

# *Preach!*

◆ CARD GAME ◆

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# Preach!

## Card Game

*Up to 4 Players*

Preach! Is a card game specifically designed to help you exercise your preaching muscles. Packed with fun, humor and inspiration, Preach! Will be the highlight of every gathering!! And, try as you may, you won't be able to get through this game without laughing, but laughing just might cost you a few points!

There are two decks. They are:

- The Subject Deck
- The Styles Deck
  
- The cards in the Subject Deck have single words or phrases on them. When a player pulls from this deck, the word on the front of the card is the subject that the player must preach about.
- The cards in the Styles Deck are instructional; they detail the style or manner in which the player must preach or teach his or her message.

## Contents

108 Cards

- 10 Commandment Cards (Must be placed in the Subject Cards Deck)
- 30 Styles Cards
- 67 Subject Cards

## Game Objective

Discover your preaching style and learn to preach or teach even in the most uncomfortable situations! Or maybe, you want to gather with some friends just to share a few laughs and create some amazing memories! The Preacher or Preachers left standing (with the most points) at the end of the game wins!

## How to Play

Note: This game requires up to 2 players. The maximum number of players allowed is 4. This game also requires one or more judges. There is no limit to the amount of judges you can have, howbeit, each judge must remain neutral, meaning that the judge cannot favor one

player or team over the other.

To start the game and determine who plays first, you will utilize the Alphabet system. Each player or team must pull a single card from the Subject Deck after it has been shuffled. The player or team who has the card closest to the first letter of the Alphabet starts the game. For example, Mary pulls the word "Faith," but Jason pulls the word "Apple." In this scenario, Jason would win the ability to play the first card because his word started with the letter "A", whereas, Mary's word started with the letter "F", which is further down on the Alphabet chart. Let's say that Tammy pulls the the word "Technology", while Pat pulls the word "Woman." In this scenario, Tammy would start the game because on the Alphabet chart, the letter "T" is closer to the beginning than the letter "W".

The first player will then pull a card from the Word Deck. The player clockwise (opponent) will then pull a card from the Styles Deck.

Note: The player who pulls from the Styles Deck can immediately pull the top card or the player can shuffle the deck before pulling the top card. The player, however, cannot review the card and then place it back in the deck.

- Player 1 will pull from the Subject Deck, and then Player 2 will pull from the Styles Deck.
- Player 2 will then reveal the card to Player 1. On the card will be the preaching style that Player 1 must use to preach his or her sermon. All sermons must be 60 seconds in length. Sermons that exceed 60 seconds are automatically rendered as fails, and a total of five points will be taken from any player that goes over the allotted time.
- Player 1 must reveal both cards (Subject and Style) to all of the Players before starting his or her sermon.
- After the Player reveals his or her card, the Player will then place those cards face-down on the Dead Deck. This deck cannot be pulled from for the rest of that particular hand.
- The Judge or Judges will hold up a number card rating the Preacher. The number on the card held up by each Judge represents the number of points given to that player or that particular team by that judge. The player or team that has the highest score at the end of the game wins.
- It is now Player 2's turn. Player 2 will draw a card from the Subject Deck, and then Player 3 will pull from the Styles Deck to reveal to Player 2 what his or her style of preaching will be. Player 2 now has 60 seconds to preach a sermon about the word or phrase on the Subject Card using the style listed on the Styles Card.
- This clockwise rotation will continue until everyone has played his or her hand and been rated by a judge.

- One of the judges will keep score of all the points given to each Player or Team. At the end of the game, the points will be added up, and whoever has the highest score wins the game

Notes:

- Players can play one round or up to 5 rounds; this must be determined, communicated and mutually agreed upon before the game starts.
- Players can play individually or play as teams. In a game of 2, players must play individually, but when there are 4 players, there can be 2 players on each team or the players can play individually. When players decide to play as teams, they will choose one Preacher each hand to preach about whatever card pulled.

### Virtual Game

*Preach!* Can be played virtually! Download your favorite video conferencing software or visit your most trusted virtual meeting platform and invite your opponents on. It is best if all players have their own copies of *Preach!* However, this is not mandatory since you'll be able to pull the cards from each deck and display them on your video's screen. Make sure to designate one or more judges before the game starts or invite your entire social media following to act as judges! The more the merrier!

