

Prophecy!

◆ CARD GAME ◆

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Prophecy!

Card Game

Up to 4 Players

Prophecy! Is a card game for prophets and prophetic people who want to strengthen their prophetic gift and become more comfortable with the voice of God, as well as their own voices. Unlike its counterparts Preach!, Sang!, and Testify!, Prophecy! Isn't necessarily a game filled with laughter; this game has more serious undertones because the world of prophesy requires a certain degree of sensitivity. Nevertheless, Prophecy! can be fun, funny and revelatory, all at the same time!

There are two decks. They are:

- **The Word Deck**
- **The Delivery Deck**
- The cards in the Word 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 word that the player must use to prophesy.
- The cards in the Styles Deck are instructional; they detail the style or manner in which the player must prophesy or the name of a person that the individual is to prophesy to.

Contents

108 Cards

- 30 Delivery Cards
- 68 Word Cards
- 10 Commandment Cards

Game Objective

Prophecy! That's the name and the aim of the game! This amazing game is designed to assist with prophetic activations, especially in a controlled environment. Prophecy! Was created with the prophet, the creative and the pioneer in mind. These prophetic voices and graces are often muzzled by fear, insecurity, guilt or inexperience. Prophecy! Is designed to help both prophets and prophetic gifts to become more comfortable with the world of the prophetic.

How to Play

Note: This game requires up to 2 players. The maximum number of players allowed is 10. This game also requires one or more judges; these are the people who are anointed, skilled and experienced with the prophetic. Note: there should be at least two judges.

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 Word 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 name "Nancy," but Jason pulls the word "Deliverance." In this scenario, Jason would win the ability to play the first card because his word starts with the letter "D", whereas, Mary's word started with the letter "N" which is further down on the Alphabet chart. Let's say that Tammy pulls the the word "Season", while Pat pulls the word "Mega." In this scenario, Pat would start the game because on the Alphabet chart, the letter "M" is closer to the beginning than the letter "S".

The first player will then pull a card from the Word Deck. The player clockwise (opponent) will then pull a card from the Delivery Deck. Note: The player who pulls from the Delivery 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 Word Deck, and then Player 2 will pull from the Delivery Deck.
- Player 2 will then reveal the card to Player 1 and everyone who's involved in the game. On the Delivery card will be a style, a letter or a word that Player 1 must use to prophesy. All prophecies must be at least 60 seconds in length. Prophecies that exceed 90 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 also reveal both cards (Word and Delivery) to all of the Players before sharing whatever prophetic word he or she has.
- After the Player reveals his or her card, the Player will then place those cards face-down on the Drafts Deck. This deck cannot be pulled from for the rest of that particular hand.
- The Judges will judge the prophecy by sharing their thoughts or whatever God gives them with the prophet or prophetic individual. The Judges will also rate the delivery by holding up a card listing a single number from 1 to 10, with 10 meaning perfect, and 1 meaning Amateur, 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. (Please note that this

isn't about competing with other believers. The goal here is turn what oftentimes is an uncomfortable event into something that everyone can enjoy.)

- It is now Player 2's turn. Player 2 will draw a card from the Word Deck, and then Player 3 will pull from the Delivery Deck to reveal to Player 2 what his or her style of prophesying will be or who/what that person will be prophesying to. Player 2 now has 60 seconds to prophesy about the word or phrase on the Word Card using the style listed on the Delivery Card.
- This clockwise rotation will continue until everyone has played his or her hand and been rated by the Judges.
- 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 or more 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 Spokesman or Spokeswoman each hand to prophesy about whatever card pulled.

Virtual Game

Prophesy! Can be played virtually! Download your favorite video conferencing software or visit your most trusted virtual meeting platform and invite your team on. It is best if all players have their own copies of Prophesy! 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 two or more Judges before the game starts, and make sure that the Judges are skilled and knowledgeable regarding the prophetic.

Judges

Judges will be able to rank each Spokesman/Spokeswoman using the standard 1-10 rating scale, with 10 being perfect and 1 being poorly done. Judges must go to 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 30-second to 2 minutes explanation as to why he or she gave the Spokesman/Spokeswoman the score that he or she gave.

Words or Letters

A	Season	Music
B	Fear	Friends
C	Deliverance	Heart
D	Generation(s)	Judge
E	Edify!	Media
F	One	Government
G	Two	Education
H	Three	Arts & Entertainment
I	Children	Business
J	Church	Family
K	Amazing	Peace
L	Reveal	Overwhelm
Testify!	Money	Defeat
M	Africa	Restoration
N	Europe	Anomaly
O	North America	Breakthrough
P	South America	Spring
Q	Australia	Reconcile
R	Asia	Worship
S	Antarctica	Barren
T	Sang!	
U	Time	
V	Heal	
W	Stop	

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

- **Edify! (Spokesman or Spokeswoman must edify or encourage one of his or her opponents by prophesying to him or her. Spokesman or Spokeswoman will pull next Word card and prophesy using the word written on the card in an edifying**

and/or encouraging way.)

