



Sang!

◆ CARD GAME ◆

Table of Contents

| | |
|--------------------------------|----|
| Contents..... | 3 |
| Game Objective..... | 3 |
| • How to Play..... | 3 |
| Virtual Game..... | 5 |
| Judges..... | 5 |
| Songs..... | 6 |
| Styles..... | 7 |
| Commandment Cards..... | 9 |
| • 10 Commandment Cards..... | 9 |
| It's a Laughing Matter..... | 9 |
| There are Levels to This!..... | 10 |
| • Rookie Level..... | 10 |
| • Semi-Pro Level..... | 10 |
| Restrictions/Guidelines..... | 10 |

Sang!

Card Game

Up to 4 Players

Sang! Is a card game for singers, song writers and song lovers! Test and enhance your vocal skills by creating a song on the spot using nothing but a single word or phrase! And try not to laugh! Some of these phrases are outrageous and laughing could cost you a few points!

There are two decks. They are:

- The Song Deck
- The Styles Deck

- The cards in the Song 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 sing about.
- The cards in the Styles Deck are instructional; they detail the style or manner in which the player must sing his or her song.

Contents

108 Cards

- 10 Commandment Cards (Will be placed in the Subject Cards Deck) (5 of each)
- 30 Styles Cards
- 67 Song Cards

Game Objective

Sing your heart's desire while the world (or a few Players) watch! You will learn to write and sing in some of the most uncomfortable situations! Sang! Also makes the perfect ice-breaker at most events! Each Singer will see a word, sing a word. This means that the Singer must look at the word pulled from the Song Deck. The opponent clockwise will then pull a card from the Styles Deck and reveal it to the Singer. Using the word on the Subject card, the Singer must then freestyle and create a song, and sing it in the style listed on the Styles card.

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 Song 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 "Rock," but Jason pulls the word "King." In this scenario, Jason would win the ability to play the first card because his word starts with the letter "K", whereas, Mary's word started with the letter "R" which is further down on the Alphabet chart. Let's say that Tammy pulls the the word "Franchise", while Pat pulls the word "Give." In this scenario, Tammy would start the game because on the Alphabet chart, the letter "F" is closer to the beginning than the letter "G".

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 Song 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 singing style that Player 1 must use to sing his or her song. All songs must be 60 seconds in length. Songs 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 reveal both cards (Song 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 Singer. 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 Song Deck, and then Player 3 will pull from the Styles Deck to reveal to Player 2 what his or her style of singing will be. Player 2 now has 60 seconds to sing a song about the word or phrase on the Song 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 Singer each hand to sing about whatever card pulled.

Virtual Game

Sang! 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 Sang! 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 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.

Songs

| | | |
|-----------------|------------------|----------------|
| ABC | Motion | Breathe |
| Love | Clearance | Curtains |
| Dishes | Favor | Dinner's Ready |
| Glass House | Victorious | Police Raid |
| Rain | Edify! | Mary |
| Jesus | Eve | Insomnia |
| Stand | Checkmate | On the Edge |
| Lucinda | Dream Killers | Dead End |
| Crickets | Popcorn | Underbite |
| Soup | Thunder | You're Late |
| Thank You | Praise | Frostbite |
| It's Over | Brown Eyes | Whisper |
| Testify! | Yellow | Hearken |
| Don't Forget | Practicality | |
| Understand | Adam's Apple | |
| Sin No More | Stop Signs | |
| Butter | Forgive | |
| Healed | Joshua | |
| Bubble Gum | Bleach | |
| Light | Foreheads | |
| Zero | Prophecy! | |
| Stolen Voices | Magnetic | |
| Precious | Faceless | |
| Return | Mesmerized | |
| Yield | Portfolio | |
| Fossilize | Room Temperature | |
| Sleepwalkers | Dangerous | |

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

- **Edify!** (Singer must edify or encourage one of his or her opponents through song. Singer will pull next Song card and sing the word written on the card in an edifying and/or encouraging way.)
- **Testify!** (Singer must testify about something he or she has endured and overcome using the word on the next Song card.)
- **Sang!** (Singer must find an object or something in the room to sing about. Singer has 10 seconds to choose a subject or the singer will lose his or her turn, along with 5 points1)

| Styles | | |
|-------------------------|---------------|----------------------|
| R&B | Remix | Reggae |
| Praise & Worship | Country Music | Techno |
| Celebrity Impersonation | Rock | K-Pop |
| Rap | Pop | Prophetic Worship |
| Freestyle | Nursery Rhyme | Wild Card: Three-Mix |

- **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.
- **Reggae:** Singer must sing a reggae style song. Put some soul in it!
- **Techno:** Look it up if you must, but it's time to get techno!
- **K-Pop:** Singer must sing a song K-Pop style!

- **Prophetic Worship:** Let the Lord lead you! No jokes, no funny business ... just pure, prophetic worship! Note: if you don't sense the Lord leading you to sing prophetically, just create a worship 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

| | |
|---|---|
| Pull two subject cards and use them to sing one song! | Pull two styles cards and sing a single song using both styles at one time. |
|---|---|

It's a Laughing Matter

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

The Singer is not allowed to laugh once the Singer starts his or her song. If the Singer laughs while singing, the Singer will forfeit his or her opportunity to sing and lose 10 points.

Notes:

- No funny business or cheating! Players are not allowed to make faces or do anything to provoke the Singer. The Singer can, however, be as dramatic as possible, to convey his or her message through song. Singer cannot, however, touch any other Player, mock another player or provoke another Player in an offensive way.
- Because laughing can be an uncontrollable response when either or both the Player and/or the Singer initially sees the pulled card or style, both parties are allowed to laugh until the Singer starts singing his or her song, but once the Singer starts singing, all laughing must cease.
- Dear Singer, need more than 60 seconds to laugh before starting your song? 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.
- Opponents are not allowed to provoke the Singers to laugh while they are singing 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. On this level, both the Singer 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!

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!

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, Singers are allowed up to 60 seconds to laugh, however, once the Singer starts singing, all Players must compose themselves.
8. Cheaters automatically forfeit the entire game!
9. No interrupting the Singers while they are singing. 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.