

13. SWIMMING POOL - Mustard Seed - 13, 4, 13*, 0

You've asked the elevator man to take you to the 13th floor, which is the SWIMMING POOL. You are shocked to see the color of the water. It is a brilliant bright yellow. In fact it is so yellow, it looks like mustard. You dip your finger in the water and taste it and sure enough it is French's Mustard grown from a Mustard Seed.

14. MAGICIAN - Leaven - 13, 0, 13*, 0

Now you've gone up to the 14th floor. As you open the door you see the MAGICIAN has made the Pillsbury Doughboy come to life. The yeast in the Doughboy is making him get bigger & bigger because a little leaven leavens the whole lump. You slam the door shut before he gets bigger than you.

15. 15' SQUARE BED WITH 15 STEPS LEADING TO THE TOP – Hid Treasure 13,000

Gold coins are all over each of the 15 STEPS. The foot of the 15' SQUARE BED is higher than the head and you can see where someone has hidden a vast treasure. Coins are everywhere, because this is the parable of the Hidden Treasure that was found in the field. The man sold all he had so he could buy the field.

Now Go to Your Friend's House

16. DRIVEWAY OF YOUR FRIENDS HOUSE- Goodly Pearl - 13, 0 0 0

You are now in your friend's DRIVEWAY. Your mouth just drops at the sight of the PEARLY DRIVEWAY. Instead of cement, they poured it with mother of pearl and it is simply gorgeous. This is the parable of the man who found one pearl of great price, and went and sold all that he had in order to buy it.

17. BACK PORCH - Drag Net - 13, 0 0 0

You can't find the door to knock because a huge, black drag net has been draped over the BACK PORCH. The drag net contains all kinds of fish. On the judgment day the good shall be separated from the bad.

18. KITCHEN - Lost Sheep - 18, 0, 15*, 0

When you finally work your way through the net, and get into the KITCHEN, you see a little lost sheep standing up in the middle of the table. He is bleating loudly for his master to find him. The 99 have escaped because they found out that your friend was planning to feed the 5,000 lamb chops for dinner. The table is set with 18 plates.

19. BATHROOM - Wicked & Unmerciful Servant - 18, 000

Now you go into the BATHROOM with the #19 SHOWER CURTAIN. The bathtub is filled to the brim with 10,000 gold coins (talents) and the lavatory has only 100 pence. The parable is about the servant who was forgiven a great sup by the King, but when his own servant owed him only a tiny bit, he threw him into prison. Picture the wicked servant in the BATHROOM choking the one who owed him money.

20. LIVING ROOM - Good Samaritan - 0 0, 10, 0

You go across the hall to the LIVING ROOM and see that it has been turned into a first aid station with a big, Red cross flag draped over the couch. A man lies bleeding on the couch. The innkeeper and a Good Samaritan are standing beside him and the Good Samaritan is handing the inn keeper money to care for the injured Jew.

21. DINING ROOM - Midnight Friend - 0 0, 11, 0

Just as you come into the DINING ROOM, the grandfather clock in the corner is striking Midnight. Bong! Bong! Bong! All of your children have been bedded down around the DINING ROOM table, so when there comes a knock at the door and your friend calls and says he needs 3 loaves of bread to feed some unexpected guests, you holler back, "Go away! I can't help you right now!" However, he just keeps knocking until you get up, work your way through the children, and give him the 3 loaves of bread that he needs. "Seek and Knock!"

22. HALL - Rich Fool - 0 0, 12, 0

Next you leave the dining room and go out into the HALL. You are surprised to see a Huge Barn built right in the middle of the HALLWAY and you can't get through. Also you see a dead rich man sprawled out right beside the barn. This is the parable of the Rich Fool who tore down his old barns, built greater and said "Eat, drink & be merry!" However, he died the night he finished building his new barn.

23. BEDROOM - Watchful Servants - 0 0, 12, 0

You now go into the BEDROOM and find several servants standing watch. Their boss has gone to a wedding and hasn't come back yet. However, they want to be ready to answer his knock as soon as he returns. They won't let you lie down on the bed, but make you stand up and wait for him to return with them. About that time a thief tries to come through the window, but since you are watching, you keep him from getting in.

24. FRONT PORCH - Faithful & Wise and Unfaithful & Unwise Stewards 0 0, 12, 0

Out on the FRONT PORCH you see Two Groups of Servants. On one side of the porch is a group that is doing what they should be doing and watching for their master. However, on the other side of the porch, the servants are drinking and beating their menservants and maidens. Their master comes unexpectedly and has the bad steward beaten instead.