

Bible Game
of
Facts, Places
and Events

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DIRECTIONS FOR PLAYING

The Bible Game of Facts, Places and Events

There are three different ways in which this game may be played. The first is for those who have not played the game before, and is called the **FRESHMAN GAME**. The second is for those who have played the first game long enough to be able to make a high score. This is the **MIDDLER'S GAME**. The third, or **GRADUATE GAME**, is really difficult and should be attempted only by those who have gained a high standing as middlers.

If the game is to be used by all the members of a Junior Department, Junior League or other large group, all the cards should be used, and when this is done the player, before reading

the first question, should always identify the card as "New Testament" or "Old Testament" from the letters N.T. or O.T. in the upper right hand corner. In this way the historical sense of the players will not become confused as between the Old and New Testaments. In a few cases this method is necessary also because the same place appears in both games. If there are only three or four players it will be better to use only the Old Testament cards or those for the New Testament, in any one game.

FRESHMAN GAME

To be played by all who are using the game for the first time and until a high degree of efficiency is attained.

Divide the cards as equally as possible among the players. It is not important, however, that all shall have exactly the same number. Each player must leave his cards face down until his turn comes to read and all must be careful not to answer out of turn.

Answers given out of turn are not to be counted, and the card on which the question so answered is found must be put with the unanswered ones. The one chosen to open the game takes the top card from his pile and reads the second question below the name of the place given on his card. For instance, if the card was the one for BETHEL he would read, "Old Testament, Where did Jacob have a vision of a ladder reaching to heaven?" The player on his left will answer it if he can. If not the next person on the left has the chance and so on around the group. If no one knows, the player reads the third question. If this is answered correctly the one who knows takes the card and reads the other questions including the first, the entire group answering "Bethel" in concert. He then keeps the card. If it is not answered, the player reads the other questions. When the question about location is read all should find the place on the map which is on the back

of all cards. This plan helps all who play the game to advance rapidly from Freshmen to Middlers as it associates in their minds the events or facts with the places to which they belong. If no one is able to answer any question on the card it is laid aside.

When the first player's first card has been disposed of, the next person on his left takes up his first card and reads the second question. The first person who answers the question in turn correctly keeps the card. When all the cards have been read the person who has the largest number in his possession has won the game. At any time when a question is not clear or more information is desired the Bible reference should be found and read.

MIDDLER GAME

No one should attempt to play this game who has not become thoroughly familiar with the places and events listed on the cards through playing the

Freshman Game. Some one is needed to act as scorekeeper, and this person should, before the play begins, prepare a score card on which the names of all the players are written.

When the cards have been divided among the players printed side down the first player takes up a card and reads *the name of the place* at the top, with the meaning of the name if the meaning is given. This is a challenge to the next player to give the location of the place, some fact about it or event that happened there. He earns one credit for each fact correctly given, and may give as many as he can. If he does not give all that are on the card the next player has a chance, and so on around the circle. If any are not given the player reads the ones omitted, and gives the card to the score keeper. At the end of the game the scorer will announce the winner and read the number of points made by each player.

GRADUATE GAME

For those who have gained high scores as Middlers.

This game requires a leader who will also keep the score and will not play. In any one game use only the New Testament or the Old Testament cards no matter how large the number of persons playing.

In the New Testament Place, Fact and Event Game 38 persons are mentioned. These names are listed below and following each is the number of the card or cards on which the name occurs. The person who leads the game should have the cards arranged in numerical order. With the list before him he selects the name of a character, takes out the card or cards on which that name is found, gives the name and calls on the first player to tell as many of the places, facts or events associated with that character as he can, giving him one credit for each. If he does not exhaust the information given on the cards, other

players in turn may tell what they know.

Whenever a place is named by a player he should be given a card and asked to locate the place on the map. If he is able to do so he earns an additional credit.

On the cards dealing with Old Testament facts, places and events, 54 persons are mentioned. The list, with the number of the card or cards on which each name is found is given below. The directions to be followed in playing the graduate game with these cards are the same as those for the New Testament given on page 8. Be careful to separate the Old Testament from the New Testament cards before playing the graduate game and use only one set at a time.

