





































<p>1 - The First Man 1</p>  <p>Markers: Histories, Event <i>Genesis 1:27</i> OT PR60 <i>"So God created man in his own image, in the image of God created he him; male and female created he them."</i></p> <p>Discard: set two verses from your hand</p>	<p>2 - Joseph's Temptation 1</p>  <p>Markers: Trials <i>Genesis 39:9</i> OT PR60 <i>"Thou art his wife: how then can I do this great wickedness, and sin against God?"</i></p>	<p>3 - The Sixth Commandment 2</p>  <p>Markers: Strength, The Law <i>Exodus 20:13</i> OT PR60 <i>"Thou shalt not kill"</i></p> <p>You may search your deck for another verse with a "the Law" Marker, and add it to your hand. OR, Discard: If a verse effect would remove any other verse from the table, negate that effect.</p>
<p>4 - God and Moses 1</p>  <p>Markers: Histories <i>Exodus 33:11</i> OT PR60 <i>"And the LORD spake unto Moses face to face, as a man speaketh unto his friend"</i></p> <p>Keyword: "Man/Men"</p>	<p>5 - Love Thy Neighbor 1</p>  <p>Markers: Strength, The Law <i>Leviticus 19:18</i> OT PR60 <i>"Thou shalt not avenge, nor bear any grudge against the children of thy people, but thou shalt love thy neighbour as thyself:"</i></p> <p>Give this verse from your hand to another player's hand. You may then set one verse from your hand.</p>	<p>6 - Choose Wisely 2</p>  <p>Markers: Trials <i>Deuteronomy 7:4</i> OT PR60 <i>"For they will turn away thy son from following me, that they may serve other gods: so will the anger of the LORD be kindled against you"</i></p> <p>You may play this verse in a opponent's non-Trials chapter. If you do, that player must discard one verse at the end of each of his/her turns, as long as this verse is on the table.</p>







<p>7 - Know the Law 1</p>  <p>Markers: Strength, Wisdom, The Law <i>Joshua 1:8</i> OT PR60 <i>"This book of the law shall not depart out of thy mouth"</i></p> <p>You may search your deck for another verse with a "the Law" Marker, and add it to your hand.</p>	<p>8 - Josua's Stand 1</p>  <p>Markers: Strength <i>Joshua 24:15</i> OT PR60 <i>"Choose you this day whom ye will serve... but as for me and my house, we will serve the LORD."</i></p> <p>Keyword: "Serve/Service/Servant"</p>	<p>9 - Looking Deep 1</p>  <p>Markers: Faith <i>1 Samuel 16:7</i> OT PR60 <i>"...For the LORD seeth not as man seeth; for man looketh on the outward appearance, but the LORD looketh on the heart."</i></p> <p>Look at the top five verses of the deck of any one other player. Restack them on his/her deck in any order.</p>
<p>10 - Job's Testimony 2</p>  <p>Markers: Wisdom <i>Job 19:25</i> OT PR60 <i>"For I know that my redeemer liveth, and that he shall stand at the latter day upon the earth:"</i></p> <p>Keyword "Live/Life"</p>	<p>11 - The Answer 1</p>  <p>Markers: Strength, Faith <i>Psalms 24:4</i> OT PR60 <i>"He that hath clean hands, and a pure heart; who hath not lifted up his soul unto vanity, nor sworn deceitfully."</i></p> <p>Keyword: "Heart"</p>	<p>12 - Humble Search 2</p>  <p>Markers: Faith <i>Proverbs 3:5</i> OT PR60 <i>"Trust in the LORD with all thine heart; and lean not unto thine own understanding."</i></p> <p>Prayer 3</p>







