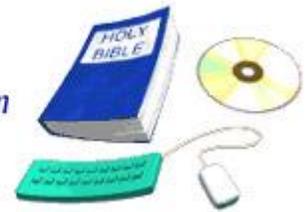


Guide to Faith Through the Roof CD

The story of the man let down through the roof by his friends to see Jesus at Peter's house in Capernaum. 3-lesson outline below! A Student Worksheet for this CD is linked at the CD's page on www.sundaysoftware.com

Sunday Software
New Tools for a New Generation
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OVERVIEW:

Student's travel with Peter to Capernaum, find the paralyzed man, and help carry him to see Jesus. They hear from Peter and Jesus, and then go fishing on the sea (a 5 question quiz), then view a reflection video.

Approximate Game Time: 20-25 minutes depending on age of player and time spent at the computer discussing things. Plan another 10 minutes for looking at the scripture in the Bible and follow-up discussion.

AGE RANGE: Optimally grades 3 through 12.

Younger elementary age players may need a few pointers and some help navigating, -especially those unfamiliar with 3d style play and those disinclined to listen to the game's characters! For example, Stephen "the friend" tells you where he last saw the stretcher (down by the dock), ...but if your kids miss that, they may spend too much time wandering and looking for it.

Be prepared to give younger kids some clues to help if they get stuck. See "clues" below.

Early-readers will enjoy the game IF they have **lots of reading & navigational help**. This game does not require any reading skill *until the end of the game when the quiz comes on screen*. The 3d environment (moving left/right) might be tricky for young players. Give them help! **Note:** We have made this '3d' style game much easier to play than our other 3d style games to make sure your younger kids can enjoy it, but kids who can't press the forward key while pressing the home key to jump -at the same time- may struggle.

The younger in age, the more time and extra help you should plan for. Make sure you have previewed the game and have this GUIDE IN HAND.

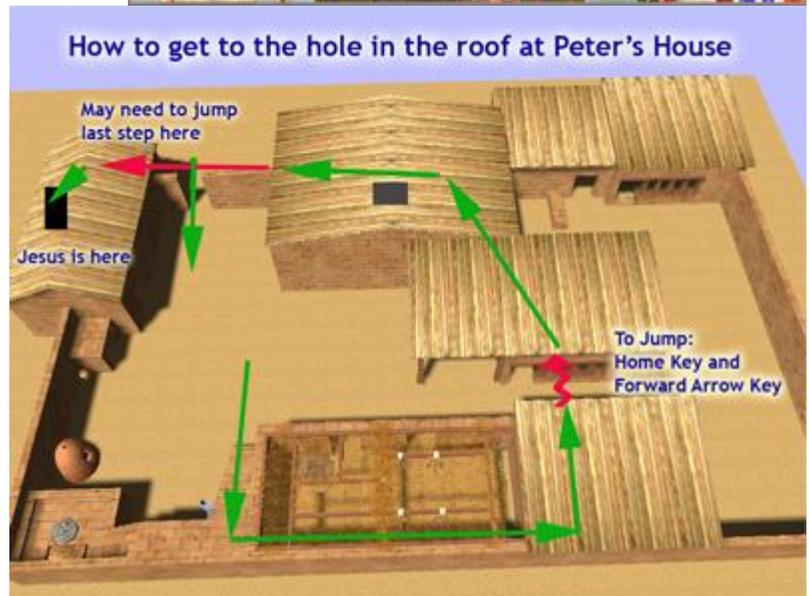
NAVIGATION:

Use the **arrow keys** to move left/right/forward. Use the **shift key** to walk faster while holding down the forward key. Use **Mouse** to look up/down. When in the boat, press the forward arrow to start moving forward.

To get in/out of boat at the dock, press the **X key**.

Hot Tip!

You will need to press the **HOME KEY to jump** across between the rooftops while pressing the forward key.



Hot Tip!

During the game, there are several spots where the player must **RIGHT click the screen** and move the mouse to select an object (stretcher, the paralyzed man, the roof hole). This will activate an arrow on the screen. After using the arrow, **RIGHT CLICK AGAIN** to return to the "hand cursor mode" so you can look up/down again with your mouse. Onscreen instructions alert the players to this operation.

Need Extra Help Finding Things? Go to this CD's webpage at sundaysoftware.com for the links to its resources and **helpful screenshots** of where things are in the game (if you need the cheats!)

Print the Player's Guide!

