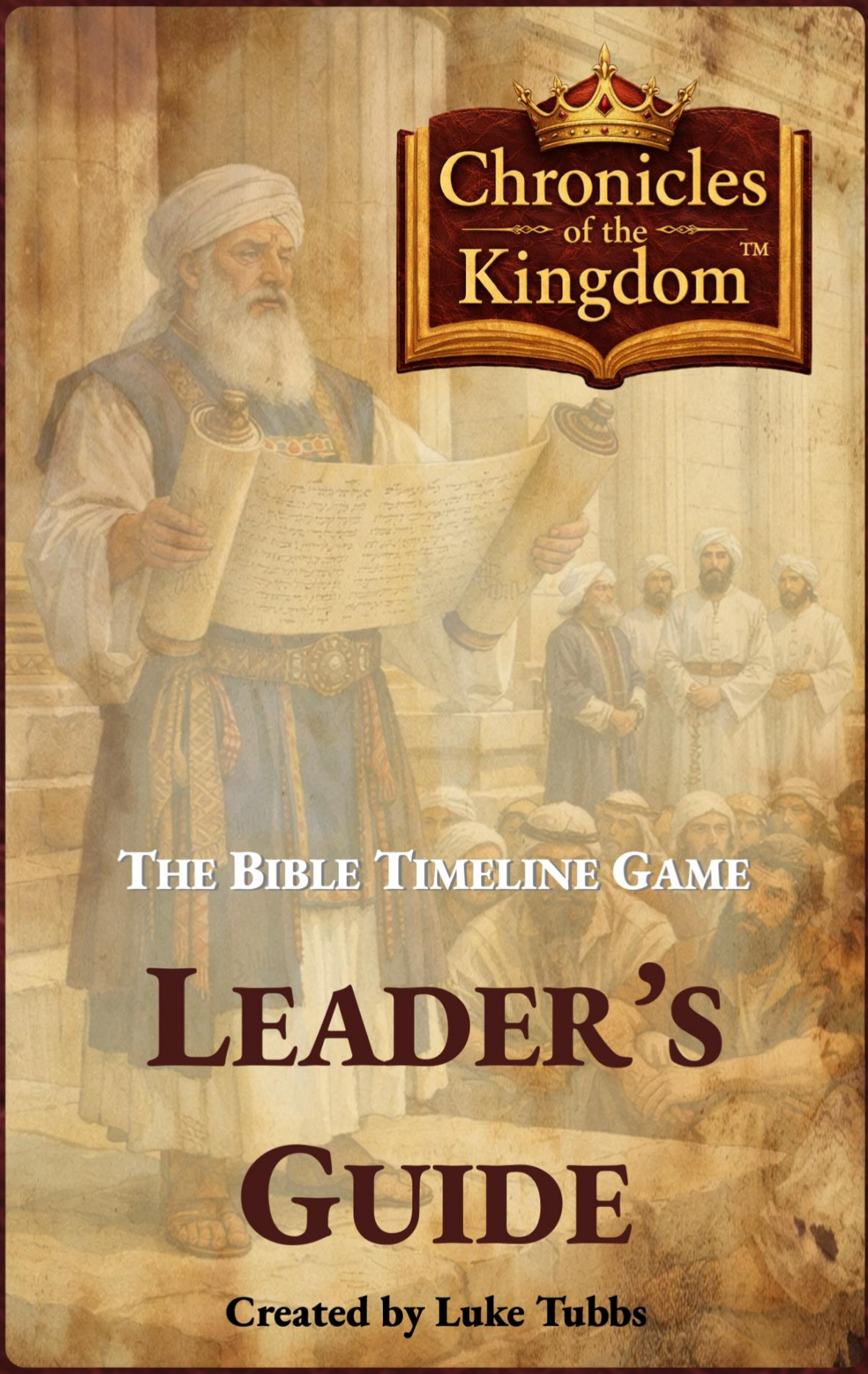


THE BIBLE TIMELINE GAME

LEADER'S GUIDE

Created by Luke Tubbs

Chronicles of the Kingdom – Leader's Guide

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Introduction

Welcome to the Chronicles of the Kingdom Leader's Guide

This guide is designed to help you use Chronicles of the Kingdom as a powerful, engaging teaching tool to help people of all ages grasp the big story of the Bible.

Who This Guide Is For

This resource has been created especially for:

- Sunday School teachers and children's workers
- Youth group leaders
- Bible study facilitators
- Homeschooling parents
- Family discipleship groups
- Anyone who wants to help others see how the whole Bible fits together as one beautiful, interconnected story.

Whether you are teaching a youth group, a mixed-age family setting, or a Bible study, the game and this guide work together to make the overarching narrative of Scripture accessible, memorable, and life-changing.

What You Will Find Inside

- The basic rules of the game
- Rules for 2 new ways to play - Team play and Co-operative play
- Ready-to-use **Session Guides** (ready to print)
- Recommended card selections for each session
- Key Bible passages and memory verses
- Discussion questions focused on the big-picture connections
- Example session plan template
- Practical teaching tips

How to Play Chronicles of the Kingdom

Chronicles of the Kingdom is a competitive-yet-cooperative timeline building game for all ages (recommended 9+ if they want to read the cards themselves), great for families, youth groups, homeschools, small groups and more (I've run a family church service with it!). The goal? Work together (sort of!) to build the Bible's epic story in chronological order while testing your knowledge of when key events happened. The twist: you place cards **before** finding out where they fit, leading to surprises, laughs, and "aha!" moments presenting perfect learning opportunities.

