

# **GOLOKA**

**ACTIVITY BOOK**

by  
**Tomas Kobes**

**Special thanks to:**

**Alarka-devī dāsī and Śrī Rāma dāsa for the English text.**

**Padyāvalī-devī dāsī for color Rādha-Kṛṣṇa picture on the  
cover and help with the art work.**

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by



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**This activity book is dedicated to His Divine Grace A. C. Bhaktivedanta Swami Prabhupada, who taught us, how to see Shri Krishna, the Supreme Personality of Godhead, in everything.**

If you want to know more about Krishna Conscious books for children or if you have any questions about the content of this book, please write to:

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## The Goloka Game

The aim of the Goloka Game, as displayed on the cover of this activity book, is to go back home, back to Godhead. On the way there are all sorts of things to do. Some will help you and others slow you down. The game can be played by two or more players and the first player to get there and touch Lord Krishna's lotus feet is very fortunate, but keep playing until all the players have reached the Supreme End. Whenever somebody enters Goloka Vrindavana have a loud *kirtan*.

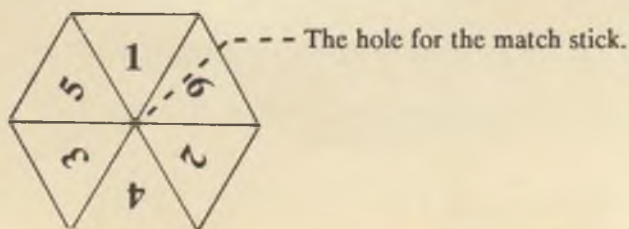
**TO START:** You will need a die, if you haven't got one you can make your own by cutting out a six-sided shape and sticking a match stick through the middle, according to the drawing below. Perhaps an adult can help. Next, you need a small marker, one for each player, and to decide who goes first you can chant the Hare Krishna Mantra, with each word in the *mantra* for each player. Whoever gets the last word in the mantra can throw first. It's also a good idea to have your *japa* beads and one of Shрила Prabhupada's books nearby.

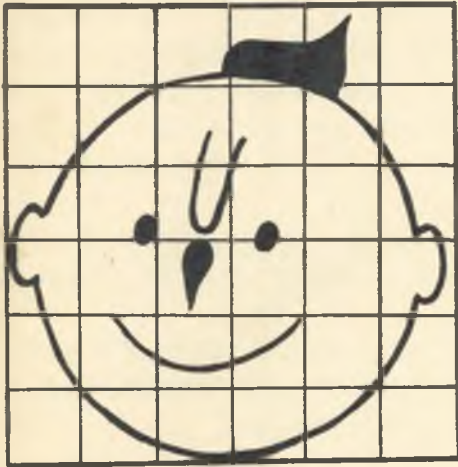
**RULES:** If you land on a number and someone is already on it, you help him or her to go three or four steps forward. The later counts in case you help your partner to step on negative yellow circles numbered 28, 36, 51, 133, 140, and 153.

To enter Goloka Vrindavana you have to be completely pure. In other words, you must throw the exact number. If you have thrown the die, which shows more than you need, you have to go backwards the remaining points. Now you are ready to play the ecstatic Goloka Game!!

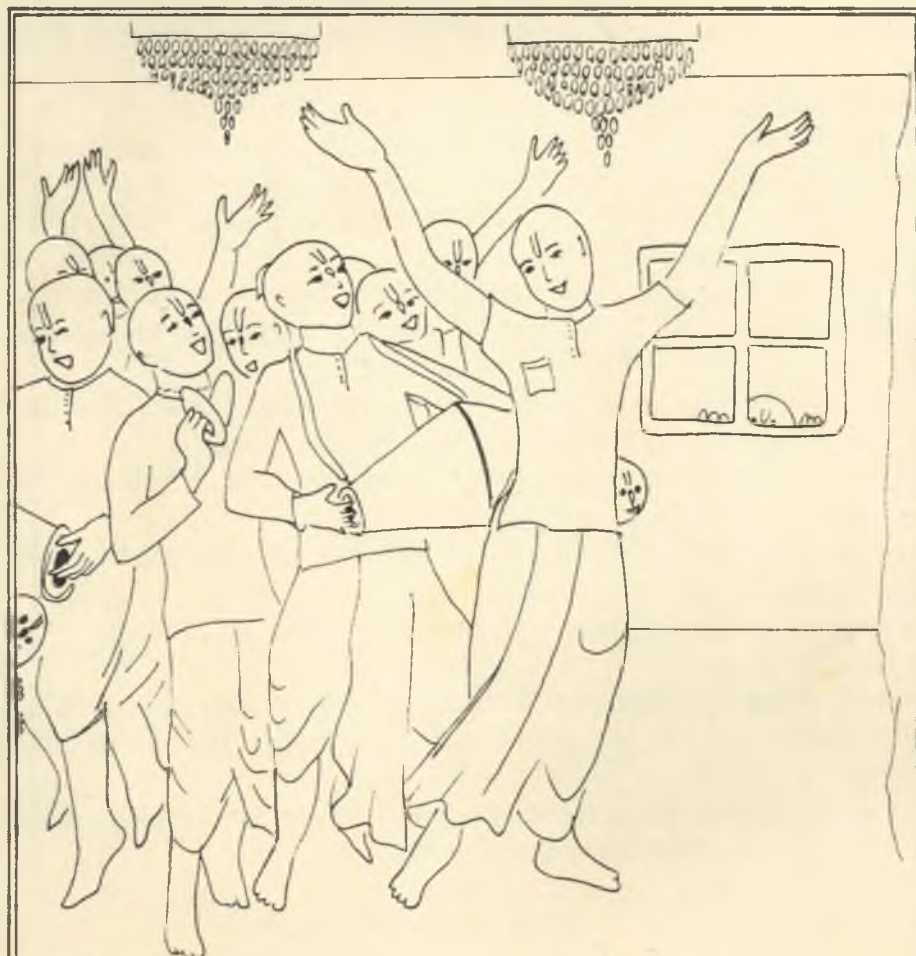
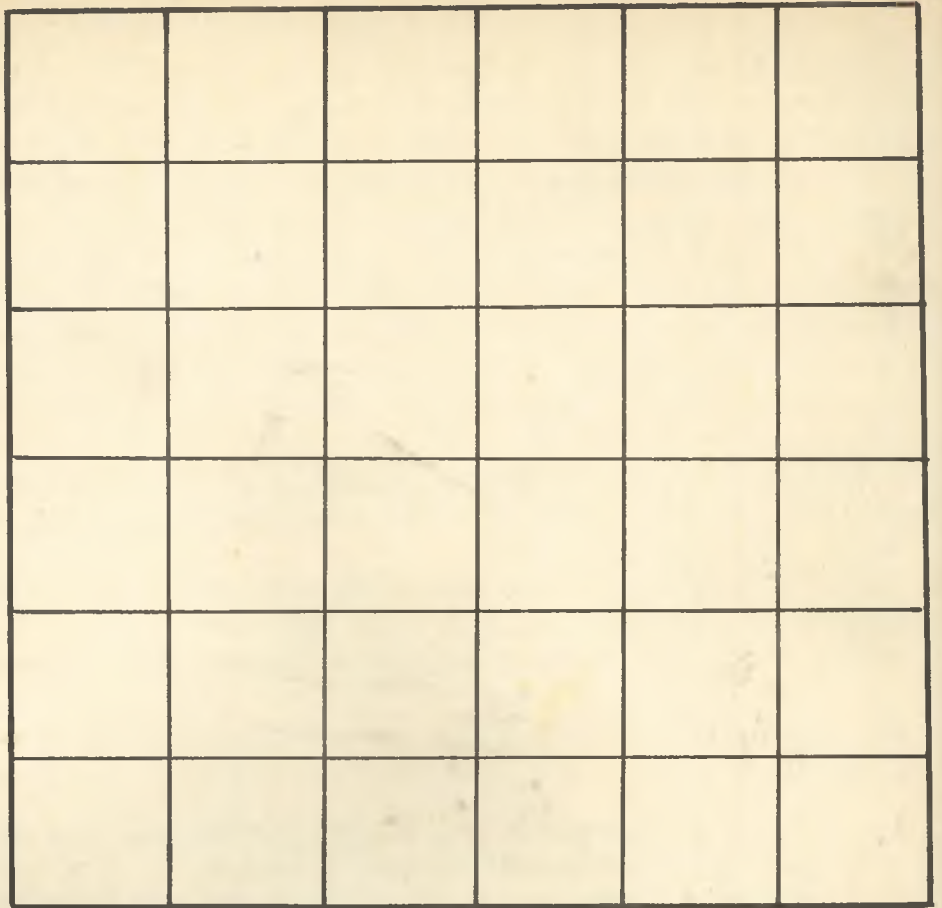
When you land on one of the bigger yellow circles, follow the instructions below for the number in the circle:

1. This is your first contact with Krishna consciousness. You meet a devotee and he gives you some *prasadam* and a book. Move ahead five steps!
9. You learn the Hare Krishna Maha Mantra: Hare Krishna, Hare Krishna, Krishna Krishna, Hare Hare/ Hare Rama, Hare Rama, Rama Rama, Hare Hare. Don't stop chanting until it is your turn again, then double the number on the die because of the power of the Holy Name!!!
19. The spiritual master picks you up and gives you transcendental knowledge. Go to 23.
25. You listen very carefully to the instructions of your *guru*. With his blessings go straight to number 65.
28. Your material attachments are too strong. Go back to Start again.
36. Inattentive chanting slows down your spiritual progress. Wait one turn.
46. You have made a lot of advancement by enthusiastically going on *sankirtana*. Take six extra steps.
51. Although you have been blessed by Krishna to follow the path of *bhakti*, you have to be submissive to be able to continue. Stay one turn.
64. You have actually realized that you are not this body. Take an extra turn.
72. Your friend behind you needs help to get out of *maya*. Go back to his place and let him go five steps ahead.
90. You have forgotten that you are Krishna's eternal servant and have fallen into illusion. Wait for one turn and read some nectar from Shрила Prabhupada's books.
95. You are proceeding rapidly on your way to the spiritual world. Add five to your next throw!
104. Krishna's causeless mercy! Go directly to 108.
113. You want to be magnanimous. When it's your turn, roll your die and whatever you get, give to the last player of the game.
128. By rendering service to the devotees, you are pleasing Krishna. Take two extra turns. All glories to the assembled devotees!
133. You are allured by the enjoyments of the heavenly planets. Stay there and "enjoy" for two turns.
140. Do you really think you can be happy by becoming one with God? Keep merging here for three turns and try it.
153. Wait for one turn to make sure there are no weeds around your creeper of devotion. You have to be completely pure to enter the spiritual world.





Draw a Picture of Subal



How many devotees are there in the temple room?

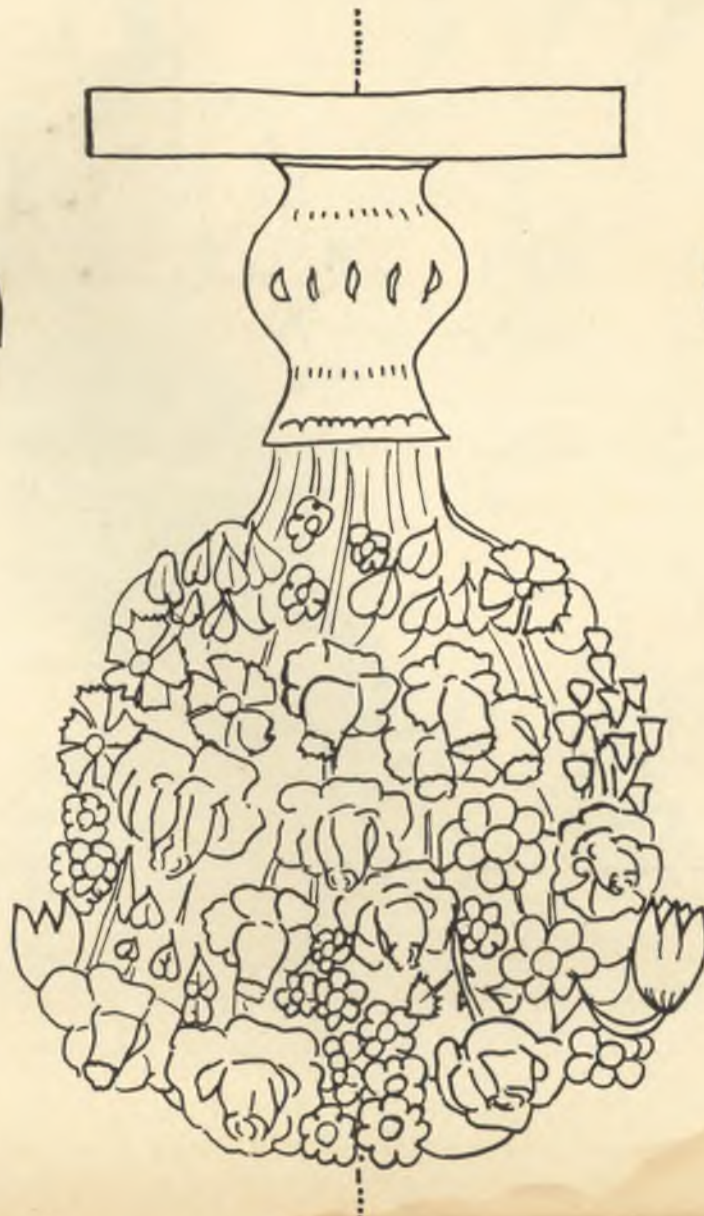
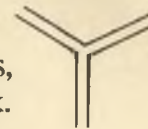
(All answers are on page 46)

K



Color the flower vases and fold along the dotted line. Then cut them out. With glue, fasten one half of one paper to one half of another. Glue the third to the halves of the first two (see box). The flower vase will stand up and make a nice decoration on your altar.

Glue the three cutouts, back-to-back.



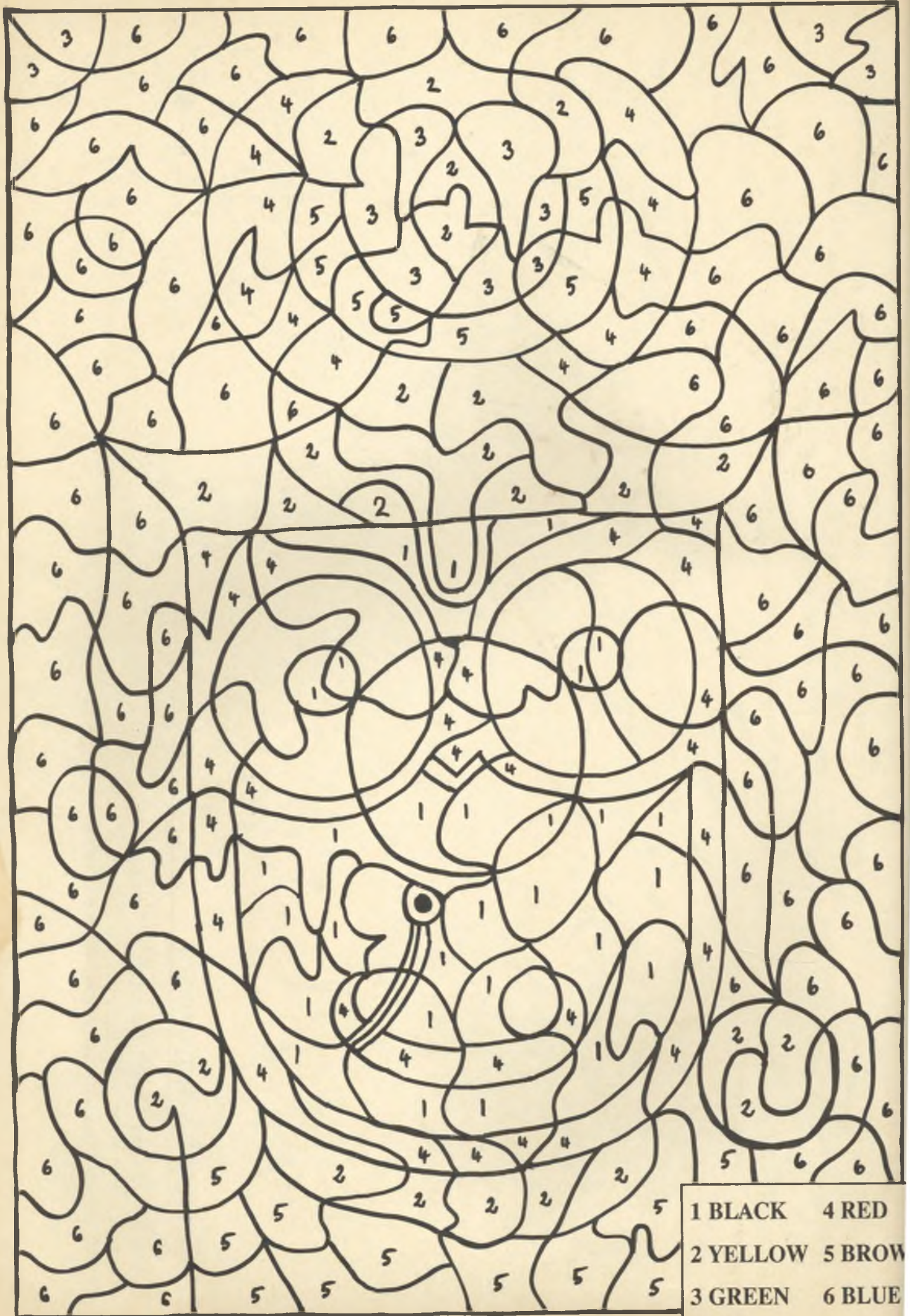


## Draupadi's Svayamvara

Arjuna was the one who hit the target at Draupadi's svayamvara. His arrow went right through the eye of the fish. Which one is Arjuna's arrow? (Use a ruler to check your answer.)

