

ARMOR of GOD



"Put on the full armor of God so that you can take your **STAND** against the devil's schemes."
Ephesians 6:11(NIV)

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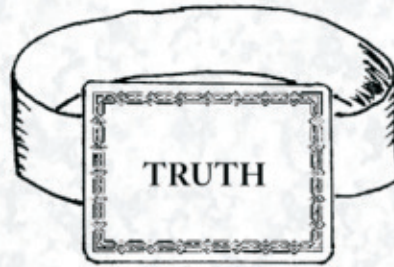
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BELT of TRUTH



"Stand firm, then with the belt of truth buckled around your waist"
Ephesians 6:14 (NIV)

BELT of TRUTH



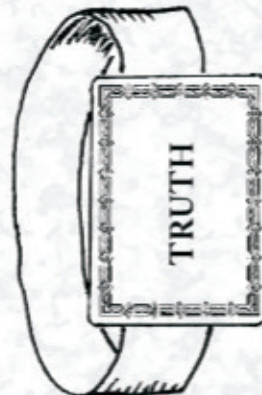
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BREASTPLATE of RIGHTEOUSNESS



"Stand firm then...with the breastplate of righteousness in place"
Ephesians 6:14 (NIV)

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SPIRITUAL FORCES of EVIL



"For our struggle is not against flesh and blood, but against the rulers, against the authorities, against the powers of this dark world and against the spiritual forces of evil in the heavenly realms."
Ephesians 6:12 (NIV)

SPIRITUAL FORCES of EVIL



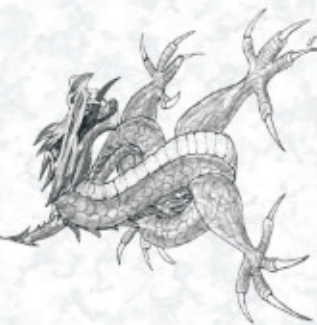
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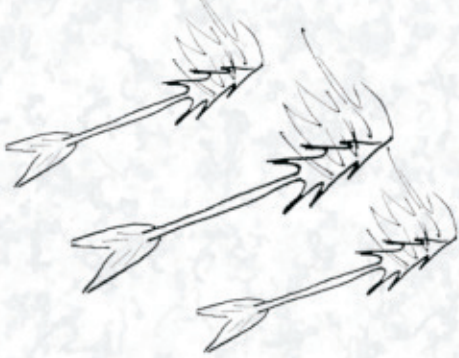
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FLAMING ARROWS



"...with which you can
extinguish all the
flaming arrows
of the evil one."
Ephesians 16:16 (NIV)

FLAMING ARROWS



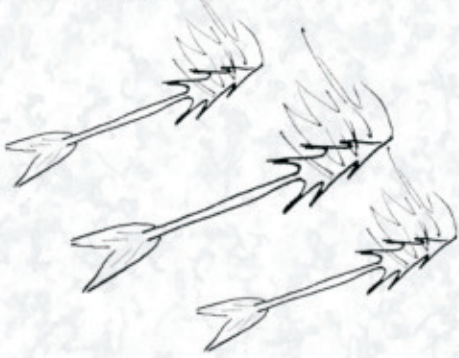
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HELMET of SALVATION



"Take the helmet
of salvation..."
Ephesians 6:17 (NIV)

HELMET of SALVATION



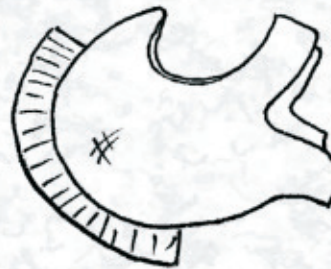
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GOSPEL of PEACE



“Stand firm then, with your feet fitted with the readiness that comes from the gospel of peace.”
Ephesians 6:15 (NIV)

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PRAY in the SPIRIT



“And pray in the Spirit on all occasions with all kinds of prayers and requests”
Ephesians 6:18 (NIV)

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**SHIELD
of FAITH**



"In addition to all this,
take up the shield of faith"
Ephesians 6:16 (NIV)

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**BE STRONG
in the LORD**



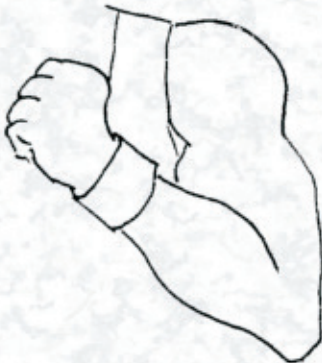
"Finally, be strong in the Lord
and in His mighty power."
Ephesians 6:10 (NIV)

