

DIRECTIONS FOR PLAYING The Game of Old Testament Books

1. There are forty cards in the game. These cards are arranged to form seven books of four cards each, and two Prize Books of six cards each. Each book relates to an Old Testament book or group of books, and points out some characteristic chapters. All the cards of one book bear the same Picture and Book Number. The cards relating to Genesis are numbered "Book 1, Card 1," "Book 1, Card 2," etc.; those relating to the Pentateuch are "Book 2, Card 1," etc.

2. Three games may be played with these cards—the Number Game, the What Game and the Where Game. All are modifications of the well-known game of Authors, and, as explained below, require different degrees of knowledge and skill. It will be well for any company taking up the cards for the first time to play first the Number Game and become familiar with the cards, and then take up the What and Where games.

3. Three or more persons are needed to play a game. Each ordinary book counts five to the player who makes it; the Prize Books 1 and 4 count ten each. Book 9, relating to the books of the Minor Prophets, is an Extra Prize Book for the What and Where games, because it requires that one repeat the list of Minor Prophets. This also counts ten.

THE NUMBER GAME.

Children just able to read can play this game. It requires only ability to read the designating numbers on the cards. The name of the card printed in bold type at the top should also be given by such as are able to read it.

1. Shuffle the cards well and deal five to each player, placing the remainder in a pile in the center of the table, to be called the Library. Let each player look over his cards, and sort them by placing together two or more of any given book which he may hold.

2. The person seated at the left of the dealer begins the game. Finding, for instance, that he holds Card 1 of Book 2, he may ask any other player to give him Book 2, Card 2. If this player holds that card, he gives it and the player continues, asking perhaps for Book 2, Card 3. If the one asked is unable to give the card asked for, the player draws a card from the Library. If this should chance to be the card asked for, he can continue playing; if not, the next player takes his turn and proceeds in the same way. One must hold at least one card of a book in order to ask for other cards of that book. As soon as one secures the four or six cards making a book, let him say, "I now have the Book of Genesis," or, "I have the Book of Later History, the Conquest" (whatever the book may be), and place this on the table in front of him. The one whose books count most wins the game.

THE WHAT GAME.

1. Deal the cards as for the Number Game. If five or more are playing, it will be best to distribute all the cards as evenly as may be, and omit the Library. One's turn then will cease whenever the person asked by him is unable to furnish the card asked for.

2. In this game the players must ask for cards, not by Number, but by Name, and by telling the "What" of the card asked for. (The numbers may be referred to if convenience requires.) Suppose one holds Card 2 of Book 4. He finds that Card 1 is referred to as "The Kingdom." He must ask for "The Kingdom," and name the Bible books relating to this, namely, "I. and II. Samuel; I. and II. Kings; I. and II. Chronicles." Desiring Book 4, Card 4, he must ask for "Solomon, the Rich and Wise Temple Builder." If one who asks for Book 4, Card 1, cannot repeat the list of the books, the holder can keep the card, and the next in order takes his turn in playing. The one whose books count most wins the game.

THE WHERE GAME.

This game is played the same as the What Game; but, in addition to telling the What of each card, the player, in order to obtain the card, must also tell Where. Thus, one asking for Card 4 of Book 1, must state that Noah, the Deluge and the Ark are told of in Genesis, chapters 6, 7, 8.

Book VII.

Card II.

Prophecy of the

INFANT SAVIOR.

A Babe Born of a Virgin.

—Isa. 7: 14; 9: 6, 7.



1. Isaiah.
3. The Suffering Savior.
4. Salvation.

Cook

