.
6	Choose a scripture, offer the opening prayer, and begin the first journey turn.

The Journey Roll

To avoid finishing too quickly, do not move the full number shown on the die. Roll one six-sided die and use the Journey Roll table below.

Die roll	Movement
1-2	Move 1 space
3-4	Move 2 spaces
5-6	Move 3 spaces

Coin option: If you do not have a die, toss a coin twice. Two heads = move 3, one head = move 2, no heads = move 1.

The Family Aim

Reach the Arrival space with the family still trying to stay aligned. You do not need perfect play. The best ending is a family that has travelled, talked, repaired mistakes, and chosen one good thing to carry forward.

How to Play

Part of turn	What happens
1. Journey Roll	Roll the die and move 1, 2, or 3 spaces using the Journey Roll table.
2. Resolve the space	Follow the symbol or colour of the space where the family counter stops.
3. Draw a card	If the space says Wilderness, Choice, Stillness, or Service, draw the matching card.
4. Make one choice	Talk briefly. Everyone may speak or pass. Choose together and apply the result.
5. Check supplies	If a card asks you to spend or lose a supply and you have none, use Course Correction.
6. Continue	The next player rolls. Keep travelling until the family reaches Arrival.

Supplies

Supplies represent food, water, patience, sleep, preparation, and the quiet practical things that keep a family moving. Start with 4 supply tokens. You may never hold more than 8 supply tokens unless your family uses sweets, buttons, or beads and wants a longer game.

Alignment

The Liahona marker shows the family alignment. The alignment track is not a score of who is good or bad. It is a simple way to show whether the family journey is becoming more careful, prayerful, united, and kind - or more rushed, careless, and difficult.

Track place	Game meaning
Aligned	The family is listening and moving together.
Listening	The family is trying to pause, hear, and respond.
In the Dust	The journey is getting tiring and ordinary mistakes are easier.
Wandering	The family has drifted and needs to repair the course.
Far from the Path	The next Journey Roll moves only 1 space unless the family first completes a Stillness or Service card.

Space Types and Consequences

Space type	What it means
Start	Begin here with 4 supplies and the Liahona marker on Aligned.
Wilderness	Draw a Wilderness Card. These usually ask for a small cost, a family answer, or a practical choice.
Choice	Draw a Choice Card. There is no automatic right answer. Each option has a trade-off.
Stillness	Draw a Stillness and Service Card. These often help alignment, but may cost time or supplies.
Supply	Gain 1 supply token. If you already have 8, instead move alignment one step towards Aligned.
Storm	Lose 1 supply. If you have no supply, use Course Correction immediately.
Haven	Rest here. Gain 1 supply and move alignment one step towards Aligned.
Arrival	The journey ends. Complete the Family Compass Sheet and closing reflection.

If Supplies Run Out: Course Correction

Supplies cannot go below zero. When the family must spend or lose a supply but has none left, the family is Stranded. Lay the counter on its side and choose one Course Correction.

Course Correction	Consequence
Humble Reset	Move back to the nearest Haven or Supply space behind you, gain 2 supplies, and move alignment one step towards Aligned. Your turn ends.
Hard Push	Stay where you are and gain 1 supply, but move alignment one step towards Wandering. Your turn ends.
Family Service	Complete a Stillness and Service Card. If the family gives a specific act of service to do this week, gain 1 supply and stand the counter upright. Your turn ends.

Ending the Game

When the family counter reaches Arrival, stop moving. The family does not need to land by exact count. Read one final question aloud: *What helped us stay aligned on the road?* Then complete the Family Compass Sheet and close with prayer.

Optional challenge: If the family reaches Arrival while the marker is on Wandering or Far from the Path, complete one Stillness and Service Card before the closing prayer. This turns the ending into repair rather than punishment.

Four-Page Journey Map

The map is designed to be printed across four A4 pages and placed together on a table or floor. The longer trail gives the family room to travel, pause, gather supplies, and face choices before reaching the bright shore.

