

# Religious Games

## *“Simon Says”*

- Introduction:
1. Probably most of us remember playing the game *“Simon Says”* when we were younger.
  2. The goal of the game was to acknowledge what Simon said, and then do it.
  3. When you stop and think about it, God plays the same game with people today.
  4. However, it’s not a game with God; it’s serious and one’s eternal destiny hangs in the balance.

### **I. The Rules Of The Game**

- A. One can only do what “Simon” says. Any action taken that does not have Simon’s permission will cause one to lose the game.
- B. When one gives thought to Christianity, one discovers that this is the same principle we operate under.
- C. Apart from division caused by attitudes and personality conflicts, what division is not the result of one failing to respect the authority of God.
- D. Whatever we do in religion, we must do with God’s permission.
- E. (Colossians 3:17).
- F. (Acts 4:7).
- G. The problem is not with the rules - they’re simple. The problem is with our obedience.

### **II. Does God Expect Us To Play By The Rules**

- A. Nadab & Abihu (Leviticus 10:1-2).
- B. Moses (Exodus 17:6; Numbers 20:8).
- C. King Uzziah (2 Chronicles 26:1-20).
- D. King Saul (1 Samuel 5:5-13).

- Conclusion:
1. Christianity is as simple as “Simon Says.”
  2. To be successful, all we need to do is simply follow his instructions.
  3. “For what man dare go in a way which has neither precept nor example to warrant it? Can that be obedience which has no command for it...O, the pride of man’s heart, that instead of being a law-obeyer, will be a law-maker! For my part, I will not fear God will be angry with me for doing no more than he has commanded me, and sticking close to the rule of his word, in matter of worship; but I should tremble to add or diminish!” (Richard Baxter 1615-1691).