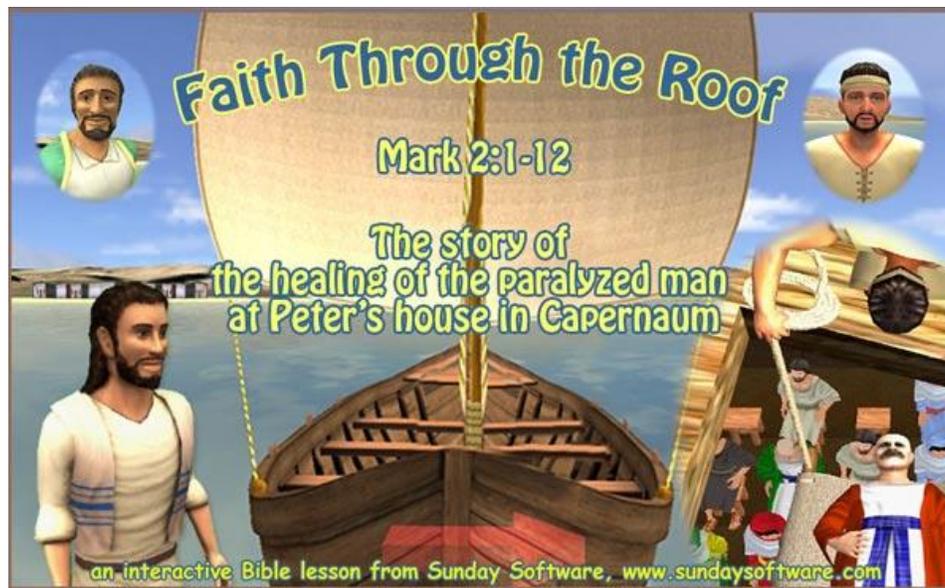


# Guide to Sunday Software's "Faith Through the Roof" Game

Teaching the story of the man lowered down through the roof by his friends to see Jesus at Peter's house in Capernaum.



## OVERVIEW

This Guide provides navigation helps, "cheats," secret tips, Bible study notes, and printables to share with students.

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 music-video.

**Approximate Game Time: 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 will definitely need help navigating, - especially those unfamiliar with 3d style play and those disinclined to listen to the onscreen characters' instructions and clues. 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 kids clues from this guide to help them get unstuck.

## NAVIGATION

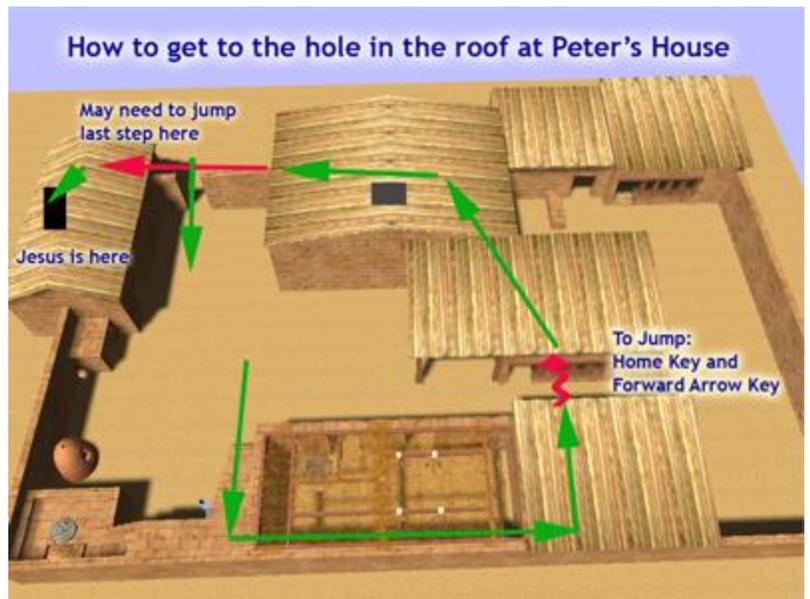
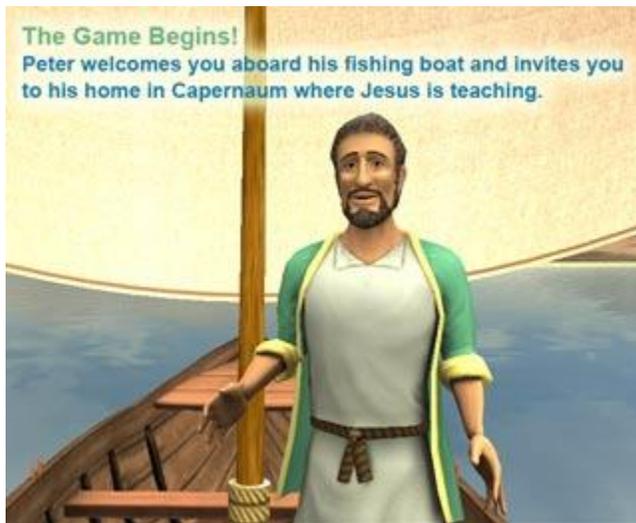
Use the **arrow keys** to move left/right/forward.