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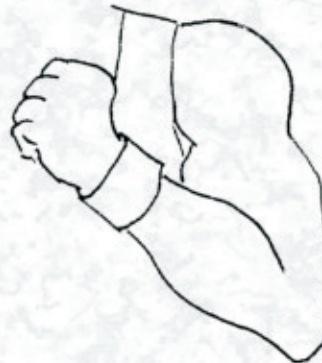
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**SWORD of
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"...and the sword
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Ephesians 16:17 (NIV)

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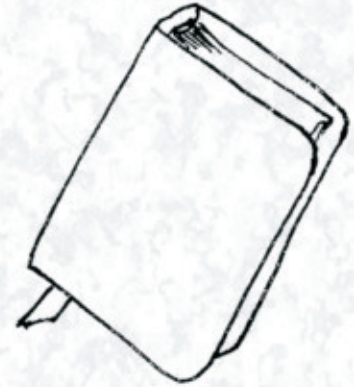
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WORD of GOD



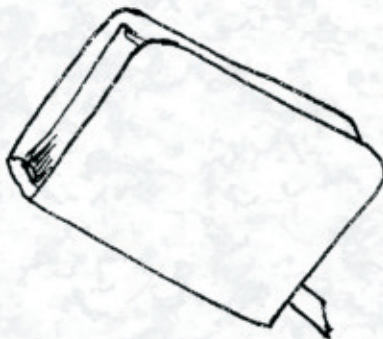
"...which is the
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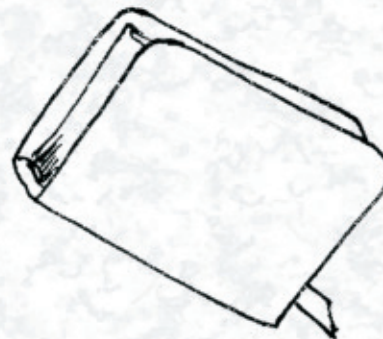
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HOW TO PLAY

ARMOR OF GOD

Shuffle cards. Deal 7 cards to each player. Set remaining cards in a "draw" pile. Turn the top card from the "draw" pile over to begin a "discard" pile. Player to the left of the dealer begins. Player must "discard" a card that is either the same color or the same emblem as the top card in the discard pile. If a player cannot play from their hand, they must get cards from the "draw" pile until they can play. Any ARMOR OF GOD card is a wild card, that can only be played when a player has no other cards to play. The next card played must match the color of the wild card. The first player to discard all their cards wins!

HOW TO PLAY

SHARPEN YOUR SWORD!

Shuffle cards. Deal 7 cards to each player. Remaining cards go in a "draw" pile. Player to the left of the dealer begins. Player asks any other player for a card that matches one in their hand. If the other player has the card, he must give it to the one who asked. If he does not have the card, he says, "Sharpen your sword!" Then the person who asked must take the top card in the draw pile to add to his hand. Each player's turn continues until he is told, "Sharpen your sword!" When a player completes a set of 4 matched cards, he lays them down in a pile in front of him. When all the cards have been laid down in sets, the player with the most sets wins.

HOW TO PLAY

ALERT!

Shuffle, then deal ALL CARDS out to all players. (Some may have more cards than others.) Players put their stack of cards (facing down) in front of them. When the dealer says, "ALERT!" all players turn over their top card. If there are any matching cards, the player who first calls out the name of the cards gets ALL the cards that have been turned over. The cards are added to the bottom of the pile in front of him. Continue playing until one player has all the cards. In case of a tie or more than one set of matching cards, divide the cards evenly.

HOW TO PLAY

STRUGGLE

This is a memory/match game. Decide before you begin if you are going to match 2 cards or 4 cards. Shuffle, then arrange all the cards separately, face down, on a table.

2 card match: The first player turns over two cards. If they match, the player puts them in a pile next to him, then takes another turn. If they do not match, the player turns the cards back over and the next player gets a turn.

4 card match: Players turn over UP TO 4 cards, but stop turning cards when they do not match. (If two match, then turn a 3rd. If 3 match, then turn a 4th.)

When cards are gone, the player with the most matches wins.

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