

Bible Games Demonstration: Revelation Match Game

Thank you for taking an interest in “Bible Games! The New Testament”. The following is an example of a “Regular Season” game, or the second memory level in the book. We will be using Revelation as our example.

The goal in this level is to know at least one thing out of every chapter in Revelation, so you develop a simple, structural outline of the book. If you go through the Regular Season segment of my book, you will have a skeletal outline of all 260 chapters in the New Testament.

I have found that you can pair off chapters of Revelation with common themes. By playing the simple “Match Game”, you match the pairs together. In this sampler, I have given you a picture of a board you or your children can make by using a poster board. I have also given you a template of the cards you can print out. Use a thicker type of paper, or go to a office supply store and have the sheet laminated. That way you can shuffle the cards together.

In Bible Games, I encourage you to use as many pathways as you can to remember something. I teach memory tricks to help you remember. You try to make each chapter “unique”, so you won’t forget it. We’ll see how this works with Revelation.

Listed first is a basic skeletal outline of Revelation. I urge you to scan through each chapter as you follow the outline, so you can see where I found the material. It is even better to make Revelation your devotional while you are playing the game. Here is the brief outline:

- 1: Jesus is Revealed
- 2: Letters to Churches 1-4 (Ephesus, Smyrna, Pergamum, Thyatira)
- 3: Letters to Churches 5-7 (Sardis, Philadelphia, Laodicea)

- 4: In Heaven, Sea of Glass
- 5: The Lamb and the Scroll

- 6: 6 of the 7 seals opened (4 Horsemen, Martyrs, Earthquake)
- 7: 144,000 Sealed
- 8: Trumpets 1-4 (hail, mountain, star (wormwood), sun)
- 9: Trumpets 5-6 (Woes) (Locusts (Apollyon), 4 angels (horses with lion heads))

- 10: The Little Book
- 11: The II Witnesses, Temple in heaven opened.

- 12: The Woman with the 12 Stars and the Dragon
- 13: The Beasts of Sea and Land, and the Dragon

- 14: The 144,000 Redeemed, Three Angels
- 15: The Sea of Glass is Filled with Trib. Martyrs
- 16: The Vials (Bowls) of Wrath

- 17: Babylon Destroyed (Religious)
- 18: Babylon Destroyed (Economic)

- 19: Christ Returns, Marriage Supper, Great supper of God
- 20: The Two Judgments, Millennium, Satan judged,
- 21: New Heaven, new earth, New Jerusalem
- 22: Heaven, and the River of Life, Come to Jesus!

Notice that in chapters 1-3, John is on the earth. In 4, John is raptured to heaven, and remains there for the rest of the book. The last four chapters relate Christ's Return, the Judgments, and Heaven.

Looking at the Pairs with memory hints:

I saw a lot of chapter "pairs" in the book. Here is a list of them:

Chapters 1 and 19 reveal Christ: Chapter One to John before the tribulation, and 19 at the Glorious Appearing. Here is a memory hint: Jesus is the Glorious ONE who stands alone before John. In 19, the , and in the Glorious ONE brings the whole baseball team (9 players) with Him. 1+9 for 19. Playing with numbers is a good memory trick.

Chapters 2 and 3 are the letters to the churches. I simply realize that in Revelation, the first chapter is the revelation of Jesus, and the next two are his rules to the churches before they are headed for (4) heaven in chapter 4. If you want to go further with the churches, I use ESP,TSP,L as an acronym for Ephesus, Smyrna, Pergamum, Thyatira, Sardis, Philadelphia, and Laodicea.

Chapters 4 and 15 are two "sea of glass" chapters. In 4, the sea is empty. In 15, it is full of Tribulation martyrs. Here we can use a memory statement, another memory trick: "We are waiting 4 the sea to get full. It will take four 15 minute segments, or one hour to fill it up.

Chapters 5 and 10 will get you the two scrolls, one Jesus opens, and the other John eats. I picture Jesus grabbing the scroll with one "5 fingered" hand, and John using all 10 fingers to grab his scroll.

Chapters 6 and 16 open seals and vials.. Chapter 6 opens 6 seals, and 16 opens the vials or bowls of wrath. The seals begin God's judgments, and the vials finish it. One way to remember this is that in chapter 6, six seals are opened. In 16, all seven, or 1 + 6 vials are poured out. Both can make you very SICK (rhymes with six).

Chapters 7 and 14 reveal the 144,000 saints. Both are multiples of 14, and 7 is our lucky number. It would be lucky to be one of these chosen people.

Chapters 8 and 9 are six of the trumpet judgments (I think that 9 looks like a trumpet, and picture 8 as a double-belled trumpet).

Chapters 11 and 20 contain twos: II Witnesses and Two Resurrections. For 11, I picture the two prophets standing straight, next to each other, looking like 11. Use the Roman numeral "II", which looks like 11 to remind you of the two witnesses being in Chapter 11. If you read the chapter, you'll see that they are killed, then "resurrect". That will help you remember the match of Two Resurrections. Also, play with the number 2-0 in twenty. Face it, the Resurrections are the "zero hour" for mankind. since there are two, it is 2-0.

Chapters 12 and 13 represent the woman, dragon and beasts. It is easy to remember these. The woman in chapter 12 has 12 stars (tribes of Israel). And of course, it is very unlucky to be the Antichrist, which is our unlucky 13. They intermingle, as the Dragon chases the woman, and the Antichrist is the Dragon incarnate.

Chapters 17 and 18 represent the harlot Babylon. Picture 7 teen agers breaking up the religious Babylon, (maybe a idol), and adding the 8th teen to break up the economic Babylon (maybe an evil castle).