Go to this CD's webpage at sundaysoftware.com for the links to its resources.

GAME ORDER:

(abbreviated instructions are also found in the game under the "instructions" button on the main menu)

1. Steer boat to Capernaum using arrow keys. Press forward arrow to move boat. Press 'X' key to get out of boat when you get to the middle dock.
2. Talk to Peter on dock.
3. Talk to Stephen up by house.
Clue: Stephen says he last saw the stretcher down by the **dock**. (So... **the stretcher is on the dock!**)
4. Find stretcher and bring to Stephen in the village. He's standing down by the brown brick wall.
5. Stephen is standing by a door with a fish symbol on it. He tells you to knock on the door to get the paralyzed man. Knock just above the fish sign. Man appears. Click on him to pick him up.
6. Pick up man and carry to Peter's House (where you'll see Peter!)
Clue: When you pick up the man you can hear Jesus talking because he is very near. Actually, he's on the opposite side of the brown wall where you knocked on the door. But...to find the door to PETER's house you need to go outside and around the end of the village. You'll see the brown wall again and a passageway going down beside it. Down the passageway is the open door to Peter's house. (If aren't carrying the paralyzed man, the door to Peter's house will be closed.)
7. Inside, you'll talk to Peter and then to Stephen. Pick up man again and carry up the stairs to the roof.
Clue: You'll need to carry him up the stairs and go left over the roofs, using your HOME key + Forward Arrow key to jump between buildings. Then you'll need to walk carefully over the top of the wall towards the house where there's a hole in the roof.
8. Click hole in roof above Jesus' room to let man down through it. Note: there are two holes on two different roofs! And remember, you have to **RIGHT click** to make the cursor turn into a 'selector arrow' to act on the roof.
9. See video presentation of what happened inside the room. This automatically turns on when you walk up to Jesus.
10. Jump down to talk to Jesus
11. Walk out to talk with Peter
12. Go to Dock to say farewell to Stephen
13. Walk to Boat and press the 'x' key to get in and go fishing with Peter
14. Answer the 5 questions.
15. Get option to watch the **Music Video "We'll Follow the Son"** (good reflection piece), and/or replay quiz or restart game or exit.

As with most games of this genre, **things must happen in the correct order**. For example, the door to Peter's house (back around in the far left corner of the village as you're standing on the shore) will not be open until you have found the stretcher, found the paralyzed man and carried him to Peter's house.

KEY CONCEPTS:

- This story shows Christ the teacher willing to engage in debate to change the hearts and minds of the people.
- This story reveals the nature of Jesus, Jesus' commentary on sin, and involves an aspect of evangelism.
- By forgiving sins, Jesus reveals himself to be the compassionate Messiah. "*Only God can forgive such sins.*"
- By forgiving this man's sins, Jesus dispels the idea that sickness and handicaps are God's punishment.

The man's friends are a subtle message to us about going the extra mile and bringing a friend to see Christ.

Scripture: Mark 2:1-12 (Matthew 9:2-8, Luke 5:17-26)

This game features Mark 2:1-12, -which places the story in Capernaum, --the well-known center of the disciples in Galilee and home of Peter. In the years after Christ's resurrection, Peter's home became an important meeting place. Its ruins can still be seen today, preserved under the ruins of an early church. The layout of the house in our game is very similar to the layout of a typical house in Capernaum known through archaeological digs.

Mark signals the importance of this story by placing it RIGHT AT THE BEGINNING of Jesus' ministry.

In the study panels which accompany the Quiz at the end of the game, you will see additional content and questions for discussion.

You can print them this CD's webpage at sundaysoftware.com for the links to its resources.

The "Fishing Quiz with Jesus"

When the player sets sail again with Peter, go to the buoy in the center of the lake. A stream of light will appear and a quiz will appear onscreen. It is unnarrated. Correct answer screens have additional information and questions for further discussion.

We suggest that you print out all five question/answer screens as a handy discussion reference. Go to this CD's webpage at sundaysoftware.com for the links to its resources.

Music Video Reflection

After players have completed the game and answered all 5 Quiz Questions, they are given a menu which includes a MUSIC VIDEO OPTION to view "**We'll Follow the Son**" --for reflection. **Your kids are going to love it**, as it features dolphins swimming in the bow-wake of a sailboat. The music focuses on **what Christ is calling us to do and be**. Images from the program are reflected in the water. After the video is over, the menu reappears so they can watch it again.