A - Top Left	B - Top Right
C - Bottom Left	D - Bottom Right

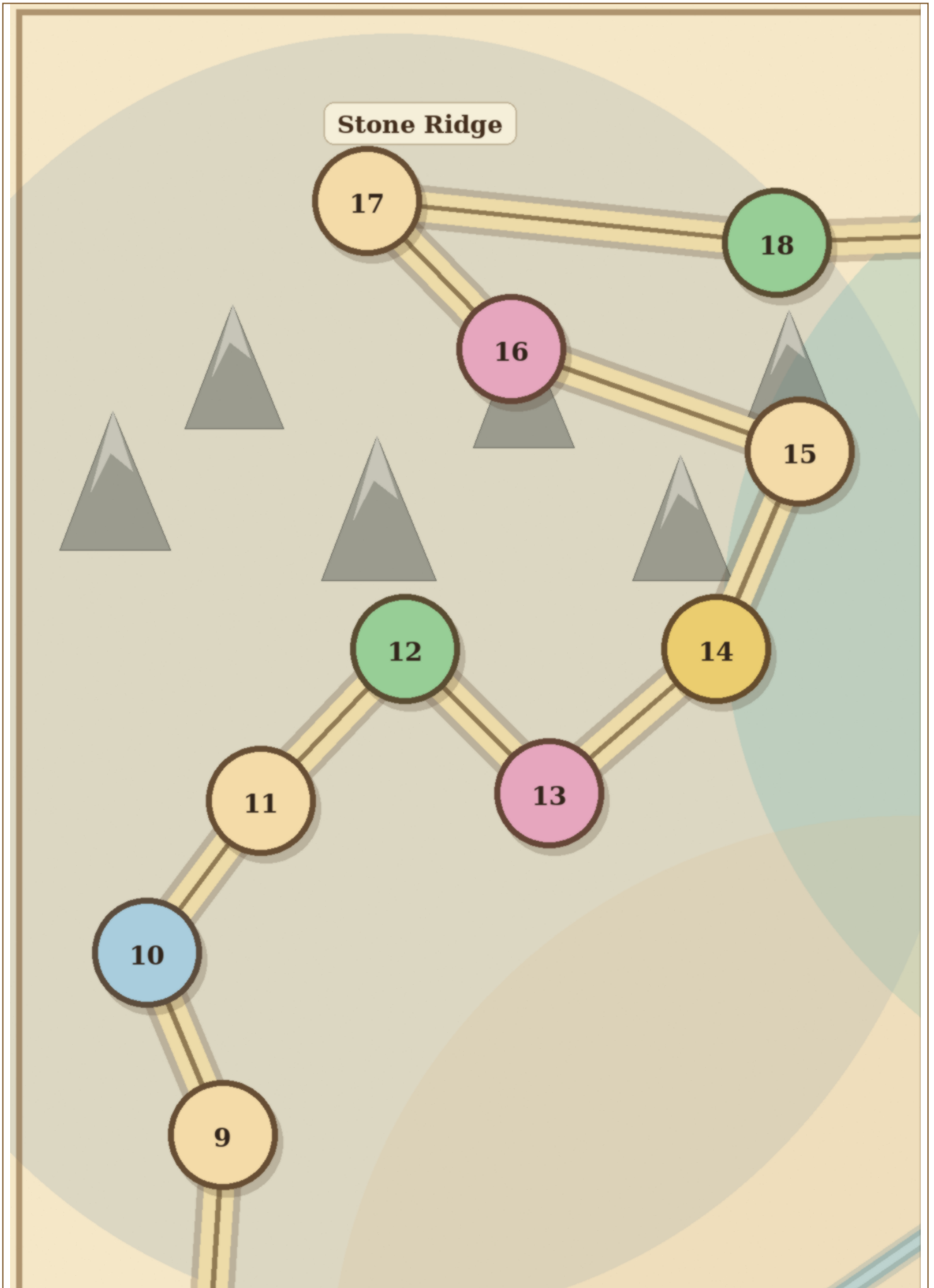
Assembly Tips

- Print all four map pages at the same scale.
- Place the pages in the order shown above. The faint centre lines, river, trail, and terrain will help the edges meet.
- Use a little tape on the back if the family wants one larger board.
- For playing pieces, families may use the printed counter, a coloured bead, a small button, a coin, or a smooth piece of coloured gravel.

