Games

Game 1: Revelation Picture Puzzle

Objective: Assemble a picture that represents an element of the Book of Revelation.

Number of Players: 4-6

Materials Needed:
- Large image depicting a scene from Revelation (e.g., New Jerusalem, the Four Horsemen)
- Scissors
- Small adhesive magnets (optional)

Setup:
1. Print and cut the large image into 12-15 puzzle pieces.
2. Scatter the pieces on a table or floor for easy access.

Instructions:
1. Begin with a brief discussion on the scene depicted in the puzzle. Explain its significance in Revelation.
2. Divide into teams or have all players work together to reassemble the puzzle within 10 minutes.
3. Optionally, use adhesive magnets on the pieces to allow players to assemble the puzzle on a magnetic board.
4. Once assembled, discuss what the picture represents in Revelation and the lesson it teaches.

Lesson Reinforcement:
This game emphasizes teamwork and memorization of important prophetic visions. Players learn about the symbolism in Revelation and its meaning.

Game 2: Revelation Memory Match

Objective: Match cards with symbols and characters from Revelation.

Number of Players: 2-4

Materials Needed:
- Deck of 20 cards (10 pairs), each with a different symbol or character from Revelation (e.g., lamb, scroll, angel, dragon)

Setup:
1. Shuffle the cards and place them face down in a 4x5 grid.

Instructions:
1. Players take turns flipping over two cards, trying to find matching pairs.
2. If a player finds a match, they keep the pair and take another turn.
3. If no match is found, the cards are flipped back over, and the next player takes a turn.
4. Play continues until all matches are found or 10 minutes have elapsed.
5. The player with the most matches at the end wins.

Lesson Reinforcement:
Through this memory match game, players learn to identify and remember symbols and characters from Revelation and their meanings.

Game 3: Revelation Charades

Objective: Act out scenes or symbols from Revelation for others to guess.

Number of Players: 6-10

Materials Needed:
- Slips of paper with scenes or symbols from Revelation written on them (e.g., Rider on a White Horse, Seven Seals, a trumpet)

Setup:
1. Fold the slips of paper and place them in a bowl.

Instructions:
1. Form two teams.
2. Teams take turns sending one player to draw a slip and act out the scene or symbol without speaking.
3. Team members have 60 seconds to guess the correct answer.
4. Rotate players and teams for various rounds within the 10-minute timeframe.
5. Keep score of how many scenes each team guesses correctly.

Lesson Reinforcement:
Charades promote active participation and deepen understanding of Revelation's imagery through interpretative acting and guessing. Players recall stories and symbols and discuss their relevance.