

THE BLAME GAME

When God confronted Adam and Eve regarding their sin, they both played the Blame Game – “Have you eaten from the tree of which I commanded you not to eat?” (Gen.3:11).

- Adam said: “The woman You gave me, she gave me from the tree, and I ate.” (Gen.3:12)
- Eve said: “The serpent deceived me, and I ate.” (Gen.3:13)

This lesson will study five aspects of the Blame Game so that we might stop playing it.

In psychology, it is a defensive method used to avoid dealing with the reality of guilty conscience.

- 1. Adam and Eve used the Blame Game to avoid dealing with the reality of the cause and effect and consequences of their sin (Gen.2:17).**
 - **The Cause:**
 - The term ‘Cosmos Diabolicus’ means ‘Worldly Thinking of the Devil’s world’ that stands in contrast to the Directive Will of God (Gen.2:17; 3:4-6; 2 Cor.2:11; 4:3-4).
 - **The Effect**
 - Sin, shame, fig leaves, hiding, excuses, and blame (Gen.3:8-13).
 - **The Consequences:**
 - Adam and Eve received “dying you shall die” (Gen.2:17) (AOS).
 - Each participant in the sin received a curse (Gen.3:14-19).
 - The earth was included in this curse (Rom.8:19-23).
 - The curse of Adam’s Original Sin (AOS) was passed onto the human race (Rom.5:12; 1 Cor.15:22).

 - 2. Both Adam and Eve had a problem with the chain of command in the divine delegated authority system (1 Cor.11:3, 8-10).**
 - Adam played the blame game to avoid dealing with the reality of sin.
 - He pointed his finger at God (superior) – “It was the woman You gave me / she.”
 - Eve played the blame game in dealing with it.
 - She pointed the finger at serpent (inferior) – “It was the serpent who deceived me.”
- The Divine chain of command:** God to Christ to Adam to Eve to Satan to the serpent.
- This is the root of most Cosmos Diabolicus motivated sin. It is based in Satan’s rebellion in eternity past (Ezek.28:15-17; Rev.12:7-9; 20:10; 1 Tim.3:6-7).

3. Cosmos Diabolicus thinking resulted in them running away from (rejecting) the only spiritual solution to their sin problem.

(Gen.3:8b) “And they hid from the Lord God among the trees of the garden.”

Notice how their lives became complicated by moving away from God and His Directive Will and by the series of bad choices: sin, shame, fig leaves, hiding, and blame. Jonah is another example of this principle.

Cosmos Diabolicus infiltrated their belief system through false doctrines (1 Tim.4:1-2; 2 Pet.2:1-3; Matt.13:25-26) [Tares]. Cosmos Diabolicus attacks the directive will of God (Gen.2:17; 3:4-6).

4. The only spiritual solution to a sin problem is the blood of Jesus Christ and the proper application of it.

- **For the unbeliever**, it is believe the Gospel of Jesus Christ (1 Cor.15:3-4; Rom.1:16; Eph.1:7; 2:8-9).
- **For the believer**, it is confession of personal sin (1 John 1:7-9).

Adam and Eve were right to assume their sinful nakedness needed righteous covering.

They were wrong in assuming that it could be covered with anything other than the blood of Christ.

In their sinful sate, it was God who sought them out (Luke 19:10; John 3:16; Rom.5:8-9; 2 Cor.5:19).

The blame Game and avoidance did not negate the cause and effect or the consequences of their sin.

5. Blame Game was a futile attempt to not look so bad in the eyes of the Lord (Ps.51:4; Luke 15:21).

As a result, their confession went something like this, “People and circumstances made me sin; of all people, God you must certainly understand.”

“Officer you must have known that everyone ahead of me was driving as fast or faster but you stopped me!”

The Blame Game tries to justify bad behavior and a guilty conscience. Blame tries to reduce the gravity of the guilt.

(Job 31:33) “Have I covered my transgression like Adam, by hiding my iniquity in my bosom?”

However, it only works among the guilty parties.

The remorse, sorrow, shame and blame are side effects of the guilt of sin. God listened to all of this to hear the confession of THE SIN (1 John 1:9) [**“I ate of the tree you instructed me not to.”**]