Before we cover how to play, we first need to understand Periods and Event numbers. Every card depicts an Event and each Event occurs within a given Period. There are 7 Periods in Chronicles of the Kingdom and they are colour coded to make the game easy to play at a glance.



A number of the periods share a name with books in the Bible, but the events in them typically span further than the contents of those books.

Each card in the deck has the Period it belongs to printed along the top so it can't be missed!
In addition, each card also has an Event number. At some point in the game two Events will occur in the same period and this number tells you which order within the period they occur. These are also colour coded to match the period to help you quickly identify where the Event sits in the timeline.



In the example above, the Event 'Moses Parts the Sea' is in Period 2 - The Exodus. The colour coordinated Event number '2' indicates that it sits after 'The Plagues and Passover' which is Event '1' in the same Period. 'The Fall of Jericho' is part of Period '3 - The Judges', so even though it has an Event number of '1' it sits in the Period after 'Moses Parts the Sea'. This is where the colours help for quick identification of correct placement.

Now that we understand how the cards work we can look at how the game is played!

Basic Setup & Play
The following is how to play using the rules included in the box set of Chronicles of the Kingdom

Setup

1. Shuffle the deck (if playing as part of a theme session, make sure to use just the cards for the chosen theme)
2. Randomly select **a card** and place it picture-side up **in the middle of the table**. This is where the Timeline will be built
3. Deal **an even number of cards** to each player **picture side down** in front of them on the table, **red side up** - no peeking at the picture side!

Play

1. The youngest player starts: Select a card you wish to play this turn. Without showing the picture side of the card, **read** aloud the title and summary on **the red side** so that all players can hear.
2. Decide where this event fits in the timeline (before, after, or between existing cards) and **place it red-side up** in that spot.
3. Everyone chants together: **"Flip, flip, flip!"** (usually while pounding the table!) Turn the card over to **reveal the picture side**.
4. **First check the Period**: Look at the coloured Period banner at the top of the card to make sure it is in the right order with the cards either side.
5. **Then check the Event number** to see if the card is in the correct place within its colour Period.
6. If it is in the correct place you score **1 point**! If it is wrong you do not score a point, but move the card to the right position (learning moment!).
7. The next player takes their turn in the same way.
8. Play continues until everyone's hand is empty.
9. The player with the most points wins!
10. In the case of a tie, deal another round of cards (or gracefully share the victory and bask in a job well done!)

Too short or Too long? Deal more cards to each player for a longer game, or less cards for a shorter game.

Want a harder game? Start the game with more cards in the timeline.

Want a bit more co-operation? Check out the new ways to play on the following pages!

New way to play: Team play

This variation of the rules is designed to give players the chance to discuss where they think events happened and pool their collective knowledge.

Setup

1. Split into teams (I tend to find 3 or 4 teams works best)
2. Shuffle the deck (if playing as part of a theme session, make sure to use just the cards for the chosen theme)
3. Randomly select **a card** and place it picture-side up **in the middle of the table**. This is where the Timeline will be built
4. Deal 3-5 cards (or the remaining cards evenly if playing a theme) to each team **picture side down** in front of them on the table, **red side up** - no peeking at the picture side!
5. If playing a theme and there are any cards remaining after each team has the same number of cards, add them to the timeline

Play

1. The team with the youngest player starts
2. As a team decide which card you wish to play this turn
3. Without showing the picture side of the card, one team member **reads** aloud the title and summary on **the red side** so that all players can hear. (I suggest encouraging different members of the team to do this throughout the game)
4. Decide where this event fits in the timeline (before, after, or between existing cards) and **place it red-side up** in that spot.
5. Everyone chants together: **"Flip, flip, flip!"** (usually while pounding the table!) Turn the card over to **reveal the picture side**.
6. **First check the Period**: Look at the coloured Period banner at the top of the card to make sure it is in the right order with the periods of the cards either side.
7. **Then check the Event number** to see if the card is in the correct place within its colour Period.
8. If it is in the correct place the team scores **1 point**! If it is wrong they do not score a point, but move the card to the right position (learning moment!).
9. The next team takes their turn in the same way.
10. Play continues until the last card is played
11. The team with the **most points wins!**
12. In the case of a tie, deal another round of cards (or gracefully share the victory and bask in a job well done!)