<p>13 - Talking With God 1</p>  <p>Markers: Faith <i>Isaiah 1:18</i> OT PR60 <i>"Come now, and let us reason together, saith the LORD:"</i></p> <p>Prayer 4</p>	<p>14 - The Marvel 1</p>  <p>Markers: Wisdom, Faith <i>Isaiah 29:14</i> OT PR60 <i>"...Behold, I will proceed to do a marvellous work among this people, even a marvellous work and a wonder"</i></p> <p>Keyword: "Work"</p>	<p>15 - Our Baggage 1</p>  <p>Markers: Faith, Trials, Testimony <i>Isaiah 53:4</i> OT PR60 <i>"Surely he hath borne our griefs, and carried our sorrows:"</i></p>
<p>16 - Higher Thinking 1</p>  <p>Markers: Faith <i>Isaiah 55:8</i> OT PR60 <i>"For my thoughts are not your thoughts, neither are your ways my ways, saith the LORD."</i></p> <p>Look at the top three verses of all decks, return them in the same order</p>	<p>17 - Hunting Israel 1</p>  <p>Markers: Wisdom <i>Jeremiah 16:16</i> OT PR60 <i>"and after will I send for many hunters, and they shall hunt them from every mountain, and from every hill, and out of the holes of the rocks."</i></p>	<p>18 - Joseph and Judah 3</p>  <p>Markers: Wisdom <i>Ezekiel 37:17</i> OT PR60 <i>"And join them one to another into one stick; and they shall become one in thine hand."</i></p> <p>Quote. OR Discard: Take any two chapters from the tabletop and combine them into one completed book, regardless of the icon.</p>







<p>19 - Indestructible Kingdom 1</p>  <p>Markers: Histories <i>Daniel 2:44</i> OT PR60</p> <p><i>"And in the days of these kings shall the God of heaven set up a kingdom, which shall never be destroyed"</i></p> <p>As long as this verse is in play in a chapter, no other verse may be removed from that chapter.</p>	<p>20 - From God to the Prophets 1</p>  <p>Markers: Faith <i>Amos 3:7</i> OT PR60</p> <p><i>"Surely the Lord GOD will do nothing, but he revealeth his secret unto his servants the prophets."</i></p> <p>Keyword: "Lord"</p>	<p>21 - Testing God 1</p>  <p>Markers: Faith <i>Malachi 3:10</i> OT PR60</p> <p><i>"Prove me now herewith, saith the LORD of hosts, if I will not open you the windows of heaven"</i></p> <p>If you have already played a Strength verse into a chapter this turn, you may set this verse from your hand.</p>
<p>22 - Thread of Life 1</p>  <p>Markers: Wisdom <i>Malachi 4:6</i> OT PR60</p> <p><i>"And he shall turn the heart of the fathers to the children, and the heart of the children to their fathers"</i></p> <p>Quote</p>	<p>23 - Shining Light 1</p>  <p>Markers: Strength, Testimony <i>Matthew 5:16</i> NT PR60</p> <p><i>"Let your light so shine before men, that they may see your good works, and glorify your Father which is in heaven."</i></p> <p>Keyword: "Father" ALSO You may reveal three verses from your hand instead of sacrificing to play this verse.</p>	<p>24 - Which to Serve? 1</p>  <p>Markers: Trials <i>Matthew 6:24</i> NT PR60</p> <p><i>"No man can serve two masters... Ye cannot serve God and mammon."</i></p> <p>Keyword: "One"</p>







<p>25 - The Testimony of Peter 2</p>  <p>Markers: Histories, Testimony <i>Matthew 16:16</i> NT PR60 <i>"And Simon Peter answered and said, Thou art the Christ, the Son of the living God."</i></p> <p>Keyword: "Christ"</p>	<p>26 - The Sealing Power 2</p>  <p>Markers: Wisdom, Priesthood <i>Matthew 16:19</i> NT PR60 <i>"Whatsoever thou shalt bind on earth shall be bound in heaven"</i></p>	<p>27 - The Least of These 1</p>  <p>Markers: Strength <i>Matthew 25:40</i> NT PR60 <i>"Inasmuch as ye have done it unto one of the least of these my brethren, ye have done it unto me."</i></p> <p>When another player plays a verse, you may discard this verse from your hand to redirect that verse's effect to another target.</p>
<p>28 - After the Resurrection 1</p>  <p>Markers: Histories <i>Luke 24:36</i> NT PR60 <i>"Jesus himself stood in the midst of them, and saith unto them, Peace be unto you."</i></p> <p>Keyword: "Himself/Myself/Thyself"</p>	<p>29 - The Gateway 1</p>  <p>Markers: Wisdom, The Law <i>John 3:5</i> NT PR60 <i>"Except a man be born of water and of the Spirit, he cannot enter into the kingdom of God."</i></p> <p>Quote</p>	<p>30 - Gather the Sheep 1</p>  <p>Markers: Wisdom, Histories <i>John 10:16</i> NT PR60 <i>"And other sheep I have, which are not of this fold... and there shall be one fold, and one shepherd."</i></p> <p>Choose two Histories verses from your deck, add them to your hand, and reshuffle your deck.</p>







