10 Commandments
Card Trading Game

Student review the 10 commandments by playing a card trading game.

OBJECT
The object of this game is to be the first player to collect a set of matching cards by trading with other players. The game is based on the card game PIT.

EQUIPMENT
One deck of 102 cards-10 sets of 10 cards each, plus a Moses card and a Sinai card. Print all pages in this document on card stock (or very heavy duty stiff paper). Cut the cards with a paper cutter to prepare the deck before class.

SETUP
There are two versions of 10 Commandments. The basic game is played without the Moses and Sinai cards. At this time, remove them from the deck.

1. Select a dealer.
2. The dealer prepares the deck for play as follows: Use one complete 10-card suit for each player. Leave the remaining sets out of play for the entire game.
3. The dealer shuffles the cards and deals 10, face down, to each player.
4. Pick up your cards and arrange them by set. Be sure no one else can see them.
5. While arranging your cards, decide which set you'll try to collect. Try to collect the set of which you hold the most cards.
6. After everyone has had a chance to sort his or her cards, the dealer announces, "Start trading"

PLAY

When the dealer announces the trading has started, begin to trade by taking from your hand one to four cards of the same set. They will be of a set you do NOT wish to collect. Hold up the cards so the suit does not show and call, "Trade One! One! One!" or "Trade Two! Two! Two!" etc., depending on the number of cards you wish to trade.

You may trade cards with any opponent who is calling out the same number. Sometimes a particular opponent will want to trade fewer cards than you do. In this case, you may lower your bid and trade the smaller number.

Continue trading until one player gets 10 cards of the same suit. If you get there first, call out, "Complete Set".

WINNING
You may want to keep score of the number of times a person collects a set, or as in the original PIT game, each set of cards is assigned a different value. Assign 11 points to commandment #1, 12 points to commandment #2, 13 points for command #3 etc.

GAME PLAY USING THE MOSES AND SINAI CARDS
The Moses and Sinai cards work like the "Bull" and "Bear" cards in the actual PIT game. When you add the Moses and Sinai cards to the deck, two players will receive an extra card. So, you may call "Complete Set" if you have 10 cards of the same set and one card of another set. Simply lay down the 10 matching cards and discard the extra.

Beyond that, play is the same as in the basic game, except for the values and penalties attached to the Moses and Sinai cards. The Moses card can be either a "wild" card or a penalty card; the Sinai card always carries a penalty.

If you hold the Moses card when you have 9 cards of the same suit, call out "Complete Set" and score the points marked on the set you've collected. (In this case, the Moses card acts as a "wild" card.) If you hold the Moses card when you have 10 cards of the same suit, call "Complete Set with Moses" and score double the points marked on the set you've collected.

If you hold either the Moses or the Sinai card when an opponent calls "Complete set," you lose 10 points. If you hold both the Moses and Sinai cards when an opponent calls "Complete Set," you lose 20 points. (Your score can go below 0.) You should always trade the Sinai card as soon as you get it, because 1) it will cost you points if someone else goes out; and 2) while you hold it, you cannot lay down your hand even if you have 10 cards of a set. It is also good strategy to trade the Moses card if you think the hand is about to end and you're not going to win. You may trade the Moses and Sinai cards at any time. You may trade them singly, in combination, or along with any other card(s) you wish to trade. At no time, however, may you trade more than four cards at once.

VARIATION - SILENT BIDDING
For a quieter version, try silent bidding. If you wish to trade, hold up your free hand with your palm away from you. Show the number of cards you wish to trade by holding up the same number of fingers. To match a bid, hold up your hand with your palm toward you, using as many fingers as the number of cards you wish to trade.

ABOUT
This document is available for download from www.gospelhall.org. It may be used for purpose of teaching the Bible without charge.
1- You shall have no other gods before me.
2 - You shall not make idols.
| 3- You shall not take the name of the Lord your God in vain. | 3- You shall not take the name of the Lord your God in vain. | 3- You shall not take the name of the Lord your God in vain. |
4 - Remember the Sabbath.
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9 - You shall not give false testimony.
10—You shall not covet.
1 - You shall have no other gods before me.

2 - You shall not make idols.

3 - You shall not take the name of the Lord your God in vain.

4 - Remember the Sabbath.

5 - Honor your father and mother.

6 - You shall not kill.

7 - You shall not commit adultery.

8 - You shall not steal.

9 - You shall not give false testimony.