There are plenty more ways to play - check the Chronicles of the Kingdom website for the full collection: https://www.chroniclesofthekingdom.co.uk/ways-to-play

How to Use The Theme Guides

Chronicles of the Kingdom is far more than a game, it is a visual and interactive timeline that helps learners place key events in order and discover the connecting themes that run from Genesis to Revelation. The Theme Guides over the following pages seek to equip you with the key tools to use the game effectively as a teaching resource. Each Theme Guide gives you:

- **Big Idea** - A short summary of the theme for the session and a key takeaway for the group
- **Key Bible Passage** - A suggested passage from the Bible linked to the theme to read together
- **Memory Verse** - A suggested memory verse you could use for the session
- **The recommended cards to use** - This provides a set of cards to use for the session detailing events connected to the theme. Feel free to add cards if you have a larger group or have more time available, or want to talk about a specific event that is not included in the suggestion.
- **How the cards connect to the theme** - This section describes the progression of the theme through the events. Feel free to use these descriptions as a starting point and flesh them out as needed. The best sessions are interactive and asking the group how they think each card fits into the theme is a great way to engage them. The idea is to show the big-picture connections and how the Bible is unified from beginning to end.
- **Discussion prompts** – A selection of related questions to get the group talking

The theme pages are intentionally flexible so you can adapt them to your own setting, whether you are running a Sunday school class, youth group, Bible study, family discipleship time, or homeschool lesson. Use as much or as little of the material as fits your group.

A Note on Session Structure

If you would like to see a complete example of how I personally run sessions with my own youth groups (including welcome, rewards, game play, discussion, and prayer), you will find an **Example Session Plan Template at the back of this guide**. Feel free to use it, adapt it, or ignore it completely, the choice is yours.

Most people will find that simply playing the selected cards and then walking through the big story connections on the theme page is enough to create a powerful teaching moment. The material works well for sessions between 30–90 minutes, either as standalone lessons or as part of a longer series through the Bible's storyline.

You do not need to be a Bible expert to use this material. Our prayer is that this guide, together with the game, will help many people move from seeing the Bible as a collection of disconnected stories to understanding it as the epic story of God's plan to create a family who will live and rule with Him forever!

Session 1: God's Plan

Session Prep

Big Idea
God's plan has always been the same: to create a holy family who live with Him, belong to Him, and share in His rule forever.

Key Bible Passage: Ephesians 1:3–14

Memory Verse
"For he chose us in him before the creation of the world to be holy and blameless in his sight."
Ephesians 1:4

Before the Session

- Read Ephesians 1:3–14 through for yourself.
- Select the cards listed below.
- Familiarise yourself with the session plan and cards



Cards to Use

- 1-1 God's Plan to Create a Holy Family (Anchor Card)
- 1-2 Creation of Heavens and Earth
- 1-3 The Fall and The Promise
- 1-7 The Call of Abram
- 2-2 Moses Parts the Sea
- 3-4 Boaz Redeems Ruth
- 4-6 Jonah Sent to Nineveh
- 5-7 Esther Becomes Queen
- 6-7 Jesus' Crucifixion and Resurrection
- 6-8 Jesus' Great Commission and Ascension
- 7-5 The Council of Jerusalem
- 7-7 Jesus' Return and The Resurrection
- 7-8 The New Jerusalem

Note: these cards aren't meant to give a comprehensive history, each one is simply an example of God advancing His plan.

Anchor Card for this session – God's Plan to Create a Holy Family
Before God created anything, He already had a plan: to create a holy family who would live with Him, reflect His image, and rule with Him forever. Everything that follows in the Bible is part of this plan, even when humanity rebels and the story takes unexpected turns. God never abandons His purpose, but works through history to bring His family home to Him.

Running the Session

Introduce the theme of today's session as **God's Plan**, then play a game of Chronicles of the Kingdom using one of the Ways to Play (I recommend Team Play in 3 or 4 teams), and the cards listed in the session prep.

How the Cards Connect

After the game ask the group if they notice any thread running through today's cards. (a key theme running through many of them will be family - who belongs, who's brought in, who's protected)
Talk through the cards as a group, noticing how each one moves God's plan for His family forward. Here are some key insights that can help teach the big story:

- **God's Plan to Create a Holy Family** – Before He even creates anything, God has a plan to create a holy family who will live with Him, be like Him and rule with Him forever.
- **Creation of Heavens and Earth** – God creates the heavens and earth and makes humanity in His image to live with Him and spread His rule through all creation.
- **The Fall and The Promise** – Humanity rebels against God and is separated from Him, but God promises a saving son who will defeat the serpent, death and sin.
- **The Call of Abram** – God chooses Abram and promises to make him into a great family through whom all humanity will be blessed.
- **Moses Parts the Sea** – God rescues His family from slavery in Egypt, with no way to save themselves, He miraculously removes the barrier and leads them into freedom.
- **Boaz Redeems Ruth** – Boaz rescues Ruth, a Gentile from an enemy nation, welcoming her into his family and giving her a place and inheritance among God's people.
- **Jonah Sent to Nineveh** – God sends Jonah to offer salvation even to Israel's enemies, showing that His mercy extends beyond His own people to the nations.
- **Esther Becomes Queen** – When God's people are scattered throughout the Persian empire and threatened with destruction, God uses Esther to rescue them.
- **Jesus' Crucifixion and Resurrection** – Jesus dies to deal with the sin that separates us from God and rises again, conquering death and making forgiveness and new life possible.
- **Jesus' Great Commission and Ascension** – Jesus sends His followers to make disciples of all nations, extending God's invitation to His family throughout the world.
- **The Council of Jerusalem** – The apostles recognise that Gentiles can become part of God's family through Jesus without first becoming Jews.
- **Jesus' Return and The Resurrection** – Jesus returns, raises the dead and gives His redeemed family everlasting life.
- **The New Jerusalem** – God's plan reaches its fulfilment: His family lives with Him forever in the renewed creation, sharing in His rule over all creation.

