

# DIRECTIONS FOR PLAYING

## The Game of Bible Occupations

There are forty cards in this game. These form ten books of four cards each. Each book relates to some occupation engaged in by people of early times, and gives four items about this occupation or persons who followed it that are mentioned in the Bible. For the convenience of players, the cards are numbered. Book 1, on Sheep-raising, is made up of Cards 1, 2, 3, 4. Book 2 is on Fishing, etc.

Three games can be played with these cards—The Apprentice Game, the Master Game and the Expert Game. It will be best for any company taking up the cards for the first time to play the Apprentice Game. After running through the cards once or twice, they will be able to take up the Master Game, and, later, the Expert Game. Any number of players may play these games. The person obtaining the largest number of cards wins.

### THE APPRENTICE GAME.

1. Shuffle the cards well and deal them. Distribute all the cards as evenly as may be among the players, placing them on the table face downward. Each player, without turning the cards, will place them in a pile before him.

2. The player next to the dealer, call A, begins the game. Taking a card from his pile, he looks at it, then, turning to the player at his left (B), reads the first line on the card in the form of a question. For example, if he holds Card 1 of Book 1, he will ask B to name the occupation which was followed by Noah after the Flood. If B in answer is able to give the title of the card (Vine-dressing), he wins the card and places it as the beginning of his winning pack on the table before him. Then B plays. He takes a card from his drawing pile, and proceeds as A did.

3. If B is unable to answer the question, it must be passed on to C, D, E in turn, the card being won by the first one who can answer it. If none of the company are able to name the occupation referred to by the item, A tells what it is, and then replaces the card in his drawing pile, from which it will come out again during the course of the game, hence each player will make effort to remember it. A then draws another card from his pile and proceeds as before.

### THE MASTER GAME.

1. Shuffle, distribute and place the cards as for the Apprentice Game.

2. A draws a card from his pile, and, naming its title, asks B to mention one item about it. Supposing that the card he drew belonged to Book 2, he would ask B to give an item about Fishing. If B can mention any of the four items given on the card, it is awarded to him. All the players should take note of the item given; and, when another card on Fishing comes up, should try to give an item other than the one by which B won his card.

3. If the player first asked is unable to give any item named on the card, other players in turn have a chance to give one and win the card. If all fail, the holder, before replacing the card in his drawing pile, should read aloud all the items on the card. The players, giving careful attention, will be able to recollect at least one of them and thus win the next card on that occupation, when it again comes up.

### THE EXPERT GAME.

1. This game is to be played in the same manner as the Master Game, but the person mentioning an item must, in addition, tell something about the item which he learns from the Scripture passage indicated with it. For example, one who states that Sheep-raising is "pictured in our sweetest Psalm," will add, "The Lord is my shepherd, I shall not want." Or, one giving Item 4 of that book, would state that Jesus said to Peter, "Feed my sheep, my lambs."

### SOLITAIRE.

One person may play any of the above games with pleasure and profit. Let him use a blank card to cover the title of the card for the Apprentice Game, or to cover the items on the card if playing the other games. Let him ask himself the questions, and win the cards by answering, or lose them by failing to do so.

BIBLE GAME, BIBLE OCCUPATIONS; DAVID C. COOK, ELGIN, ILL. Publishing Co.