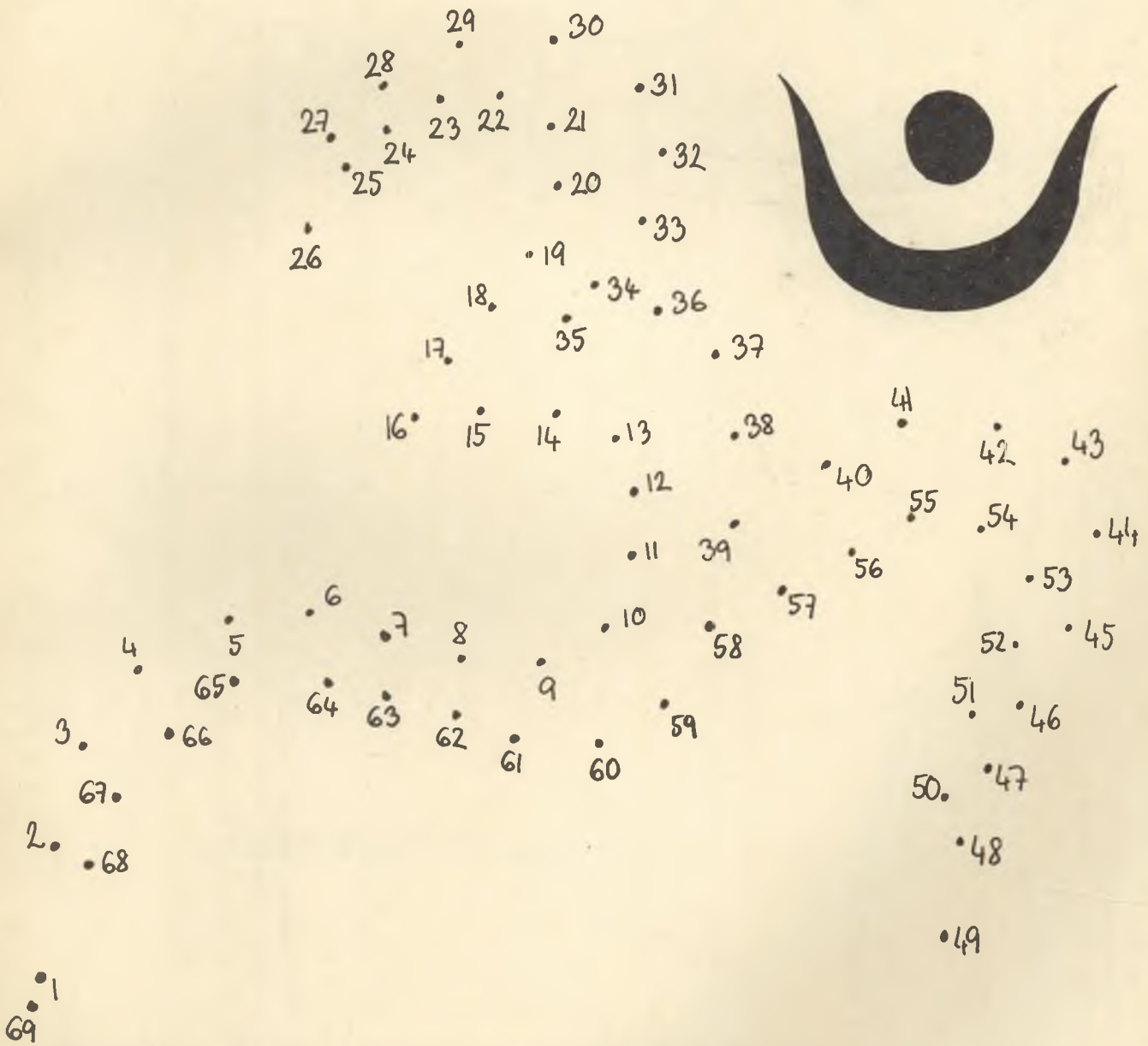




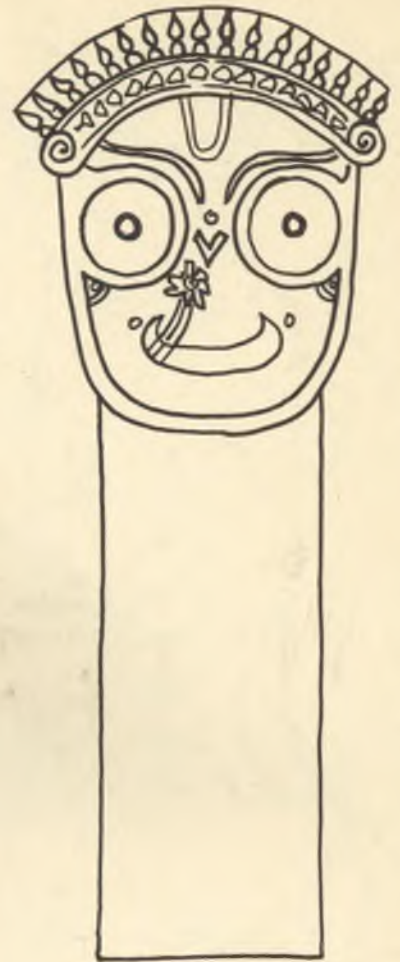
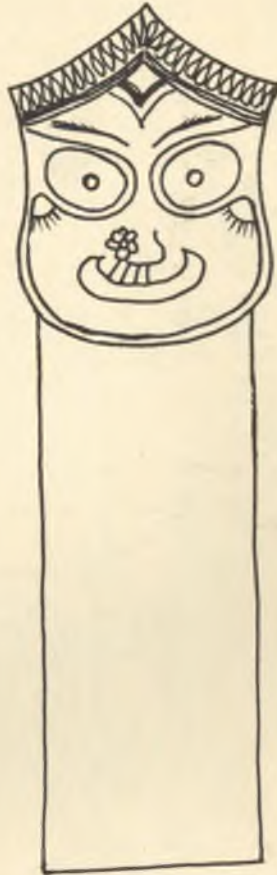
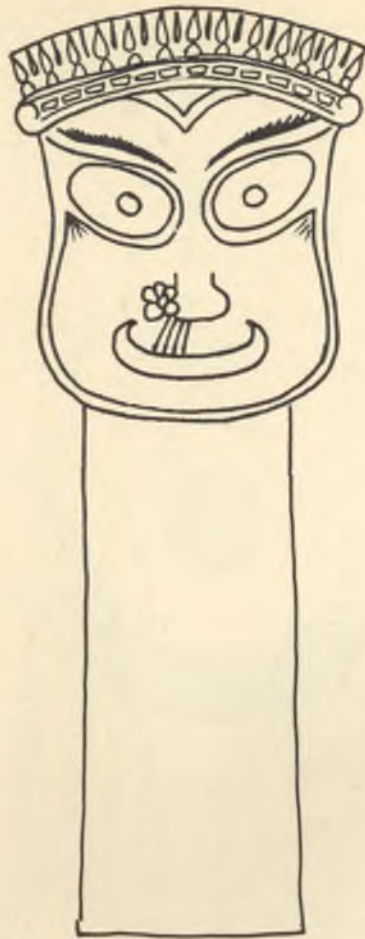


1 BLACK	4 RED
2 YELLOW	5 BROW
3 GREEN	6 BLUE

# Dot – to – Dot



In holy scriptures can be found,  
This highly transcendental sound.

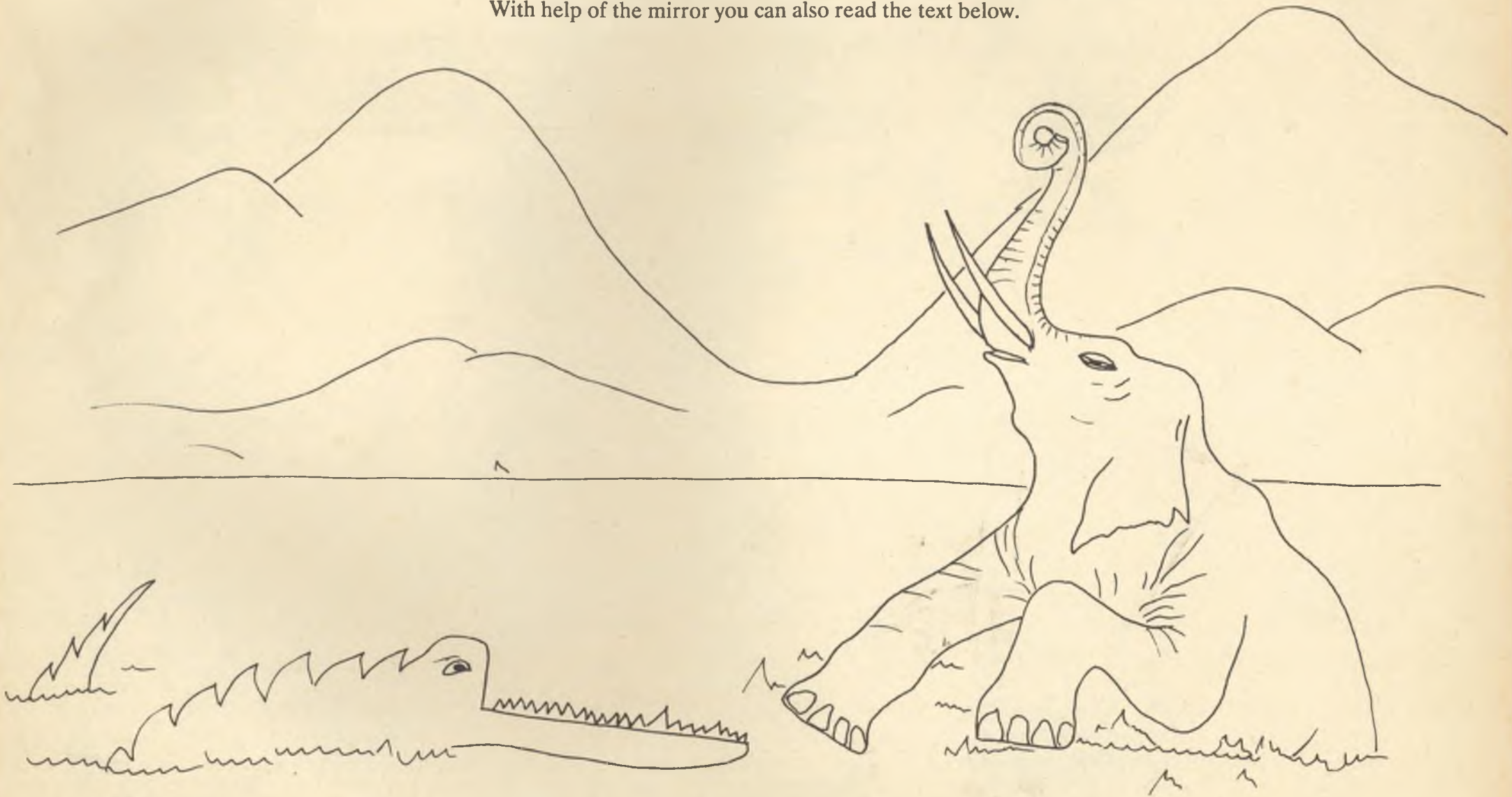


## Jagannatha Book Marks

Color the bookmarks and glue them to stiff card. Cut them out and give them as presents to your friends or use them in your own Krishna books.

## What's happening in the picture?

Put a small mirror upright above the crocodile's jaw and move it up and down.  
With help of the mirror you can also read the text below.

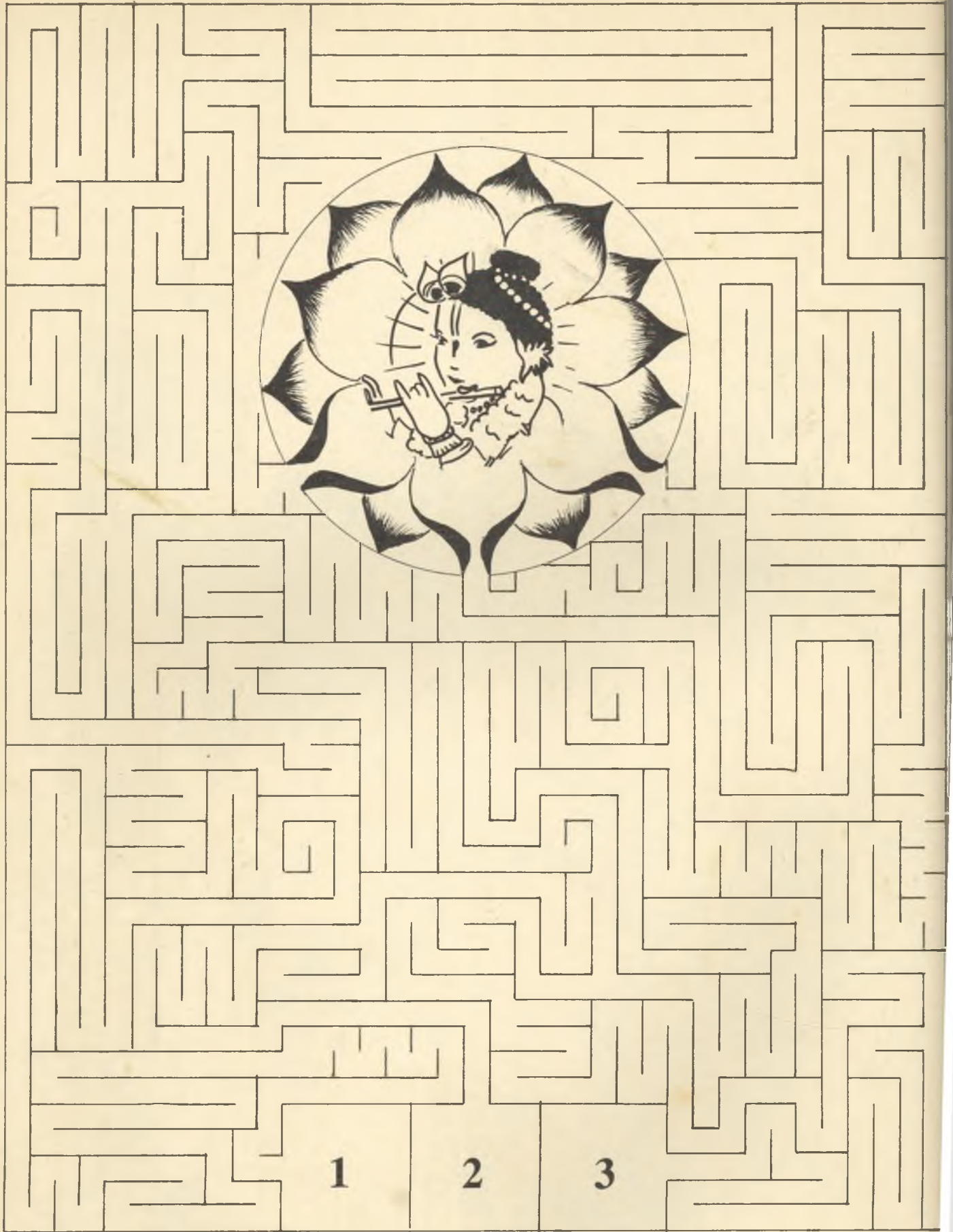


He surrendered to the Lord and prayed for relief.  
Chajendra was attacked by the crocodile chief.