Drawing the Thread Together

From beginning to end, God's plan has remained the same. He created humanity to be His family: people who belong to Him, live with Him, reflect Him and share in His rule. Sin disrupted that relationship, but it did not change His purpose. Throughout Scripture, God keeps working to build and preserve His family. He chooses Abraham, rescues Israel, welcomes outsiders like Ruth, shows mercy to the nations and protects His people from destruction. Then Jesus deals with the sin and death that separate us from God, opens the family to every nation and promises to raise His people to everlasting life.
The Bible ends where God's plan was always heading: God's holy family living with Him forever in the renewed creation, fully restored to the purpose for which humanity was created.

Discussion

Read Ephesians 1:3–14 as a group in light of the cards you've just played with. What connections can you see between the passage and the story you've just walked through? How do they affect your present, and future hope?

Session 2: Humanity's Purpose

Session Prep

Big Idea
God created humanity to reflect Him, cultivate His creation, resist evil and extend His good rule throughout the earth.

Key Bible Passages: Genesis 1:26–28, Deuteronomy 7:1–16 and Isaiah 65:17–25

Memory Verse
"Be fruitful and increase in number; fill the earth and subdue it."
Genesis 1:28

Before the Session

- Read the key passages through for yourself.
- Select the cards listed below.
- Familiarise yourself with the session plan and cards.

Cards to Use

- 1-2 Creation of Heavens and Earth (Anchor Card)
- 1-3 The Fall and The Promise
- 1-6 The Tower of Babel
- 2-3 Ten Commandments and Golden Calf
- 2-6 Entering the Promised Land
- 3-1 The Fall of Jericho
- 3-2 Gideon and the 300 Defeat Midian
- 4-2 David Defeats Goliath
- 5-8 Nehemiah Rebuilds the Walls
- 6-4 Jesus Chooses 12 Disciples
- 6-7 Jesus' Crucifixion and Resurrection
- 7-2 Stephen Stoned and Church Scattered
- 7-8 The New Jerusalem



Note: These cards aren't intended to give a comprehensive history. Each one illustrates humanity's purpose, humanity's failure to fulfil it, or God's work to restore it.

Anchor Card for this session – Creation of Heavens and Earth
God creates humanity in His image and gives them a purpose: to represent Him, rule with Him and cultivate His good creation, bringing order, goodness and life into the world, and spreading God's good rule throughout the earth. Humanity fails this calling almost immediately, but the purpose itself never changes. Everything that follows is the story of God restoring His people to it.

Running the Session
Introduce the theme of today's session as Humanity's Purpose, then play a game of Chronicles of the Kingdom using one of the Ways to Play (Team Play in 3 or 4 teams is recommended), and the cards listed above.

How the Cards Connect
After the game, ask the group what they think God created humanity to do. Read Genesis 1:26-28 and 2:15. Humanity is commanded to fill the earth and subdue it, and Adam is placed in Eden to work and keep it. The garden is a starting point, not the destination. Then talk through the cards as a group, noticing how each one shows humanity attempting, failing, or being restored to this purpose.

- **Creation of Heavens and Earth** – God creates humanity in His image to rule with Him, fill the earth and cultivate His creation.
- **The Fall and The Promise** – Humanity rebels against God and joins the serpent's rebellion, failing to guard God's creation from evil.
- **The Tower of Babel** – Instead of filling the earth as God commanded, humanity gathers together and builds its own kingdom, leading God to scatter them across the nations.
- **Ten Commandments and Golden Calf** – God calls Israel to be His holy people and a kingdom of priests, but they quickly fail to represent Him faithfully by worshipping an idol.
- **Entering the Promised Land** – God brings Israel into the land and calls them to establish His rule there, driving out the rebellious powers and their influence.
- **The Fall of Jericho** – God's people, led by their priests, defeat a stronghold in the land and begin establishing God's rule there.
- **Gideon and the 300 Defeat Midian** – God gives His people victory with an impossibly small army, showing that establishing His rule depends on His power, not theirs.
- **David Defeats Goliath** – When Israel's champion is unable to face the giant, God raises up David to defeat the enemy on their behalf.
- **Nehemiah Rebuilds the Walls** – After Jerusalem has been destroyed, God's people rebuild and restore the city, re-establishing a place for God's people to flourish.
- **Jesus Chooses 12 Disciples** – Like Joshua leading the twelve tribes, Jesus gathers twelve disciples and sends them into the land to combat darkness by healing the sick and driving out demons.
- **Jesus' Crucifixion and Resurrection** – Jesus defeats the powers of sin and death that have prevented humanity from fulfilling its purpose, rising again as the true and victorious human.
- **Stephen Stoned and Church Scattered** – Persecution scatters Jesus' followers throughout the nations, ironically accomplishing the spreading that humanity had refused to do at Babel.
- **The New Jerusalem** – God's purpose for humanity is finally restored: His people live in His presence, serve Him and spread His reign throughout all of the renewed creation forever.