<p>31 - Keep My Commandments 1</p>  <p>Markers: Strength, The Law <i>John 14:15</i> NT PR60 <i>"If ye love me, keep my commandments."</i></p>	<p>32 - Know the Divine 2</p>  <p>Markers: Wisdom <i>John 17:3</i> NT PR60 <i>"And this is life eternal, that they might know thee the only true God, and Jesus Christ, whom thou hast sent."</i></p> <p>Quote</p>	<p>33 - Stephen's Sacrifice 1</p>  <p>Markers: Wisdom <i>Acts 7:56</i> NT PR60 <i>"And said, Behold, I see the heavens opened, and the Son of man standing on the right hand of God."</i></p> <p>Keyword: "God"</p>
<p>34 - The Testimony of Paul 2</p>  <p>Markers: Faith, Testimony <i>Romans 1:16</i> NT PR60 <i>"For I am not ashamed of the gospel of Christ"</i></p>	<p>35 - There is an Escape 1</p>  <p>Markers: Strength, Trials <i>1 Corinthians 10:13</i> NT PR60 <i>"But will with the temptation also make a way to escape, that ye may be able to bear it."</i></p> <p>Discard: Remove one verse from the tabletop and return it to its owner's hand</p>	<p>36 - Live Again! 1</p>  <p>Markers: Histories <i>1 Corinthians 15:20</i> NT PR60 <i>"But now is Christ risen from the dead"</i></p> <p>Discard this verse and up to two other verses from your hand to retrieve that many other verses from your discard to your hand.</p>







<p>37 - What of the Dead? 1</p>  <p>Markers: Wisdom <i>1 Corinthians 15:29</i> NT PR60</p> <p><i>"Else what shall they do which are baptized for the dead, if the dead rise not at all?"</i></p> <p>Quote. ALSO, take any one verse from your discard and return it to your hand.</p>	<p>38 - Perfected in the Resurrection 1</p>  <p>Markers: <i>1 Corinthians 15:42</i> NT PR60</p> <p><i>"So also is the resurrection of the dead. It is sown in corruption; it is raised in incorruption:"</i></p> <p>Choose one verse in your discard, and exchange it with a verse in one of your chapters.</p>	<p>39 - The Organization 1</p>  <p>Markers: Wisdom, Priesthood, Teaching <i>Ephesians 4:11</i> NT PR60</p> <p><i>"And he gave some, apostles; and some, prophets; and some, evangelists; and some, pastors and teachers;"</i></p> <p>Quote. ALSO, Search your deck for up to two verses with a Marker of either Priesthood or Teaching, put them into your hand, then reshuffle your deck.</p>
<p>40 - Apostacy of Darkness 2</p>  <p>Markers: Trials <i>2 Thessalonians 2:3</i> NT PR60</p> <p><i>"...For that day shall not come, except there come a falling away first"</i></p> <p>While this verse is in play, at the end of each player's turn, he/she must discard one verse from his/her hand.</p>	<p>41 - The Hedonists 1</p>  <p>Markers: Trials <i>2 Timothy 3:4</i> NT PR60</p> <p><i>"Traitors, heady, highminded, lovers of pleasures more than lovers of God"</i></p>	<p>42 - The Word of God 1</p>  <p>Markers: Wisdom, Teaching <i>2 Timothy 3:17</i> NT PR60</p> <p><i>"All scripture is given by inspiration of God, and is profitable for doctrine"</i></p> <p>All players draw two more verses.</p>

