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KEY CARD FOR GUESSING GAME

List of Answers

1.	Adam	18.	David.
2.	Seth.	19.	Jonathan.
3.	Noah.	20.	Solomon.
4.	Abraham.	21.	Elijah.
5.	Isaac.	22.	Elisha.
6.	Jacob.	23.	Josiah.
7.	Joseph.	24.	Esther.
8.	Moses.	25.	Isaiah.
9.	Aaron.	26.	Jeremiah.
10.	Joshua.	27.	Daniel.
11.	Deborah.	28.	Nehemiah.
12.	Gideon.	29.	John,
13.	Samson.		the Baptist
14.	Samuel.	30.	John.
15.	Ruth.	31.	Peter.
16.	Job.	32.	Andrew.
17.	Saul.	33.	Paul.

Profitable Play

Game No. 1

BIBLE CHARACTERS

A popular form of Bible Study for the home, and profitable entertainment for social gatherings for old and young.

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PROFITABLE PLAY

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4   Jerusalem   A

Bethany—Olivet—Jerusalem

Jesus presented in the Temple.
Luke 2:22-39.   Lev. 12.

Jesus and the Doctors in the (16).   Luke 2:42-50.

Jesus' Triumphal (13).
Zech. 9:9.   Mark 11:8-12.

Jesus Lamenting over Jerusalem's (14).
Matt. 23:37.   Luke 19:41.

"Profitable Play"

GAME NO. 3

BIBLE CITIES

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players are all seated, then see which side has won most cards.

Game 8. Reversed. (To be played after all are quite familiar with cards.)

Place cards face down on table. No. 1 draws and announces the name of the Character as "Aaron," and No. 2 must tell one or all (as agreed upon) of the facts mentioned on the card about him.

Game 9. Cut answers off cards. Place cards and the answers face down on table. See who can match most cards and answers correctly.

"Bible Characters" is but one of the "Profitable Play Series." Bible Cities; A, B, C's; Bible Books, Commandments, and Bible Drills, are equally instructive.

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INSTRUCTION LEAFLET
FOR BIBLE CHARACTERS

Game 1. "Rapidity."—Place cards face downward on table. No. 1 draws a card, and asks any question on it of No. 2. If No. 2 answers correctly, he wins the card and draws, asking any question on his card of No. 3, etc.

When answers are not correct, the card is placed face down, under the pile of cards. While game is unfamiliar the holder of card can give the correct answer, before placing it under main pile of cards.

Game 2. Catechise. (Good plan where teacher or parents play.)

Teacher or any chosen person holds all the cards. Ask any question on top card of each person in turn. A correct answer wins the card. In case of an incorrect answer the

question is passed along until all have had a chance. All failing, the other questions on card are asked until a correct answer is given.

Or if preferred, cards to which incorrect answers are given may be placed on bottom of pack, to be played from later.

Game 3. Guessing Game. (Fine for social gatherings of either old or young.) Cut answers from bottom of cards. Place cards about the room. Give each person a pencil and a paper numbered 1 to 33. See who can find all the cards and answers first, or who can get the most correct answers in a given period of time.

Game 4. "Charades." Choose sides. Leader of each side in turn acts some events mentioned on their drawn card.

Other side to guess the character and event represented.

Game 5. Courtesy. In any game where cards are won,

each player as he receives a card must respond. "Thank you" or he forfeits the card, returning it to the player from whom he received it.

Game 6. Character Nouns. Draw a card and contest to make longest list of nouns, suggestive of event in the life of the character.

Example—Character, Joseph, Nouns—Coat, dream, brothers, pit, prison, slave, ruler, etc.

Game 7. Spelldown. Two leaders choose sides. Divide cards equally between leaders. Each leader in turn asks the hardest question on the top card of opposite side beginning at player next to leader.

If player answers correctly, he wins the card, and leader must continue to ask questions of that side until some one fails then the player who failed must sit down. Their leader asks questions of opposite side. Play until cards are all given out or