Drawing the Thread Together
Humanity failed. We followed the serpent instead of guarding God's creation, gathered at Babel instead of filling the earth, and repeatedly failed to represent God faithfully. Israel was given the vocation again, and despite the partial victories of figures like Joshua and David, they too failed. Jesus is the true human who finally fulfils it. He defeats sin and death, receives all authority, and sends His people to the nations, a mission now scaled to the whole world. What humanity refused to do at Babel, Jesus' scattered church now does willingly. The story ends with creation renewed: God's people building, planting, serving and reigning with Him in a world filled with His good order. The purpose God gave humanity in Genesis isn't discarded. In Jesus, it's restored.

Discussion
- Read Deuteronomy 7:1–16. What does this tell us about Israel's calling in the land?
- Read Isaiah 65:17–25 (especially vv. 21–23). What do God's people do in the renewed creation, and how does that shape how we think about work and purpose today?
- Why did Jesus need to come and how does He enable us to fulfil our purpose today?

Session 3: Exile and Restoration

Session Prep

Big Idea

Humanity's rebellion leads to exile from God's blessing and inheritance, but God promises to bring His people home. Through Jesus, humanity's exile can be ended and those who trust in him are brought near and made part of God's family, as we await the final restoration of all things.

Key Bible Passages: Genesis 3:22–24, Deuteronomy 30:1–10 and Ephesians 2:11–22

Memory Verse

"Jesus answered, 'I am the way and the truth and the life. No one comes to the Father except through me.'"
John 14:6



Before the Session

- Read the key passages through for yourself.
- Select the cards listed below.
- Familiarise yourself with the session plan and cards.

Cards to Use

- 1-3 The Fall and The Promise (Anchor Card)
- 1-6 The Tower of Babel
- 2-5 12 Spies and Israel's Rebellion
- 2-6 Entering the Promised Land
- 3-4 Boaz Redeems Ruth
- 4-5 The Kingdom Splits in Two
- 4-7 Israel Exiled by Assyria
- 5-1 Babylon Exiles Judah's Elites
- 5-2 The Walls and Temple Destroyed
- 5-5 Cyrus Decrees the Jews can Return
- 6-2 Jesus Baptised by John
- 6-7 Jesus' Crucifixion and Resurrection
- 7-8 The New Jerusalem

Note: These cards aren't intended to give a comprehensive history.
Each one illustrates part of the recurring pattern of rebellion, exile and restoration.

Anchor Card for this session – The Fall and The Promise

Humanity is deceived by the serpent into rebellion against God and is driven from Eden, losing the place where they lived with Him. God posts cherubim to guard the way back to the tree of life and the way home is now blocked. But God promises that the serpent will one day be defeated and His people will ultimately be restored, a pattern of exile and restoration that will repeat throughout the whole of Scripture.

Running the Session
Play a game of Chronicles of the Kingdom using one of the Ways to Play (Team Play in 3 or 4 teams is recommended), and the cards listed above.

How the Cards Connect
After the game, ask the group if they notice any patterns in the cards that we've played with. Talk through the cards as a group, noticing exile and restoration running through each one:

- **The Fall and The Promise** – Humanity's rebellion leads to exile from Eden, but God promises the exile won't be the end: the serpent will be defeated.
- **The Tower of Babel** – Humanity rejects God's rule, and exile spreads as God scatters them.
- **12 Spies and Israel's Rebellion** – Fear and unbelief keep Israel out of the land God promised, extending their exile in the wilderness by another generation.
- **Entering the Promised Land** – Restoration begins: the next generation trusts God and is brought into the inheritance the first generation forfeited.
- **Boaz Redeems Ruth** – Even an outsider, exiled from God's covenant people by birth, is welcomed home and given an inheritance among them.
- **The Kingdom Splits in Two** – Unfaithfulness fractures the very kingdom God restored, setting in motion the decline that leads to exile again.
- **Israel Exiled by Assyria** – The pattern repeats at national scale: Israel's rebellion leads Yahweh to drive them from the land entirely.
- **Babylon Exiles Judah's Elites** – Judah is conquered by Babylon, the very nation that was birthed out of the rebellion at Babel, now the instrument driving God's people from the land.
- **The Walls and Temple Destroyed** – Exile reaches its lowest point: everything they built is lost.
- **Cyrus Decrees the Jews can Return** – God raises up a Gentile king to send His people home.
- **Jesus Baptised by John** – Like a new Joshua, Jesus begins the mission to end exile for good.
- **Jesus' Crucifixion and Resurrection** – Jesus deals with the sin that caused the exile in the first place, opening the way home to God for anyone who trusts in Him.
- **The New Jerusalem** – Restoration is complete: God's people are finally, fully home from exile.

Drawing the Thread Together
Exile and restoration isn't a one-off event, it's the pattern the whole story keeps returning to, and no partial return actually solves the deeper problem: sin still separates humanity from God. Only Jesus ends the exile for good, dealing with that sin and reopening the way home that was shut at Eden. Restoration was never meant to stop at Israel's border either, through Him, those once "far away" become part of God's own household. We're still, in one sense, "foreigners and exiles" today, waiting for the day the New Jerusalem completes what Eden lost.

Discussion

- Read Genesis 3:22–24 and Deuteronomy 30:1–10. What patterns do you notice in how God's people experience rebellion, exile and restoration across this timeline, and what does that show us about God's character?
- Read Ephesians 2:11–22. Why is Jesus the only one who can finally end the exile, rather than just another return to the land or another human leader?
- Peter calls Christians "foreigners and exiles" today (1 Peter 2:11). What does that mean for how we live while we wait for the final restoration?