<p>43 - The Calling 1</p>  <p>Markers: Wisdom <i>Hebrews 5:4</i> NT PR60</p> <p><i>"And no man taketh this honour unto himself, but he that is called of God, as was Aaron."</i></p> <p>This verse remains on the table until the end of your next turn, then is discarded. While it is on the table, no player may draw from their deck for any reason.</p>	<p>44 - Wavering Faith 1</p>  <p>Markers: Trials <i>James 1:6</i> NT PR60</p> <p><i>"For he that wavereth is like a wave of the sea driven with the wind and tossed."</i></p> <p>Discard two verses from your chapters. You may sacrifice an additional verse to have this effect applied to an opponent instead.</p>	<p>45 - Show Me! 2</p>  <p>Markers: Strength <i>James 2:18</i> NT PR60</p> <p><i>"Shew me thy faith without thy works, and I will shew thee my faith by my works."</i></p> <p>When this verse is played into a chapter, reveal any number of verses remaining in your hand, and draw that many verses.</p>
<p>46 - The Voice of the Angel 2</p>  <p>Markers: Histories <i>Revelation 14:7</i> NT PR60</p> <p><i>"Saying with a loud voice, Fear God, and give glory to him."</i></p> <p>Prayer 2</p>	<p>47 - Judgement Day 2</p>  <p>Markers: Strength <i>Revelation 20:12</i> NT PR60</p> <p><i>"...And the dead were judged out of those things which were written in the books, according to their works."</i></p> <p>Discard: You may choose one verse from your discard for every Blessing you have remaining, and add them to your hand.</p>	<p>48 - I Will Go and Do 2</p>  <p>Markers: Histories, The Law <i>1 Nephi 3:7</i> BOM PR60</p> <p><i>"I know that the Lord giveth no commandments unto the children of men, save he shall prepare a way"</i></p> <p>Draw two more verses. You may set them immediately, otherwise, play them as normal</p>







<p>49 - Internalize 2</p>  <p>Markers: Wisdom, Teaching <i>1 Nephi 19:23</i> BOM PR60</p> <p><i>"...For I did liken all scriptures unto us, that it might be for our profit and learning."</i></p> <p>Quote. ALSO, set another verse from your hand.</p>	<p>50 - The Fall of Man 1</p>  <p>Markers: Wisdom <i>2 Nephi 2:25</i> BOM PR60</p> <p><i>"Adam fell that men might be; and men are, that they might have joy."</i></p> <p>Quote. OR, Discard: Draw three more verses to your hand.</p>	<p>51 - The Work of Satan 2</p>  <p>Markers: Trials <i>2 Nephi 2:27</i> BOM PR60</p> <p><i>"According to the captivity and power of the devil; for he seeketh that all men might be miserable like unto himself."</i></p> <p>Keyword: "Man/Men"</p>
<p>52 - Wealth of the Learned 1</p>  <p>Markers: Wisdom <i>2 Nephi 9:29</i> BOM PR60</p> <p><i>"But to be learned is good if they hearken unto the counsels of God."</i></p>	<p>53 - It's a Party! 2</p>  <p>Markers: Strength, Trials <i>2 Nephi 28:7</i> BOM PR60</p> <p><i>"Yea, and there shall be many which shall say: Eat, drink, and be merry, for tomorrow we die; and it shall be well with us."</i></p> <p>Discard: all players discard their hands and draw the top 5 verses from their decks.</p>	<p>54 - The Words of Angels 1</p>  <p>Markers: Wisdom, Faith <i>2 Nephi 32:3</i> BOM PR60</p> <p><i>"Angels speak by the power of the Holy Ghost; wherefore, they speak the words of Christ"</i></p> <p>Quote ALSO, Prayer 2.</p>







<p>55 - The Real Purpose of Wealth 1</p>  <p>Markers: Strength <i>Jacob 2:19</i> BOM PR60 <i>"To clothe the naked, and to feed the hungry, and to liberate the captive"</i></p> <p>Keyword: "Give"</p>	<p>56 - Helping Man, Helping God 3</p>  <p>Markers: Strength <i>Mosiah 2:17</i> BOM PR60 <i>"...When ye are in the service of your fellow beings ye are only in the service of your God."</i></p> <p>You may allow an opponent to draw a blessing. If you do, you may also draw a blessing.</p>	<p>57 - A Child's Humility 1</p>  <p>Markers: Strength, Faith <i>Mosiah 3:19</i> BOM PR60 <i>"...And becometh as a child, submissive, meek, humble, patient, full of love..."</i></p> <p>Prayer 3</p>
<p>58 - Safety 1</p>  <p>Markers: Strength, Wisdom <i>Mosiah 4:30</i> BOM PR60 <i>"And now, O man, remember, and perish not."</i></p> <p>You may play this verse face-down on your tabletop, not in a chapter. If you do, any time an opponent would remove a verse from the table, you may quote this verse to prevent that.</p>	<p>59 - Power of Faith 2</p>  <p>Markers: Faith <i>Alma 32:21</i> BOM PR60 <i>"...Therefore if ye have faith ye hope for things which are not seen, which are true."</i></p> <p>Prayer 2</p>	<p>60 - Procrastination 2</p>  <p>Markers: Trials <i>Alma 34:33</i> BOM PR60 <i>"I beseech of you that ye do not procrastinate the day of your repentance until the end"</i></p> <p>As soon as this verse is played, your current turn ends. You may take another turn immediately.</p>