B







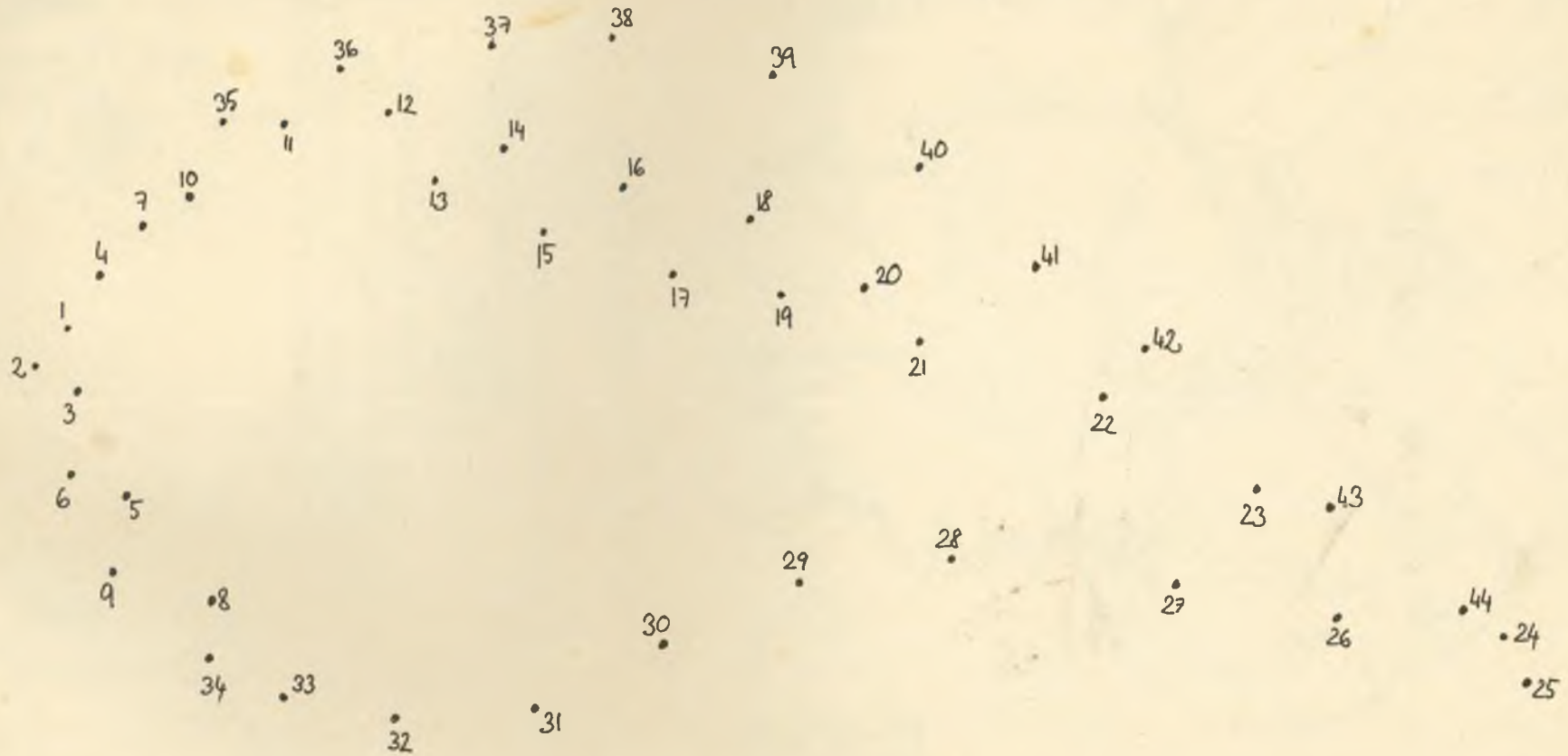
### **Who can touch Krishna first?**

**Krishna has gone alone into the forest. His friends try to catch up and be the first to touch Him.**

Invite two of your friends to play. With the help of differently colored pencils, follow your paths and run to Krishna. Change positions (but not pencils) and start again.

K

# Connect the Dots



**This sound shattered demoniac hearts,  
By calling loudly, "The battle starts!"**





## Lord Nrsimhadeva

A. Color Lord Nrsimhadeva.

1. BLUE (Ananta's upper part)
2. BROWN
3. RED
4. YELLOW (Nrsimhadeva's face and crown)

B. Cut out His face. Glue to a heavy craft paper.

C. Cut out the jaws and glue them to a match box as shown below.

D. Move the box in and out and let the Lord show His fearsome teeth.

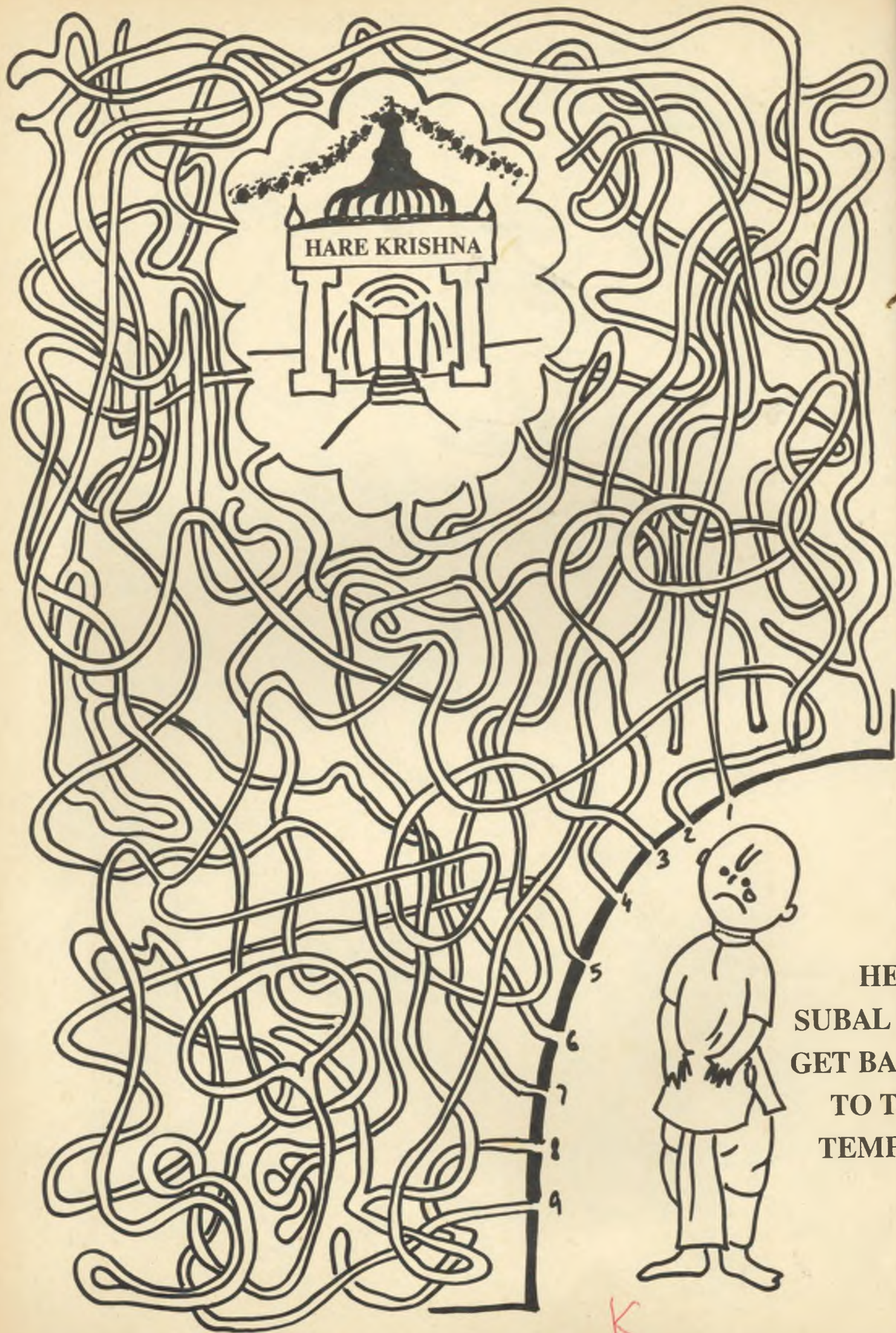


This flower is \_\_\_\_\_.

Arrange the birds in order from the biggest to the smallest to get the answer.



K



HARE KRISHNA

HEL  
SUBAL T  
GET BAC  
TO TH  
TEMPI

K

**Let's make a fruit salad for Krishna!**  
**How many fruits are there to offer?**

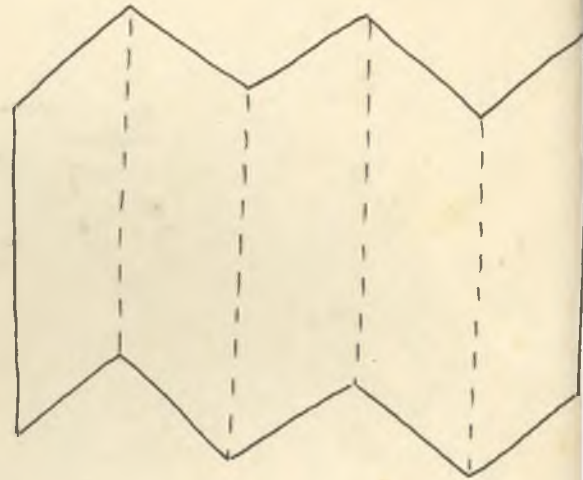


P

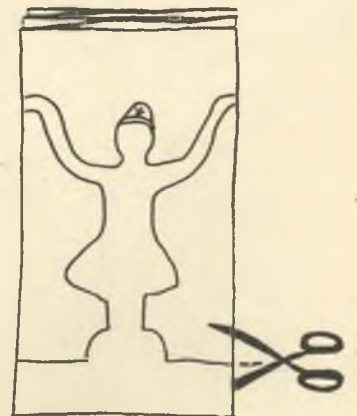
# SHRI SHRI PANCA – TATTV

1. Cut along the full line.

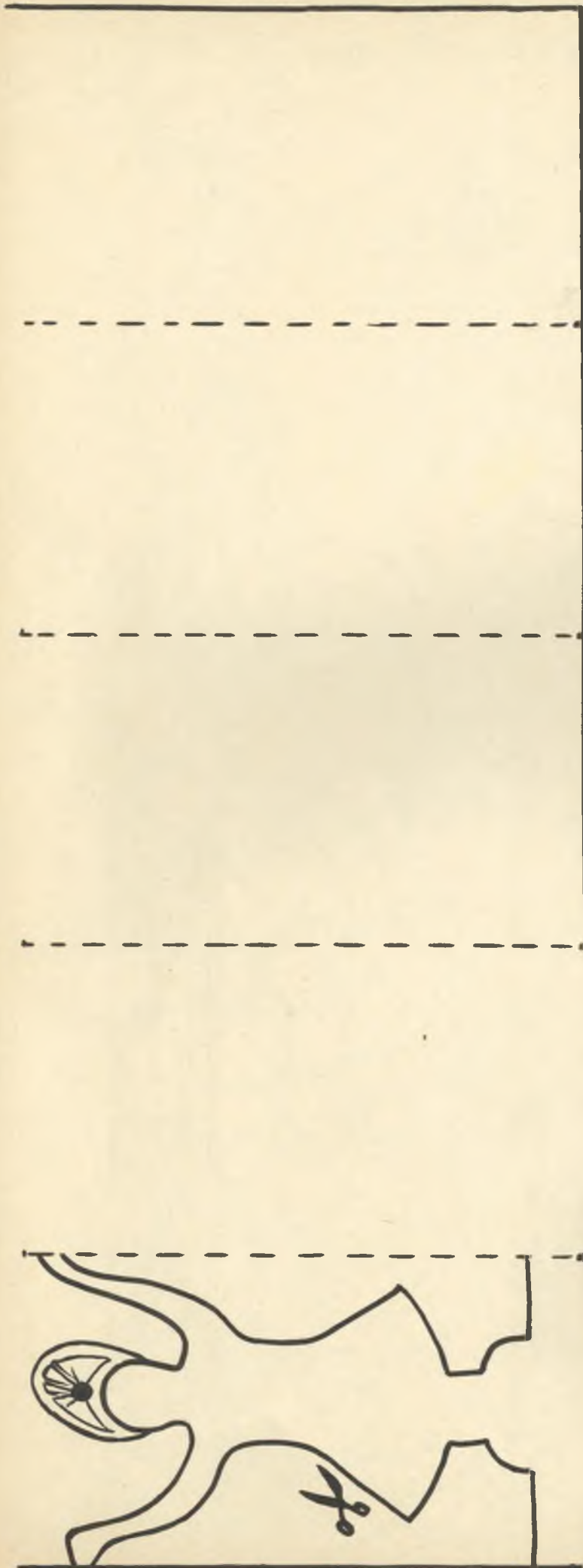
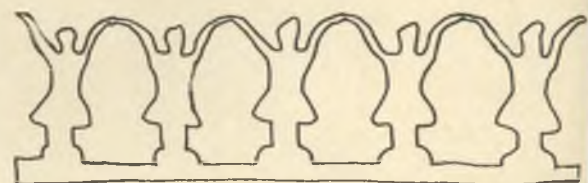
2. Fold



3. Cut



4. Unfold



P

**In the family of Krishna are both enemies and friends – pure souls, but also those who make offense after offense.**

(Fill in the names of Krishna's Relatives)

				<b>K</b>					
				<b>R</b>					
				<b>I</b>					
				<b>S</b>					
				<b>H</b>					
				<b>N</b>					
				<b>A</b>					

**It's no use to fight with the Lord Hari.**

**These enemies were killed or forced to flee.**

(Fill in the names of Krishna's Enemies)

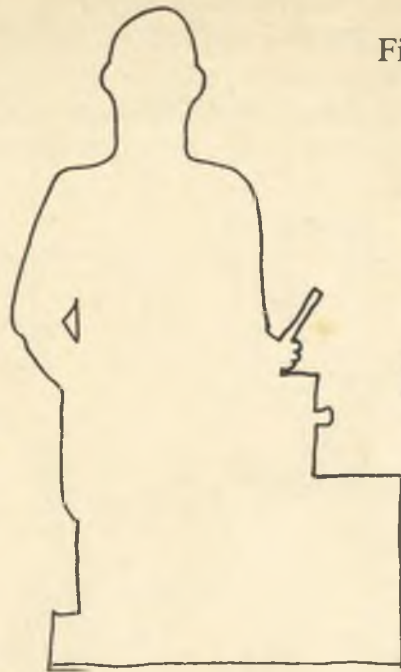
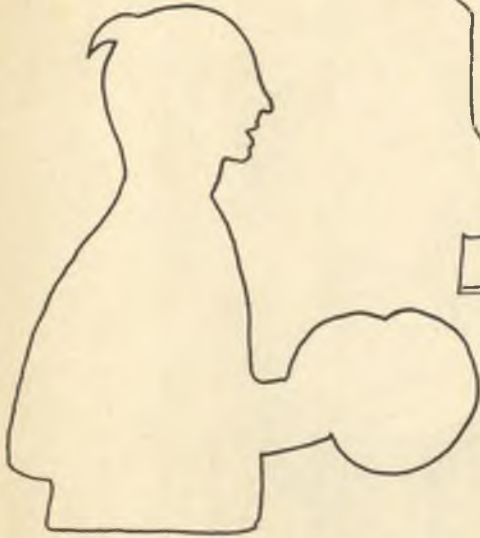
					<b>K</b>					
					<b>R</b>					
					<b>I</b>					
					<b>S</b>					
					<b>H</b>					
					<b>N</b>					
					<b>A</b>					

K

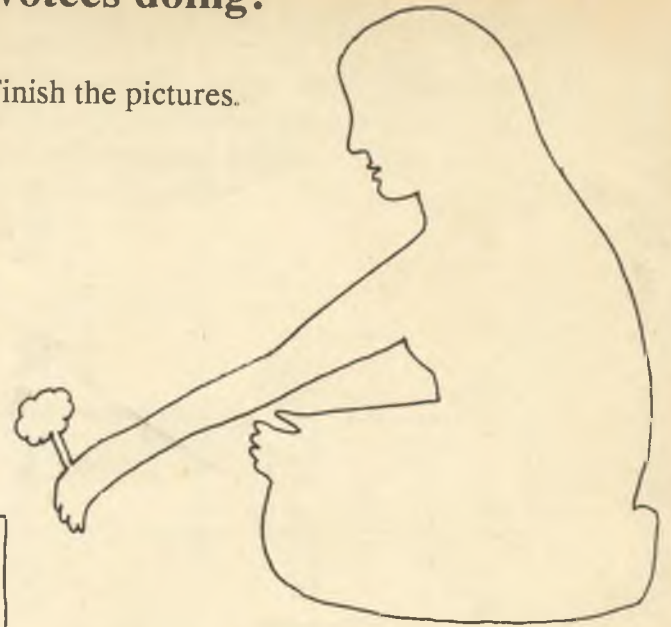
# What are these devotees doing?