Note: The music video can also be played outside the game. Open the "faith" folder on your C drive and look for the **video2.wmv** (a windows media player file) file.

Bonus! We have also included a high resolution Quicktime version of the MUSIC VIDEO which you can play OUTSIDE OF the game for special viewing. It's named video2-QuicktimeHiRes.wmv and is found in the installed c:\faith folder).

We'll Follow the Son

(chords: D, Dsus, G, A)

Verse 1

The Captain is calling, young women, young men climb aboard.
A new wind is blowing, set sail! for the distant shore.

Refrain:

And we will ride the waves together, while we are still young, we'll follow the son.

Verse 2

Bring others to know him, seek justice, do mercy and love.
Remember you life is a gift from high up above.

Refrain:

And we will ride the waves together, while we are still young, we'll follow the son.

Bridge:

The captain is calling, there's work to be done.

With friends and for strangers the kingdom is to come!

Verse 3

The Captain is calling, young women, young men climb aboard.
A new wind is blowing, set sail for the distant shore.

Refrain:

And we will ride the waves together, while we are still young, we'll follow the son (x2)

Music and Lyrics copyright Neil MacQueen, Music performed and recorded by Colin MacQueen, SoundWrangle. Sung by Steve Swanson. All rights reserved. Permission granted to church groups to copy lyrics and sing. Video may also be copied and shown in non-profit educational and worship settings provided the credits are left intact.



GAME SHORTCUT SECRETS!

- Normally you must go up the stairs and cross the roof and wall-top to get to the roof where the hole is. However, you can also approach the wooden gate/door at the entrance to Peter's house and press the HOME key while pressing your forward arrow to clamor up the roof. It's a bit tricky, but convenient. If you fall in behind the door you can climb out as well.
- You can jump in to the sheep pen. You can jump across all the roof tops. If you go in the sea, you may need to press your HOME key to jump back out at the water's edge. There is a functional boundary to the game area.
- If you stand by the open window and listen to Jesus, you can hear his whole debate with the religious authorities.
- See more SHORTCUT/SCREENSHOTS below.

Three Weeks Through the Roof

...a three week lesson outline

Week One: Play the Faith Through the Roof CD, www.sundaysoftware.com/faith

Week Two: Show and Discuss the "Miracles of Faith" animated Nest Video
<http://sundayresources.net/biblevideos/newtestamentvideos.htm>

Prior to showing the video, post some questions about what you want the kids to look for as they watch the videos.

1. What prompted Jesus to perform each miracle?
2. What were the reactions of the people to the miracles? Were they all the same?
3. What did each miracle reveal about Jesus' personality and concerns?

Afterwards... Discuss how each miracle reveals the character of God, and affects those around the healed person. Discuss Jesus' miracles as "signs of his identity." (The software in week 1 also emphasizes this point).

Why didn't Jesus do miracles all the time? (his miracles were specific and he didn't do them all the time).
What sorts of miracles happen every day?

Week Three: Play the Faith Through the Roof OLYMPICS .

Bible Study:

Begin by seeing how much of the story students can remember. Split into teams and have them write down on a LARGE piece of paper as much of the Faith through the Roof story they can remember. Then have them post their paper on the wall. Now everyone opens their Bibles and reads through the story verse by verse together.

Stop after each verse or two and CIRCLES each team's list IF they remembered that part of the story. After going through the story, tally up how many pieces of the story each team listed (which the teacher circled).

Ask:

What part of the story or verse do you think is the most ESSENTIAL VERSE to REMEMBER? Vote.

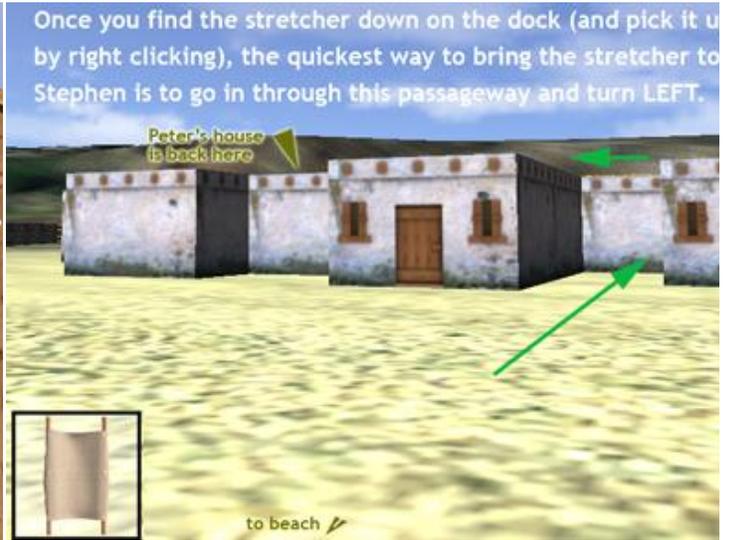
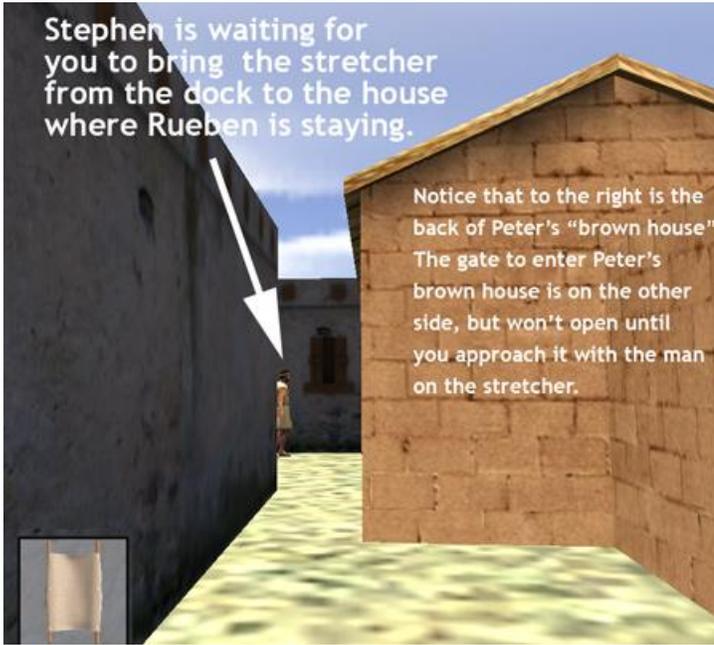
This should be debatable!

Play these games after your Bible Study...

1. Buddy Blanket Relay.... Team members take turns dragging each other on a blanket down to Peter's house to see Jesus. Two people pull while one rides on the blanket which scoots along on the floor. Emphasize the miracle of good friends who can help bring us to Jesus and help us lead righteous lives. Discuss strategies for helping friends get to church, and being positive influences on each other. Give each team 2 minutes to complete this phrase (or similar): *"I want you to come to my church with me because....."*

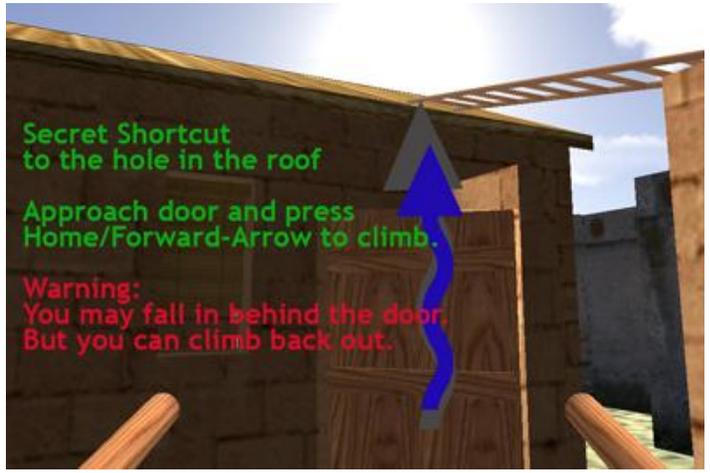
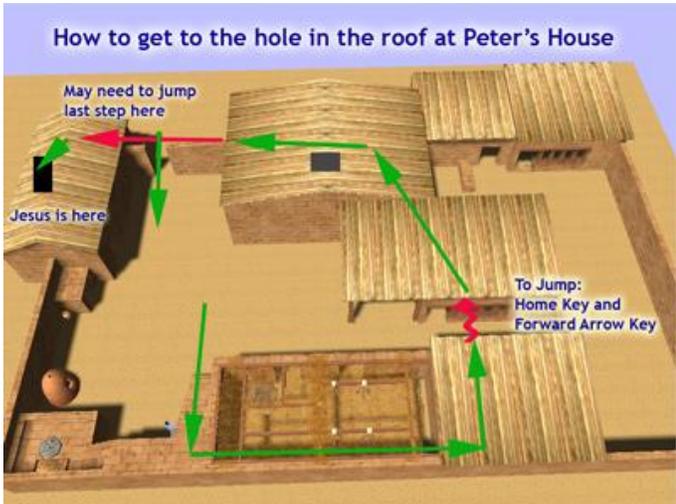
2. Through the Roof Drop... Using barbie dolls and a shoe box, teammates each tries to toss their "barbie buddy" into Peter's house (the shoebox). Tie twine rope to the barbie doll or to a blanket or small piece of cloth and have kids work in pairs to swing rope to fling the doll into the box. Try different variations for fun, including "snapping" the blanket tight to fling the doll. Tape a picture of Jesus' face in the shoebox for a little extra fun. Discuss how friends can look out for their friends spiritual and physical well-being. What are the signs that your friend is stressed out? Upset? Hurting?

3. Pick Up Your Mat! ...With hands behind their backs and no hands or teeth allowed, kids run down to Peter's house and must pick up a mat (blanket or similar) off the floor and bring it back to their team. Harder than it sounds, and fun. Discuss how the man's life was changed, how his family's life was changed, and have the kids come up with a "speech" the man might have given to others about what happened to him.



NOTE: You can get to the Brown Wall of Peter's house from within the village passageways. Stephen and Rueben, for example, are found at the back of Peter's house.

However, in order to get INTO Peter's house, you have to go out around the backside of the village and go into the passageway along the brown house and look for the gate. That's what these screenshots are showing you. The door to Peter's compound will not open if you don't have the paralyzed man with you.



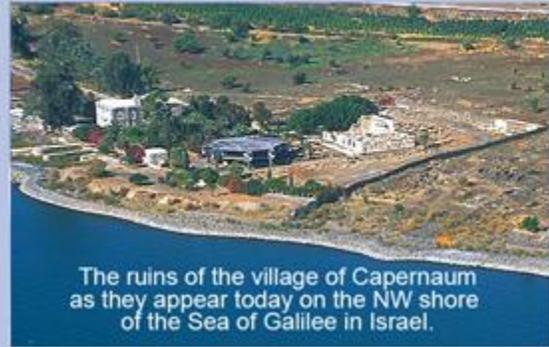
Here are the QUIZ PANELS that appear at the end of the game:

You are right!

The correct answer was *Capernaum*.

The word "Capernaum" means, "Village of Comfort".

What "comforts" do you think Peter's home gave Jesus?



The ruins of the village of Capernaum as they appear today on the NW shore of the Sea of Galilee in Israel.

Today, most of Capernaum is in ruins. Years ago, archaeologists discovered the ruins of an ancient 8-sided house of worship (pictured left). Beneath that house of worship they found a modest home from the time of Jesus. We know that Peter's house in Capernaum was turned into a "house-church" after Christ's resurrection. And over the centuries, many Christian pilgrims have travelled there to the worship in "Peter's house."

press the Spacebar to continue

You are right!

The correct answer is the *religious leaders*.

All three Gospel versions of the story say that the Jewish "**Scribes**" in the house challenged Jesus' authority to forgive the man's sins. A **scribe** was a religious teacher who studied the law of Moses, taught the people how to follow it, and watched that they did!

- ▶ They thought they already knew everything that God wanted.
- ▶ They liked being in a position of authority over others.
- ▶ They liked being treated like important people.
- ▶ They didn't like some young new teacher like Jesus telling them how to live and serve God.

Do you know someone who thinks they know enough about God or the Bible, -or who thinks they have more "important" things to do on Sunday than come to church or Sunday School?

What can you say to them that would change their mind?

By the way... what new thing did you learn today from this story?

press any key to continue



You are right!

The correct answer was; *it is a sign telling us who Jesus is.*

Only God can forgive these sins + Jesus forgave them = Jesus is God with us!

FACT: There were lots of sick people that Jesus did not heal.
There were paralyzed people to whom Jesus never said, "get up and walk".
Jesus was not primarily a healer, and many times the Gospels tell us that he tried to escape from the crowds who came to him with their sick friends and relatives.

So why did Jesus heal **THIS** man coming down through the roof?

1. The story says that Jesus was moved by the faith of the man's friends.
2. He used the miracle to teach people about himself, --that he was God in the flesh come to forgive all sins.
3. He also used the healing to teach us that mental and physical problems are not punishments, ,,and that we should be a FRIEND to those who need our help.

Imagine how the man's life changed after he was healed...
What questions do you think people asked him? ...and how did he answer?
What do you think he did with the gift Jesus had given him?



You are right!

The correct answer was *they probably loved him that much!*

If they didn't love their friend that much, then they might have come up with a bunch of **excuses**, like...

"I'm too busy listening to Jesus right now, he can wait."

"Up on the roof? No, he's too heavy and I don't want to hurt my back."

"We'll get in trouble if we go on the roof."

"The religious leaders will be upset if we interrupt their debate with Jesus."

"Why don't we just wait until everyone leaves so we're not embarrassed."

"Jesus or Peter will get mad at us for interrupting them or cutting a hole in Peter's roof."

"What if we go to all this effort and Jesus doesn't want to see him or heal him?"

"Maybe he really IS paralyzed by God because of his sins, and deserves being this way."

→ How would you have answered each of these excuses?

Fortunately, the man's friends did the right thing. They helped without making excuses. AND they made the extra effort at the risk of what others might think of them. **That's love!**

→ Name two friends or family members that have made an EXTRA effort to help you get to know Jesus, and help you with your problems.



You are right!

In some other Gospel stories, Jesus heals those who show faith in him. But did you notice that in this story the paralyzed man **never** speaks ?! Instead, Jesus healed the man because he was **moved** by the faith of the man's friends. He also used the moment to **teach** the crowd and religious authorities several important truths:

- 👉 That God is a **compassionate** God.
- 👉 That Jesus was **the Messiah** --the one who brings the Good News of forgiveness and healing.
- 👉 That forgiveness is not something you earn. It is a **gift** which God gives us because he loves us.

Did you also notice that **neither** Jesus, nor Peter **complained** about the hole in the roof?
Try this: Imagine what Peter, Jesus and the friends said about the roof later that day.

I wonder...

- 1) Who do you know that others look down upon, -and needs your friendship and help?
- 2) Some people are "paralyzed" by their lack of faith or life situation. They can't seem to come to Jesus on their own and need others to help them.

What are some of the things that "paralyze" people from wanting to come to church?
....What "paralyzes" you (keeps you) from talking to your friends about Jesus?

This is the end of the quiz. Pressing any key will make a final screen appear.



Technical Notes:

Please set your Display resolution to as close to 800x600 as possible. This will make the videos appear larger and less pixelated. If you have a wide-aspect screen, your game screen may stretch a bit wide. Consult your computers' graphic options to maintain a fixed aspect ratio for the use of this game. You may also press Alt-Enter after the game loads to put it in a window. Pull the corners of the window to resize it. In older computers, set your color depth to 16 bit color to save on videoram. If the video of Jesus inside the house doesn't play, it may be that your computer doesn't have enough free Ram. Shut down other software, including antivirus software. We have included a less memory intensive version of video1.wmv in the installation. Look for it in your installed folder and swap it by renaming. (Rename video1.wmv to video1-original.wmv and then rename the video1lowres file to video1.wmv.) An even smaller 'still' version of this video can be downloaded from our tech page. See our Tech Page for more help with video/performance issues and other tech issues related to this CD. If you have "sticky keys" option turned 'on' in Windows, repeated pressing of the keys may pop up a 'sticky keys' option. Turn off sticky keys. The game's "Options" menu allows you to balance the relative volumes of music and narration. It is suggested that you don't adjust them unless you have to. If the videos are playing slow or choppy, it probably means you don't have lots of free ram. Consult our tech page for this program for helps.

VERSION UPDATE NOTE:

In May 2011 we released a FREE UPDATE to Faith Through the Roof. This update makes the videos slightly easier on older machines, and makes picking up objects/clicking on things a little more intuitive. If your CD label says "v1.1" then you already have the updates installed.

SPECS:

Ages 6 to 16. Windows XP, Vista, Windows 7. Minimums: 1.4 gb processor, 2gb ram, 64mb videoram. We have included a lower resolution version of video1 --Peter tells the story, in the \faith folder which installed on your computer. This video starts up after the man is let down through the hole. If Peter's story video doesn't play well or at all, you can replace "video1.wmv" with the lower res version by renaming the file. If the music video doesn't play within the game you can locate video2.wmv in your installed c:\faith folder and double click it to open it independently in Windows Media Player after the game!