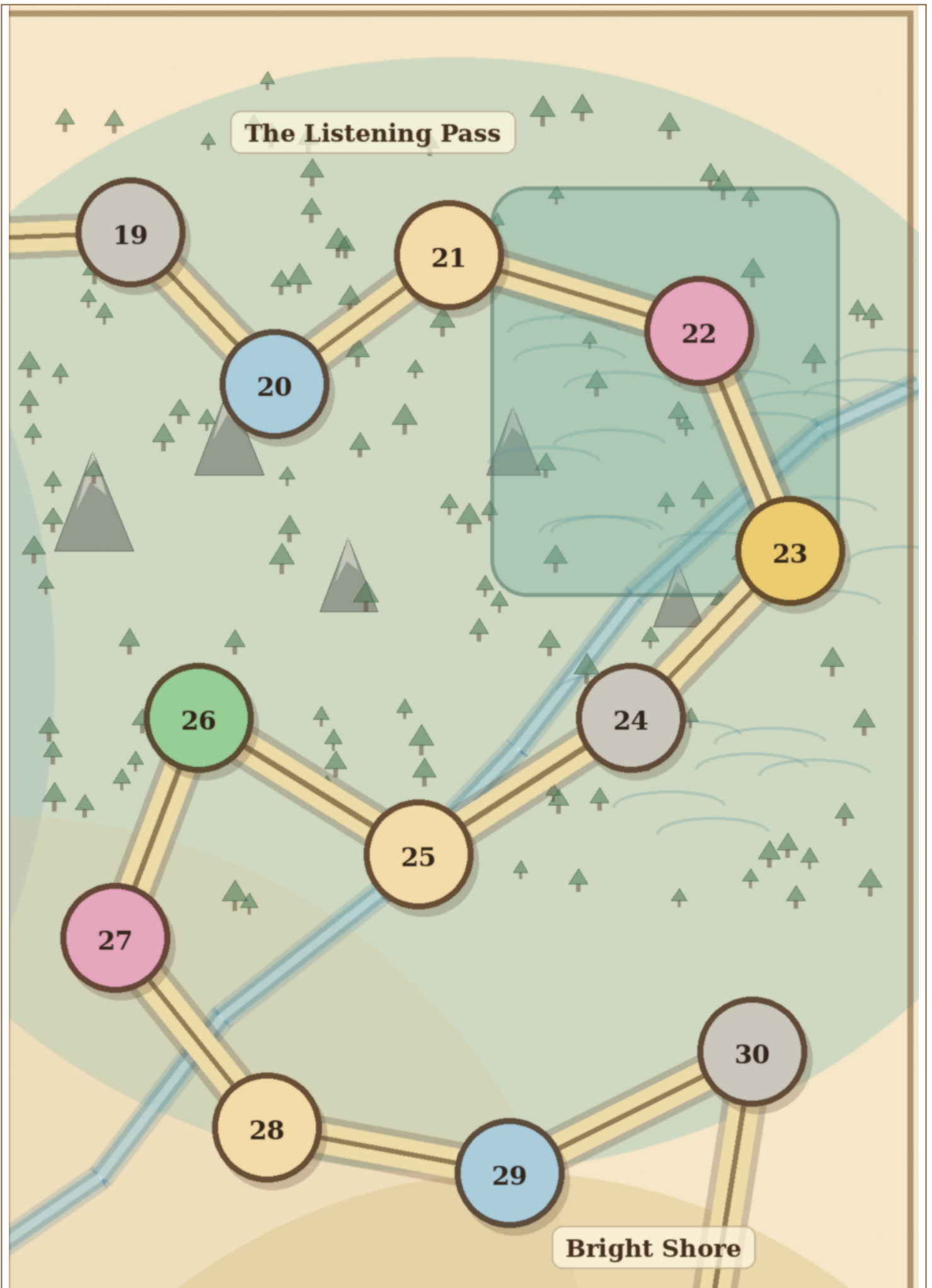
Map Key

Colour / symbol	Meaning
Gold Start/Arrival	Beginning or final destination
Tan	Wilderness
Rose	Choice
Blue	Stillness or service
Green	Supply
Grey	Storm
Deep gold	Haven or rest space