Finish the pictures.

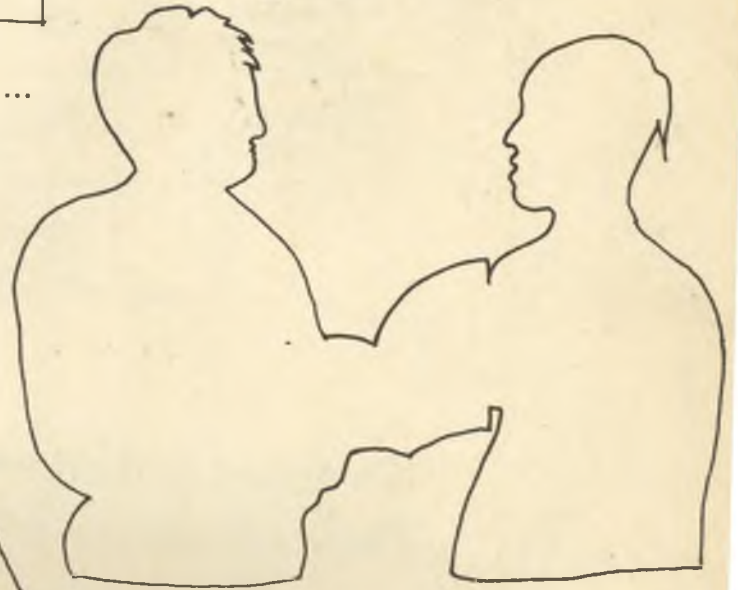
1. ....



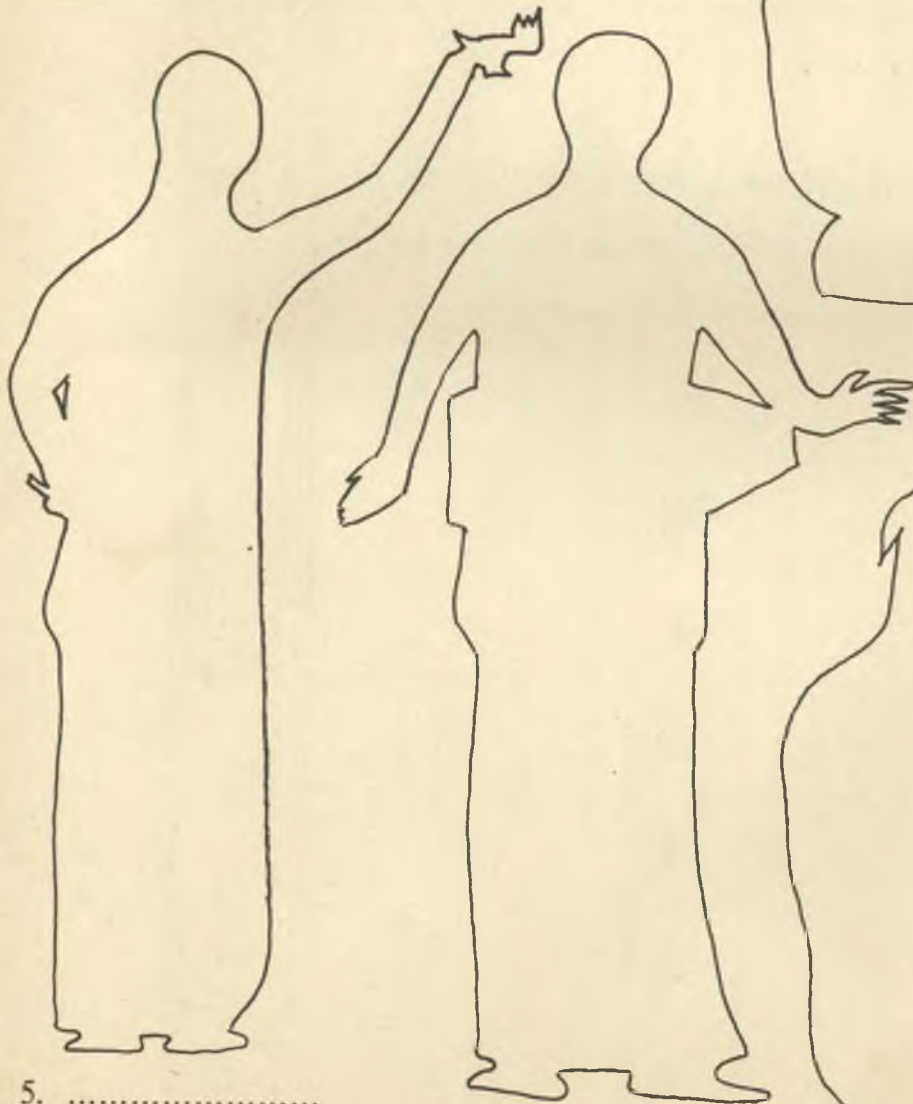
2. ....



3. ....



4. ....



5. ....

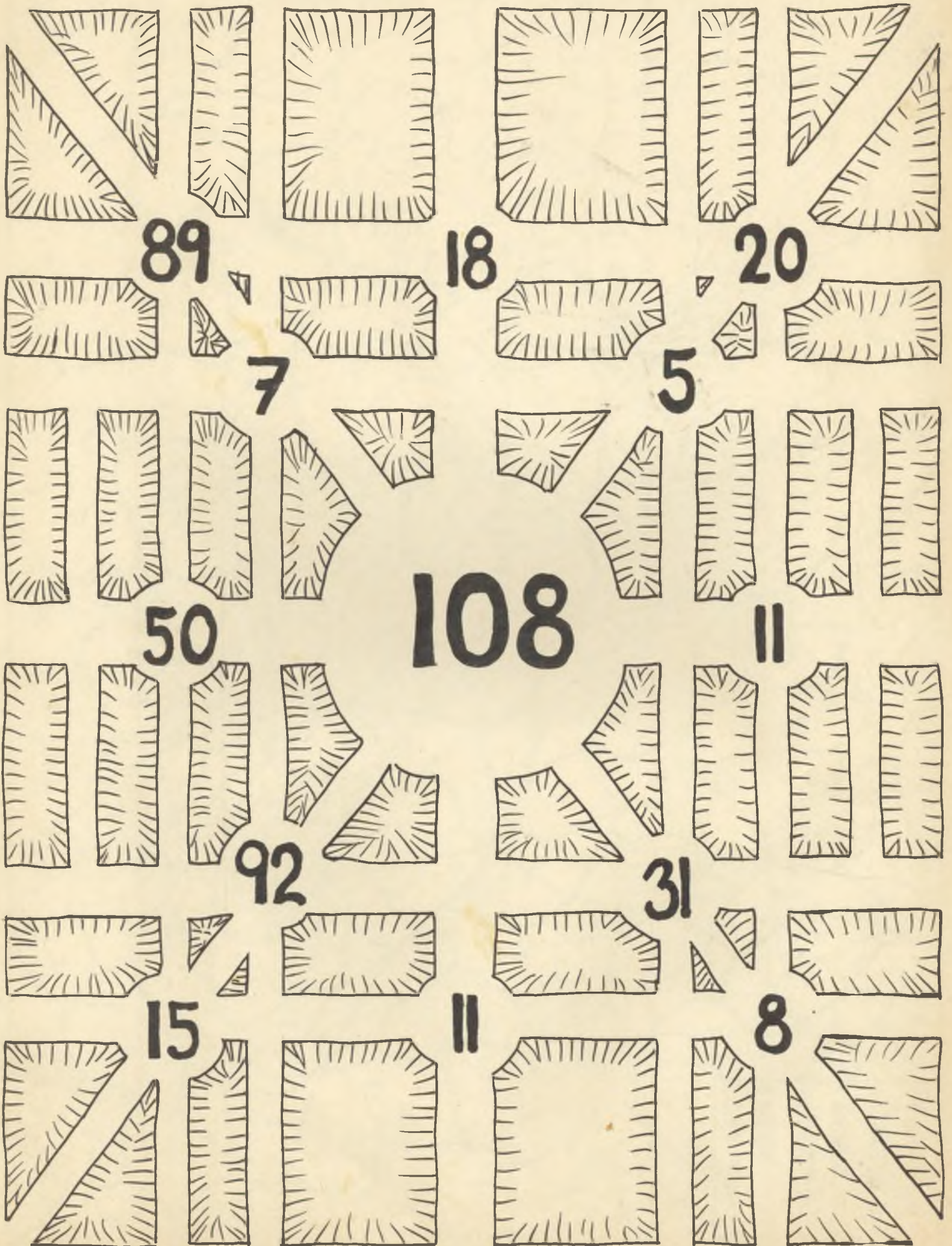
6. ....



7. ....

Go through the maze and reach the center by collecting 108 points.

You can start from anywhere. Each number can be crossed only once.

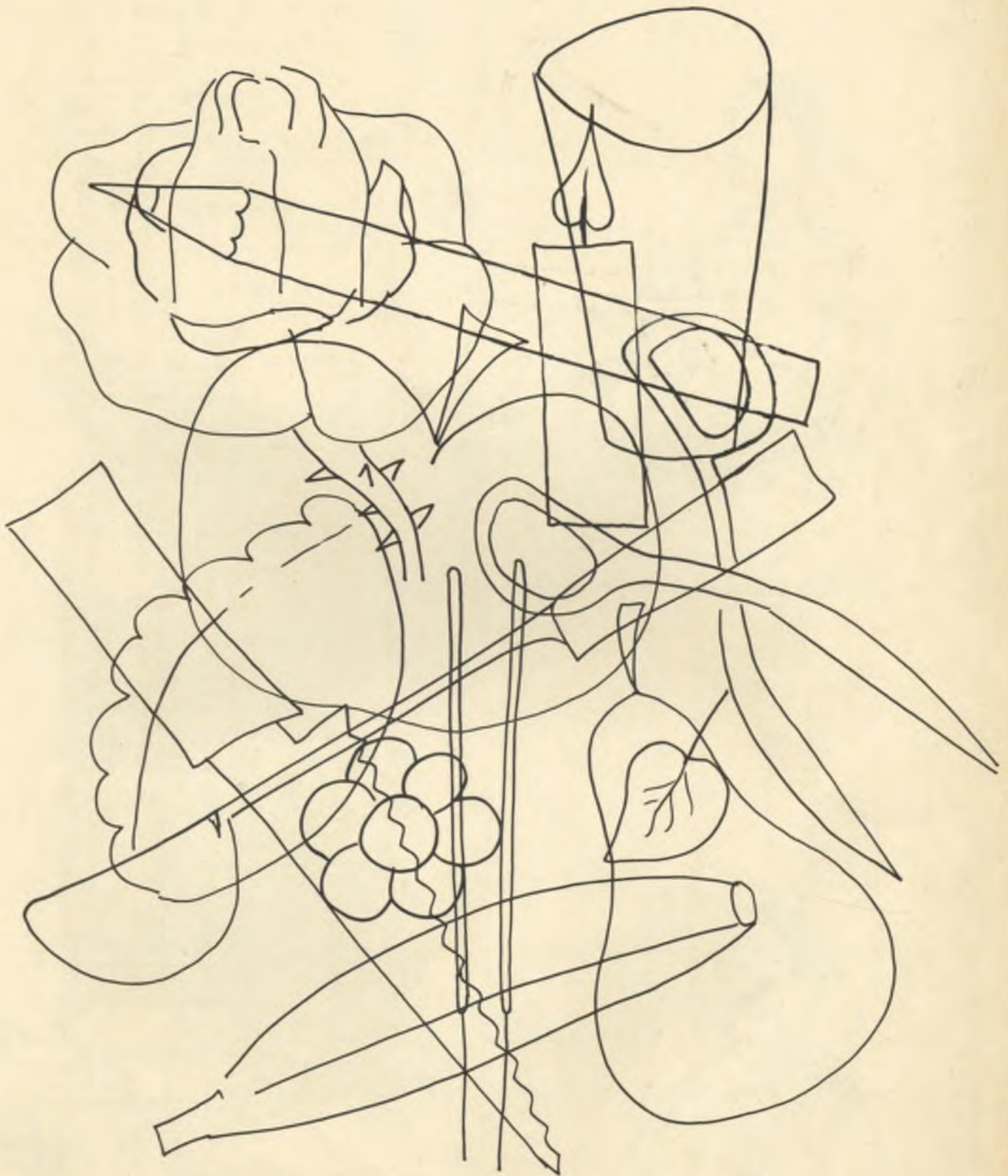






- 1 YELLOW
- 2 BLUE
- 3 PINK
- 4 BLACK
- 5 GREEN
- 6 BROWN

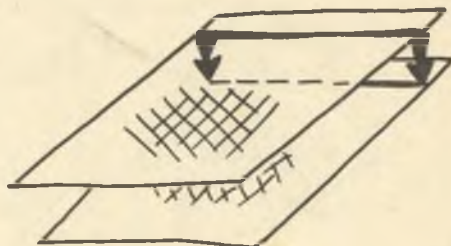
**Name the objects which you see here.  
Write them down if you can.**



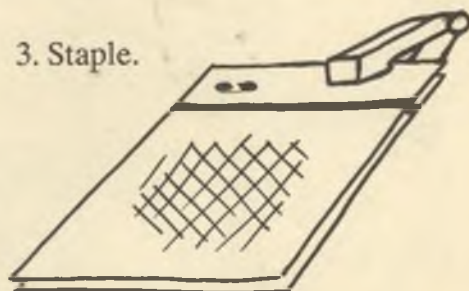
## Let's have a kirtan.

1. Cut the paper at the broken line.

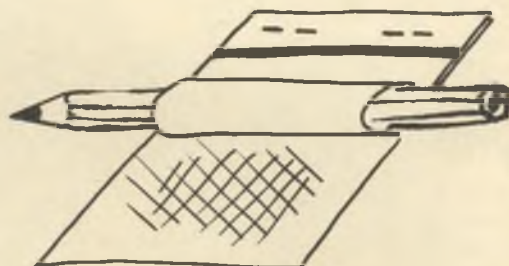
2. Put the full lines on the top of each other with pictures up.