Chapters 21 and 22 are the last chapters, and tell the **Happy Ending** of the New Heaven, New Earth, and New Jerusalem. You don't need any memory trick for that. If you mix up the two, remember that the River of Life can't be there until the New Heaven and Earth are made.

Preparation:

Look at the diagram below. The top 22 numbered spaces are where you store your matches. Notice that they are separated in the outline distinctions shown at the beginning of this chapter. The middle section shows the cards face down, where you turn the cards up to match. Below that section is the Match Key, which reveals which chapters pair off. When you get better at the game, you can cover the match key so you for a greater challenge.

Make 22 cards, with *the title and chapter number on the same side*, and leave the other sides *blank*.

Playing the Game:

The object is like any memory match game. Turn over two cards. If they match, put them in the number area. If they do not, turn them over again. Continue like this until you successfully match them all.

Revelation Match

Correct Matches

1	2	3
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4	5
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6	7	8	9
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10	11
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12	13
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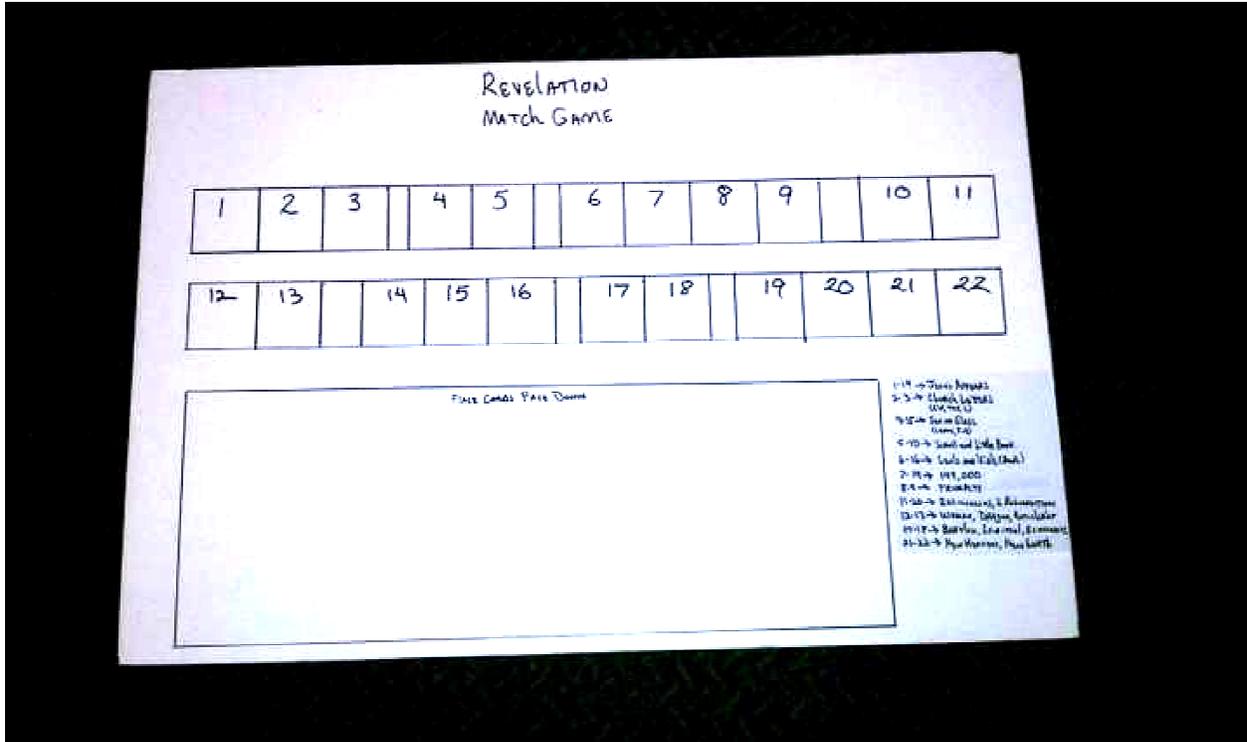
14	15	16
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17	18
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19	20	21	22
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Mixed Cards, Face Down

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|---|---|
| <p>1-19: Christ Revealed
 2-3: Church Letters
 4-15: Sea of Glass
 5-10: Scroll/Book
 6-16: Seals and Vials
 7-14: 144,000
 8-9: Trumpets
 11-20: Two Witnesses, Two Judgments
 12-13: Woman, Beast, Devil
 17-18: Babylon: Religious and Political
 21-22: New Jerusalem, New Heaven and Earth</p> | <div style="border: 1px solid black; background-color: #add8e6; padding: 5px; display: inline-block;">Match Key</div> |
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Here is a photo of the board I made. I encourage families to let their children do the board designs.

Below is the Card Template. Use a heavier stock paper so you can shuffle cards, or get the sheet laminated.

1: Christ Is Revealed	2: Church Letters 1-4	3: Church Letters 5-7	4: Empty Sea of Glass, 24 Elders, 4 Beasts	5: The Book(Scroll) Handed to The Lamb
6: Six of The Seven Seals	7: The First 144,000 Sealed	8: The Trumpets 1-4	9: The Trumpets 5-6	10: John Eats the Little Book(Scroll)
11: The Two Witnesses	12: The Woman & The Dragon	13: The Dragon & The Beasts	14: The Second 144,000 Redeemed	15: The Filled Sea of Glass
16: The Vials (Bowls) Of Wrath Poured Out	17: The Spiritual Babylon Destroyed	18: The Economic Babylon Destroyed	19: The Return of Christ	20: The Two Resurrections
21: The New Heavens, New Earth	22: Heaven and the River of Life			