Instructions

Preparing the Game:

Print and cut out the cards you wish to use. A set of cards in color and a set of black and white cards are both included. Students can color the black and white set to make their own set of cards if they wish. There are 66 sets of cards and 6 wild cards. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. You can use all 66 sets of cards to play or choose to use fewer sets if you want a shorter game, such as just the Old Testament or just the New Testament.

Playing the Game:

Shuffle or mix the cards together well that are being used. Put the cards in a pile in the center of the table. Each player, starting with the youngest and moving clockwise, draws a card from the pile until each player has four cards. This is the starting hand for each player. The object of the game is to get as many sets of cards as possible. Each set has four cards that each include a fact about one of the books of the Bible. After the players have drawn their cards, they organize them in their hand without showing them to anyone. For example, if a player has the following cards: "Genesis," "Psalms," "John," and "Genesis," they should put the two Genesis cards side by side in their hand to see what they still need to make a set of Genesis cards.

The first player draws two cards from the pile of cards in the center of the table. They decide if these cards will help them make a set of cards. The player takes one card from their hand (either one they already had or one of the cards they have just drawn) and mixes it back into the pile of cards on the table. Whenever a player has a full set of four cards, they should play the set instead of discarding one. Play continues until all the cards have been drawn. After the final card is drawn, anyone holding a complete set that has not been played (such as one that can be made complete with a wild card), should play the set. The player with the most complete sets at the end of the game wins.

Using the Wild Card:

There are 6 wild cards. Each wild card can replace one, and only one, of the cards in a set. For example, if someone has three of the Genesis cards and draws a wild card, they can use this to replace the one card in the set they are missing. A player can use as many wild cards as they like, but they can only use one wild card per set.

Genesis	Genesis	Genesis
Author: Moses	Date Written: c. 1500 B.C.	Section of the Bible: Pentateuch
Genesis	Exodus	Frequencies Exodus
Original Audience: Israelites	Author: Moses	Date Written: c. 1500 B.C.
Exodus	Exodus	Leviticus
Section of the Bible: Pentateuch	Original Audience: Israelites	Author: Moses

Leviticus	Leviticus	Leviticus
Date Written: c. 1500-1450 B.C.	Section of the Bible: Pentateuch	Original Audience: Israelites
Numbers Author: Moses	Numbers Date Written:	ViewNumbersSection of the Bible:
Author: Moses	c. 1500-1450 B.C.	Pentateuch
Numbers	Deuteronomy	Deuteronomy
Original Audience: Israelites	Author: Moses	Date Written: c. 1450-1405 B.C.

Deuteronomy	Deuteronomy	Joshua
Section of the Bible: Pentateuch	Original Audience: Israelites entering Canaan	Author: Joshua
Joshua	Joshua	Joshua
Date Written: 1400-1350 B.C.	Section of the Bible: Books of History	Original Audience: Israelites after the conquest
Judges	Judges	Judges
Author: Samuel	Date Written: 1050-1043 B.C.	Section of the Bible: Books of History





