

Great Adventure Kids

Bible Card Game Contents Overview

The Great Adventure Kids Bible Card Game Set contains the Standard Deck plus Expansion Deck #1. Please refer to the reference card, bookmark, and Kids Bible Timeline Chart for a detailed chronology of the 12 color-coded time periods of salvation history.

The Standard Deck (green) contains 56 cards:



- 12 Period Cards
- 12 Where in the Bible? Cards
- 12 People Cards
- 12 Event Cards
- 8 Wild Cards

Expansion Deck #1 (blue) contains 24 cards:



- 12 People Cards
- 12 Event Cards

Memory on reverse...

Great Adventure Memory Game

Players: 2 – 6

Recommended age: 3+

Goal: To collect the most matched sets of cards.

Setup: Choose two People/Event cards from each of the 12 Bible periods from either deck for a total of 24 cards. Shuffle them and then place them face down into six rows of four. Wild cards are not needed.

Advanced Play: Pull 12 Period cards or 12 “Where in the Bible?” cards, plus 12 People/Event cards. Each round, swap in a different set of cards to help players learn which periods the people and events belong to and which biblical books tell their stories.

Gameplay: The youngest player begins by turning over two cards to see if the time periods match. If they do, the child takes those two cards and takes another turn. If the time period of the cards chosen do not match, the player turns the cards face down again in their original position and the next person to the left takes his/her turn in the same way.

Winning: The game ends when all the cards have been matched. The winner is the player who has the most matched sets.

REFERENCE CARD

You may also refer to the Timeline Chart for a more expansive reference.

1. EARLY WORLD



3. EGYPT & EXODUS



5. CONQUEST & JUDGES



2. PATRIARCHS



4. DESERT WANDERINGS



6. ROYAL KINGDOM



Next Six Periods on reverse side...

**7. DIVIDED
KINGDOM**



8. EXILE



9. RETURN



**10. MACCABEAN
REVOLT**



**11. MESSIANIC
FULFILLMENT**



12. THE CHURCH



Great Adventure Crazy Eights

Players: 2 – 6

Recommended age: 6+

Goal: To be the first person to get rid of all his/her cards.

Setup: Shuffle the Standard deck of 56 including wild-cards. For more advanced play or more players add in Expansion Deck #1. Deal each player five cards. Place remaining deck in center of table with one card turned face up. Place reference card on table in case a player is not sure which cards belong to a particular time period. (The *Great Adventure Kids Bible Timeline Chart* and *Bookmark* are also helpful references.)

Gameplay: Person to left of dealer starts by seeing if any card(s) in his/her hand match the period of the upturned card or the time period immediately **before or after** the time period displayed on the upturned card. The eight wildcards can be played in order to change the time period to whichever period the player chooses if he/she does not have a card to play. If the person cannot play a card, he/she must draw from the deck and it becomes the turn of the person to the left.

Winning: The first player to plays all his/her cards first is the winner.

Go Fish on reverse side...

Bible Timeline Go Fish

Players: 2 – 6

Recommended age: 3+

Goal: To collect the most sets of four matching cards from a Bible time period.

Setup: Using the standard deck, remove the wild cards and shuffle the deck. Deal seven cards to each player and place the remaining cards in the center of the table to use as the draw pile.

Gameplay: Play goes clockwise, beginning with the youngest player. He/she asks any other player the following question: “Do you have any [name of Period] (e.g., “Patriarchs”), the [Period color] (e.g., “burgundy”) colored cards? If the player asked has any of that type of card, he/she must give them all to the player who asked for them, and the asking player gets to ask the question again of any other player. If the player asked does not have any of the cards requested, then the player whose turn it is must draw the top card from the draw pile. If that card is what the player asked for, he/she gets another turn. If not, play proceeds to the next player to the left. When a player collects a set of four cards from the same time period, he/she shows the set to the other players and places the four cards face down in front of him/her.

Winning: The game ends when a player has either no cards left in his/her hand or all the cards have been matched. The winner is the player who has the most sets of four.

Crazy Eights on reverse side...

Bible Timeline Spoons

Recommended age: 5+

Players: 3 – 12 (Use entire Standard Deck, or use the picture cards from both Standard Deck and Expansion Deck #1); for 13 – 18 players add an additional Great Adventure Kids Bible Card Set.

Goal: To collect four cards of the same Bible Time Period; or not to be the last player to grab a spoon. The final two players in the game are co-winners.