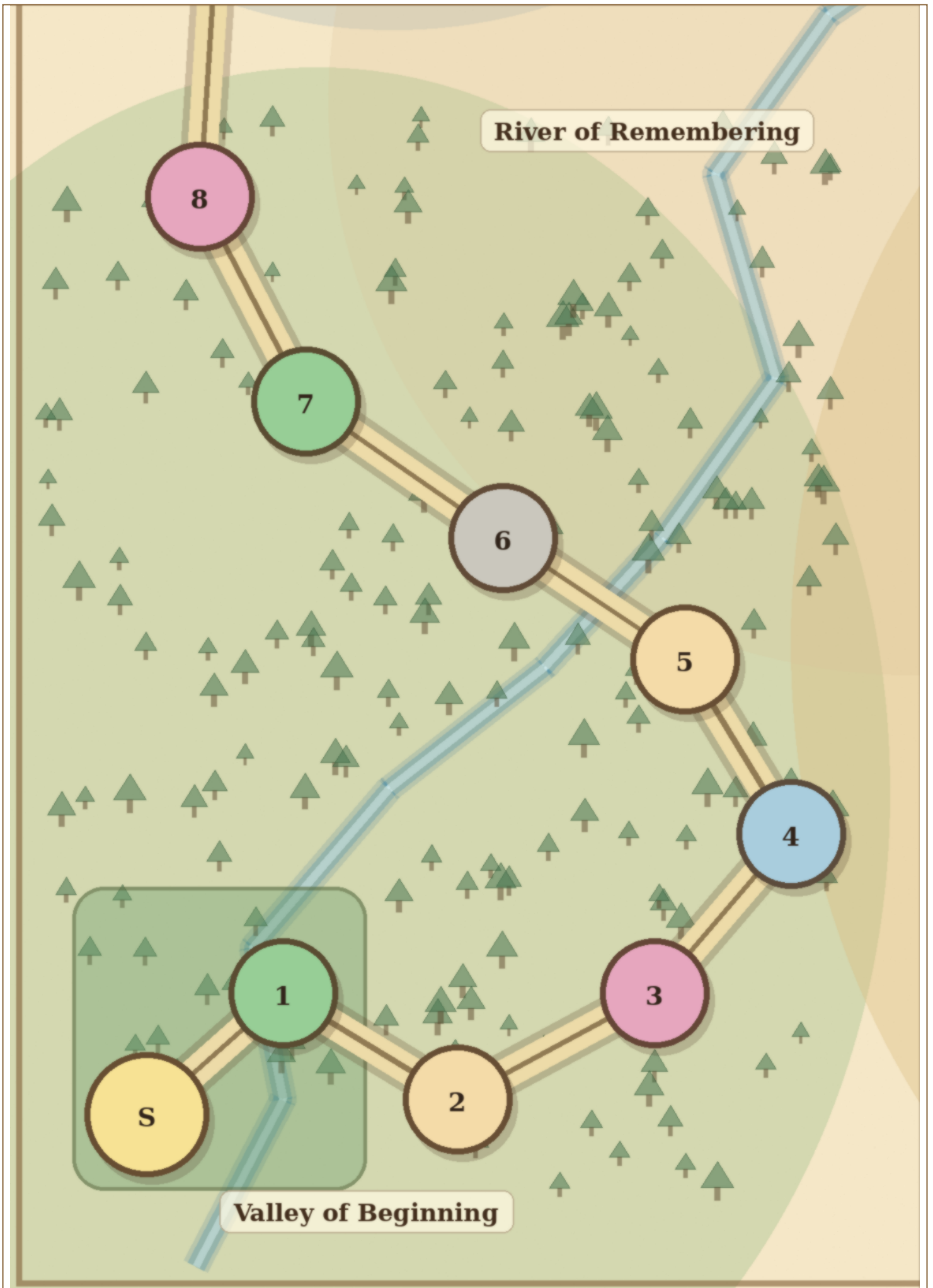
Map A - Top Left



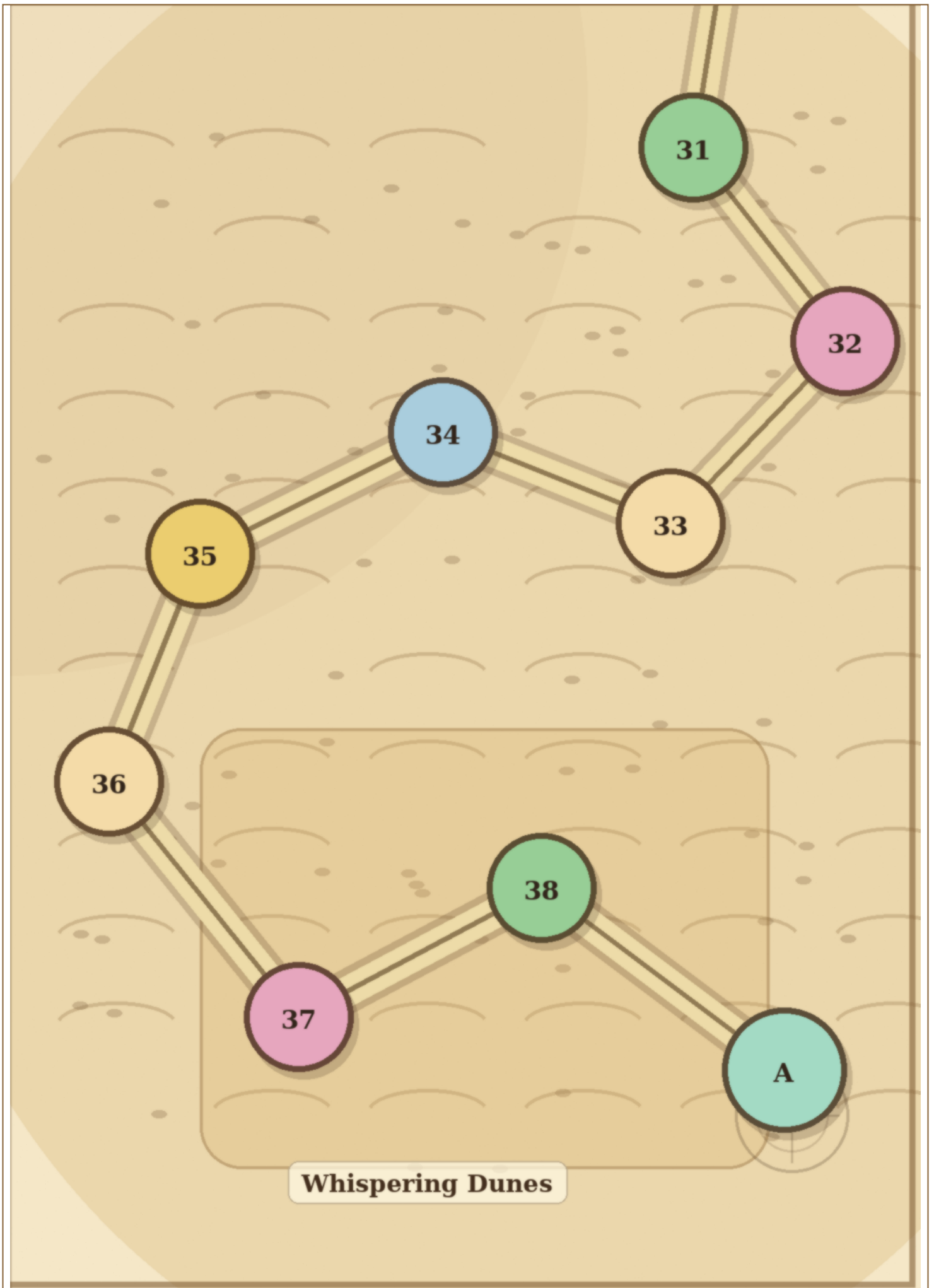
Map B - Top Right



Map C - Bottom Left



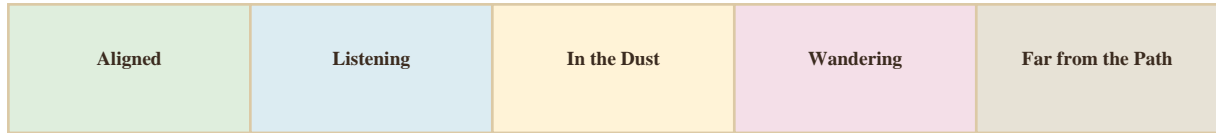
Map D - Bottom Right



Cut-Out Tokens and Alignment Track

Cut around the printed pieces, or replace them with objects from home. A coloured bead, button, coin, or small piece of smooth gravel can work well as a family counter or supply token. The printed icons show different kinds of supply, but families may treat any supply token as one useful thing for the journey.

Alignment Track



Place the Liahona marker on this track. Move it left or right when a card changes alignment.

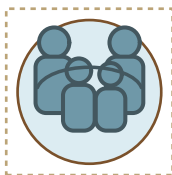
Liahona Marker



Use this on the alignment track.

It shows whether the family is aligned, listening, or wandering.

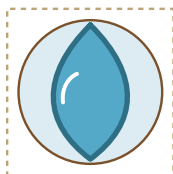
Family Counter for the Map



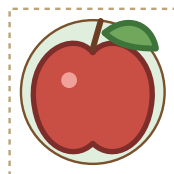
Use this on the map trail.

A bead, button, coin, or smooth coloured stone can be used instead.

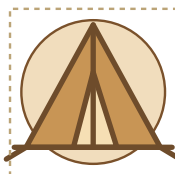
Supply Tokens