<p>61 - Strength in Simplicity 1</p>  <p>Markers: Wisdom, Faith, Teaching <i>Alma 37:6</i> BOM PR60</p> <p><i>"...By small and simple things are great things brought to pass; and small means in many instances doth confound the wise."</i></p> <p>This verse adds two additional icons to any theme of the chapter it's in.</p>	<p>62 - Learning Young 1</p>  <p>Markers: Strength, Teaching <i>Alma 37:35</i> BOM PR60</p> <p><i>"Yea, learn in thy youth to keep the commandments of God."</i></p>	<p>63 - Sadness Comes 3</p>  <p>Markers: Trials <i>Alma 41:10</i> BOM PR60</p> <p><i>"Behold, I say unto you, wickedness never was happiness."</i></p> <p>If there is a Trials chapter on the table, discard it.</p>
<p>64 - Storms of Darkness 1</p>  <p>Markers: Trials <i>Helaman 5:12</i> BOM PR60</p> <p><i>"...When all his hail and his mighty storm shall beat upon you, it shall have no power over you to drag you down"</i></p> <p>When another player plays/sets a verse, you may immediately discard this verse from your hand. If you do, the verse your opponent played/set is immediately discarded and its effect is negated.</p>	<p>65 - Quick to Anger 1</p>  <p>Markers: Trials <i>3 Nephi 11:29</i> BOM PR60</p> <p><i>"He stirreth up the hearts of men to contend with anger, one with another."</i></p> <p>Each of your opponents must discard a verse they choose from their hand</p>	<p>66 - A Perfect Example 2</p>  <p>Markers: Faith <i>3 Nephi 27:27</i> BOM PR60</p> <p><i>"Therefore, what manner of men ought ye to be? Verily I say unto you, even as I am."</i></p> <p>Keyword: "Say/Saith"</p>







<p>67 - Clear Sight 1</p>  <p>Markers: Faith, Testimony <i>Moroni 7:16</i> BOM PR60</p> <p><i>"...The Spirit of Christ is given to every man, that he may know good from evil"</i></p> <p>Search your deck for a Wisdom verse, bring it into your hand, and reshuffle your deck.</p>	<p>68 - Kindness and Love 3</p>  <p>Markers: Faith, Teaching <i>Moroni 7:45</i> BOM PR60</p> <p><i>"And charity suffereth long, and is kind, and envieth not, and is not puffed up"</i></p> <p>You may allow your opponents to set one verse each in your turn. If you do, draw a Blessing.</p>	<p>69 - The Test 1</p>  <p>Markers: Wisdom, Faith, Testimony <i>Moroni 10:4</i> BOM PR60</p> <p><i>"I would exhort you that ye would ask God, the Eternal Father, in the name of Christ, if these things are not true"</i></p> <p>Quote</p>
<p>70 - After the Storm 2</p>  <p>Markers: Faith, Trials <i>Ether 12:6</i> BOM PR60</p> <p><i>"...For ye receive no witness until after the trial of your faith."</i></p> <p>If this verse is played into a Trials chapter, you may also search your deck for three Faith verses and place them in your hand.</p>	<p>71 - Show Me My Weakness 1</p>  <p>Markers: Trials <i>Ether 12:27</i> BOM PR60</p> <p><i>"And if men come unto me I will show unto them their weakness."</i></p> <p>You may reveal 2 other verses with a sacrifice cost of 0 or 1 instead of sacrificing to play this verse</p>	<p>72 - It Shall Come to Pass 2</p>  <p>Markers: Wisdom <i>D&C 1:38</i> D&C PR60</p> <p><i>"...And though the heavens and the earth pass away, my word shall not pass away, but shall all be fulfilled"</i></p> <p>All players shuffle their discards into their decks.</p>

