Introduction: Jesus is our rescuer and offers us a lifeline when we’re trapped in sin. How can we solve the problems in our life? Jesus is our savior and if we follow him, he will show us the way.

Directions: Place your markers on START. Players roll the die and move (swim) that many spaces. Players must follow the directions on the space that they land on. If they land on a drowning in sin picture, they draw a card and read it out loud. On the cards are life problems that the player must state what they should do to rectify the situation. If they are correct, they receive a life saver token. If they are not correct, they do not receive a token. If the player lands on a space that is already occupied by another, BUMP that player back to the START space. Players work their way to the life saver at the end of the board. The player with the most life saver tokens wins.