Setup: Place one spoon for each player, minus one, in center play area (e.g. if there are five players, place four spoons). Search the deck and pull a four-card set from each of the time periods for a total of 48 cards for 3-12 players. For 13-24 players use 96 cards. Shuffle the cards and deal four cards face down to each player. Place spoons within reach of all the players.

Gameplay: Players pick up their hand and look at the cards. The dealer says “go,” and all players simultaneously choose one card from their hand and pass that card to the opponent on their left and pick up the card they’ve received from the opponent on their right. A player should never have more than four cards in hand at any time.

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Winning: Play continues with cards being passed until a player collects four cards from the same time period. That player should then, as subtly as possible, take a spoon and place it in front of him/herself. When a player takes a spoon, all other players must do likewise as quickly as possible. The last player to grab a spoon is eliminated from the game. Remove one set of four cards from the deck and continue playing successive rounds until only two players remain, who are the winners.

Optional Rule: This optional rule is especially recommended for younger players who may become discouraged if eliminated too quickly. Each player has three lives (or chances). The last player to grab a spoon loses a life. When a player loses all three of his/her lives, he/she is eliminated from the game. Remove a set of four cards from the deck and play another round.

Doubt It!

Players: 2 – 10

Recommended age: 7+

Goal: To be the first player to get rid of all of his/her cards.

Setup: Using the standard deck of fifty-six cards, remove the wild cards and shuffle the deck. Deal all of the cards to the players, and have each player sort the cards in the order of the *Bible Timeline* periods.

Gameplay: Play goes clockwise beginning with the youngest player. A turn consists of discarding one or more cards face down on the pile, and calling out the period (e.g., “Early World”) and the number of cards placed. The periods must be followed sequentially, so the first player must discard Early World, the second player discards Patriarchs, the next player Egypt & Exodus, etc. After The Church has been played, begin again with Early World. Because the cards are placed face down, a player may “bluff” and include cards that do not belong to the period they are playing. For example, if it is your turn to discard Early World, you may actually discard other period cards or a mixture of period cards. If you don’t have any Early World cards, you will be forced to play some other card or cards.

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Any player who suspects that the card(s) discarded by a player do not match the period called may challenge the play by calling “Doubt It!” Then the cards played by the challenged player are exposed: If the cards played are all of the period that was called, the challenge is false, and the player who called “Doubt It” must pick up the whole discard pile, and the next player plays the next period in the Timeline. If any of the played cards is different from the called period, the challenge is successful, and the person who played the cards must pick up the whole discard pile, and the next player must play the same period that was successfully challenged.

Winning: The first player to get rid of all their cards and survive any challenge resulting from their final play wins the game.

Great Adventure Rummy

Players: 2 – 6

Recommended age: 6+

Goal: To be the first player to dispose of all the cards in his/her hand.

Setup: Shuffle the Standard and Expansion decks together, with wildcards. Deal 7 cards to each player. Leave the remaining cards face down as a draw pile, and turn the top card of the pile face up next to it as the discard pile.

Gameplay: There are three ways to get rid of cards: 1) Take a combination of cards from your hand and place it face up in front of you on the table, where it stays. Two kinds of combinations can be placed: runs (a sequence of three or more cards of different periods in chronological order; for example, Early World, Patriarchs, Egypt & Exodus) and books (three or more cards from the same period). A group or book is three or four cards of the same period. 2) A player may add a card or cards from his hand to a run or group already on the table (e.g., to the examples above a Conquest and Judges could be added to the run, or a fourth card of the same period to a book of three). Players are not permit-

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ted to rearrange the cards on the table. 3) A player must discard one card at the end of each turn. The youngest player begins. During a player's turn, he takes one card from either the top of the draw pile or the discard pile, and adds it to his/her hand. If he has a valid run(s) or book(s) in his hand, the player may lay them face up on the table in front of him. A player may add cards to runs or books previously played by his/herself or others. One card must be discarded from his/her hand and placed on top of the discard pile face up to end his/her turn. If the draw pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new draw pile, and play continues.

A player wins an individual hand either by playing or discarding all of his cards. Getting rid of your last card in one of these ways is called going out. As soon as someone goes out, the round ceases. At this point, add all the cards each player has played, and subtract that total by the cards left in his hand. This is his total for that round.

Winning: Play as many rounds as it takes for one player to reach twenty-four or more points. That player is declared the winner.