

“Tourney Time: Miracle Match-Up” Instructions

The Concept: The players will fill out a tournament bracket to determine (besides “turning water into wine”) which was the earliest miracle of Jesus.

Items Needed: Tournament handout (included as a separate PDF file)

Instructions: This is an individual game. Print out the blank brackets and pass them out to the group. After a brief introduction, the miracles participating are introduced. The eighth slide will tell you to take a minute to fill out the bracket. At this point, stop and wait for the group to complete their sheets. Once your group has finished filling out the bracket, continue on with the game. You may want to have some of your leaders/counselors walk around the group to make sure the brackets have been filled out – we don’t want any cheating.

It will start by showing face-offs between each of the sets of miracles in the sweet sixteen round. After each round, an updated bracket is shown so the group can check their answers and catch up if they fell behind.

There are a couple of optional screens at the end of the game that show the order the miracles were found in the Bible. You can show these if you think your group will be interested in the order.

Scoring: You can score it any way you want. You may just want to give one point for each right answer for the whole bracket. Another way to score it is one point for each correct answer in the sweet sixteen round, two points for the elite eight, three points for the final four, and four points for picking the champion.

Any questions or problems please email: service@pointmangames.com