

PRINCIPLES OF PROPHETIC INTERPRETATION

- 1) The characters of prophecy are almost always masked/symbolic, but their actions are literal
- 2) AND these characters often wear DIFFERENT masks and have DIFFERENT names, i.e. –
 - a. Antichrist – Beast (w/7 heads); Abomination of Desolation; Babylon; Harlot; Little Horn
 - b. False Prophet – Two-horned beast of Rev 13
- 3) Matthew 24 is Jesus' template for the sequence of prophetic events from the first century through the last century, until His return
- 4) There is only one story of eschatology in the Bible. Matthew 24 is Jesus' version, Daniel 2, 7 and 8 (primarily) is Daniel's version of the story, and Revelation 6 through 20 is John's version of the story – each subsequent version a LAYER adding detail to the previous one – **THIS IS CRITICAL!**
- 5) "Shadows" (type and antitype) – Final "events" usually have a previous historical parallel "event" that foreshadows the greater eschatological fulfillment – Matthew 24 is a good example of this principle
- 6) Every kingdom mentioned in Bible prophecy is a kingdom that has or will "persecute" the people of God AND is a world kingdom, not just a nation or country
- 7) There are only THREE evil powers/players at the end of time, mentioned in Bible prophecy – all are mentioned and destined in Revelation 19 and 20 for destruction in the lake of fire
- 8) The time span of all prophetic passages begin with the time of its writing, with the exception of some prophecies in Revelation that span the entire time span of the existence of Israel (OT Israel and NT Israel)
- 9) Beasts represent world empires (Daniel 7:17)
- 10) Heads of beasts represent kingdoms within empires (Daniel 7:17)
- 11) Horns represent divisions of power within a kingdom (Daniel 7:24; 8:22)
- 12) Women represent churches (Rev 12 and 17)

MORE PRINCIPLES TO BE ADDED AS WE JOURNEY THROUGH OUR STUDY