

Overview and Object of the Game

The Story of the Bible board game is a companion package to *The Story of the Bible* curriculum, an illustrated timeline from Genesis to Revelation of what God is doing in the story of the Bible. If you are new to *The Story of the Bible* curriculum, we recommend that you first get familiar with *The Story of the Bible* music video (available at music2myers.com), as the summary statements and pictures correspond to the review tiles in the game. You can also refer to the summary guide to check answers throughout the game.

The object of *The Story of the Bible* board game is primarily to reinforce memorization of *The Story of the Bible* timeline. The game is completed when the first player reaches the end of the game path.

Game Components

- 1 Story of the Bible game board
- 1 Color die
- 1 Special die
- 8 colored game pieces
- 36 Story of the Bible review cards



If you are playing the printable version, you may use small buttons as game pieces and two regular dice (each a different color). See the note for assigning moves to regular dice under the Gameplay heading.

Setup

1. Place the game board on a flat surface.
2. Shuffle the 36 review cards and place in a pile face down.
3. Each player chooses a game piece and places it near the starting square by the Creation globe.

Gameplay

1. The youngest player goes first, and play continues clockwise.
2. Movement goes from the “Creation” end of the path in the bottom left of the board toward the “New Jerusalem” end of the path at the top center of the board.
3. To begin a turn, roll both the color die and the special die together. The color die designates the color of the square to which a player advances, unless the special die indicates an alternative action. The possible alternatives based on the special die are:

 **Blank**—Advance to the next square of the color rolled on the color die (squares may be shared with other players).

 **Doubler**—Advance two squares of the color rolled on the color die.

 **Review card**—Before moving, the player draws one review card and attempts to say its corresponding lesson point.

 **Time’s Up!**—If you have been stuck on a waiting square or in the Judges loop, this is your ticket out! See the next section for details.

If you are playing the printable version, use the following assignments when playing with regular dice:

Color Dice

- 1—red
- 2—orange
- 3—yellow
- 4—green
- 5—blue
- 6—purple

Special Moves Dice

- 1 and 2—Review Card
- 3 and 4—Blank
- 5—Time’s Up!
- 6—Doubler



Board Features

- Review squares**—the twelve numbered squares correspond to the twelve lessons of *The Story of the Bible* curriculum. If you roll a Review card on the special die, then draw a review card and see if you can recite the lesson point illustrated on it (see the Game key if needed).
 - If you answer the card **correctly** and the review square for the card is **ahead** of you, move ahead to the review square associated with that card. (Exception – If the color you rolled on the color die would take you farther than the review square, move to that color square)
 - If you answer the card **correctly** and the review square for the card is **behind** you, move ahead to the color square you rolled on the color die.
 - If you answer the card **incorrectly** and the review square for the card is **ahead** of you, stay where you are.
 - If you answer the card **incorrectly** and the review square for the card is **behind** you, move back to the review square associated with that card. (Note – this can take you backward even if you are in a Waiting square or the Judges loop.)
- Waiting squares**—if at the end of your turn you land exactly on one of the squares with a black dot, you have landed on a Waiting square – so stay put! There are three possible ways to move on from a waiting square:
 - Roll the **same color** as the color of the waiting square you are on. Advance to the next square of that color (or two squares if you also rolled the Doubler).
 - Roll a Time's Up! Advance to the next square of whatever color you rolled with the color die.
 - Roll a Review card. Answers that would result in a move (a., b., or d. above) get you out.

A large part of what God's people have done through the story of the Bible involves waiting for God to act, and sometimes waiting for his discipline to be finished. Whether it was 40 years wandering in the wilderness, 70 years in exile, 3 days in the tomb, or thousands of years waiting for Jesus to return, God's people have done a lot of waiting!

3. **Judges loop**—if you enter the Judges loop, you may be going in circles for a while! Keep following the circle of this part of the path until one of the following happens:
 - a. Roll a Time’s Up! If you roll this **at any time** while you are in the Judges loop, continue on the game path until the next time you come to the loop end, then you’re free to move on.
 - b. Roll a Review card. Follow the a. and d. Review square rules as written (c. leaves you where you are), but for b., if you correctly answer for a square behind you, continue on the game path until the next time you come to the loop end, then you’re free to move on (Like rolling a Time’s Up!).
4. **Shortcut paths**—there are two of these, one over the flood and the other between the age of the prophets and Christ’s first coming. If you land exactly on the beginning of one of these shortcuts, move immediately to the other end to complete your turn.
5. **Age of the Gentiles split path**—when you come to this fork in the road, you can choose whether to take the top or the bottom path (both have the same number of squares).

