

The Game of Life – “Life”

“When life hands you lemons, make lemonade.”

“When life hands you melons, you’re dyslexic.”

- Created by Milton Bradley in 1860 – older than 17 US States.
- “Modern Version” released on 100th anniversary – 1960
- Created as a game to instill good morals
 - Work hard
 - Go to school
 - Plan your life
 - Learn to manage money
 - Learn to manage a family
 - Modern versions: take care of pets
- Didn’t have dice (not to be confused with gambling originally) so a spinner was used.

“The Game of Life: Jesus calls Peter and Andrew to become fishers of men to spread the Gospel message that leads to life”

Mark 1:14-21

- A. Mark is great for telling the life of Christ as quickly as possible.
 - 1. Mark 1:1 vs. John 1-21
 - 2. Key word: *immediately, straightway, anon* 41x in Mark (notes: justinreedbible.com)
- B. Highlights the benefit of multiple accounts of the same account – e.g. servant’s ear
 - 1. Matt. 26:51 – **one struck a servant’s ear**
 - 2. Mark 14:47 – **one struck a servant’s ear**
 - 3. Luke 22:50-51 – **one struck a servant’s right ear**
 - 4. John 18:10-11 – Peter struck Malchus’ right ear
- C. Let’s see what John records about the calling of Peter and Andrew; from there, let us see the benefit of dedicating one’s life to serving the Lord.

Reminder: all notes are online at justinreedbible.com > Sermons > Andrew

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