- **Testify!** (Spokesman or Spokeswoman must testify about something he or she has endured and overcome using the word on the next Word card, and then use that testimony to shift into the prophetic. The Spokesman or Spokeswoman will prophesy to the person next to him or her or if the Spokesman or Spokeswoman has pulled a letter or continent, he or she could prophesy to someone who's name starts with that particular letter or to that particular continent.)
- **Sang!** (Spokesman or Spokeswoman must find an object or something in the room to prophesy about; he or she must then prophesy to the next Player or someone who's name starts with the letter on the Delivery card that he or she has pulled. If the Spokesman or Spokeswoman has pulled a card listing a continent or one of the Seven Mountains of Influence, he or she can prophesy to that continent, a country on that continent or to that particular mountain of influence.

Delivery

Dance	Written Words	Double
Demonstration	Song	Live
Spoken Word(s)	Mystery	Props
Creative	Draw	Gestures
Blindfolded	Apocalyptic	Combo

- **R&B:** Song must be done in Rhythm and Blues style.
- **Praise and Worship:** Song must be a praise or worship song. Make it good!
- **Impersonate a Famous Singer:** Singer must impersonate another singer's style who is either famous or semi-famous. Singer cannot use the other Singer's song, however.
- **Rap:** Singer must rap his or her song.
- **Freestyle:** Singer can use whichever style or genre he or she chooses.
- **Remix:** Singer must remix one of the songs that has been sung by another Player. If no other player has sang a song as of yet, the Singer must remix a popular song that's already circulating on major platforms.
- **Country Music:** Singer must reach back into his or her Southern roots and sing a song country music style!
- **Rock:** Singer has to rock it out, singing his or her song rock style!
- **Pop:** It's simple. Make it Pop!
- **Nursery Rhyme:** Singer must create a nursery rhyme that's not only catchy, but it has to rhyme!

- **Three-Mix:** Singer must pull 3 Styles cards and combine each style to sing a single song.

Commandment Cards

These 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 5 points.

10 Commandment Cards

Commandment	Instructions
1	Prophecy to whatever country God places on your heart.
2	Prophecy to whatever organization God places on your heart.
3	Prophecy to yourself.
4	Prophecy to the winds.
5	Prophecy to a church.
6	Prophecy to everyone around you.
7	Let everyone around you prophecy to you.
8	Prophecy to a movement.
9	Prophecy to the President of your country.
10	

It's a Serious Matter!

Emotions may get heightened in this game! However, players must be able to compose themselves once the **Spokesman or Spokeswoman** starts prophesying. If someone from the opposing team interrupts the **Spokesman or Spokeswoman**, that individual or team will be fined 5 points for interrupting the **Spokesman or Spokeswoman**. The **Spokesman or Spokeswoman** can and will still be judged by the Judges.

Notes:

- No funny business or cheating! Players are not allowed to make faces or do anything to provoke the **Spokesman or Spokeswoman**. The **Spokesman or Spokeswoman** can, however, be as dramatic as possible, to convey what's on the heart of God. **Spokesman or Spokeswoman** cannot, however, mock another player or provoke another Player in an offensive way.

- Because crying can be and often is an uncontrollable response when either or both the **Spokesman or Spokeswoman** and/or the person receiving that message initially sees the pulled card or style, both parties are allowed to cry or compose themselves until the **Spokesman or Spokeswoman** starts prophesying, but once the **Spokesman or Spokeswoman** starts prophesying, no interruptions are allowed.
- Dear **Spokesman or Spokeswoman**, need more than 60 seconds to compose yourself before delivering a prophetic word? You can buy more time from the other team at a rate of 2 points per minute. This means that you will be losing two points for every minute that you are not prophesying after your 60 second allowance, and the other team will be gaining 2 points for every minute that you have to buy.
- Other Players are not allowed to provoke the **Spokesman or Spokeswoman** to laugh while they are prophesying or trying to compose themselves! Violators will be fined 5 points!

There are Levels to This!

Rookie Level

This level simply removes the rules surrounding laughter and emotional responses. On this level, the **Spokesman or Spokeswoman** and the other Players can be as expressive as 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!

Semi-Pro Level

This level doesn't remove the rules surrounding laughter and emotional responses, but gives each Player more grace to laugh and compose themselves. You and the other Players would determine the rules surrounding this matter, for example, you can give everyone three minutes to compose themselves or you may decide that chuckles and tears are allowed, but outright laughter or certain emotional responses 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!

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 main 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 sing about, **Spokesmen or Spokeswomen** are allowed up to 60 seconds to laugh or compose themselves, however, once the **Spokesman or Spokeswoman**, all Players must compose themselves.
8. Cheaters automatically forfeit the entire game!
9. No interrupting the **Spokesmen or Spokeswomen** while they are prophesying. 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.