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.

Use the **X key** to get in/out of boat at the dock. The X will only appear when you are properly docked next to the correct dock.





## ORDER OF PLAY

(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. **Clue:** The first hole you find is not the right hole!
8. Click the 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, then walk out the door and talk with Peter
11. Go to Dock to say farewell to Stephen
12. Walk to Boat and press the 'X' key to get in and go fishing with Peter.
13. Answer the 5 questions.
14. Select option to watch the **Music Video "We'll Follow the Son"** (good reflection piece), and/or replay quiz or restart game or exit.

## Tips!

As with most games of this genre, things must happen in the correct order or the next step will not be triggered.

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

You can pretty much ignore the big red arrow pointer. It points in the 'general' direction of where you need to go next but you'll have to navigate in other directions to get around things the village.

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.

## 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.

## 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. At the end of this guide are screenshots of all five question screens.

## 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. The music focuses on *what Christ is calling us to do and be*. After the video is over, the menu reappears so they can watch it again. The music video can also be played outside the game by double-clicking the video2.wmv in the installed "faith" game folder on your computer.

## 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.

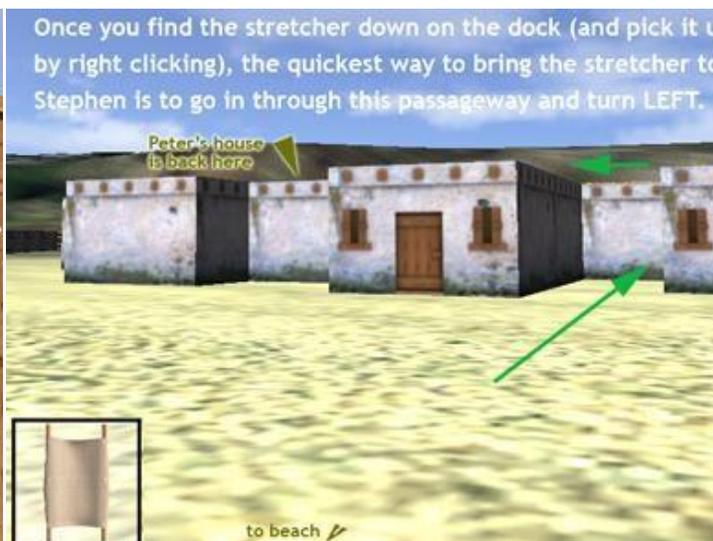
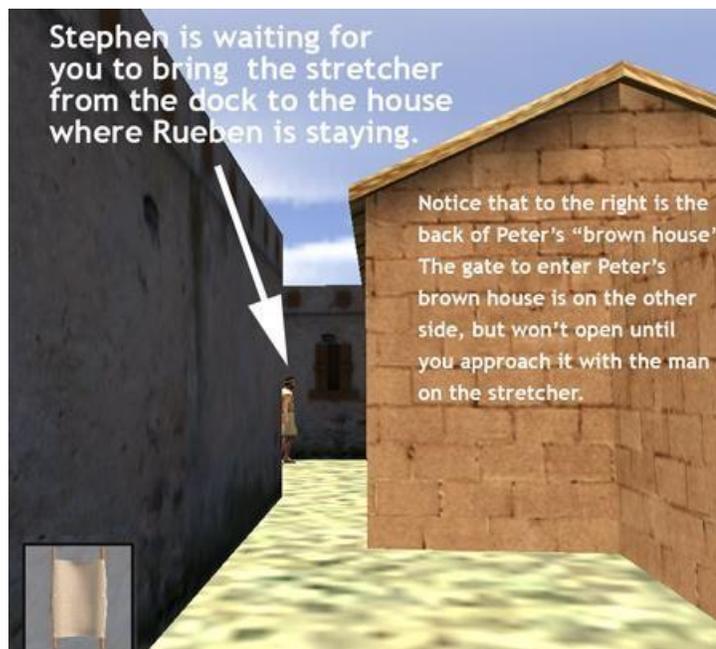
A new wind is blowing, set sail for the distant shore.

