



# Instructions

## the basics

### 1.) Be adventurous.

Learn as you go. Leaders do not need to know everything before using this material. The lists and booklet provide help and answers on the fly.

### 2.) Be flexible.

Choose appropriate games and form teams to help beginners. More difficult cards can be removed and rules changed to fit the group. Used wisely, this material is great for young and old, beginners and advanced students alike.

### 3.) Be educational.

Leaders should focus on teaching about the Bible characters as the games are played and points are scored. Games should be fun *and* educational.

There is an additional optional file available for a larger deck of cards for leaders to hold and use in teaching.

### 4.) Be evangelistic.

The data and cards show that the Lord Jesus is #1 by a huge margin. Why this is so should be taught and stressed in all studies and games.

## Various Games

### 1.) Slap the Card

The cards are placed face up on the table, and the leader speaks about the characters. Then the leader calls out a name or a subset of characters. (Examples: 'Sarah' or 'in Genesis') The first player to slap an appropriate card may claim it. He or she may be required to say something about the character.

### 2.) Top Card

Participants each turn over one card or receive one card from the leader. The player who has the highest ranking card wins all the cards in that round. Option: the winner may be required to say something about the character on each of the other cards in order to claim it. The leader should be prepared to comment on why particular characters are highly ranked or otherwise.

### 3.) Good / Bad Game

Participants take turns turning over a card. If the card is for a character who is generally considered a good person, the player keeps that card for one point. If the card is for a character who is usually thought of as bad, that card is rejected and removed. Usually the character is good in some ways but bad in others. This should be discussed, and a decision on the use of the card made by the group. The card for the Lord and the blank (wild) cards are worth three points each.

### 4.) Who are you?

The goal is to guess who a chosen Bible character is by asking as few (yes & no) questions as possible. Various categories are shown on the lists. (Sample questions: 'Are you a New Testament person?' 'Are you very bad?') This game can be played with a large group, if there are enough lists to go around.

### 5.) Who came first?

Two or more cards are selected and participants are required to put the Bible characters in chronological order in order to keep the cards. The leader may choose to select several well-known characters to be studied, thus keeping the game simple for beginners. This is a great 'review' game.

### 6.) Linking Game

Participants turn over one or two cards and try to link the cards in some way in order to claim them. For instance, if two members of a particular family are turned over at the same time, the link is easy to see. Logical links may also be made. (Example: 'Jeremiah and Elijah were both prophets.' Unlinked cards remain in place, face up on the table.

### 7.) Group-Them Game

Participants try to group as many Bible characters (cards) as possible. For instance, they might form groups of prophets, kings, Gentiles, etc. Usually this is a team game. Teams can take turns or compete at the same time. (Don't bend the cards!) The teams should explain the groupings. The leader should be prepared to comment on things, such as the large number of kings.

### 8.) What's my rank?

Participants guess what the ranking of a particular Bible character is. The answer is considered correct if it is within 5 of the ranking shown on the card. If the answer is exactly right, the player gets another turn. Leaders should comment on each Bible character as the game is played.

### Bonus Matching Games *(using two decks of cards)*

Select a limited number of cards, eliminating some of the more difficult ones. Make sure there is a matching card for each card used.

#### 9.) Table-Top Matching Game

Place all selected cards face down. Players take turns turning over two or more cards looking for a match. Discuss the characters as the game is being played.

#### 10.) Large-group (walk-around) Matching Game

Each participant is given a card and tries to find the other person in the group with the matching card by introducing herself or himself – as the character! – to others until the match is found.