

Promise Key of Scripture - Gen 2 - Abrah
Moses Heb. 11:24-26 - Paul Phil 3:14
always promise of better future - Rev.
Churches.

I - Time of Reward - at end, at
X's coming - Rev 22:12 - a
man's influence doesn't die when he dies
S.S. teacher - ~~man~~

II - Character of Rewards

- Mine back to us all we lost in
Sin of first parents - Tree of life,
death, manna (bread by curse)

1 - Tree of life - young & vigorous & eternal
alive forever

2 - Death never intended, an intruder
Rev. ~~FF~~ Rev 21:4

3 - Curse of bread in Gen 3 - & curses pass.

4 - Church triumphant

5 - Purity - on this life we are stained -
Coal mine - walk thru life & hurt
by its perils

6 - Pillars - service in O's house

7 - Follow - rules with X.

III Condition of Rewards

overcome: Now - if you
any keep 10 command, I
despair = but a fountain
filled with blood."

"I have overcome the world."

John 5: 4, 5 - as 5 - as 5 - as 5 -
overcome.