Refrain:

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

## MORE GAME SECRETS!

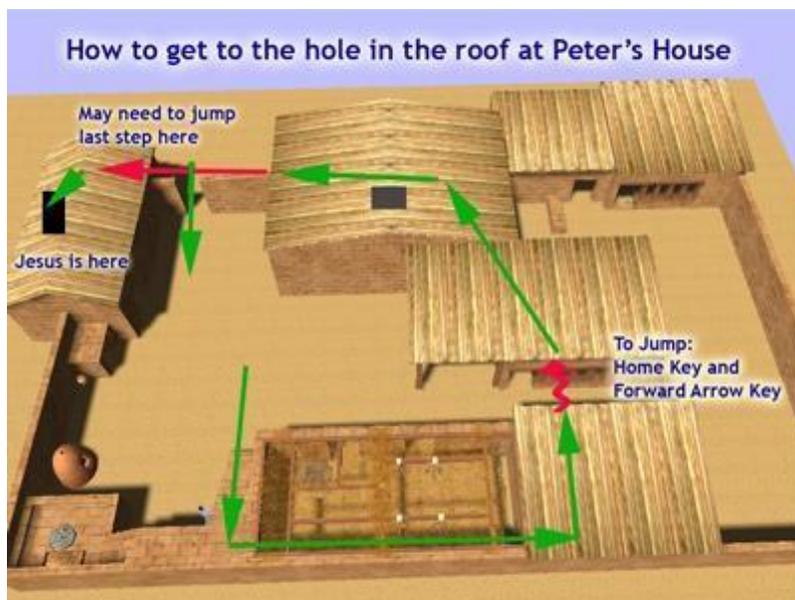
- Normally you must go up the stairs and cross the roof and wall-top above the gate to get to the roof where the hole is. However, you can also approach the wooden gate/door at the entrance to Peter's house and press the HOME key while pressing your forward arrow to clamor up the roof. It's a bit tricky, but convenient. If you fall in behind the door you can climb out as well. See the graphic below.
- 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 inside Peter's compound you can hear Jesus debate the religious authorities.



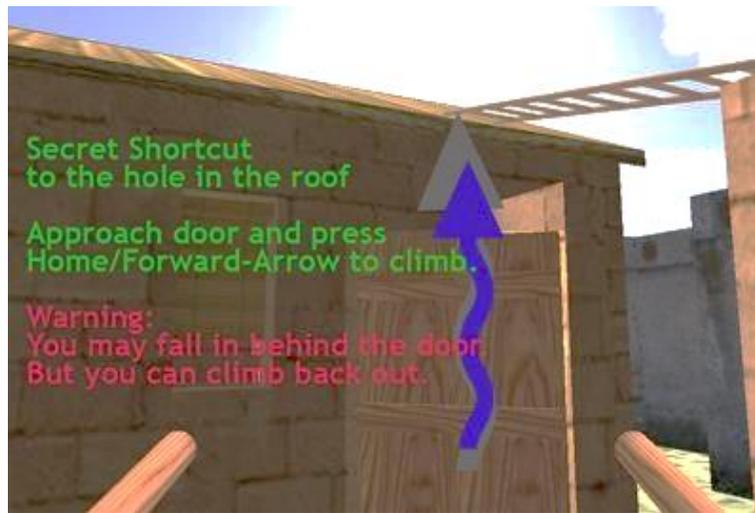
You get to the brown wall seen OUTSIDE of Peter's house where Stephen and Reuben by navigating the village passageways. See the "village map" graphic on the first page of this guide. This "brown wall" is actually the backside of Peter's house compound and you can hear Jesus talking through the wall if you get close enough. Stephen and Reuben will only appear there after you have completed the first tasks of the game in the correct order.

**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.

Please note: The door to Peter's compound will not open if you don't have the paralyzed man with you.



Use your mouse to look “down” at the ladder going across the top of the gate to remain centered as you cross it.



There's a weird shortcut to get up to the roof of the building that has the hole, Approach the main gate to Peter's house and press your Home+Forward keys to climb.

### 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. If you have the Windows "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.

Additional technical helps may be found on [SundaySoftware.com](http://SundaySoftware.com)'s support page.

*Continued...*

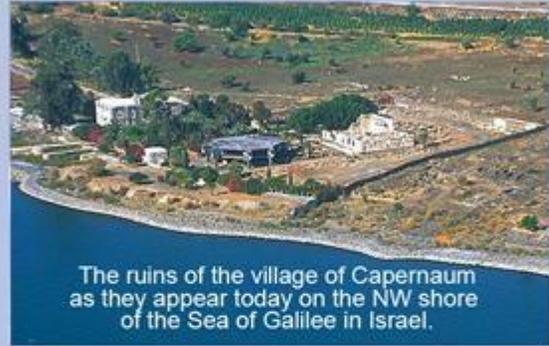
## Here are the 5 QUIZ PANELS that appear at the end of the game:

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?*



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.