Session 4: New Creation

Session Prep

Big Idea

God does not abandon His creation when humanity ruins it. Throughout the Bible, He repeatedly brings life, order and restoration out of destruction, culminating in Jesus' resurrection and the renewal of all creation. And it's not just creation that needs restoring, each of us is broken too, and needs the same renewing work in us, day by day, as we repent and look to Jesus.

Key Bible Passage: Romans 8:18-25

Memory Verse

"Therefore, if anyone is in Christ, the new creation has come: The old has gone, the new is here!"
2 Corinthians 5:17

Before the Session

- Read the key passage through for yourself.
- Select the cards listed below.
- Familiarise yourself with the session plan and cards.

Cards to Use

- 1-2 Creation of Heavens and Earth
- 1-3 The Fall and The Promise
- 1-5 The Flood and Noah's Ark (Anchor Card)
- 1-6 The Tower of Babel
- 1-7 The Call of Abram
- 2-2 Moses Parts the Sea
- 3-1 The Fall of Jericho
- 4-5 The Kingdom Splits in Two
- 5-2 The Walls and Temple Destroyed
- 5-6 Zerubbabel Rebuilds the Temple
- 6-7 Jesus' Crucifixion and Resurrection
- 7-7 Jesus' Return and The Resurrection
- 7-8 The New Jerusalem



Note: These cards aren't intended to give a comprehensive history. Each one illustrates part of the story of creation being ruined and God's continuing work of renewal.

Anchor Card for this session – The Flood and Noah's Ark

The world God created good had become filled with violence and corruption. God judges that evil, but does not abandon His creation, rescuing Noah and bringing him through the waters into a renewed world. But this new beginning doesn't solve the problem permanently. Humanity soon rebels again, and the Bible keeps looking forward to the day God will finally make all things new.

Running the Session
Play a game of Chronicles of the Kingdom using one of the Ways to Play (Team Play is recommended), and the cards listed above.

How the Cards Connect
After the game, ask the group if they notice any patterns in the cards that we've played with. Introduce the theme of today's session as New Creation, then talk through the cards as a group, noticing people repeatedly ruining what He's made and God repeatedly bringing renewal:

- **Creation of Heavens and Earth** – God creates a good world to live in with His people forever.
- **The Fall and The Promise** – Humanity rebels, bringing sin, death and corruption into God's good creation, but God promises a future son will deal with the things that have ruined creation.
- **The Flood and Noah's Ark** – God cleanses the corrupt world of wickedness, preserves Noah and his family and brings them into a renewed creation.
- **The Tower of Babel** – Humanity rebels again, trying to establish its own world order rather than living according to God's purposes.
- **The Call of Abram** – God begins a new work through one family, promising that blessing will ultimately reach all the nations.
- **Moses Parts the Sea** – God rescues His people from Egypt and a new nation, Israel, is created.
- **The Fall of Jericho** – Israel enters the promised land and begins to cleanse it of wickedness.
- **The Kingdom Splits in Two** – Israel's wickedness brings division and disorder to the land.
- **The Walls and Temple Destroyed** – God sends Babylon to remove His people and give the land rest from their wickedness.
- **Zerubbabel Rebuilds the Temple** – God's people repent from their wickedness and return to rebuild the temple, beginning to restore what had been destroyed.
- **Jesus' Crucifixion and Resurrection** – Jesus dies to deal with humanity's wickedness and rebellion, and rises from death, beginning the defeat of death and the renewal of creation.
- **Jesus' Return and The Resurrection** – When Jesus returns, the dead are raised bodily to life, our own new creation guaranteed by His.
- **The New Jerusalem** – God finally makes all things new: creation is restored, death is gone, and God lives with His people forever.

Drawing the Thread Together
The Flood is one example of a pattern repeated throughout Scripture: wickedness spreads, and God cleanses it to preserve His purposes for a new beginning. Israel's land falls back into wickedness, and Jerusalem needs Babylon's judgment before it can be rebuilt and repented of.
Jesus finally deals with wickedness at its root, dying to remove it rather than merely delaying it, and His return guarantees new, physical bodies in a renewed creation. That renewal has already begun in us, though it isn't finished. We live now but not yet, truly new in Christ, yet still touched by a broken world, so we keep repenting daily as we wait for Him to complete it.

Discussion
- Read Romans 8:18–25. Where do you feel that groaning most in the world around you? And how does knowing we're headed for a physical new creation, not just a spiritual "heaven," change what you look forward to about eternity?
- What does it mean to live "now but not yet", already renewed in Christ, but still waiting for the full renewal of our bodies and the world?

Example Session Plan Template

You can use this template as a flexible framework when preparing your own sessions with *Chronicles of the Kingdom*.

Select a Theme from this book (or make your own) and note:

- **Key Bible Passage**
- **Big Idea**
- **Memory Verse**

Preparation

- Select the **Chronicles of the Kingdom** cards for your chosen theme.
- Familiarise yourself with the cards by reading the descriptions.
- Encourage participants to bring their own Bibles
- Prepare any additional materials (sweets/chocolate for participation, spare Bibles).