### Judges

Judges will be able to rank each preacher using the standard 1-10 rating scale, with 10 being perfect and 1 being poorly done. Judges must go to [www.anointedfire.com/games](http://www.anointedfire.com/games) to download the score cards. When a judge renders a judgment, he or she must display the score card on his or her phone. The judge must also give a brief 15-second to 1 minute explanation as to why he or she gave the player the score that he or she gave.

## Subjects

Gravity	Tree	Pride
Love	Deliverance	Red
Defeat	Limitations	Redemption
Gravy	Microphone	Hemorrhoids
King David	<b>Edify!</b>	Light
Dandruff	Abram	Darkness
Tongue(s)	Book	Apostle Paul
Fear	Compassion	Snakes
Woman or Man	Competition	Parents
Seasons	Hatred	Eagle
Dating	Apple	Rejection
Technology	Jehoshaphat	Oil
<b>Testify!</b>	Wigs	Dust
Salami	Sloth	
Five	Android	
Nebuchadnezzar	iPhone	
Inflation	Water	
Sin	Iniquity	
Righteousness	Pharaoh	
Gold	Pig	
Silver	<b>Preach!</b>	
Tissue	Money	
Florida	Sleep Walking	
Twelve	Ampersand	
Quitters	Complaining	
Soul Ties	Faith	
Blue(s)	Jumper Cables	

Specialty cards are highlighted in blue. Below, you'll find their meanings.

- **Edify! (Person must edify or encourage one of his or her opponents)**
- **Testify! (Person must preach using a testimony of his or her own)**
- **Preach! (Preacher must preach about whatever his or her opponent requests, and must use voice inflection)**

Styles		
Revelatory	Humor	Wild Card: StoneFace
Historical	Celebrity Pastor Impersonation	Whisper
Current or Former President Impersonation	Serious	Animated
Boring Lecture	Hoop	Fire and Brimstone
Be Yourself	Evangelistic	Props

- **Revelatory:** Message must be impactful. No humor, no emotional fluff. Just revelatory.
- **Historical:** Message must include a historical fact or historical figure that directly relates to the subject.
- **Current or Former President Impersonation:** Player must attempt to sound and teach/preach like the former or present President of the United States. Note: International players can impersonate their own presidents or former presidents.
- **Boring Lecture:** Message must be dry, but truthful.
- **Be Yourself:** This one is self-explanatory. Just be yourself! Preach or teach like you already preach or teach, or how you would preach/teach if given the opportunity.
- **Humor:** Preach the truth, but add some humor in your message. If no one laughs, you've failed!
- **Celebrity Pastor Impersonation:** Player must attempt to sound and teach/preach like a celebrity pastor. Note: Please be respectful. This is not designed to poke fun at anyone; it's just a fun attempt to impersonate someone whose voice has impacted the world.
- **Poetic:** Player must be creative and make a poem out of his or her sermon! Poem must rhyme and it has to make sense!
- **Hoop:** Let's have some fun! Preach a message about whatever your opponent wants you to preach about, and be sure to hoop when you do! If you don't know what hooping is, look it up.
- **Evangelistic:** Use your message to win souls for Christ. For example, think of an altar

call.

- **StoneFace:** When this card is pulled, the Preacher must give direct eye contact to one of his or her opponents and preach the Subject without blinking or laughing. The opponent cannot look away, but must also maintain eye contact with the Preacher. If the Preacher laughs, 5 points will be deducted from his or her score or the team's score. If the opponent laughs, the opponent or his or her team will lose 5 points.
- **Whisper:** Player must preach in a hushed tone, but other players must be able to hear him or her.
- **Animated:** Player must act out what he or she is preaching.
- **Fire and Brimstone:** Using the cue card, the player must preach about fire and brimstone.
- **Prop:** Preacher must find and use a prop to convey his or her point.



## Commandment Cards

These numerical cards are simply instructional cards that interrupt the normal play of the game. Whenever these cards are pulled, the player must obey the commands on the cards. If you fail at this mission, you will give up 10 points.