[press any key to continue](#)



## 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...*

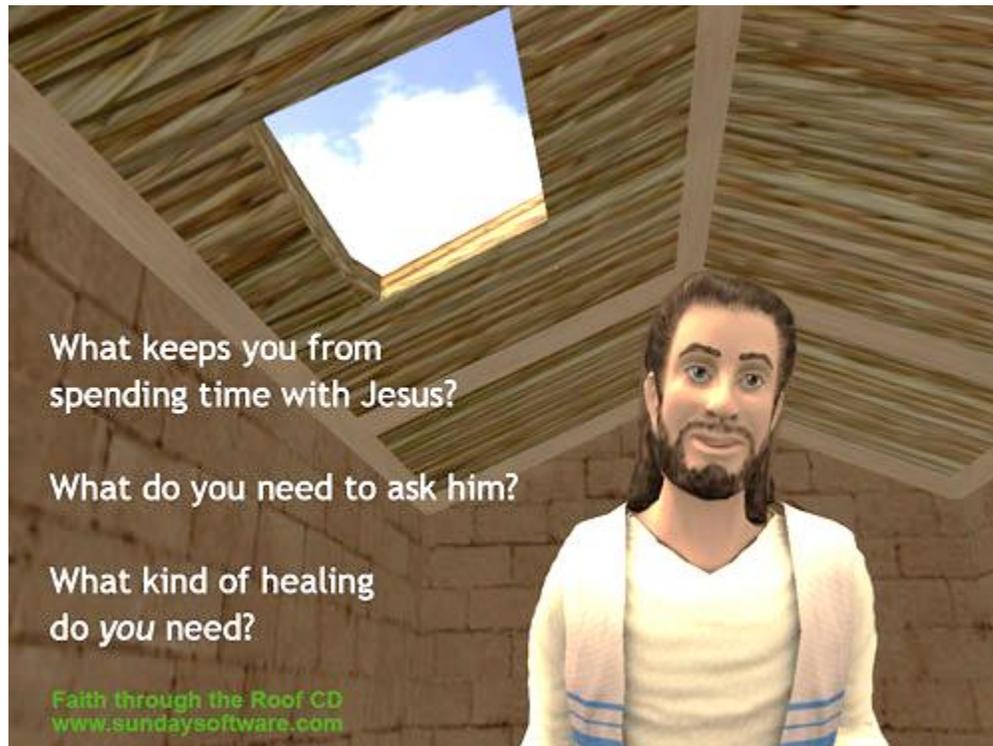
- 1) Who do you know that others look down upon, -and needs your friendship and help?
- 2) Some people are "paralyzed" by their lack of faith or life situation. They can't seem to come to Jesus on their own and need others to help them.

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 menu appear.*



## A Supplemental Set of Discussion Questions for More Life Application



## A Guide for Students

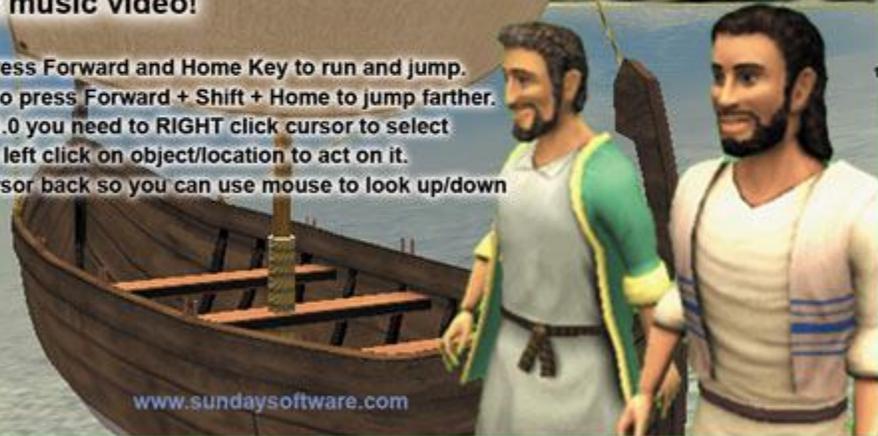
# Faith Through the Roof

Mark 2:1-12

The story of the healing of the paralyzed friend at Peter's house in Capernaum

1. Sail to Capernaum.
2. Listen to Peter on the dock, then go meet Stephen.
3. Find the stretcher (listen to Stephen's clue).
4. Take the stretcher back to Stephen inside the village and knock on door (with your mouse).
5. Carry Reuben into Peter's house. Speak with Peter and Stephen.
6. Carry Reuben up onto roof and across to make a hole.
7. Use mouse to look down at your feet when crossing ladder.
8. Click hole, watch, then jump down and meet Jesus.
9. Talk to Peter outside his house then go to the dock.
10. Speak to Stephen one last time and get on the boat.
11. Look for the marker on the sea and answer questions.
12. Enjoy the music video!

On Roof, press Forward and Home Key to run and jump.  
You can also press Forward + Shift + Home to jump farther.  
In version 1.0 you need to RIGHT click cursor to select arrow, then left click on object/location to act on it.  
Change cursor back so you can use mouse to look up/down if needed.



[www.sundaysoftware.com](http://www.sundaysoftware.com)

Notes: