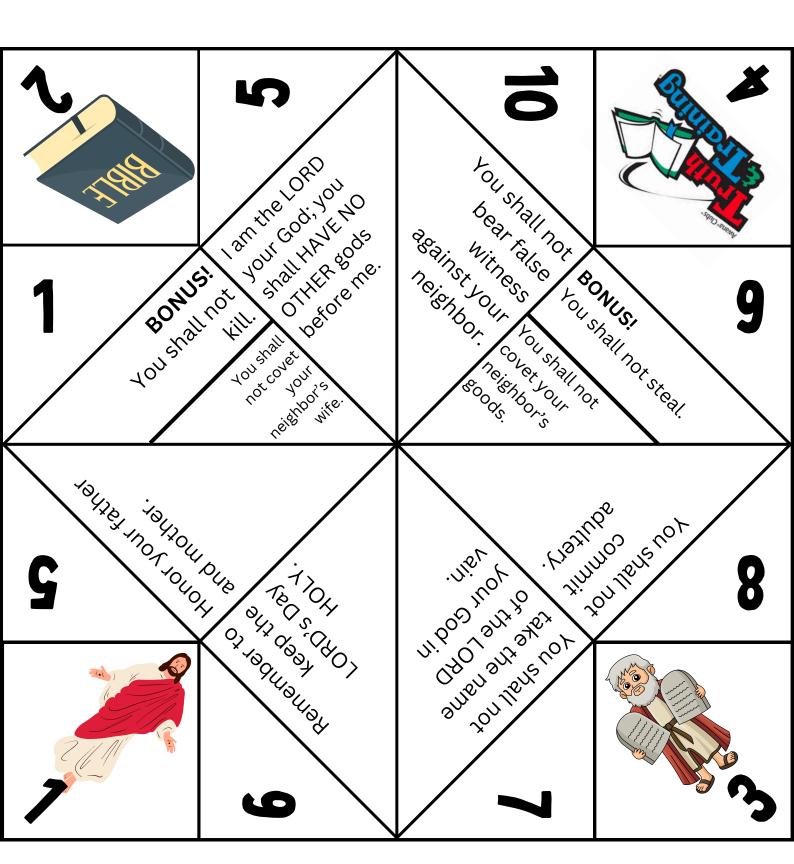
"NAME THE NUMBER" TEN COMMANDMENTS



10 COMMANDMENTS

GAME

How to play - Discover one of the 10 commandments by using the "finger fold to unfold game", then you must remember **which number** the Commandment is! **IF** you get it correct, you get 1 point and you get to go again. If you get an option that has two possibilities, **that is a bonus round**, answer both correctly and get 4 points!

First person to 10 points wins!!

- 1.1 AM THE LORD YOUR GOD: YOU SHALL HAVE NO OTHER GODS BEFORE ME.
- 2. YOU SHALL NOT TAKE THE NAME OF THE LORD YOUR GOD IN VAIN.
- 3. REMEMBER TO KEEP THE LORD'S DAY HOLY.
- 4. HONOR YOUR FATHER AND MOTHER.
- 5. YOU SHALL NOT KILL.
- 6. YOU SHALL NOT COMMIT ADULTERY.
- 7. YOU SHALL NOT STEAL.
- 8. YOU SHALL NOT BEAR FALSE WITNESS AGAINST YOUR NEIGHBOR.
- 9. YOU SHALL NOT COVET YOUR NEIGHBOR'S WIFE.
- 10. YOU SHALL NOT COVET YOUR NEIGHBOR'S GOODS.

FOLDING INSTRUCTIONS

Fold Diagonally: Fold the square paper diagonally in half to form a triangle. Open it back up and fold it diagonally the other way. When you unfold it, you should have two diagonal creases that cross in the center.

Fold the Corners to the Center: With the square flat, take each corner of the paper and fold it toward the center point where the two diagonal creases meet. You should now have a smaller square shape.

Flip and Repeat: Flip the paper over so the folded flaps are facing down. Again, fold each corner to the center point. You'll end up with an even smaller square.

Create Creases for Opening: Fold the smaller square in half horizontally, then unfold it. Then fold it in half vertically and unfold it again. This will create creases that make it easier to manipulate the cootie catcher.

Form the Pockets: With the folds facing up, gently lift the paper and slip your fingers under the four flaps (pockets) created on the back side. Pinch the sides together to form a 3D shape.

Shape It for Use: Once your fingers are in place, you can move the flaps back and forth by pinching and pulling with your fingers. Your cootie catcher is ready!

EXAMPLE SEQUENCE

- The person picks "4." You spell out "F-O-U-R" while moving the "finger fold to unfold game" in and out.
- They see the new numbers inside and pick "7." You move "finger fold to unfold game" 7 times.
- Finally, they pick "2." You open up the flap for "2" and reveal a 10 Commandment quiz underneath.