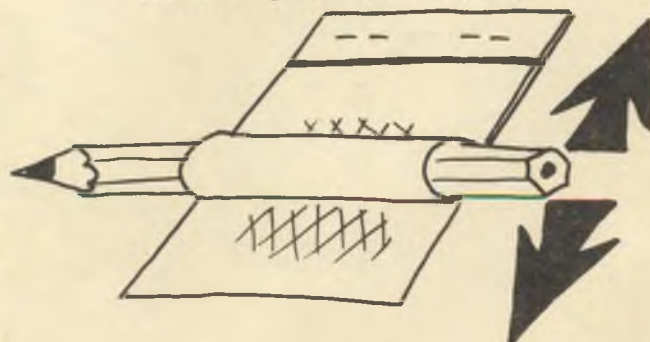
3. Staple.



4. Roll up the top paper on a pencil.



5. Move up and down rapidly.



**Which Keshi is the same shape as the original?**

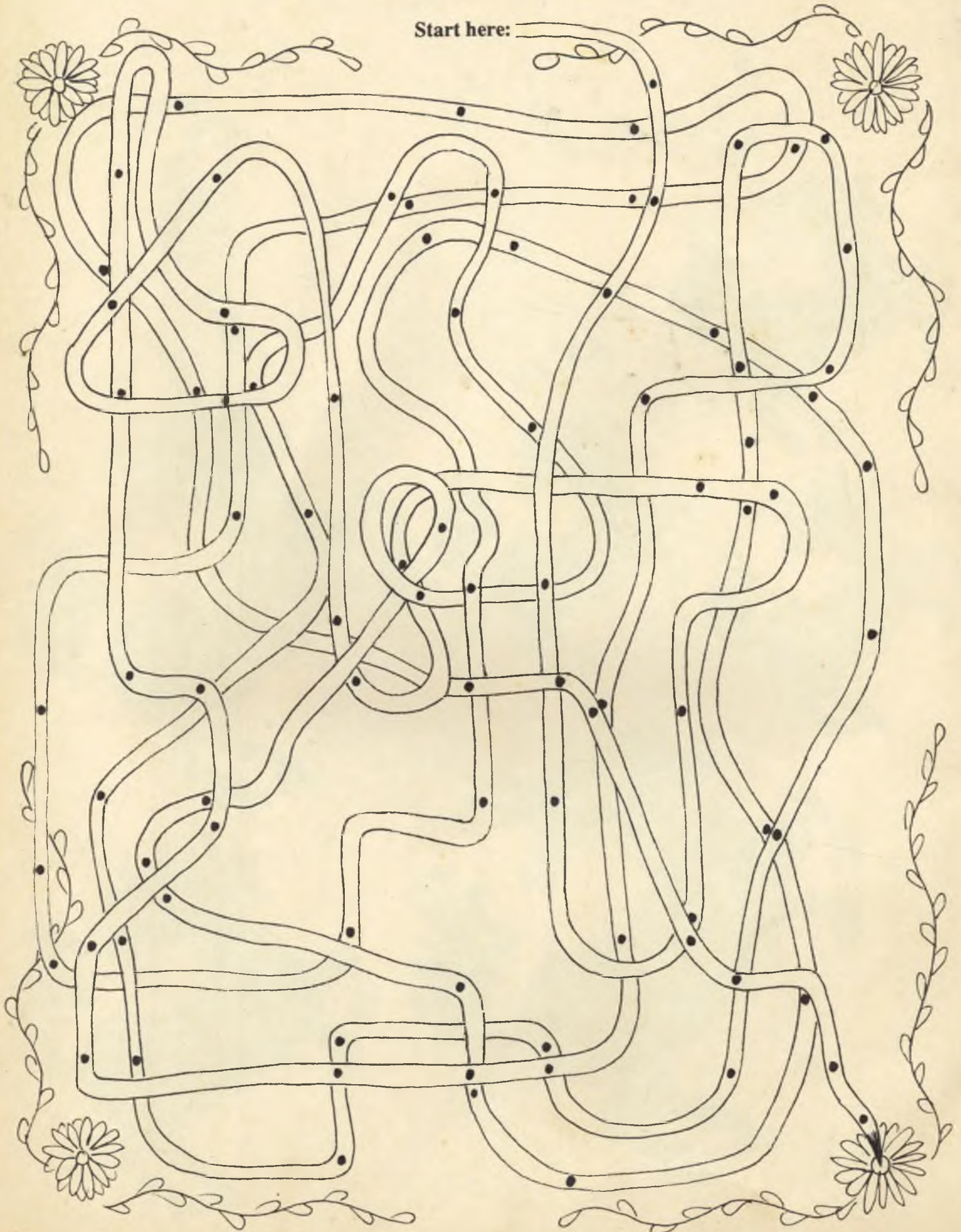
Size doesn't matter. Mark the differences in the other ones.

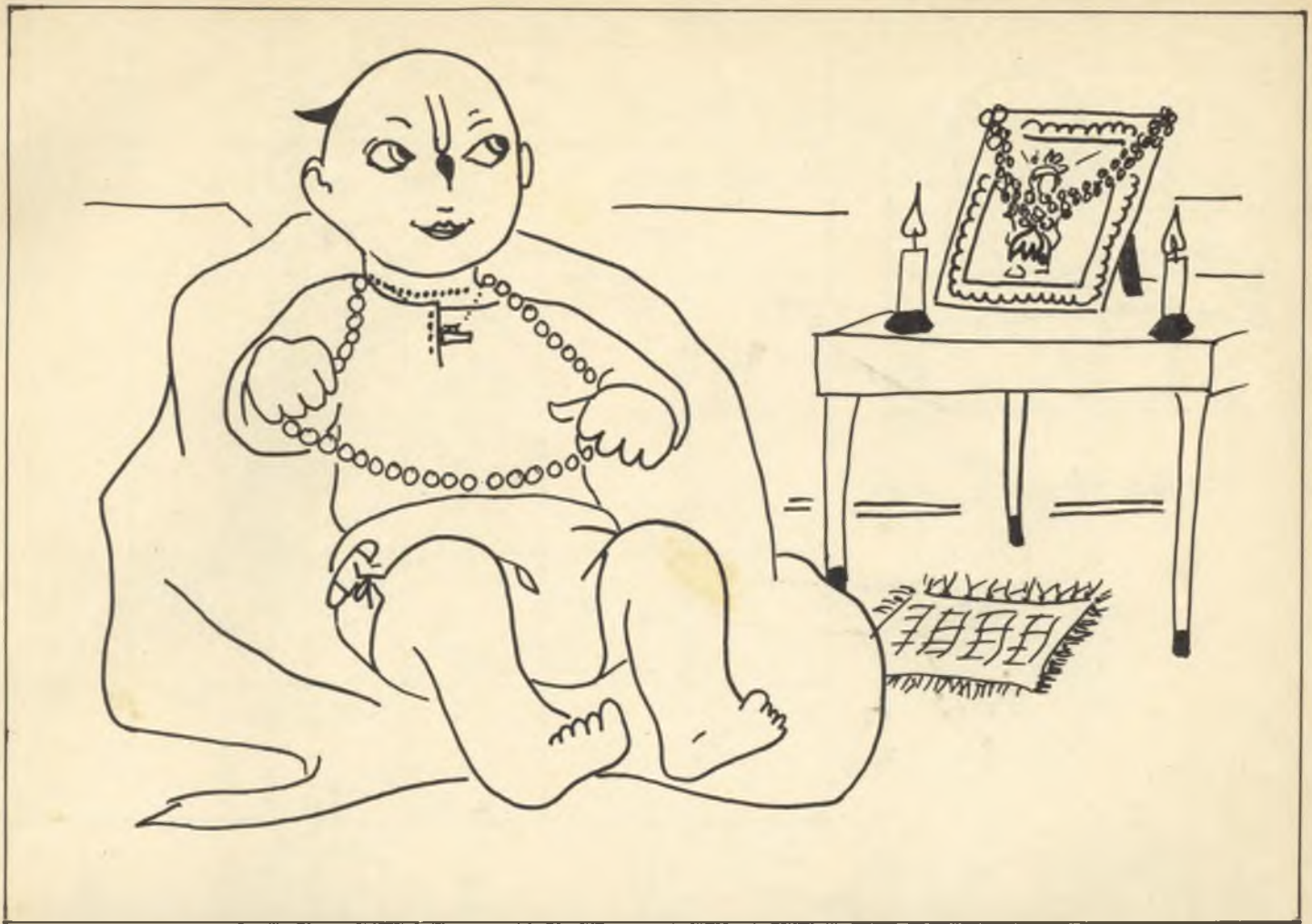


K

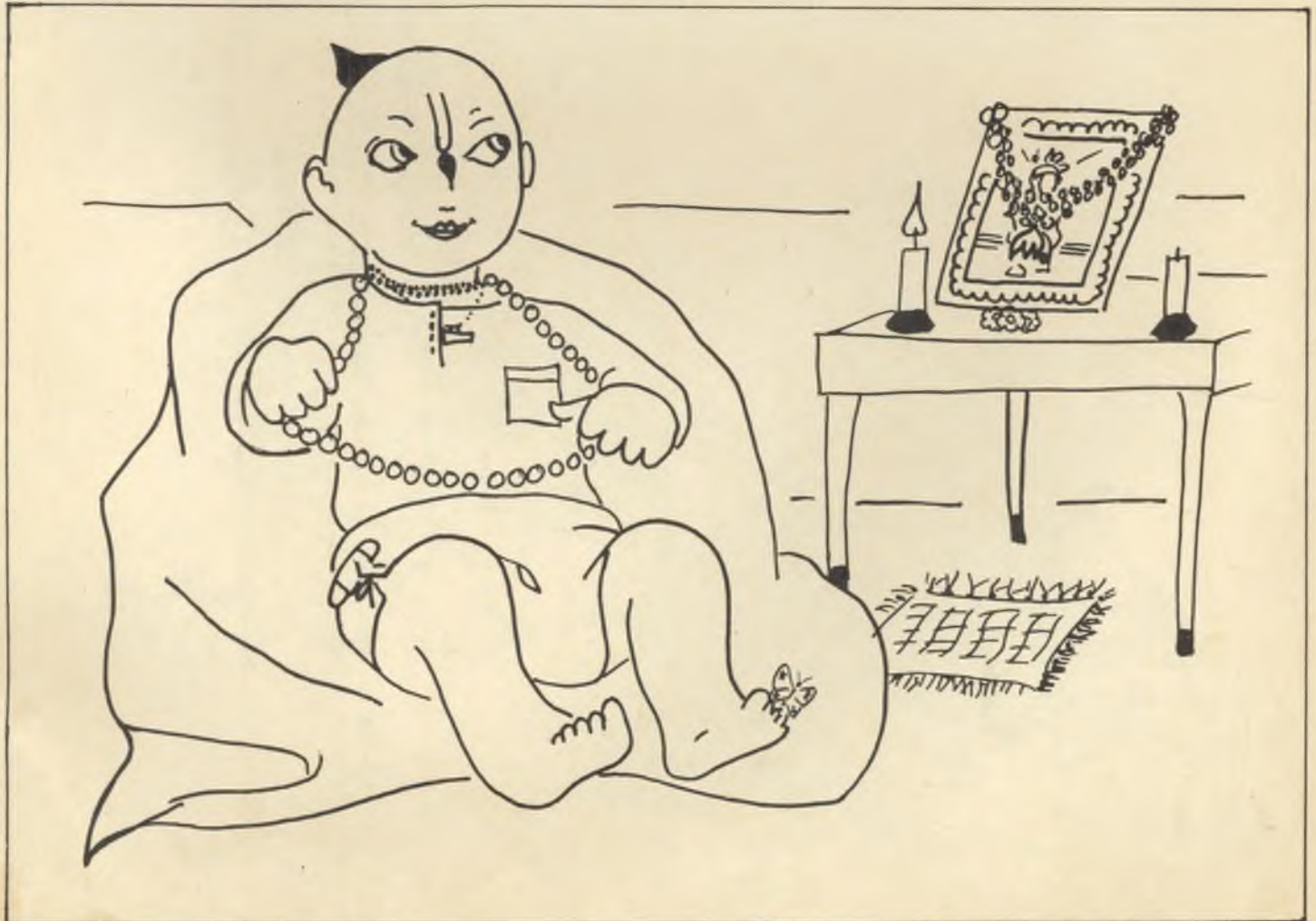
# Transcendental Labyrinth

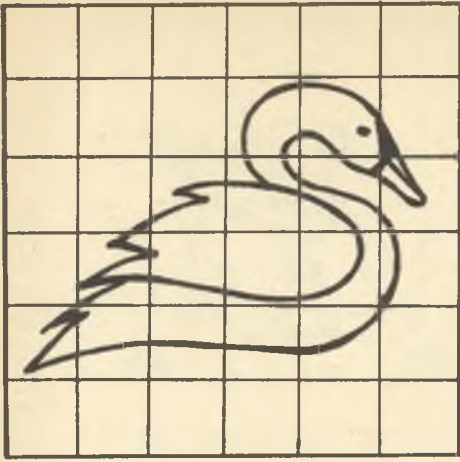
To find out what is hidden here, you have to reach the flower at the bottom part of the picture. Take a thick pen and follow the path until you reach a black dot. Lift the pen and follow the path in the air until the next dot appears, and then again mark the road. Repeat until you reach the end.



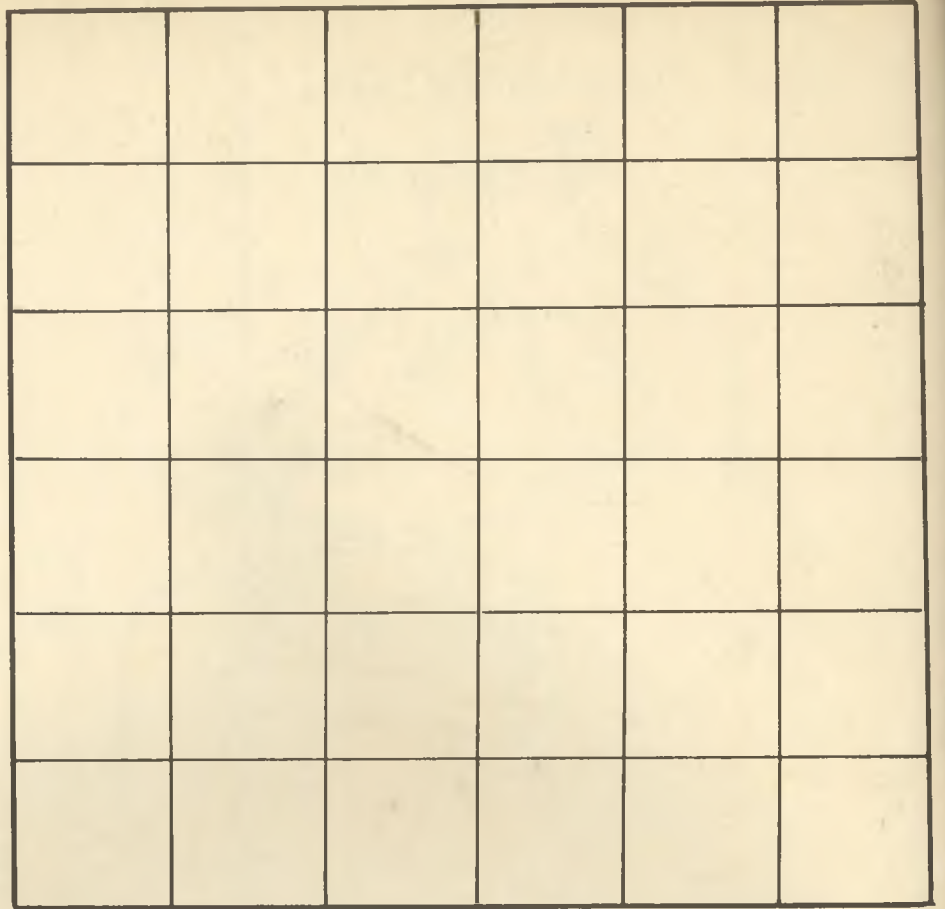


Can you find ten differences between the two pictures?