Session Outline

1. Welcome & Fun Start Greet the group warmly. Give rewards to those who brought their Bibles. Take a register and welcome any newcomers. Open with a short prayer.

2. Review Previous Learning Ask what people remember from the last session. Ask who learned the previous memory verse and give them an opportunity to recite it.

3. Play the Game Play *Chronicles of the Kingdom* in teams using the cards selected for your chosen theme.

4. Big Story Teaching & Discussion Introduce the theme for today and use the timeline cards to show how the events connect to the wider Bible story. Refer to the theme page in this guide for the key connections and explanations. Lead a discussion using the suggested prompts on the theme page.

5. Bible Reading Hand out Bibles to anyone that didn't bring their own and read the key Bible passage together. Discuss the passage; did anyone have anything that stood out to them, or any questions.

6. Memory Verse & Application Get the group to find the memory verse for your chosen theme in their Bibles. Discuss what this verse means and how it applies to our lives today. Encourage them to learn the verse for next session.

7. Closing Prayer Thank God for what you have learned. Pray for help to live out the truths from today's theme.

Teaching Tips

This whole book is an adaptation of sessions I've been creating and running for years, so I thought I'd share a few practices that I've adopted that I have found help in various ways.

- If selecting your own cards to use, or adding additional cards to one of the theme packs from this guide, try to make sure there are an uneven amount of cards for the number of teams so that you have at least one card for the starting timeline.

- I bring chocolate bars to give to kids that learn the memory verse. The kids that want to try it wait outside the room and then come in one at a time so they don't hear each other's attempts.

- I also bring at least one bag of individually wrapped sweets and hand them out for things like bringing their bible, answering a question, finding the bible passages and memory verses in the bible, reading an event card description to the group.

- If you have quiet members of the group consider asking for hands instead of letting them just say the answers, and then offer opportunities to the quiet ones to answer so every gets a turn. (works for adults as well as kids!)

The Story of Chronicles of the Kingdom - An interview with creator Luke Tubbs

I wanted to give some background around how the game came about and, being a big Games Workshop fan (and ex-staff member), I really enjoy the articles they do in interview style. So I figured I'd emulate the style and had a genuinely enjoyable time answering the questions and recollecting the journey I'd been on to get here.

Q: What originally sparked the idea for Chronicles of the Kingdom?

A: I've been involved in church all my life and youth work since the early 2000s, helping young people (and anyone really) engage with the Bible has always been close to my heart. Back in 2016 I made a basic Word doc with a list of Bible events typed out. I printed it, cut the paper into strips, and gave it to my kids (my daughter was 10, my son 7) as an exercise to put the events in the order they appear in Scripture. We had a fun time arranging the Bible's big story like a puzzle, it made the narrative feel connected instead of just disconnected bits. That simple family activity was the very beginning.

Q: How did it grow from there?

A: Fast-forward to 2019: I'd just finished my diploma in Biblical Theology and Church Leadership under author and pastor Andrew Wilson.
Between jobs, I revisited the idea and turned it into a game. I grabbed an old 52-card deck and Sharpie, came up with 52 key events (there are thousands in the Bible, so I worked hard to drill down to the most key and recognisable to fit on the deck), wrote short descriptions on the backs, and numbered them on the fronts. We played that rough prototype as a family and it was already really enjoyable.



My original sharpie prototype with the working title of Chronos!

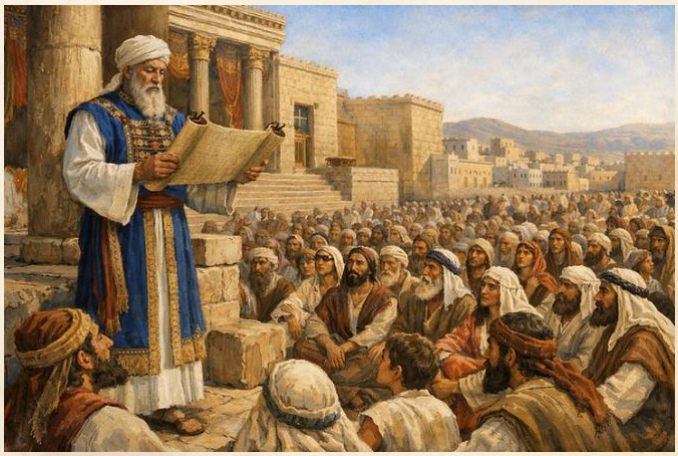
Then, just before COVID in 2020, I used my background in graphic design (and the wonders of mail merge) to make a proper, decent looking prototype incorporating a bunch of things learnt from playing the sharpie prototype with family and friends. I planned to try it with a new young adults group I was leading, but lockdown hit the week we were starting... When things opened up again, I brought it to Sunday morning youth sessions, and it went down brilliantly! Over the next few years I kept trying different ways to play getting great feedback and ways to improve, playing it with youth groups, home groups, and friends, and people kept saying, "This is really good, you should produce it properly!"



The polished prototype with images borrowed from Google... for personal use only!

