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EVE.

Created 4004 B. C.

WHO was the first woman, and the mother of all living? Gen. 1.1, 20.

WHAT woman was named by her husband? Gen. 111, 20.

WHO persuaded Adam to eat of the fruit of the "Tree of Knowledge"? Gen. 111, 6.

WHAT woman sewed fig leaves together to make aprons? Gen. 111, 7.

To whom did the serpent say: "Your eyes shall be opened, and ye shall be as gods, knowing good and evil"? Gen. 111, 5.

WHO was the first person to receive a sentence of punishment? Gen. 111, 13.

WHO was the mother of Seth, the ancestor of a line of godly patriarchs? Gen. 1V, 25.



See Tried
Rules for Bible Characters Game

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See
1. Any number of persons may take part in this game. To determine who shall distribute the cards, let each one draw a card for the highest number. Distribute one card at a time from right to left until each has three cards. Place the remainder face downward on the table as a reserve. The answer to each question is the name at the top of that card. The player at the left of the distributor is entitled to begin. We will call the first player A. He asks B at his left hand any question from any card in his hand. If B answers it he takes the card and turns it face down on the table to begin a pile. If B does not answer the question it goes around the circle to the left, until it is answered, or all have had a chance. The one who answers it gets the card. No one can try more than once, and the person who asks the question must not answer it, even if nobody else does. If the question is not answered, A places the card on the table to begin an "Ignorance Pile" and draws another card from the reserve. (If the players are beginners they may ask more than one question from the card before placing it on the "Ignorance Pile.") B then takes his turn at asking. Now B asks C any question in his hand. C asks D the third question, and each takes his turn at asking, whoever answers the questions. When any player has asked a question, and given up the card to the one who answered it, he must draw another from the top of the reserve, so that each player holds three cards all the time. When a player has won ten cards he has won the game. But if the number of players is large a less number of cards may be agreed on.

2. This game may be played in partnership by any even number of players. The partners sit opposite each other and count their cards together.

3. An easy game for young players may be made by selecting the more familiar cards.

4. In a large company, or at school, a nice way is to choose sides, as at a spelling match. Let one be appointed questioner. He selects two leaders who choose the players alternately. They take their places on two sides, as they are called. The questioner mixes the cards and places them on a table with the faces downward. He then picks up the top card and asks one of the leaders a question. If he does not answer it, the question goes from one side to the other until it is answered. The questioner then takes the next card and asks the next player a question. The game may be continued until all the cards are played out. The side holding the most cards wins, and the person who holds the greatest number is entitled to the honors of the game. Instead of passing cards to the winner, one may keep tally if preferred.

5. A spirit of generous rivalry may be aroused by conducting the game as in spelling down in a spelling class.

6. A very informal way to use the cards in a general company is to select a leader who stands while the company sits in a circle. The leader reads questions rapidly, and the first person who gives the answer correctly gets the card. A page should hand the cards to those who answer. When the game is over all count their cards.

7. No player must feel embarrassed when he must say, "I do not know." The object of the game is to learn something as well as to find entertainment.

SUGGESTIONS FOR USE OF BIBLE CHARACTER CARDS

This set contains 100 cards with names of Bible characters most of whom were faithful examples for us. Since there are ten clues for each name, some faithful Bible characters are not included because of limited Bible references to them.

Our source of information has been the New World Translation of the Holy Scriptures, a modern-speech Bible. For the most part we have used its wording, footnotes, and superscriptions.

The more difficult of the ten clues is generally given first, proceeding to the easier clues last. After using the cards a few times participants may become familiar with the clues so any clue could be read first depending on circumstances. For children or newer students of the Bible one could start from the bottom or elsewhere in the listing. When interesting points are raised in your mind or in group discussion, why not look up the scriptures and read details of the account to increase your knowledge of the event or person.

In some cases you may find a clue that fits more than one person and credit should be given to anyone answering correctly from the clue although it is not the character named at the top of the card. However, we have tried to keep this to a minimum and most clues fit only that character.

We recommend that in no way should participants promote the spirit of competition by the manner in which these cards are used. Therefore, we offer the following helpful suggestions:

ONE PERSON: Cover the name at the top of the card and read the ten clues given for that character. Try to guess who fits the clues. The ones you guess right put on a pile to the right; the ones guessed wrong put on a pile to the left. After you have gone through the whole set, pick up the pile on the left and go through these cards again until you have guessed all 100 Bible characters. Read the scripture references when possible.

TWO PERSONS: One person can read the clues, the other person can guess the character. No score is kept on how many are guessed right or wrong. The ones guessed right put on a separate pile. If all ten clues are given and your partner still cannot guess the character, the answer is given and the card is put at the bottom of the unused pile. Maybe he will guess the character the second time around. Then positions can be switched and the one reading the clues now becomes the one to guess the characters.

Another suggestion is to split the deck in half and two persons alternate in giving clues and trying to guess the character. When the character is guessed right, the card is put on a completed pile. If all ten clues are given and a partner does not guess the character, put this card on another pile. After you have gone through the set, shuffle the unguessed cards, divide them in half and start again until all 100 Bible characters are named.

GROUP: One person is selected to read the clues; the others take turns guessing the characters. The first clue is read and the person on the left is given the opportunity to guess who it is. If he guesses the Bible character, that card is put on a completed pile, and the next card is read to the next person, proceeding around the room. If he cannot name the Bible character, place that card on the bottom of the unused pile. When all 100 Bible characters have been named, the game is through.

Another group suggestion is to divide the cards up according to the number of persons present and everyone takes turns giving clues, proceeding according to the above suggestion for groups.

A Bible should be handy to look up the references at the end of each clue, if desired. The Bible reference at the end of each clue could also be included when reading that clue to the person guessing to help him name the Bible character. This is especially helpful when the clue includes a scripture quotation.

The key to keeping the game from becoming competitive is not to keep score on who guesses the most characters, but put the correctly-named cards of all participants on a used pile until you have gone through all 100 cards, also to proceed to a new card when the previous person failed to guess the Bible character. This card set is provided for educational and entertaining purposes only, not to give reason for anyone to exalt in his superior Bible knowledge. Remember always that the objective is to learn what God either approved or disapproved of in the lives of these persons, then be determined to copy their good qualities and avoid their bad ones. There is little advantage to knowing answers to the clues if one does not put forth effort to live in a manner that would win God's approval. See Romans 15:4 and 1 Corinthians 10:11.

We sincerely hope this card set will provide you with something uplifting to do during periods of relaxation.