

3

**A**

1. Bible People.  
A—One of the disciples.  
(Andrew), Matt. 4:18.
2. Bible Places.  
A—Mountain on which the ark rested after the Flood.  
(Mt. Ararat), Gen. 8:4.
3. Noah's Ark.  
A—Adder. Prov. 23:32.
4. Repeat God's promise to hear and answer prayer in *1 John 5:14, 15.*
5. "And this is the confidence that we have in Him, that, if *Him will*, He heareth us. And if we know that He heareth us, whatsoever we ask, we know that we have the petitions that we desired of Him." *1 Jno. 15:7.*
6. *Jno. 15:7. Jno. 14:13, 14.*

10. *Noah's Ark.* (See paragraph 3.)—Cards face down on table. No. 1 draws a card giving the letter and name of animal upon it, as L, Lamb. No. 2 must name an animal beginning with same letter as lion, and so on around the last player to name an animal beginning with that letter winning the card. All animals and birds that cannot live in water are assumed to have been in the "Ark".

11. *Bible Books.*—Played as above only must give name of Bible Book beginning with the letter. In case there is no Book beginning with the letter drawn the player drawing the card is allowed to keep it.

**BIBLE PROMISES**

(Explanation.—Game No. 2 or Bible Promises has been added to this game, hoping the

cards may be used in study as well as play.)

12. Play as Game 1 only asking Question No. 4 on card. The answer to be the verse in paragraph No. 5.

To study the promises, the verses can be separated into two parts—God's Promise, and the conditions we must fulfill to claim the promise. (The condition is printed in italics.)

Other "Profitable Play" Bible Games are:

- No. 1. Bible Characters.
- No. 2. Bible Drills.
- No. 3. Bible Cities.
- No. 5. Bible Books.

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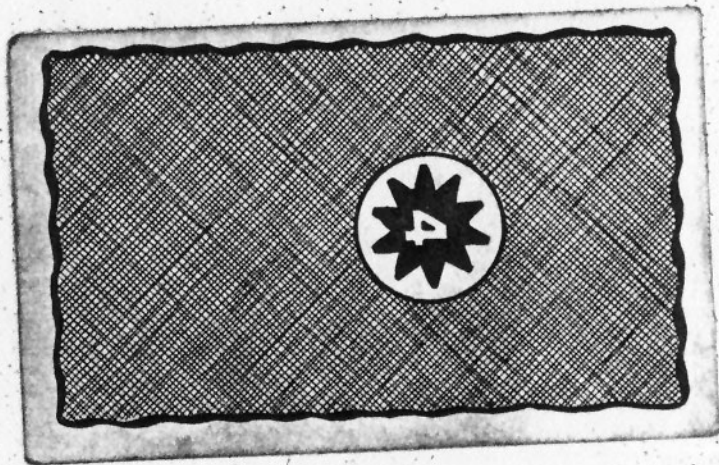
**INSTRUCTIONS FOR  
Game Number 4  
BIBLE ABC'S**

*Game 1.—Alphabetical People.*  
(Using No. 1 on cards)

Shuffle cards and put face downward on table. Player No. 1 draws a card and asks Question 1 "who was S—The Wise King?" or whatever the letter and question on card drawn, of the next player. If he answers correctly he wins the card. If not the card is placed under the pile to be drawn again later and No. 2 draws and plays. The one guessing the greatest number of cards being winner.

2. *Alphabetical Places* — is played as above only using Question 2 on card.

3. Little folks who cannot



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read enough to play the question games can play by shuffling and placing cards face downward on table. No. 1 draws a card, and if No. 1 knows the letter at top of card he keeps it, if not he must put it back at bottom of pile, and No. 2 plays, and so on until all the cards are drawn, or the same game can be played with the numbers at top of cards. Even the "tiny tots" will soon master these games.

4. **A. B. C.'s.**—Shuffle, give each player four cards. Place remainder face downward on table. Whoever has A card may play first, putting it at head of table. No one having it the one having Z card has next chance placing it at foot of table and may continue to play as long as they can place cards in order as B after A or Y before Z. Where there are two or more

cards of same letter the second letter is played on first. When a player has played as long as he can, he draws a card and if letter drawn enables him to play, he may continue as long as he can play, then draws again. When a player has no letters that will play he says "pass" and draws. The winner is the one that plays out all his cards first.

5. **Numbers.**—Same as game 2, but using numbers at top of cards.

6. **A. B. C. Books.**—Shuffle, give each player four cards, placing remainder face downward on table. Any two cards in order as A and B, or B and C, make a book. Play as in Authors asking for any letter just before or just after any letter you hold in your hand. Call from any player you

choose, etc. Game is to get the largest numbers of books. The same game can be played calling 3 or even 4 cards in order a book. These games will not play out even, but there will always be a few left which are not counted.

7. **Number Books.**—Same as game 4, using numbers at top of cards.

8. **Bible Books.**—(Each player using a Bible or list of Abbreviations of Bible Books.) Give each an equal number of the cards, and see who can make the most Bible Book Abbreviations from the letters on their cards.

9. **Reversed.**—Play as directed in game 1, except that the player announces answer on card as Adam or Antioch, and No. 2 must tell what the card says about the person or place.