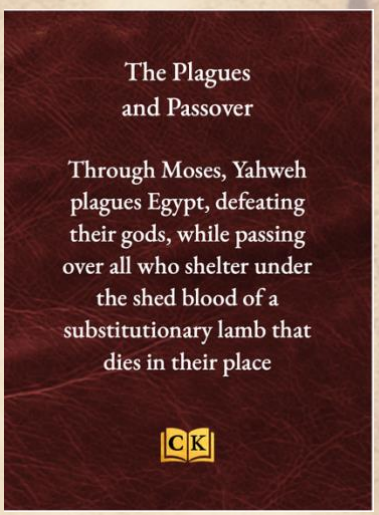
Q: What changed to make premium production possible?

A: The biggest blocker was always the artwork, hiring an artist for 52 unique pieces was way beyond my budget as a solo youth leader with no big funding. But with the recent improvements in generative AI, producing the art I needed suddenly became realistic! I experimented with a few tools, landed on ChatGPT and generated epic, cinematic biblical-style images that felt right. It was hard work and took over a month of heavy prompting and re-work! Pieces like the image for the parting of the Jordan or any including the Ark of the Covenant took ages to get a good looking result, but it was also huge fun, especially getting to put my arty experience to good use. I also redesigned every element for the cards (icons, layouts, textures, everything) so it's 100% original and owned by me. Seeing something I'd carried in my heart for a decade finally come to life visually was incredibly encouraging. That's when I knew: this could become a real, beautiful product.

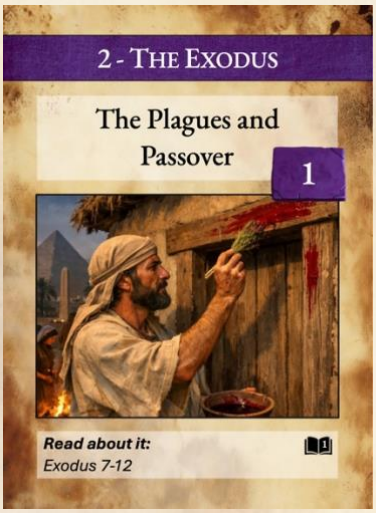


AI is fickle though, check out the guy wearing sunglasses! (this did not make the cut...)

Q: How does the game actually play?



A: It's super simple and addictive. You start with one random card face-up in the middle (e.g., The Plagues and Passover). Everyone gets a hand of face down cards (basic rules say 5, but feel free to adjust for player count or game length). On your turn, you pick one from your hand, read the red-side description aloud, then place it where you think it fits in the timeline, before or after existing cards, without peeking at the picture side.



I realised that although the font on my previous prototype looked cool, it was difficult to read, so I have prioritised for readability on the production version!

Once you've committed to a location everyone chants "flip, flip, flip!" (usually while pounding the table!) and you turn it over to find out if you got it right. The picture side has:

- A coloured strip at the top showing which of the 7 periods in the game it belongs to (1. The Beginning, 2. The Exodus, 3. The Judges, 4. The Kings, 5. The Exile, 6. The Messiah, 7. The Church)
- An event number showing its order within the period

The overall look of the cards has been retained from the prototype, but the adjustments to the numbering system allow for expansions to be added in future!

If the period and event number are in the right sequence, you score a point (or just celebrate! Many people just enjoy building the perfect timeline together). Each card also has a "Read about it" Bible reference at the bottom for deeper study.

Q: Who is this game really for?

A: It started with my own kids and youth group, but it quickly became clear it works for everyone. Parents love it for wholesome, Bible-based family time. Homeschoolers can use it as a lesson or fun break. Youth leaders get an icebreaker that actually teaches (instead of just eating session time). Home groups, young adults, small Bible studies, even retired pastors in their 80s (as I have found), enjoy the surprises and "I didn't realise that came there!" moments. Lifelong Christians discover gaps in their

timeline knowledge; newer believers see the big picture for the first time. It's for any age, any setting where people want to laugh, learn, and see how Scripture tells one unified redemption story.

Q: What makes the production version special?

A: My home prototypes had streaky printer lines and taped-together boxes, functional but not something you'd treasure. Now we've gone premium: 300gsm cardstock with matte lamination and round corners for durability, golden foil for book icons on the backs, spot UV highlights for the periods and event numbers on the fronts, and a beautiful book-style box that looks like a mini Bible on your shelf! It's designed to sit proudly in homes and churches, be passed around, played again and again, and when expansions come (which they will), they'll build into a little collection on the bookshelf.

Q: What's your big dream for Chronicles of the Kingdom?

A: I'm passionate about raising the level of Biblical literacy among God's people. My ultimate dream is for every Christian to have access to this as a resource, to help them see the Bible's epic narrative, the connections, the foreshadowing, in a fun, memorable way. There are around two billion Christians worldwide; imagine youth groups in Latin America, families in Africa, churches in Asia playing in their own languages. I've designed the game to be easy to translate, so I'm excited to partner with anyone who wants to fund a new language edition to get it into mission fields and places where this kind of resource isn't common. Stories are powerful in every culture, and the epic story found in Scripture, of the reunion of heaven and earth through Jesus, the promised, rescuing son of God, is the greatest story there will ever be!

My prayer is that Chronicles of the Kingdom finds its way into homes, churches, schools and mission fields around the world, helping people discover the beauty of God's Word together. If this game encourages even a few people to see the Bible's grand story more clearly and love Jesus more deeply, then every hour spent creating it will have been worthwhile.

