

## THE PLAYING DIRECTIONS FOR BIBLE TRAV-E-LOG

THE GAME OF TRAV-E-LOG may be played by two, three, or four persons who engage in a friendly contest.

To play the game, be seated around the TRAV-E-LOG CHART and see that the perforated sheets of QUIZ-SLIPS are torn apart and placed in a stack, question side up, in the center of the group.

Each player then selects a colored PAWN. Starting the pawns in motion at "THE BEGINNING" on the TRAIL of the chart, the idea of the game is to see whose pawn is first to reach "JOURNEY'S END."





Everything is now ready to enter an exciting contest which will afford hours of pleasant entertainment and a wealth of Bible knowledge.

Any one of the players begins the game by placing his pawn on the WHITE DOT at "THE BEGINNING." He then draws a QUIZ-SLIP from the stack and reads the question aloud. One minute per question allotted.

If the question is answered correctly the player turns the SLIP over, reads the answer, and adds one point to the number found there. The pawn is moved forward that many arrow points on the trail.

If the player cannot answer his question correctly, he moves only the number indicated. This rule rewards the Bible student, but permits the uninformed to enjoy the game. You learn as you play.

When a pawn stops on an ARROW POINT containing a letter or number, its directions must be obeyed. The code letters and numbers are as follows:

 always means to draw again,  to lose one turn. A  would allow one forward move, a  back three.

Players in turn proceed in like manner toward the goal. A pawn stopping on an occupied arrow is moved ahead one point. The first to reach the white dot at "JOURNEY'S END," by exact count, is the winner of the game.

On the last move if a "1" is needed to go out, the answering of the questions may be omitted in order to draw a "1" and thus complete the game by exact count.