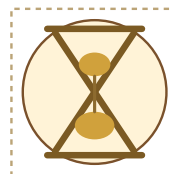
Water



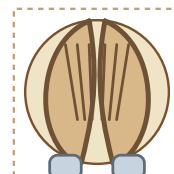
Food



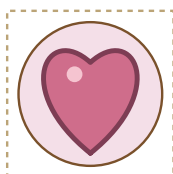
Shelter



Patience



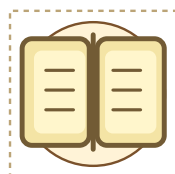
Prayer



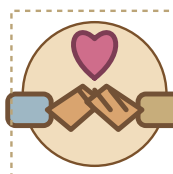
Kindness



Listening



Scripture



Service

Token Key

The icons show water, food, shelter, patience, prayer, kindness, listening, scripture, and service. Use the printed colours if helpful, or simply count any one token as one supply.

Wilderness Cards

Draw when the family lands on a Wilderness space. Shuffle used cards back in when the pile runs out.

Dry Wind

Moment: The path is open, but everyone is tired and the sun seems to press on every thought. A tired family may rush, snap, or forget to notice one another.

Rule: Lose 1 supply, or keep the supply and move alignment one step towards Wandering.

Talk together: What helps our family stay kind when we are tired?

Hidden Spring

Moment: Someone notices a small place of water that could easily have been missed. The family must decide whether to stop and receive it.

Rule: Gain 1 supply. If a younger or quieter person is invited to speak first, gain 2 supplies instead.

Talk together: Who in our family sometimes notices what others miss?

Heavy Packs

Moment: The supplies are useful, but carrying too much slows everyone down. Preparation is good, but weight still has a cost.

Rule: Choose: lose 1 supply and move normally next turn, or keep all supplies and next turn move only 1 space.

Talk together: What do we carry that is useful? What do we carry that is only weight?

Wrong Turn

Moment: The trail divides beside stones that look almost the same. The wrong path is not wicked, but it may still waste strength.

Rule: Move alignment one step towards Wandering, then draw a Stillness card. If the family answers it honestly, gain 1 supply.

Talk together: How can a pause help when a choice is unclear?

Cold Night

Moment: The evening comes quickly and comfort is thinner than expected. The family can spend something prepared, or practise gratitude.

Rule: Spend 1 supply for warmth, or each person says one grateful thing and next turn moves only 1 space.

