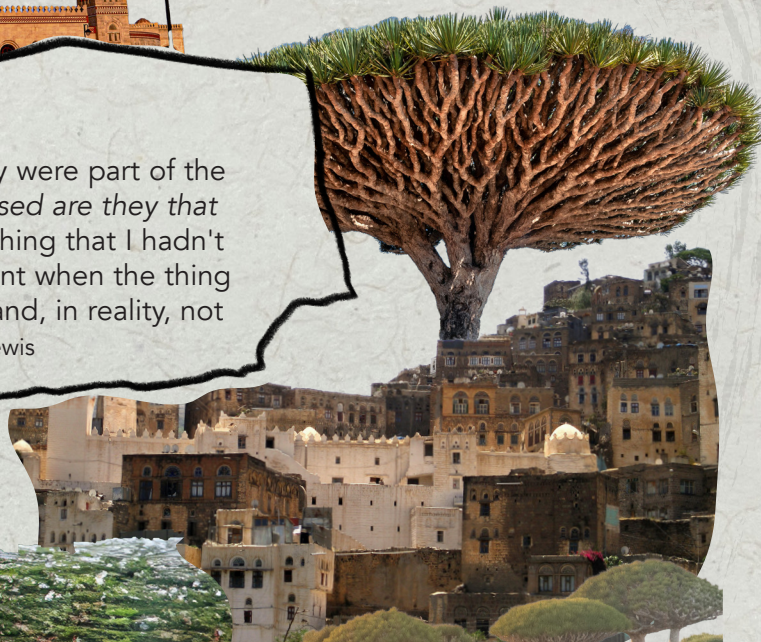


Table Talk



"We were promised sufferings. They were part of the program. We were even told, 'Blessed are they that mourn,' and I accept it. I've got nothing that I hadn't bargained for. Of course, it is different when the thing happens to oneself, not to others; and, in reality, not imagination." – C.S. Lewis



**Question:**  
If there was no  
human suffering,  
does that mean  
there would  
never be a need  
for compassion  
either?



# YEMEN

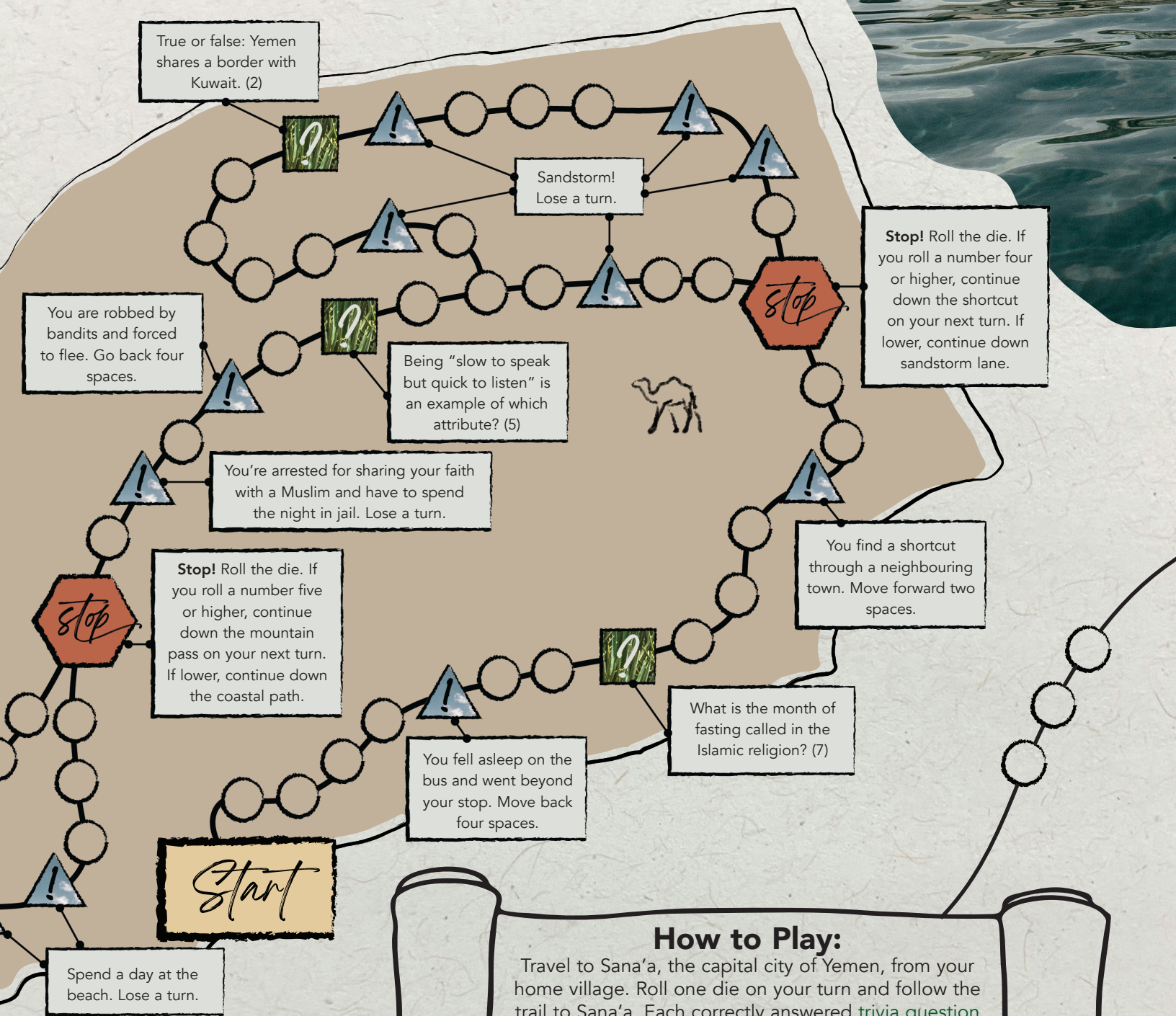
# Journey to Sana'a, Yemen



Sources:

<https://www.cia.gov/the-world-factbook/about/archives/2021/countries/yemen/>

<https://factsinstitute.com/countries/facts-about-yemen/>



## How to Play:

Travel to Sana'a, the capital city of Yemen, from your home village. Roll one die on your turn and follow the trail to Sana'a. Each correctly answered **trivia question** allows a player to move three extra spaces forward.

The first person to reach Sana'a wins! An answer key and additional trivia questions can be accessed at [vomcanada.com/TableTalkYemen](http://vomcanada.com/TableTalkYemen). For a more challenging gameplay, it is recommended to use the additional trivia questions that are available online.

## Legend:



Event



Trivia Question



Die Challenge