**NAMES OF CHARACTERS MENTIONED IN
THE OLD TESTAMENT GAME OF
FACTS, PLACES, AND EVENTS**

	Card No.
Aaron	24
Abraham2, 6, 11,	29
Ahasuerus	30
Artaxerxes	30
 Balaam	 23
Barak18,	26
Belshazzar	1
Boaz	4
 Caleb	 11
Cyrus	22
 Daniel	 1
David4, 5, 11, 15, 31,	32
Deborah18,	25
 Eli	 29
Eliezer	5
Elijah2, 18, 19,	24
Elisha8, 14, 19,	26
Elisha's servant	8

	Card No.
Esau	12
Esther	30
Gideon	21, 25
Goliath	32
Haman	30
Hiram	16, 31
Isaac	2, 11
Jacob	3, 11, 12, 28
Jeroboam	3, 6
Jezebel	2, 24
Jonah	16
Jonathan	21
Joseph	8, 9, 28
Joshua	14, 20, 27, 28
Josiah	25
Leah	11
Lot	6
Moses	9, 23, 24
Naaman	5, 17
Nahash	13
Naomi	4

	Card No.
Nebuchadnezzar	15
Nehemiah	30
Omri	26
Rahab	14
Rebekah	11
Rehoboam	28
Ruth	4
Samson	10
Samuel	29
Sarah	11
Saul	13, 21, 25
Shemer	26
Shunammite woman	19
Sisera	18, 25
Solomon	15, 31

NAMES OF CHARACTERS MENTIONED IN NEW TESTAMENT GAME

Andrew	4
Aquila	10
Barnabas	1, 15
Bartimæus	17

	Card No.
Nathanael	8
Nobleman's Son.....	8
Paul (Saul of Tarsus) ...	1, 5, 10, 11, 14, 15, 16, 29, 30
Peter	4, 5, 6, 19, 20, 31
Philip	4, 5, 31
Priscilla	10
Publius	16
Rich young ruler.....	28
Sergius Paulus.....	15
Silas	29
Simon the Tanner.....	20
Stephen	19
Widow's son.....	26
Wise men.....	3
Zacchæus	17

	Card No.
Cornelius	5
Deaf Man	13
Dorcas	20
Epileptic Boy	24
Herod the Great.....	3, 18, 22, 31
Herod Antipas	22
Herod Agrippa I	19
Jesus.....	2, 3, 4, 6, 7, 8, 9, 13, 17, 18, 21, 23, 24, 25, 26, 27, 28, 32
Jairus' daughter.....	9
James	19
John the Baptist.....	21, 22
John	31
Judas Iscariot.....	25
Lazarus	2, 28
Lydia	29
Martha	2, 28
Mary (Mother of Jesus).....	27
Mary (sister of Lazarus).....	2, 28
Matthew	9

Cities, Mountains, Plains, Rivers, and Seas Mentioned in This Game

Card	Card
N.T. 1—Antioch in Syria.	O.T. 7; N.T. 12— Dead Sea.
O.T. 1—Babylon.	N.T. 13—Decapolia.
O.T. 2—Beersheba.	O.T. 8—Dothan.
N.T. 2—Bethany.	O.T. 9—Egypt.
O.T. 3—Bethel.	N.T. 14—Ephesus.
O.T. 4; N.T. 3— Bethlehem.	O.T. 10—Gaza.
N.T. 4—Bethsaida.	O.T. 11—Hebron.
N.T. 5—Cæsarea.	N.T. 15—Island of Cyprus.
N.T. 6—Cæsarea-Philippi.	N.T. 16—Island of Melita.
N.T. 7—Calvary.	O.T. 12—Jabbok.
N.T. 8—Cana.	O.T. 13—Jabesh-Gilead.
N.T. 9—Capernaum.	O.T. 14; N.T. 17— Jericho.
N.T. 10—Corinth.	O.T. 15; N.T. 18 & 19— Jerusalem.
O.T. 5; N.T. 11— Damascus.	O.T. 16; N.T. 20— Joppa.
O.T. 6—Dan.	

Card

O.T. 17; N.T. 21—
Jordan River.

O.T. 18—Kishon River.

N.T. 22—Machærus.

N.T. 23—Mount of
Beatitudes.

O.T. 19—Mount Carmel.

O.T. 20—Mount Ebal.

O.T. 20—Mount Gerizim.

O.T. 21—Mount Gilboa.

N.T. 24—Mount Hermon.

O.T. 22—Mount Lebanon.

O.T. 23—Mount Nebo.

N.T. 25—Mount of Olives.

O.T. 24—Mount Sinai.

Card

N.T. 26—Nain.

N.T. 27—Nazareth.

N.T. 28—Peræa.

N.T. 29—Philippi.

O.T. 25—Plain of Esdraelon.

N.T. 30—Rome.

O.T. 26; N.T. 31—
Samaria.

N.T. 32—Sea of Galilee.

O.T. 27—Sea of Merom.

O.T. 28—Shechem.

O.T. 29—Shiloh.

O.T. 30—Shushan.

O.T. 31—Tyre.

O.T. 32—Vale of Elah.