Talk together: What gratitude could warm the house this week?

Murmuring Group

Moment: Someone begins to complain. The complaint might hide a real need, but it could also spread through the whole camp.

Rule: Choose one listener. If the listener repeats the concern kindly, gain 1 supply. If the family ignores it, lose 1 alignment.

Talk together: How can we hear a need without feeding complaint?

Choice Cards

Draw when the family lands on a Choice space. These are trade-offs rather than obvious right-or-wrong answers.

<p style="text-align: center;">Blame or Repair</p> <p>Moment: A mistake cost the family time. Everyone can explain why it happened, but explanation is not always repair.</p> <p>Choice A: Blame quickly. Keep supplies and move 1 extra space now, but lose 1 alignment. Choice B: Repair kindly. Spend 1 supply, gain 1 alignment, and take no extra movement.</p> <p>Talk together: Which choice helps the journey after today?</p>	<p style="text-align: center;">Quiet Prompt</p> <p>Moment: One person feels strongly that the family should slow down. Stopping may cost daylight, but hurrying may cost peace.</p> <p>Choice A: Keep moving. Move 1 extra space, but lose 1 supply. Choice B: Listen. Draw a Stillness card and skip next movement; if sincere, gain 2 supplies.</p> <p>Talk together: When is slowing down actually wise?</p>
<p style="text-align: center;">Shared Burden</p> <p>Moment: A younger or weaker traveller is struggling with a load. Helping may slow the route, but leave the family stronger.</p> <p>Choice A: Leave the load as it is and keep the next roll. Choice B: Share the load; next roll moves only 1, but gain 1 alignment and 1 supply.</p> <p>Talk together: What burden could our family share better?</p>	<p style="text-align: center;">The Easy Shortcut</p> <p>Moment: A short path promises speed, but it passes through harsh ground where the trail is less certain.</p> <p>Choice A: Take the shortcut. Move 2 extra spaces, then roll: 1-3 lose 1 supply, 4-6 lose 1 alignment. Choice B: Stay on the road and gain 1 alignment.</p> <p>Talk together: When is easy not the same as good?</p>
<p style="text-align: center;">Last Water</p> <p>Moment: There is enough water for one comfortable evening, or it can be saved for later. Either choice has a cost.</p> <p>Choice A: Use it now and move alignment towards Aligned. Choice B: Save it and gain 1 supply, but before the next roll answer: What are we saving strength for?</p> <p>Talk together: How do we balance present comfort and future need?</p>	<p style="text-align: center;">A Stranger on the Road</p> <p>Moment: Another traveller needs help, but helping might delay the family. Passing by keeps resources, but may change the journey.</p> <p>Choice A: Help. Spend 1 supply and gain 1 alignment. Choice B: Pass politely. Keep supplies, but draw a Wilderness card immediately.</p> <p>Talk together: What kind of help is wise, not showy?</p>

Stillness and Service Cards

Draw when the family lands on a Stillness or Service space, or when Course Correction asks for one.

<p style="text-align: center;">Pause Prayer</p> <p>Moment: The road is not clear and hearts are busy. The family stops long enough to ask for help rather than forcing an answer.</p> <p>Rule: Everyone may speak, pass, or sit quietly. Move alignment one step towards Aligned.</p> <p>Talk together: What would we ask Heavenly Father to help us understand?</p>	<p style="text-align: center;">Remembering Mercy</p> <p>Moment: The family remembers a time they were helped when they did not deserve it. Mercy becomes a supply for the next hard place.</p> <p>Rule: Gain 1 alignment. If someone shares a real example, gain 1 supply as well.</p> <p>Talk together: Where have we seen mercy in our family story?</p>
<p style="text-align: center;">Service Turn</p> <p>Moment: The road passes near someone else who is struggling. The family may not be able to fix everything, but can choose one good thing.</p> <p>Rule: Name one small service the family can do this week. If it is specific, gain 1 supply.</p> <p>Talk together: Who could we bless quietly?</p>	<p style="text-align: center;">Kind Words</p> <p>Moment: Before moving on, each person offers one kind word to someone present. Written, drawn, whispered, or spoken words all count.</p> <p>Rule: Gain 1 alignment. If a person prefers to write or draw the word, that still counts.</p> <p>Talk together: What word would strengthen someone here?</p>
<p style="text-align: center;">Scripture Spark</p> <p>Moment: A remembered verse becomes like a small light on the path. It does not remove the wilderness, but it changes how the family walks.</p> <p>Rule: Read, quote, or summarise any helpful scripture. Gain 1 supply or 1 alignment.</p> <p>Talk together: What phrase from scripture could guide us this week?</p>	<p style="text-align: center;">Family Covenant</p> <p>Moment: The family chooses one small promise for the coming week. It must be small enough to remember and simple enough to do.</p> <p>Rule: Write the promise on the Compass Sheet. Gain 1 supply and 1 alignment.</p> <p>Talk together: What is small enough to actually happen?</p>