This represents the current age of history in which many Jews continue to reject Jesus as the Messiah while the church grows largely among the Gentiles.

Ending the Game

The first player to advance beyond the last green square by the “New Jerusalem” is declared the winner.

Note: The Bible teaches that there are two possible eternal destinies: heaven (where God’s gift of eternal life will be enjoyed) and hell (where God will punish sinners forever). A single endpoint on the game board is meant to encourage a response of belief, not to deny the reality of judgment.

Game Key

The following is a key to the review cards. The section titles correspond to Review squares on the game board. Each lesson point corresponds to one review card.

(#) SECTION TITLE

Lesson point

Lesson point

Lesson point

Summary statement

(1) BEGINNINGS

1. From creation to the curse,
2. from Cain to the flood,
3. from the Covenant with Noah to the Tower of Babel,

God gives life and punishes sin.



1

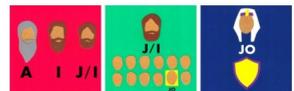
2

3

(2) FATHERS

4. God chose Abraham, Isaac, and Jacob.
5. God grew Jacob's family.
6. God used Joseph to protect Israel.

God chooses, grows, and protects a family.



4

5

6

(3) PLANTING A NATION

7. God brought Israel out of Egypt.
8. God gave Israel the promised land.
9. God gave Israel judges.

God plants the family as a nation.



7

8

9

(4) GROWING THE NATION

10. God made Saul king but then rejected him.
11. God chose David and gave him the kingdom.
12. God gave Israel rest under Solomon.

God grows the nation into a kingdom.



10

11

12

(5) PRUNING THE NATION

13. God divided Israel into two kingdoms.
14. God sent Israel to Assyria.
15. God sent Judah to Babylon.

God punishes his nation's idolatry.



13

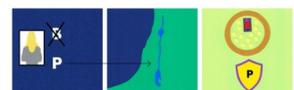
14

15

(6) RESTORING THE NATION

16. God replaced Babylon with Persia.
17. God used Persia to send his nation home.
18. God protected his nation as they rebuilt their home.

God restores and preserves his nation.



16

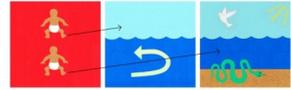
17

18

(7) VISITING THE NATION

19. God sent a messenger before his son.
20. John preached a baptism of repentance.
21. Jesus was anointed with the Holy Spirit.

God enters into the story of his nation.



19 20 21

(8) REJECTED BY THE NATION

22. Jesus taught.
23. Jesus healed.
24. Jesus was rejected.

God reveals himself through Jesus.



22 23 24

(9) SAVING THE NATION

25. Jesus died.
26. Jesus was buried.
27. Jesus was raised from the dead.

God makes a way for salvation.



25 26 27

(10) FROM THE NATION...

28. Jesus ascended to heaven.
29. God poured out the Holy Spirit.
30. God sent out his witnesses.

God grows the church around Jerusalem.



28 29 30

(11) ...TO THE WORLD

31. Jesus appointed Paul.
32. Many Jews rejected Paul's preaching.
33. God opened a door of faith to the Gentiles.

God grows the church among the nations.



31 32 33

(12) NEW BEGINNINGS

34. God showed John things to come.
35. God will finally punish all evil.
36. God will give eternal life in the New Jerusalem.

God gives life and punishes sin.



34 35 36

So what shall we do with the story of the Bible?

(1-2) Believe, (3) Obey, (4) Experience, (5) Repent, (6) Have Hope,
(7) Follow, (8) Receive, (9) Believe, (10) Witness, (11-12) Continue to Believe.

This is the story of the Bible!

**Corresponding
Application Points**

Dear Friends,

We have found this game to be a fun way for all ages to learn and help each other learn the story of the Bible. At times we have modified the gameplay to accommodate different levels of skill and maturity. For example, parents/teachers or children/students who have mastered the timeline can allow younger ones to attempt to answer review cards instead, and then modify the results to handicap the advanced player.

Variation Example:

1. A teacher rolls a Review card on the special die. The card is linked to square 12 on the board.
2. The teacher allows a young student to attempt to say the summary statement instead of the teacher, promising that if the student is correct, the teacher will stay put.
3. The student is correct! The teacher does not move on.

OR

1. A parent is almost to the finish and draws a review card that is linked to square 2 on the board.
2. The parent allows a young child to attempt to say the summary statement instead, promising that if the child is correct, the parent will go back to square 2.
3. The child is correct! The parent goes back.

Feel free to develop other variations that fit your group. Have fun with it!

To God be the glory,

Jesse & Diana Myers



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