Make a Picture



1



2

Which Balaramas are the same?  
Spot the differences in the others.

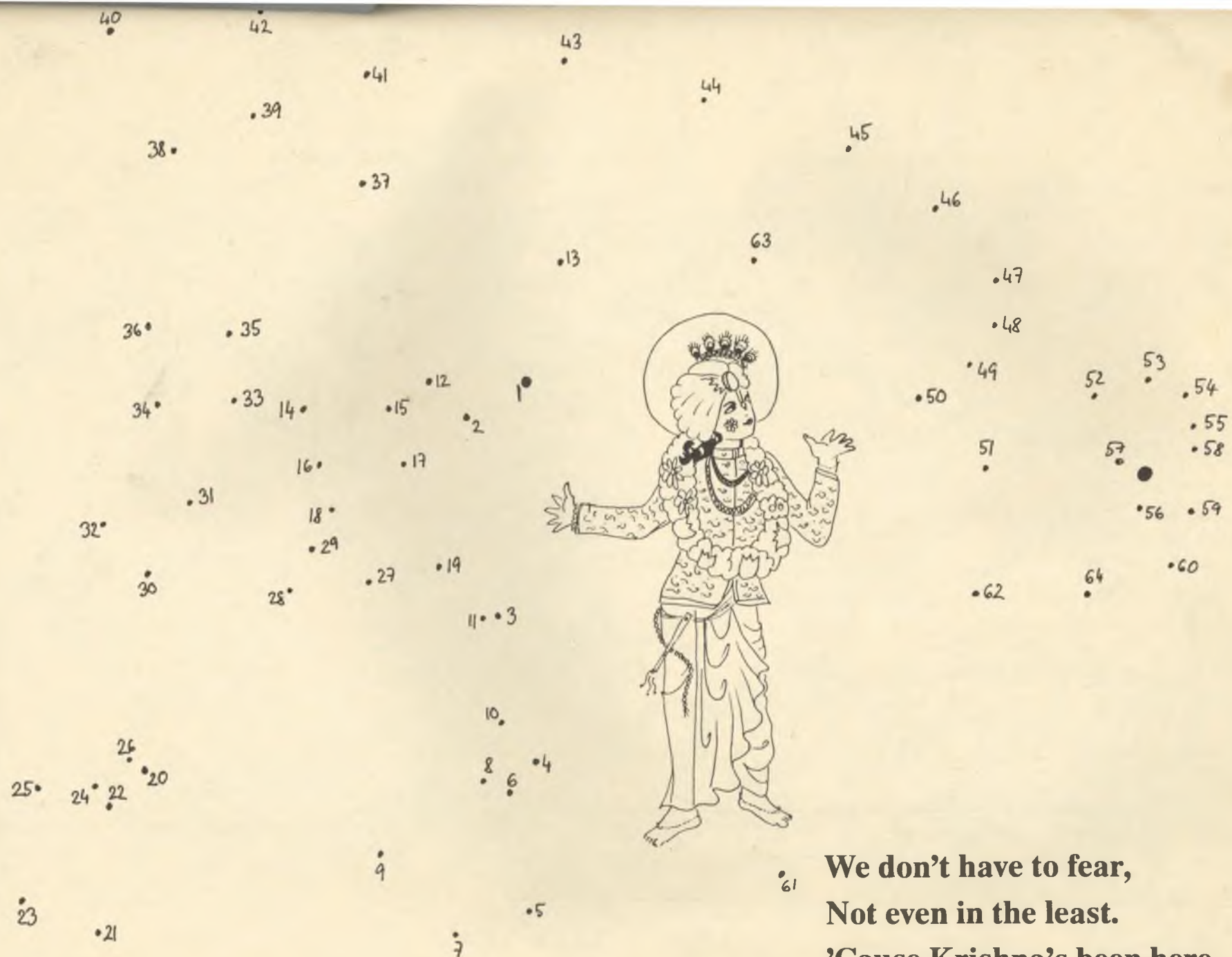


5

6

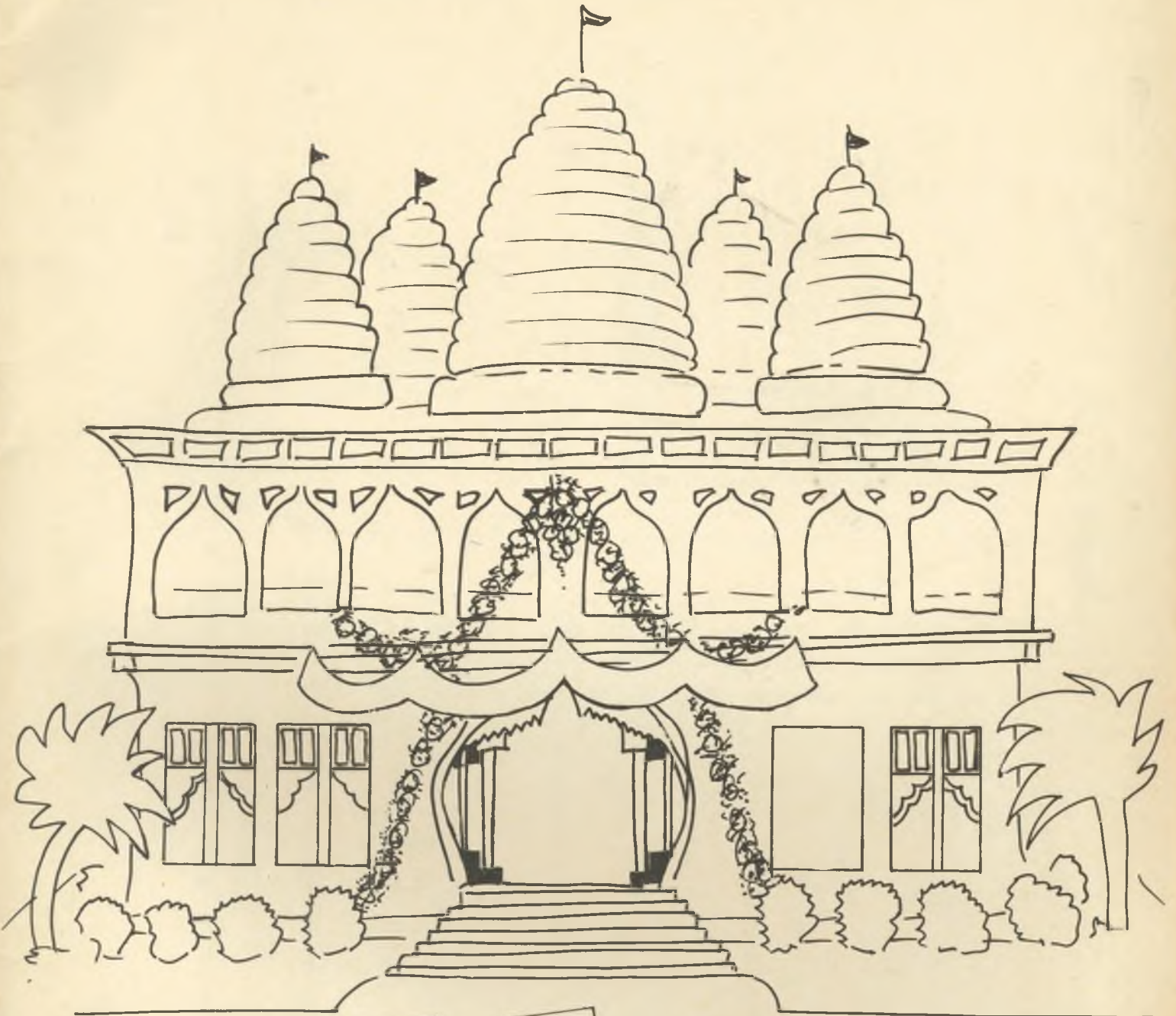
K





**We don't have to fear,  
 Not even in the least.  
 'Cause Krishna's been here,  
 And torn up this old beast.**

Find the missing window in the temple.  
Complete the picture and color.



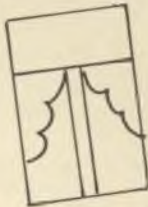
A



B



C



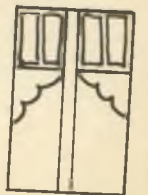
D



E



F



G



H



I



J



K



L



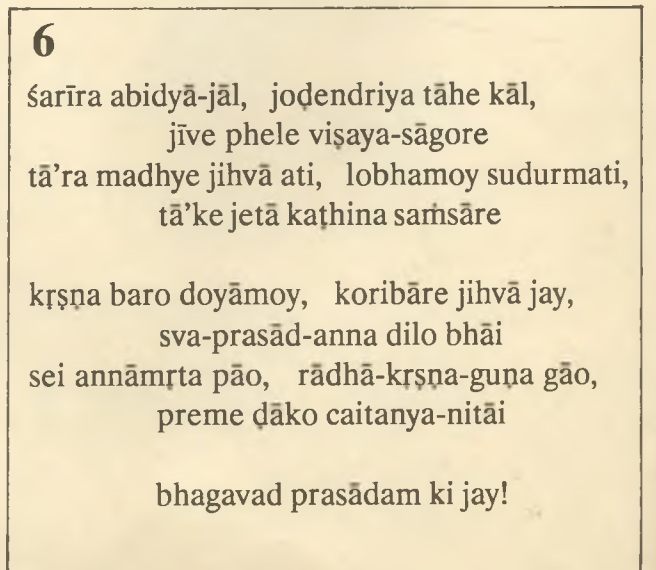
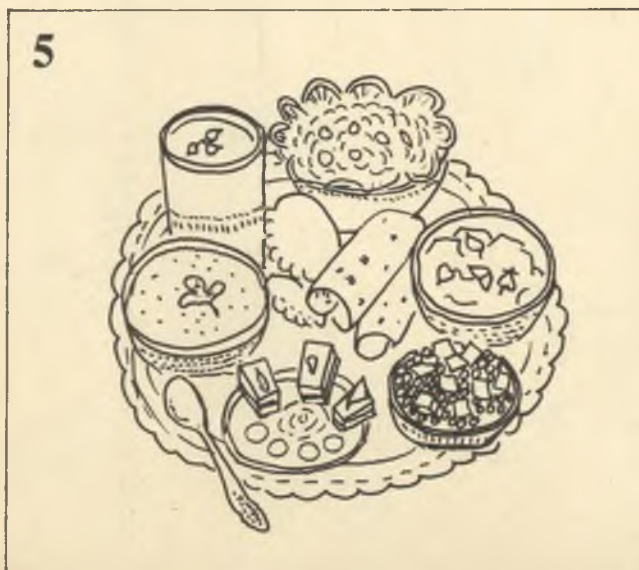
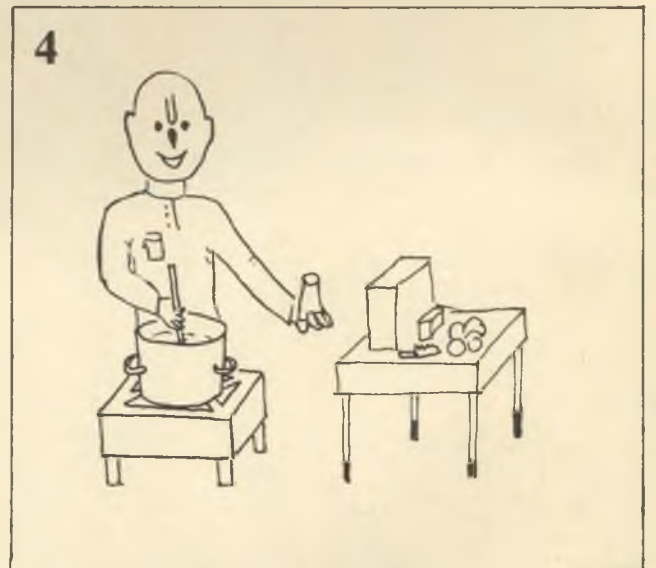
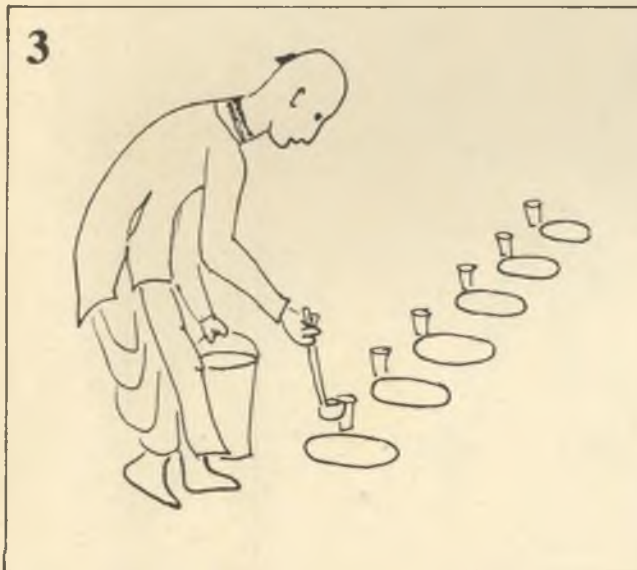
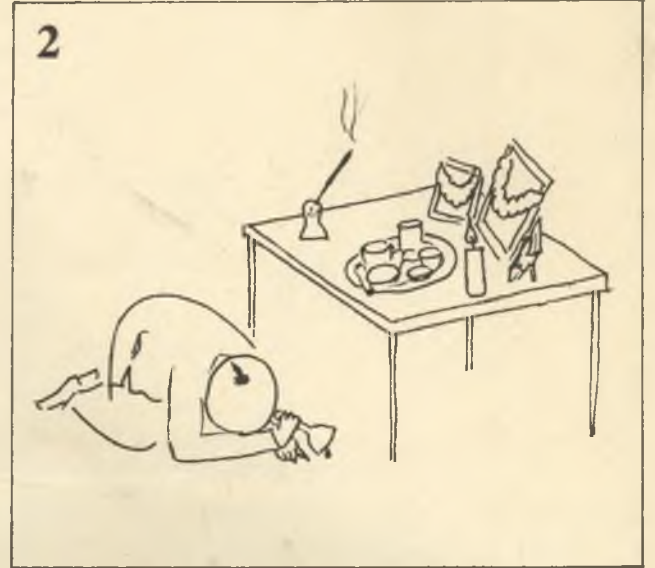
M

