

INSTRUCTIONS FOR Bible City Games

BIBLE CITIES

Directions for Playing

I. As an "Author Game."
Shuffle. Give four cards to each player, placing remainder face down on the table.

The name of each card is at top, printed in largest type.

Player No. 1 calls for some card needed to complete his book from any other player correctly supplying the missing word in the name. (This word is omitted to help in fastening the events in the mind.) (The list of missing words is given on next page in case there is any question about the correct word to supply.)

Any player who does not correctly supply the missing word in calling or who calls for a

Compare with a real map.

Give 10 credits to one who has located nearest right; 5 credits to second nearest. Game is to get 50 credits.

V. Making a Map. One worker in order to drill upon location of places made an outline map upon a window shade, sewing small dress hooks where the cities are located, then prepared slips with names of cities upon them. Each drew an equal number of cities and in turn hung on hook where they thought they belonged, receiving a credit of 10 for each one correctly placed.

V. The References on the cards may be used for Bible Readings or "Sword" Drills—seeing who can find the reference first.

These suggestions are given in the hope that these games may be used in study as well as play.

STUDY WORK USING CARDS

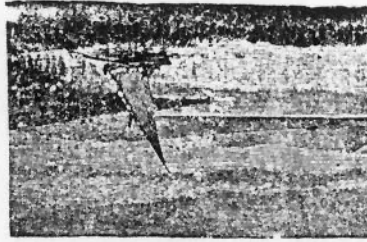
I. Spell Down.—Shuffle the cards, let one pronounce the cities as they draw a card and "spell down" in the usual manner, all misspelling a word taking their seats.

II. Note Book Work.—Each draw a card, and contest to see who can write ten facts about their city first. See who can write the best History of the City.—The most Bible Events that occurred in the City. See who can find the most places in Bible where City is mentioned, etc.

III. Jumbled Cities.—They are written on the blackboard, one by one, and the Juniors are asked to guess them and tell something about them, as
YabnethBethany
LobbyanBabylon

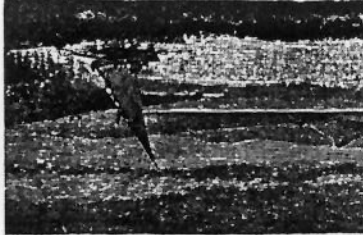
IV. Draw a large outline map of Palestine. Each draw a card and locate the city drawn upon the outline map.

The Sea of Galilee or Lake Gennesaret.
Matt. 14:34. Mark 6:53. Lk. 5:1. John 6:1.
Galilee, sometimes called Sea of Galilee, where Jesus calls his first disciples at
John 6:1.
(33).
Jesus calls his first disciples at
Matt. 4:18. Mk. 1:16. Lk. 5:1-11. (34).
Galilee, where (35) first taught. Luke 4:14-44.
The Sea of Galilee, or Lake (36). Matt. 14:34. Mark 6:53. Lk. 5:1. (37).
Galilee, sometimes called Sea of Galilee, where Jesus first taught. Luke 4:14-44.



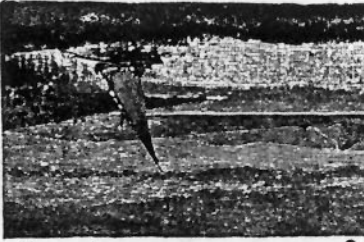
9 Galilee A

The Sea of Galilee
Galilee, sometimes called Sea of Tiberias.
John 6:1.
Jesus calls his first disciples at Galilee, where (35) first taught. Luke 4:14-44.
The Sea of Galilee, or Lake (36). Matt. 14:34. Mark 6:53. Lk. 5:1. (37).
Galilee, sometimes called Sea of Galilee, where Jesus first taught. Luke 4:14-44.

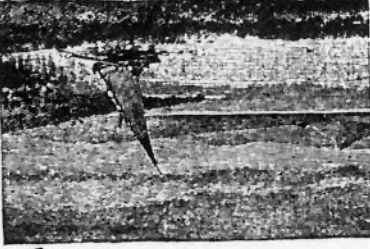


9 Galilee B

The Sea of Galilee
Jesus calls his first disciples at Galilee.
Matt. 4:18. Mk. 1:16. Lk. 5:1-11. (38).
Galilee, where (35) first taught. Luke 4:14-44.
The Sea of Galilee, or Lake (36). Matt. 14:34. Mark 6:53. Lk. 5:1. (39).
Galilee, sometimes called Sea of Galilee, where Jesus first taught. Luke 4:14-44.



9 Galilee C



9 Galilee D

The Sea of Galilee
Galilee, where Jesus first taught. Luke 4:14-44.
The Sea of Galilee, or Lake (36). Matt. 14:34. Mark 6:53. Lk. 5:1. (37).
Galilee, sometimes called Sea of Galilee, where Jesus first taught. Luke 4:14-44. (38).
John 6:1. Jesus calls his first disciples at

card he already has, forfeits his card to the person he asked it of.

Each player continues to call as long as he receives the cards asked for. Failing he draws a card from the surplus pile. Should the card drawn happen to be the one asked for, player can continue to play. Four cards of same city make a book. Game is to get largest number of books.

List of Omitted Words:

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|--------------|------------------|
| 1. Palestine | 14. Indifference |
| 2. Vision | 15. Temple |
| 3. Fled | 16. Temple |
| 4. Jaffa | 17. Jerusalem |
| 5. David | 18. Calvary |
| 6. Christ | 19. Revelation |
| 7. Song | 20. Temple |
| 8. Judea | 21. Despised |
| 9. Bible | 22. Carpenter's |
| 10. Defense | 23. Nazareth |
| 11. God | 24. Boyhood |
| 12. David | 25. Nobleman's |
| 13. Entry | 26. Destruction |

- | | |
|-------------|-----------------|
| 27. Ruin | 32. Martha |
| 28. Home | 33. Tiberias |
| 29. Dead | 34. Galilee |
| 30. Jesus. | 35. Jesus |
| 31. Bethany | 36. Gennessaret |

II. Simple "Authors." Especially good for younger children.

Play as above, only instead of calling for cards as above, ask, "Have you any Bethlehem cards?" etc., and the one asked of must give all of that name they have. Player must have one card at least of the kind called for.

III. Preparation.

For the little folks who cannot read at all. Shuffle. Place the cards face downward on table. No. 1 draws card, shows the picture, and if No. 2 guesses what city it is, he gets the card. Failing, No. 3 tries and so on around. All failing, No. 1 keeps the card, and No. 2 draws a card and plays in like manner, until

all have been drawn. This game soon prepares even the tiny tots for the Author Game above.

IV. Reversible.—Place the cards face downward on the table. Player No. 1 draws a card, and announces the name of the city, and if player No. 2 can tell one fact about the city which is mentioned on the card, he gets it. Failing, No. 3 tries and so on around. All failing, No. 1 keeps it. When another card of the same name is drawn a different fact must be mentioned.

V. Courtesy.—In any of the preceding games, with the agreement that each player who receives a card from another must respond at once "Thank You," or forfeit the card giving it to the player from whom he received it.