



BOOK OF MORMON

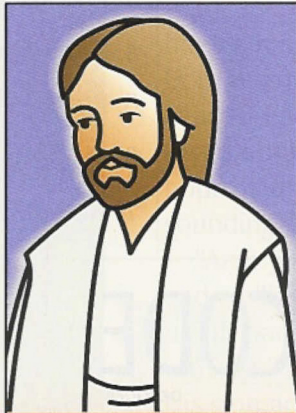
SCRIPTURE-STORY

GRAB BAG

To play this scripture-story game, remove pages 24–25 from the magazine. Glue them onto lightweight cardboard; let dry. Cut out the picture cards and put them into a small, sturdy bag. Have the first player pick one card from the grab bag, without peeking, and tell which Book of Mormon story* the card reminds him or her of. There are no “wrong” answers, but the player must explain why the card reminds him or her of that story. For example, the TEACHER card might remind you of Alma the younger, Ammon, or Amulek

as missionaries; Nephi teaching his brothers; or of something else. If the player can’t think of a story, the other players may help. If no one can think of a story, look up the card’s word in the Index at the back of the Book of Mormon and find a story about it.

By Corliss Clayton

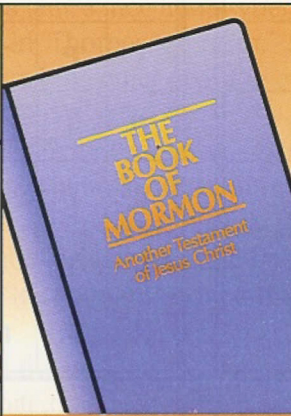


JESUS CHRIST

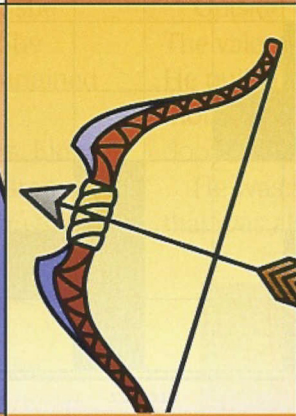
*To expand the game, add the Old Testament Scripture-Story Grab Bag cards (*Friend*, February 1998, pages 24–25) and the New Testament Scripture-Story Grab Bag cards, (*Friend*, February 1999, pages 24–25) and play the game by telling stories from either the Bible or from the Book of Mormon. Use both the Book of Mormon Index and the Topical Guide in the Bible, if needed, to find stories to go with the cards.