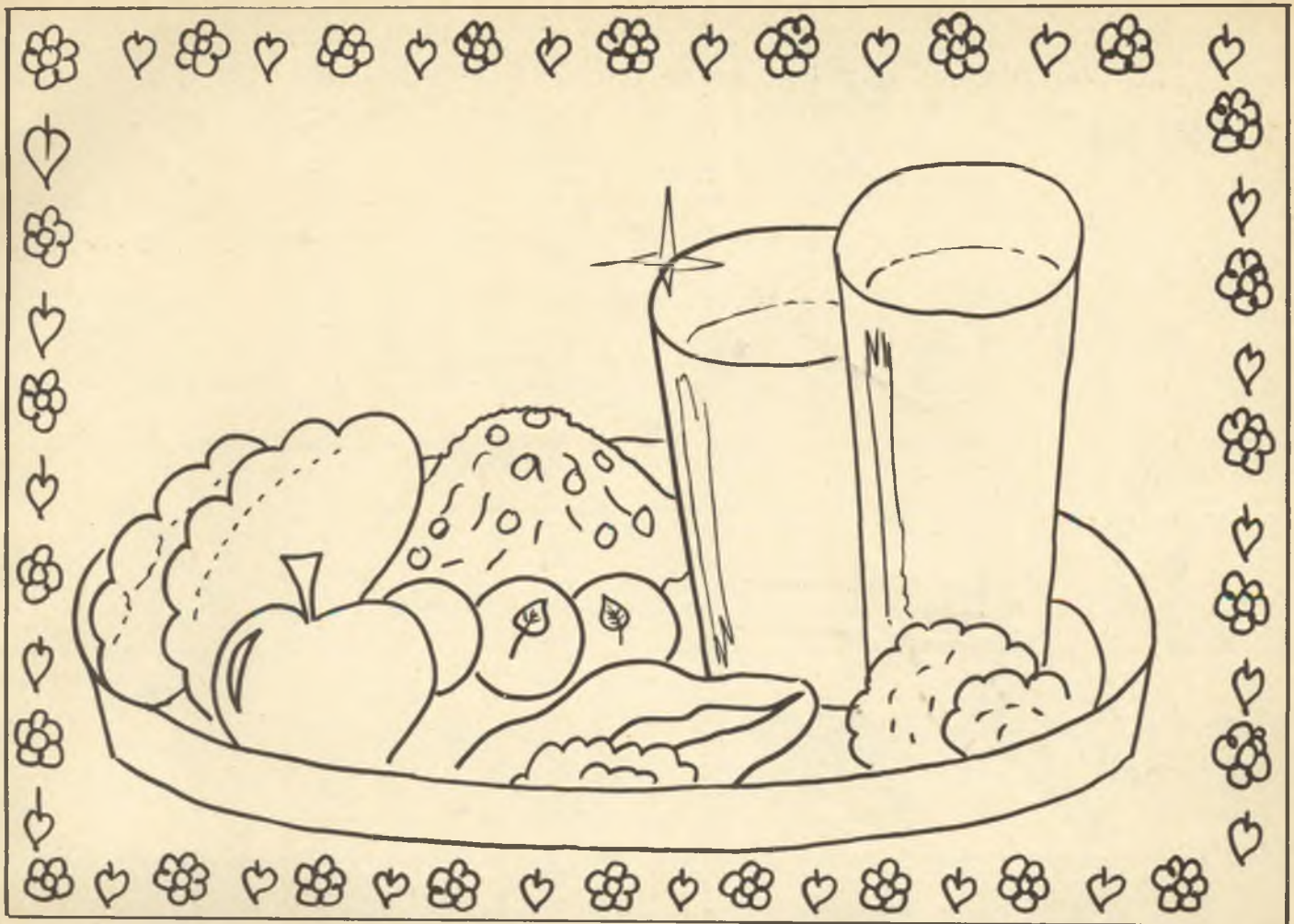


N

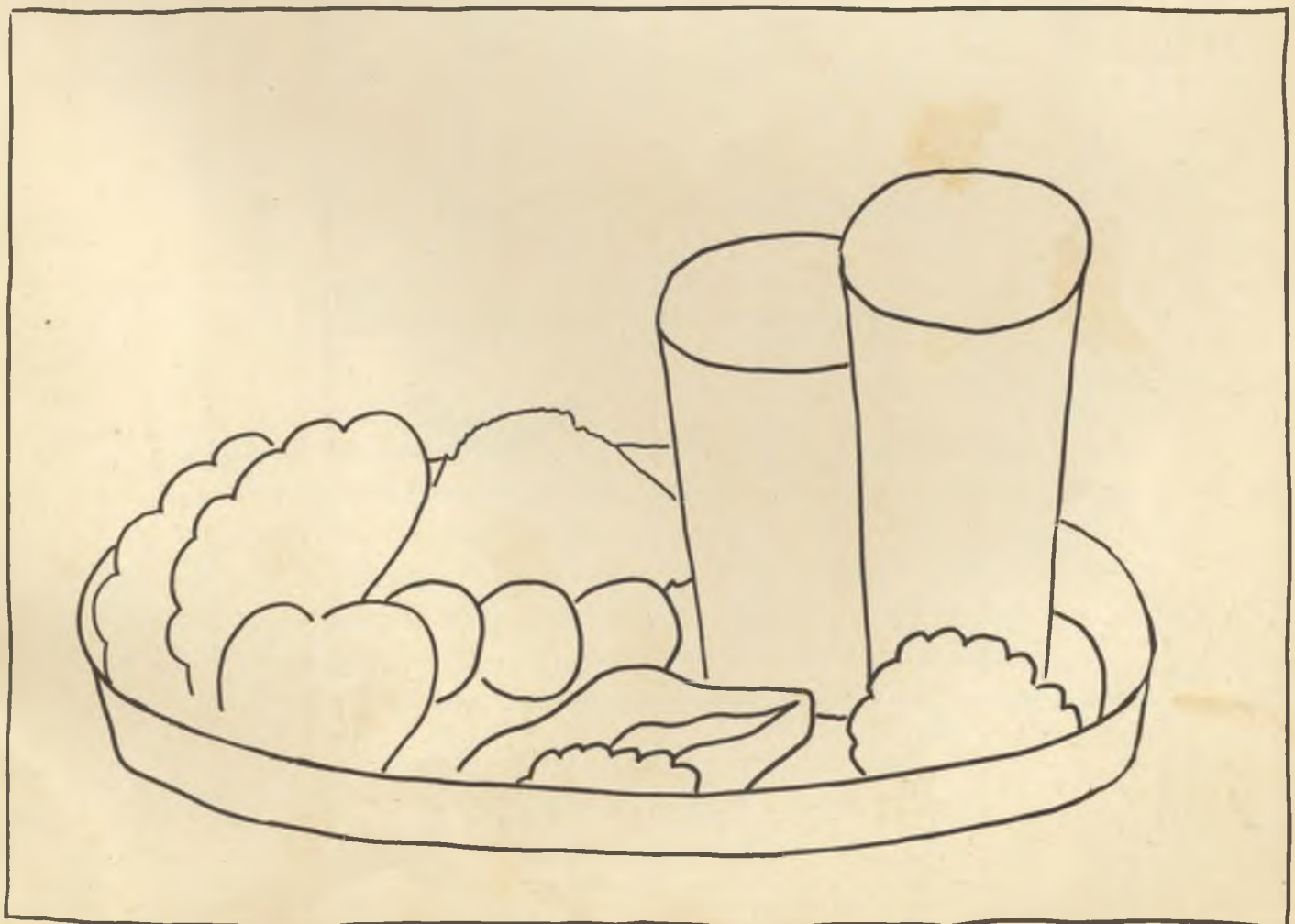
D

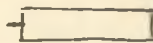
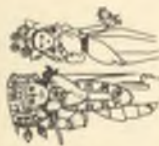
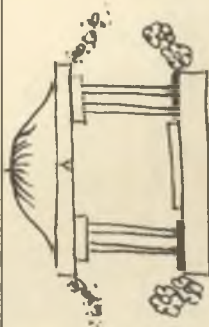
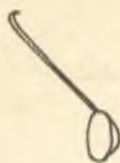
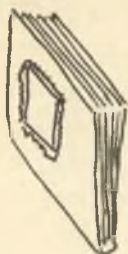
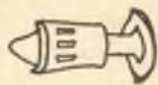
Can you place the pictures in the order that they happen?



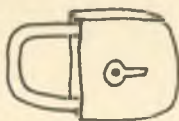
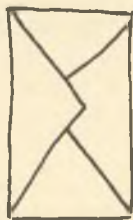


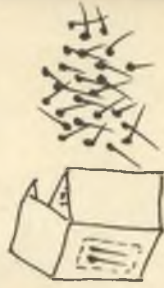
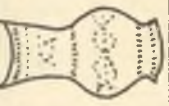
Add the missing details so that the nice dishes can be offered to Krishna.



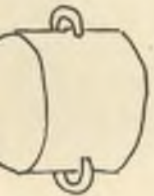
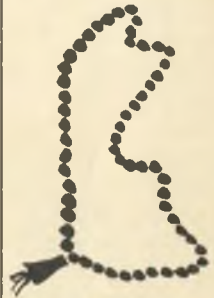
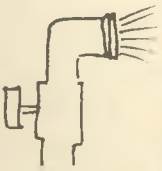


**HARI**





**BOL!**



**And torn up this old beast.**

**By Krishna's mercy, the demigods reign  
The material world with its pleasure and pain.**

(Fill in the names of the demigods)

		<b>K</b>					
		<b>R</b>					
		<b>I</b>					
		<b>S</b>					
		<b>H</b>					
		<b>N</b>					
		<b>A</b>					

**Make Your Own Picture Dominos.**

**Rules to the game on the opposite side.**

Glue the page to stiff card and color the pictures. Cut out on the full lines. You will get small cards with two pictures on each. Invite at least two of your friends to play. Give out all the cards. The player who gets the "Hari" card starts the game by placing it on the table. The player to his right has to match it by placing the altar card next to it in order to match the picture of the Deities. If he cannot do so, he must draw one card from the next player. If he still cannot match the card on the table, he has to wait a turn. The game ends when the card with "Bol" is on the table and you have a roaring *kirtan*!

K

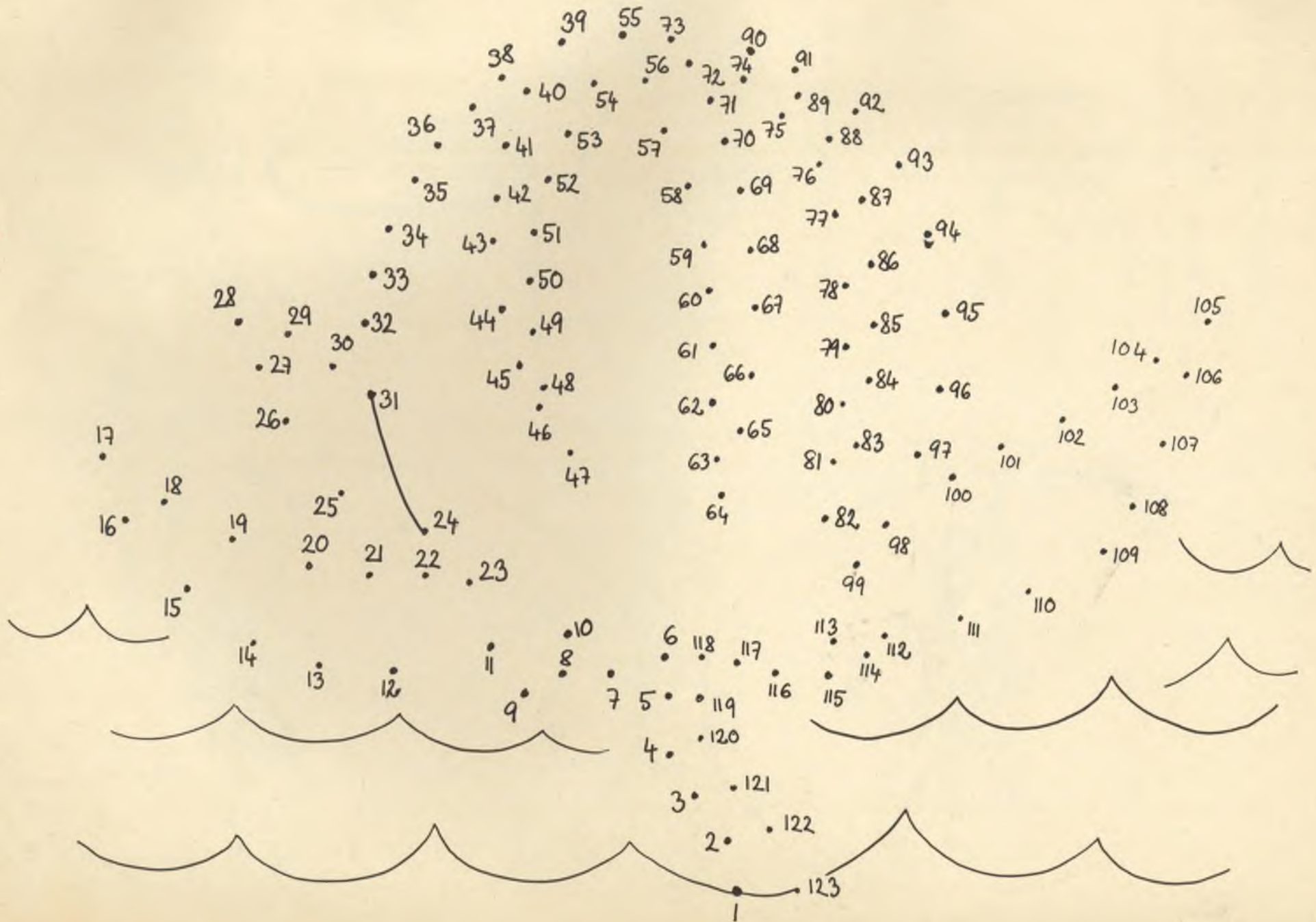
And torn up this old beast.



- RED
- ● YELLOW
- ● ● LIGHT  
BROWN
- ● ● ● BLACK
- ● ● ● ● GREEN

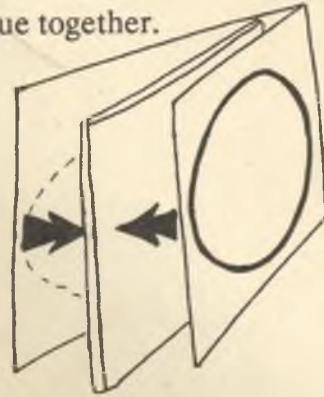


The palms of Lord Krishna are compared with this. Connect all the dots and see what it is.



# Jaya Shri-Shri Radha-Krishna

1. Cut along the thin line in the middle of the page.
2. Fold the picture along the dotted line. Put a piece of cardboard in between and glue together.



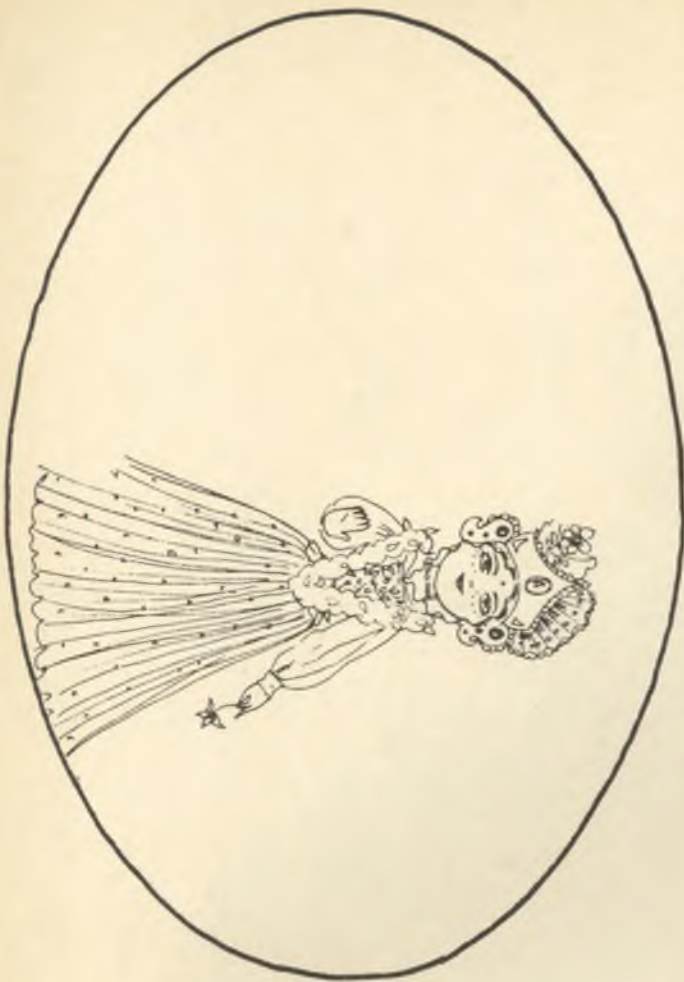
3. Cut out and punch holes for strings.