Family Compass Sheet

Use this near the end of the game, or whenever the family wants to turn the journey into one small real-life action.

One choice our family made well was:	
One moment when we needed to repair the course was:	
The thing that helped us stay aligned was:	
One person or need we remembered was:	
This week, our family will stay aligned by:	
Who will help us remember?	
When will we check in again?	

Closing Reflection

Before the closing prayer, invite each person to complete one sentence: *One small way I can help our family stay aligned is...*

Role-Play Example: A Family on the Road

This example keeps the same family names used across the activity collection. It is only a model; families may speak more simply, more quietly, or with more laughter.

Daniel: “Tonight we are playing The Liahona Road. We are not racing each other. We are trying to travel together and notice what helps us stay aligned.”

Rebecca: “Before we begin, let us choose our roles. Emma, would you read the first card when we land on one?”

Emma: “Yes. Can Noah move the family counter?”

Noah: “I want to move the family on the map. What does the little compass one do?”

Gran Margaret: “That is the Liahona marker. It goes on the alignment track, because the road is not only about distance.”

Narrator: Daniel offers the opening prayer. Gran Margaret reads a short scripture about the Liahona working according to faith and heed.

Daniel: “Noah, roll the die and move us with the Journey Roll table.”

Noah: “I rolled a five, so we move three spaces. We landed on Choice.”

Emma: “The card says Blame or Repair. If we blame quickly, we keep our supplies and move faster, but lose alignment. If we repair kindly, we spend a supply and gain alignment.”

Rebecca: “That is a real choice. Blame might feel quicker for a moment, but repair may help the journey after today.”

Noah: “So blame is not just wrong, but it has a cost.”

Gran Margaret: “Yes. Some choices are like that. They work for a little while, but they leave the family carrying something heavier.”

Daniel: “What does the family choose?”

Emma: “Repair. We can spend a patience supply.”

Rebecca: “Then we move the Liahona marker one step towards Aligned. At the end we can write one repair we want to try this week.”

Narrator: The family carries on. They do not play perfectly, but the game gives them a way to talk without blaming one another.

Family Note

The role-play is only an example. The aim is not perfect wording. The aim is to practise listening, repair, and kindness in a way children can recognise.

Adaptations for Different Families

Family situation	Helpful adjustment
Very young children	Use the short route: start on space 13 and play to Arrival. Let children move the counter and collect tokens.
Older children or teens	Use the full route and ask them to explain the trade-off on each Choice Card before deciding.
Large family or group	Let a different person hold each role. Allow table groups to discuss for thirty seconds before the family chooses.
Outdoor version	Place paper markers in a garden or hall. Each station becomes a map space and one card is read there.
Quiet family	People may point, draw, write one word, or pass. Listening still counts.
Need a shorter game	Use Journey Roll as normal, but remove six middle Wilderness spaces by jumping from space 12 to space 19.
Want more challenge	Start with 3 supplies instead of 4 and use the Far from the Path rule strictly.
Follow-up activity	At the next family activity, ask whether the Compass Sheet promise happened and what helped.

Final Thought

The Liahona Road is not mainly about reaching the last circle. It is about noticing what happens to a family as it travels: what it carries, what it spends, what it repairs, and what helps it listen again.