ANGEL



BOOK OF MORMON



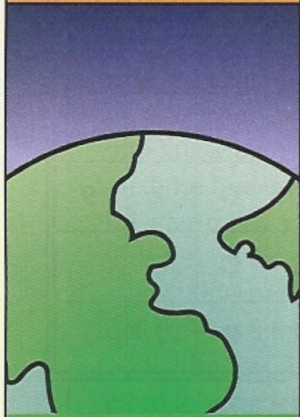
BOW



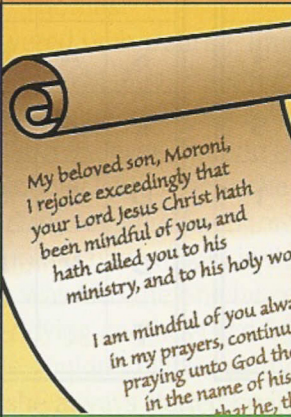
CHILDREN



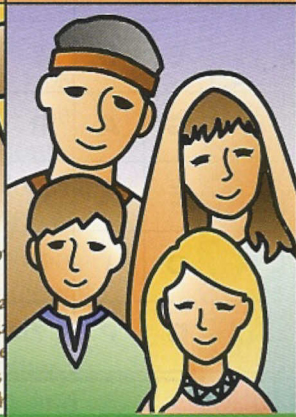
DAUGHTER



EARTH



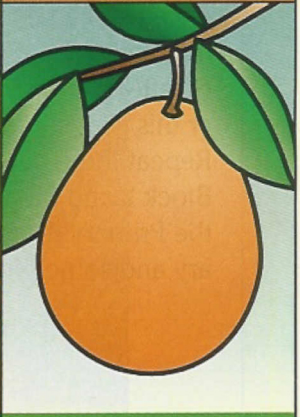
EPISTLE



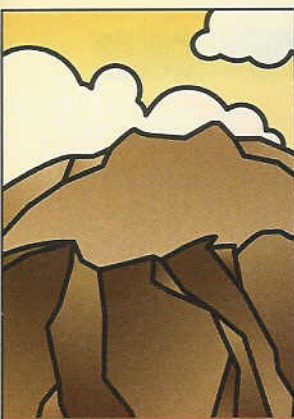
FAMILY



FIRE



FRUIT



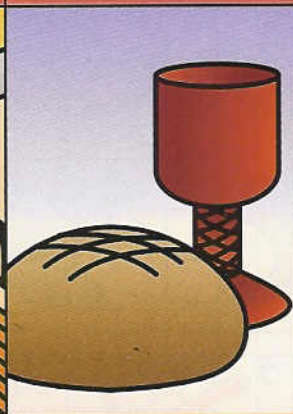
HILL / MOUNTAIN

HOLY GHOST

JERUSALEM

KING

LIAHONA



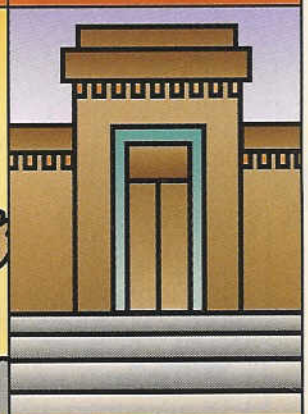
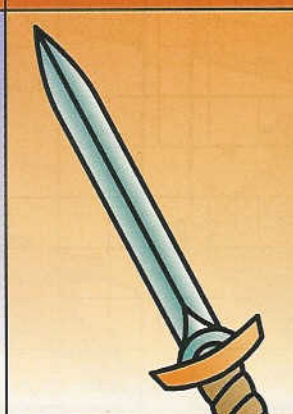
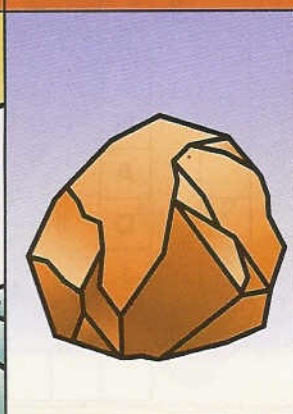
ORE

PRISON / PRISONER

RECORDS

SACRAMENT

SHEEP



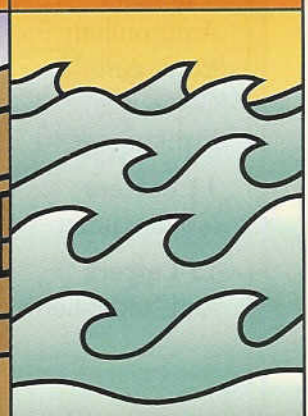
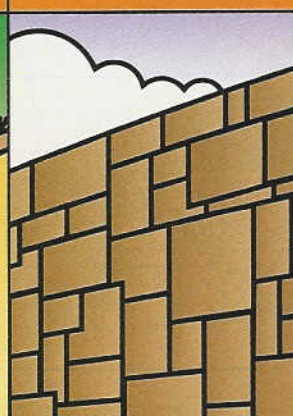
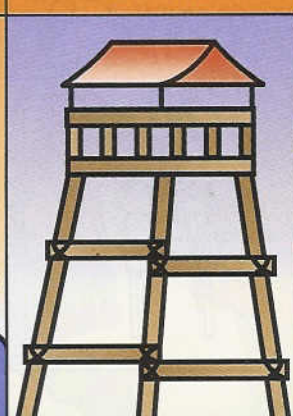
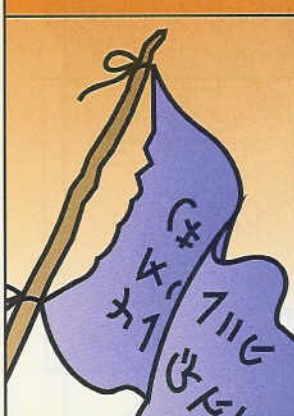
SHIP / VESSEL

STONE

SWORD

TEACHER

TEMPLE



TITLE OF LIBERTY

TOWER

TREE

WALL

WATER