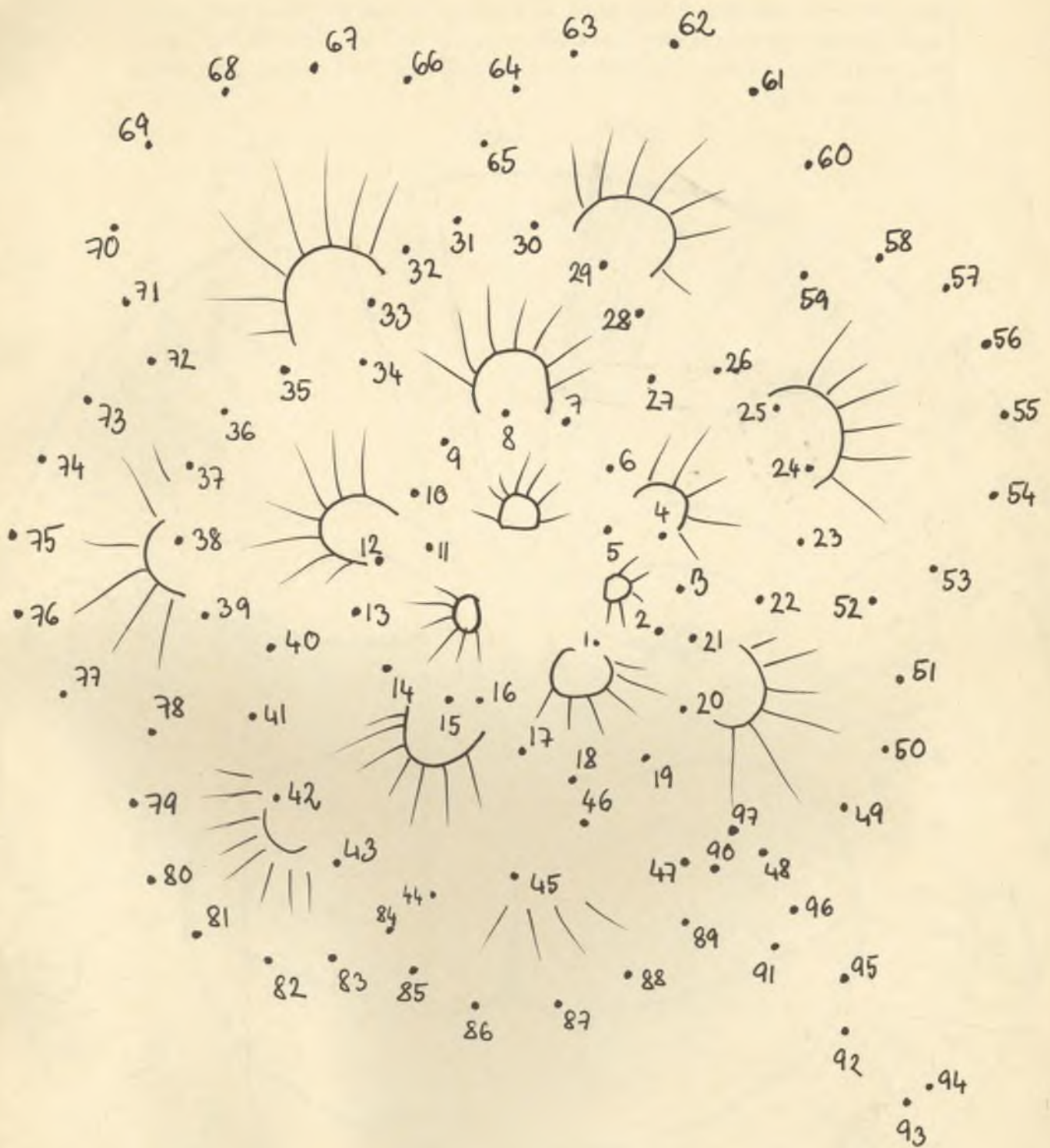


4. Attach strings.



5. Wind up and then let spin.





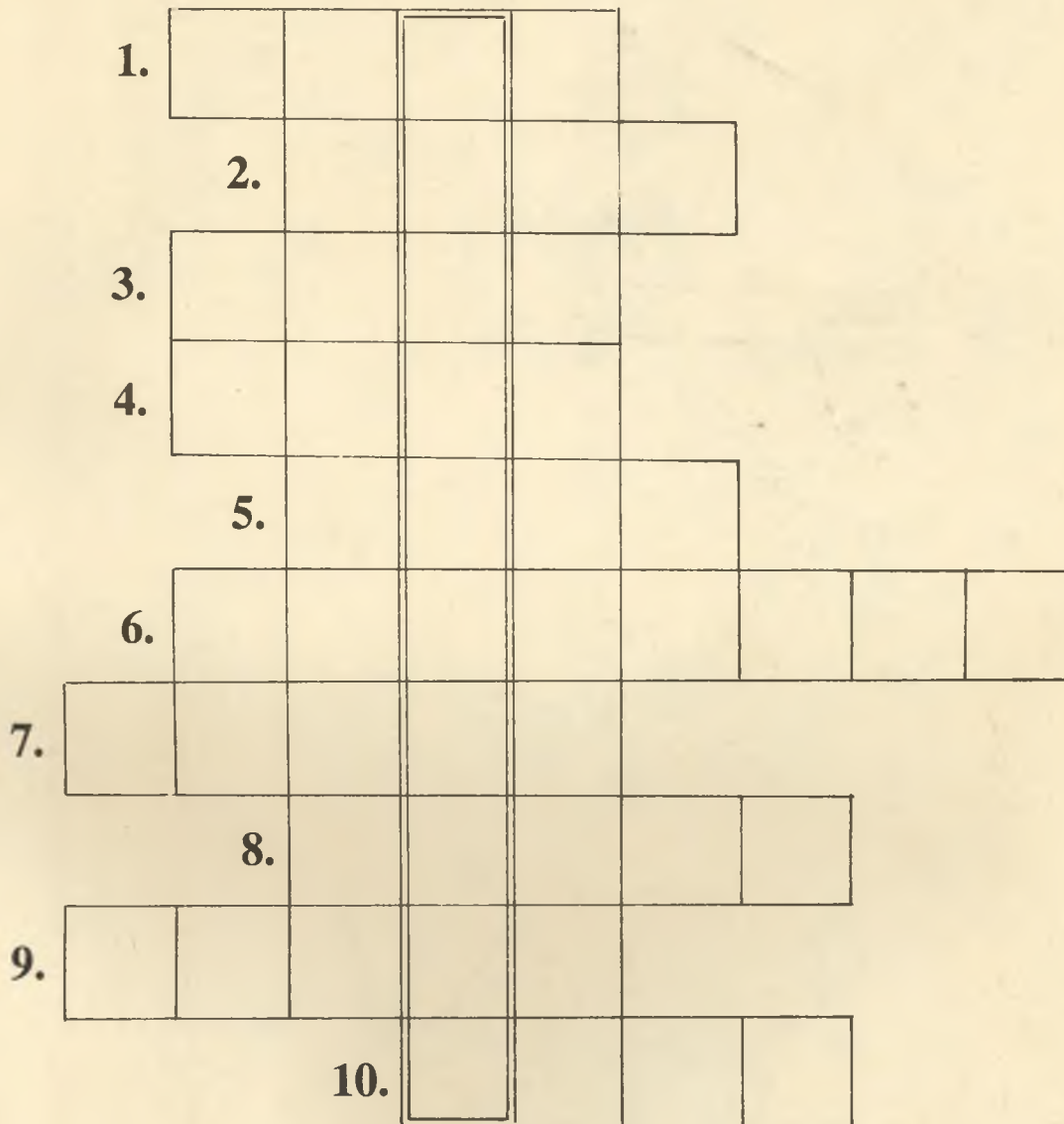
**Connect this picture dot-to-dot,  
And Krishna will not feel so hot.**

## Make Your Own Hanuman Mask

Color the mask and glue it to a piece of light-weight cardboard or craft paper. Punch out the holes in the ears for an elastic or rubber band. Cut out the flap for the nose and the holes for the eyes on the dotted lines. Try to make other masks of your own design.



Find the name of one of Krishna's queens by filling in the puzzle, then reading down in the middle.



Across:

1. Taste
2. Name of Krishna – one who takes away
3. Daksha's daughter
4. The wind god
5. The reservoir of all pleasure
6. Arjuna's wife
7. Krishna's beloved
8. Action and reaction
9. The tortoise incarnation
10. The fire god

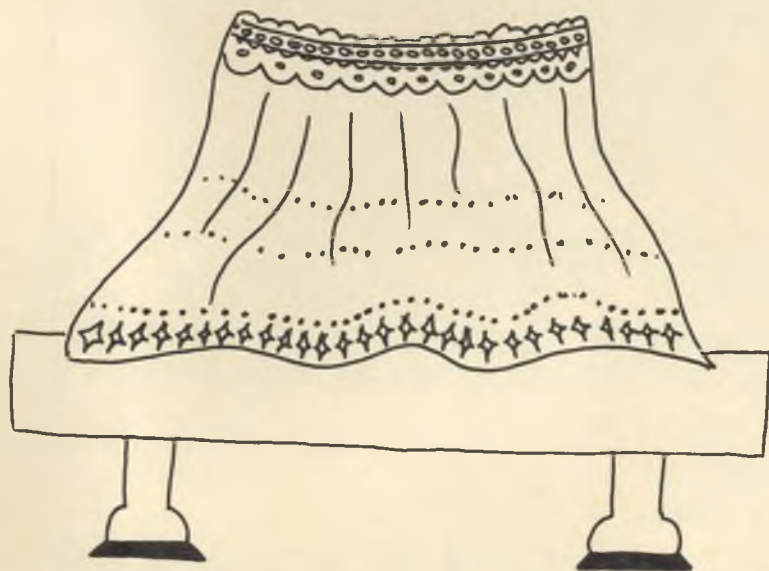
K

Since Krishna is there in Vrindavana land, This can be found in the soft, white sand.



AND TURN UP THIS SIDE PLEASE.

4



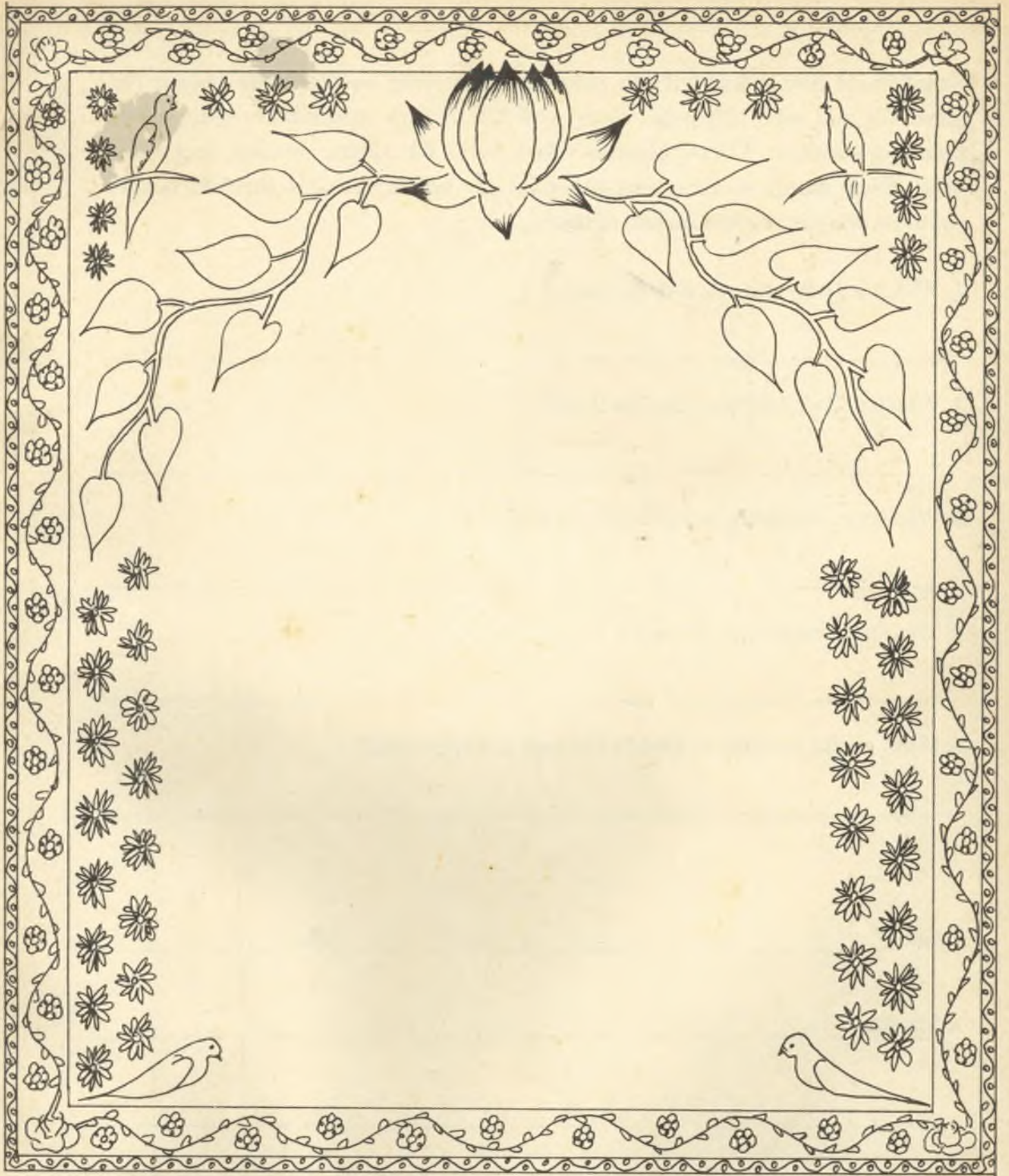
**Give Tulasi Devi Nice Branches**

## ANSWERS

**Page**

- 4 Thirteen. The devotee outside the window doesn't count.
- 5 *Achmana* cup, bell, incense, ghee lamp, water cup with conchshell, handkerchief, flower, *camara*, peacock fan.
- 7 The fifth arrow from right of the row closest to Arjuna.
- 9 OM
- 12-13 2 *dandas*, bananas, monkeys, dancing peacocks, roses, apples, small necklaces  
4 flutes  
11 four-legged animals  
18 flowers  
3 kinds of fruits
- 15 Conchshell
- 17 The flower is **FOR KRISHNA**.
- 18 Path 4 leads to the temple.
- 19 13
- 21 Krishna's relatives: **Akrura, Arjuna, Kunti, Kamsa, Subhadra, Nanda, Balarama**  
Krishna's enemies: **Kaliya, Paundraka, Dvidida, Vyomasura, Agha, Banasura, Putana**
- 22 #1 is playing *kartalas*, #2 is cooking, #3 is offering a flower, #4 is distributing books, #5 is making *puja*, #6 is playing *mridanga*, #7 is reading a book.
- 23  $15 + 11 + 8 + 31 + 5 + 20 + 18 = 108$
- 25 Rose, cup, candle, pencil, apple, scissors, *samosa*, knife, flower, pear, leaf, scoop, incense, banana.
- 27 The little Keshi in the middle.
- 28 **K R I S H N A**
- 29 *Sikha*, neckbeads, corner of the blanket, butterfly, candle flame, flowers under the picture, pocket on the shirt, double line under the table, triple line on the altar picture, picture stand.
- 30-31 2 - 4
- 32 Bakasura
- 33 G
- 34 4, 5, 2, 3, 6, 1
- 37 Demigods: **Kuvera, Varuna, Indra, Surya, Brahma, Candra, Agni**
- 39 Lotus flower
- 41 Peacock fan
- 43 Across: 1. Rasa, 2. Hari, 3. Sati, 4. Vayu, 5. Rama, 6. Subhadra, 7. Radha, 8. *karma*,  
9. Kurma, 10. Agni  
Down: Satyabhama
- 44 Krishna's lotus foot





**Color in the frame and draw a nice picture of your own.**

Subal would like to know if you enjoyed this activity book. Please answer the questions and send this page, along with the picture on the other side, to the following address: VEDA, Almviks Gård, S-153 00 Järna, Sweden, and win a prize. Every month we are going to send a new activity book to three fortunate children. Maybe you will be one of them.

1. Which activity did you like the most?

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2. Which activity did you like the least?

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3. Was there anything too difficult for you?

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4. Was there anything too easy?

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5. What would you like to find in the next activity book?

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Name: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_

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**Hare Krishna!**



# SOLOLOKA

## ACTIVITY BOOK

- 140
- 139
- 141
- 142
- 143
- 144
- 145
- 146
- 147
- 148
- 149
- 150
- 151
- 152
- 153
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- 156
- 105
- 104
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- 89