### 10 Commandment Cards

Commandment	Instructions
<b>1</b>	Pull one Subject and one Style card, and then go live on social media to preach your one minute sermon.
<b>2</b>	Pull one Subject and one Style card, and then preach the message for 60 seconds with your eyes closed! You can set a timer on your phone.
<b>3</b>	Pull two Subject cards and marry the words together in one message. Must pull a Style card to get the style before starting.
<b>4</b>	Pull one Subject and one Style card, and preach your sermon while dancing.
<b>5</b>	Phone a friend and preach your message to that friend. If that person doesn't answer, call someone else. If you can't find someone to answer his or her phone (one try per person), five points will be deducted from you or your team's score. Note: You cannot tell the person that you're playing a game initially. When he or she answers, just start preaching!
<b>6</b>	This one is for the audience! The audience must make faces while you preach your sermon. The goal is to get you to laugh! If you laugh, you or your team loses 5 points.
<b>7</b>	Sit it out! Hand the Subject Card and the Style card to another player, and you get to sit this one out!
<b>8</b>	Pull one Subject card and one Style card. You must preach this message from the fetal position (lying down or sitting down).
<b>9</b>	Turn your back to the crowd and then preach your sermon.
<b>10</b>	Sit down. You're not preaching this time. Instead, this card allows you to interrupt at least one player while he or she is preaching, but you can only interrupt with the word Preach. You can also stump your feet, raise your hands, jog around the room or do something churchy. If the

	Preacher laughs, he or she loses 5 points, and you will earn those 5 points.
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**Notes:**

- When a player or a team pulls one of the 10 Commandment Cards, that player or team should be allowed up to 2 minutes to prepare a sermon.
- Preach! Can be played without the Commandment cards. This has to be agreed upon before the game starts! Should you decide to play without the Commandment cards, be sure to remove them from the deck before the game starts, and then shuffle the deck.

### **It's a Laughing Matter**

Laughter is inevitable in this game! However, players must be able to compose themselves once the Preacher starts preaching. If someone from the opposing team laughs while the Preacher is preaching, that individual or team will be fined 5 points for interrupting the Preacher. The Preacher can and will still be judged by the judges.

The Preacher is not allowed to laugh once the Preacher starts his or her sermon. If the Preacher laughs while preaching, the Preacher will forfeit his or her opportunity to preach, but the Preacher will not lose any points.

**Notes:**

- When a Player has been given Humor as his or her style of preaching, that Player should utilize that opportunity to make his or her opponents laugh! This will cause the opposing Player or Team to forfeit 5 points if they should laugh.
- No funny business or cheating! Players are not allowed to make faces or do anything to provoke the Preacher. The Preacher can, however, be as dramatic as possible, which includes making faces, to preach his or her sermon if the sermon falls under the following categories: Impersonation (President or Pastor), Humor or Hoop. Sermons that fall under any other category must be preached with a relative serious tone.
- Because laughing can be an uncontrollable response when either or both the Player and/or the Preacher initially sees the pulled card or style, both parties are allowed to laugh until the Preacher starts preaching his or her sermon, but once the Preacher starts preaching, all laughing must cease.
- Dear Preacher, need more than 60 seconds to laugh before starting your sermon? You can buy more time from your opponents at a rate of 2 points per minute. This means that you will be losing two points for every minute that you laugh after your 60 second

allowance, and the opposing Player or team will be gaining 2 points for every minute that you have to buy.

- Again, opponents are not allowed to provoke the Preachers to laugh while they are preaching or trying to compose themselves or their sermons! Violators will be fined 5 points!

## **There are Levels to This!**

### **Rookie Level**

This level simply removes the rules surrounding laughter. On this level, both the Preacher and the other Players can laugh all they want without penalties. Before starting the game, Players must agree to play the Rookie Level should they choose to remove the restrictions. This level cannot be activated mid-game unless unanimously agreed upon by all Players!

### **Semi-Pro Level**

This level doesn't remove the rules surrounding laughter, but gives each Player more grace to laugh. You and the other Players would determine the rules surrounding laughter, for example, you can give everyone three minutes to compose themselves or you may decide that chuckles are allowed, but outright laughter will cost the offending Players points. Whatever you and the other Players decide, you must agree upon before starting the game. This level cannot be activated mid-game unless unanimously agreed upon by all Players!

### **Restrictions/Guidelines**

1. Both card decks must remain face down at all times.
2. Players are not allowed to view the face of any of the cards in the deck.
3. Players are not allowed to return a card to the deck.
4. Teammates must share one hand; they cannot have two separate hands.
5. Game must be played clockwise.
6. No swearing or unseemly speech. This is a Christian game.
7. Upon reviewing the card that they are about to preach about, Players are allowed up to laugh, however, once the Preacher starts preaching, all Players must remain serious.

8. Cheaters automatically forfeit the entire game!
9. No interrupting the Preachers while they are preaching. Violators will be fined 5 points per interruption!
10. Players must remain engaged at all times! Unless the game is being played live, Players are not allowed to look at their phones unless they are answering a call or an important text message.