- C. The Old Testament in the Apocalyptic and Eschatological Literature
 - Summary note on the Old Testament as a literary background for the New Testament.
 - 2. Defining terms:
 - a. Apocalyptic literature
 - (1) marked by a revelatory character
 - (2) the "disclosure of heavenly secrets in visionary form" (Anchor Bible Encyclopaedia) the vision is a key part in the identification of this genre.
 - (3) the style features excessive speech figures, mysteries, cryptic character, types and symbols. The thrust is to use these things that are more or less known to portray the unknown
 - (4) Old Testament apocalyptic literature finds good representation in Ezekiel, Daniel, portions of Zechariah, etc.
 - b. Eschatological literature
 - speaks of the end times or of the events that bring to pass the end of an era
 - (2) vision may be incorporated but it is not essential
 - (3) eschatology passages are often introduced in the normal run of discussion whereas apocalyptic literature will be, in most cases, an individualized account.
 - c. Observation: Both types of literature delve into the unknown and this adds to some difficulty in interpretation. That the Old Testament imagery is seen much in both is an indication of to unity of Scripture.
 - 3. The Old Testament in the Book of Revelation
 - a. The book is understandably apocalyptic (1:1) with this affirmation and the assignment character of 1:3
 - b. General note on the character of the book...it is about the Lord, of course, His interest in the churches, and the progression of events that will take place on the earth as they lead to the "end of time." I have not counted them but there seem to be more Old Testament allusions than direct citations and there are a lot of what I call "suspicions" as well. The Old Testament is very well represented.
 - c. Examples of Old Testament usage:

± --l:4.. "which is, was", etc. Ex 3:14, (allusion?) "seven spirits" Isa. 11:2 (allusion?) Zc 3:9 (suspicion?)

> --1:5.."first begotten from"..Psalm 16:10 Psalm 22:20 (allusions)