BIBLEWAYS

All players should have a copy of the game sheet, a counter (such as a button), pencil and scrap paper, a Record sheet, a Score sheet, a bible and perhaps a calculator. The aim of this game is to move around the board by following the instructions on the cards. Each player can start on any square he/she wishes. Decide at the start how long you are going to play the game.

Each player in turn picks up a card from a central pile and reads it out. Then ALL players follow its instructions. As each square (Bible Book) is visited a record should be kept by writing the corresponding number on the RECORD SHEET. If you are awarded points, write them on your POINTS SCORED SHEET.

Each square has the name of the book in the centre and its order number in the Bible at the top left. The number on the top right is the number of chapters in that book. The letter at the bottom of each square is used in some of the cards.

There are seven coloured areas covering the whole bible. The first fifteen Historical books of the Old Testament are PINK. The next five Poetical books are YELLOW (18 to 22). The last seventeen books of the Old Testament are Prophetical and are coloured PURPLE (23 to 39).

In the New Testament the five GOSPELS and ACTS are GREEN. Then there are nine letters written to churches by Paul coloured ORANGE (45 - 53), followed by four Personal books written by Paul and coloured BROWN. Finally there are nine GENERAL letters written by other writers and coloured BLUE (60-66).

The 36 cards are Level 1. You can add more cards of your own. A set of Level 2 cards can be made available if required.

RECORD SHEET OF SQUARES VISITED							

^{*} Score 5 points for every square visited.

POINTS SCORED						
*5	*SQUARES VISITED					
POINTS SCORED						
	TOTAL					

1.	2.	3.		
Go to a book with less than 10 chapters.	Move to a book with the letter at the bottom of your square in its name.	Move to one of the gospels with more than 21 chapters.		
4.	5.	6.		
If you are in the Poetry or Gospel section score 10 points.	Go to the book about a man swallowed by a great fish.	Move to the book written by a man who spent a night with lions.		
7. Move to a book with only one chapter.	8. Go to the book with this story in it.	9. Go to any book written by Paul.		
10.	11.	12.		
Move to a New Testament book NOT written by Paul.	Go to a book about a slave who ran away.	The player nearest to Revelation in book order scores 15 points.		
Go to the book that tells us about this picture.	14. How many books in the bible start with the letter in your square? Score this many points.	Go to a book written by one of the twelve disciples.		
Move to the book in your row of squares with the most chapters.	17. Go to the book that tells this storv.	18. Move to the book that tells us how the church began.		

19.	20.	21.		
If you are in the Historical section of the Old Testament score 12 points.	Move to a book written to one of Paul's friends.	Go to the square in your column with the most chapters.		
22.	23.	24.		
Go to a book about a man who built a wall.	Move to a book that has four chapters.	The player nearest to Genesis in book order scores 10 points.		
25.	26.	27.		
Add together the number of your square (book) and the number of its chapters. The player with the greatest total scores 20 points.	Move to the square in your column with the least number of chapters.	Go to the book that tells this story		
28.	29.	30.		
Go to the book about a Jewish girl who became queen.	Move to the book that tells us the story of Samson.	Go to the book that tells us, 'God so loved the world'.		
31.	32.	33.		
Find the first letter of the first word in the book you are on ? Move to a square with this letter in it.	How many words are in the first verse of the book you are on? Score this many points.	Move to the book that tells this story.		
34.	35.	36.		
Each player should read out the last verse in the book he/she is on.	For how many days did it rain during the flood in Noah's day? Go to this number square.	What Psalm number begins, ` <i>The Lord is my shepherd</i> ? Move to this number.		