<p>73 - Prophecy and Miracles 1</p> <p>W F H</p> <p>Markers: Faith, Priesthood <i>D&C 8:3</i> D&C PR60</p> <p><i>"...This is the spirit by which Moses brought the children of Israel through the Red Sea on dry ground."</i></p>	<p>74 - The Servants of Satan 1</p> <p>S T</p> <p>Markers: Trials <i>D&C 10:5</i> D&C PR60</p> <p><i>"That you may escape the hands of the servants of Satan that do uphold his work."</i></p>	<p>75 - Endure to the End 2</p> <p>S T</p> <p>Markers: Strength <i>D&C 14:7</i> D&C PR60</p> <p><i>"And, if you keep my commandments and endure to the end you shall have eternal life"</i></p> <p>If this verse is in play when you have only one Blessing remaining, draw that Blessing.</p>
<p>76 - My Worth 1</p> <p>W F</p> <p>Markers: Faith <i>D&C 18:10</i> D&C PR60</p> <p><i>"Remember the worth of souls is great in the sight of God"</i></p>	<p>77 - The Amazing Suffering 1</p> <p>W H TT</p> <p>Markers: Trials <i>D&C 19:18</i> D&C PR60</p> <p><i>"Which suffering caused myself, even God, the greatest of all, to tremble because of pain"</i></p>	<p>78 - Music in His Soul 1</p> <p>W F</p> <p>Markers: Wisdom, Faith <i>D&C 25:12</i> D&C PR60</p> <p><i>"For my soul delighteth in the song of the heart"</i></p>

<p>79 - Don't Wait 1</p>  <p>Markers: Strength <i>D&C 58:27</i> D&C PR60</p> <p><i>"Men should be anxiously engaged in a good cause, and do many things of their own free will"</i></p> <p>If played immediately after drawing, this verse can be played without sacrificing. ALSO, all players draw two verses.</p>	<p>80 - The Ultimate Forgetting 2</p>  <p>Markers: Strength, Faith <i>D&C 58:42</i> D&C PR60</p> <p><i>"He who has repented of his sins, the same is forgiven, and I, the Lord, remember them no more."</i></p> <p>Trials verses may be played into chapters without sacrificing this turn</p>	<p>81 - My Holy Day 1</p>  <p>Markers: Strength <i>D&C 59:9</i> D&C PR60</p> <p><i>"Thou shalt go to the house of prayer and offer up thy sacraments upon my holy day;"</i></p>
<p>82 - A Clean Slate 1</p>  <p>Markers: Strength, Wisdom, The Law <i>D&C 64:10</i> D&C PR60</p> <p><i>"I, the Lord, will forgive whom I will forgive, but of you it is required to forgive all men."</i></p> <p>Quote</p>	<p>83 - One Out of Ten 1</p>  <p>Markers: Trials <i>D&C 64:23</i> D&C PR60</p> <p><i>"And verily it is a day of sacrifice, and a day for the tithing of my people"</i></p> <p>When this verse is sacrificed (not discarded), other players draw a card</p>	<p>84 - The Testimony of Joseph 2</p>  <p>Markers: Wisdom, Faith, Testimony <i>D&C 76:22</i> D&C PR60</p> <p><i>"This is the testimony, last of all, which we give of him: That he lives!"</i></p> <p>Quote</p>

