

The Heavenly Marble - Cheon Il Guk Holy Grounds Pilgrimage Board Game

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The Heavenly Marble is a "Cheon Il Guk pilgrimage board game" that was developed during the summer of 2021 and created by students participating in the 1st SunHak Institute of History as part of the "Life Course Education Project" to commemorate the 40th anniversary of the SunHak Institute of History. During 2 months of education, the participants put the effort into developing a board game that helps correctly transmit and share the life Course of True Parents for future generations of the Unification Church.

Originally the whole earth was created by God and belonged to Him; however, because of the fall, God lost everything. Heavenly Parent was able to reclaim ownership of the earth when True Parents established the Holy Grounds after their Holy Wedding in 1960. A Holy Ground is a sacred place established by True Parents as a foothold to restore the fallen world into Heavenly Parent's nation.

The Holy Ground providence gained momentum when True Parents proceeded to establish 120 Holy Grounds in 40 nations in 1965. A Holy Ground is a land that can protect the chosen people of heaven and a symbolic territory for Heavenly Parent. True Father said the "Establishment of Holy Grounds is to restore humans, land, and all things that were lost in the Garden of Eden, and to find the central figure who can relate to God."

An easier way to teach the significance and meaning of Holy Grounds

'Heavenly Marble' was created as an easier way to teach the significance and meaning of the Holy Grounds. While the Heavenly Marble board game was produced based on the Blue Marble motif, it has its distinctive qualities. First of all, the Heavenly Marble approaches its players with the concept of 'points for devotion' rather than the concept of 'money.' While the players of the Blue Marble buy and 'possess' cities and buildings with money, the players of the Heavenly Marble become managers of Holy Grounds on the foundation of their 'devotion.' It was developed with the hope that Holy Grounds be

further developed and well preserved through our devotion.

Various terminologies and cultures unique to our church appear in this game. For example, when a player becomes a manager of a Holy Ground, rather than gaining buildings as in the Blue Marble, he can develop himself through the three stages of growth, i.e., foundation stage, growth stage, and completion stage. Also, the number 'three', which symbolizes completion has a special meaning in the game rules. Players can experience church cultures through golden cards such as "True Parents' direction," "mission change" and "Yutnori game". Furthermore, the game was designed to urge the players to harmonize rather than compete with each other through missions such as "sharing love" and "praising our neighbors."



"Holy Ground Management Certificate" includes various information about the Holy Grounds such as photos, locations, and selection dates along with True Parents' words so that the players can learn more about Holy Grounds through the game. Moreover, the game was designed so the players can adjust the level of difficulty through the Holy Ground Quiz.

The Heavenly Marble was distributed two to all churches across Korea, and with the request of church members and various organizations, crowdfunding proceeded from January 12 to February 16, 2022. As a result, more than 300 orders were made, and additional Heavenly Marble board games were produced for the church members who participated in the crowdfunding. These additional board games were sent to each family by the end of March and a special event to celebrate the successful funding was held from April 2 to 17.

We hope the church members can once again discover the significance of Holy Grounds through the Heavenly Marble created on the occasion to celebrate the 40th anniversary of the SunHak Institute of History with the hope that it will become an active tool during various education programs that will soon resume with the new "Living with Corona" era.