<p>85 - Service to the Giver 1</p>  <p>Markers: Strength <i>D&C 82:3</i> D&C PR60 <i>"For of him unto whom much is given much is required"</i></p>	<p>86 - God's Word of Honor 1</p>  <p>Markers: Strength, The Law <i>D&C 82:10</i> D&C PR60 <i>"I, the Lord, am bound when ye do what I say; but when ye do not what I say, ye have no promise."</i></p>	<p>87 - Welcome 1</p>  <p>Markers: Wisdom, Faith <i>D&C 84:37</i> D&C PR60 <i>"And he that receiveth me receiveth my Father"</i></p> <p>Quote</p>
<p>88 - Stop and Turn 2</p>  <p>Markers: Trials <i>D&C 88:124</i> D&C PR60 <i>"Cease to be idle; cease to be unclean; cease to find fault one with another"</i></p> <p>Other players discard the top two verses from their decks</p>	<p>89 - The Promise of Strength 1</p>  <p>Markers: Strength <i>D&C 89:20</i> D&C PR60 <i>"And shall run and not be weary, and shall walk and not faint."</i></p> <p>This round (Until your next turn starts), each time a player plays a strength or faith verse he/she may set one additional verse.</p>	<p>90 - The Few 1</p>  <p>Markers: Faith <i>D&C 121:34</i> D&C PR60 <i>"Behold, there are many called, but few are chosen"</i></p> <p>Draw the top five verses from your deck. Choose two and place them in your hand. Discard the others</p>

<p>91 - Diligent Learning 2</p>  <p>Markers: Wisdom <i>D&C 130:19</i> D&C PR60</p> <p><i>"Whatever principle of intelligence we attain unto in this life, it will rise with us in the resurrection."</i></p> <p>Quote</p>	<p>92 - Special Delivery 1</p>  <p>Markers: Strength, The Law <i>D&C 130:21</i> D&C PR60</p> <p><i>"And when we obtain any blessing from God, it is by obedience to that law upon which it is predicated."</i></p> <p>You may move any of your verses on the tabletop from chapter to chapter during this turn.</p>	<p>93 - The Body of the Father 1</p>  <p>Markers: Wisdom <i>D&C 130:22</i> D&C PR60</p> <p><i>"The Father has a body of flesh and bones as tangible as man's; the Son also"</i></p> <p>Keyword: "Lord"</p>
<p>94 - Sealed for All Time 1</p>  <p>Markers: Wisdom, Priesthood <i>D&C 131:2</i> D&C PR60</p> <p><i>"And in order to obtain the highest, a man must enter into... the new and everlasting covenant of marriage"</i></p> <p>Keyword: "Eternal"</p>	<p>95 - Souls Opened Bare 1</p>  <p>Markers: Strength, Faith, The Law <i>D&C 137:9</i> D&C PR60</p> <p><i>"For I, the Lord, will judge all men according to their works, according to the desire of their hearts."</i></p>	<p>96 - The Glory of God 2</p>  <p>Markers: Strength <i>Moses 1:39</i> PGP PR60</p> <p><i>"For behold, this is my work and my glory—to bring to pass the immortality and eternal life of man."</i></p> <p>This verse combines with "The Work of God" to form a completed book, regardless of the icons in any of the included chapters.</p>

<p>97 - The Work of God 2</p>  <p>Markers: Wisdom <i>Moses 1:39</i> PGP PR60</p> <p><i>"For behold, this is my work and my glory—to bring to pass the immortality and eternal life of man."</i></p> <p>This verse combines with "The Glory of God" to form a completed book, regardless of the icons in any of the included chapters.</p>	<p>98 - The Heart of Zion 1</p>  <p>Markers: Faith <i>Moses 7:18</i> PGP PR60</p> <p><i>"And the Lord called his people ZION, because they were of one heart and one mind, and dwelt in righteousness"</i></p> <p>Prayer 2</p>	<p>99 - Abraham 1</p>  <p>Markers: Wisdom, Righteous Character <i>Abraham 3:23</i> PGP PR60</p> <p><i>"These I will make my rulers;... and he said unto me: Abraham, thou art one of them; thou wast chosen before thou wast born."</i></p> <p>Look at the top five verses in your deck. Set 1 into a chapter immediately. Replace the rest on your deck in any order.</p>
<p>100 - The First Vision 3</p>  <p>Markers: Histories, Epic Event, Testimony <i>Joseph Smith History</i> PGP PR60 <i>1:16</i></p> <p><i>"I saw a pillar of light exactly over my head, above the brightness of the sun..."</i></p> <p>Unique. ALSO, Quote. ALSO, When this verse is played into chapter, search your deck for two more Histories verses, and set them into that chapter.</p>	<p>0 - 0</p>  <p>Markers:</p> <p>""</p>	<p>0 - 0</p>  <p>Markers:</p> <p>""</p>

