



SUNIEMI

Suniemi

Strong's #4920: suniemi (pronounced soon-ee'-ay-mee)

from 4862 and hiemi (to send); to put together, i.e. (mentally) to comprehend; by implication, to act piously:-- consider, understand, be wise.

The objective of this game is to help you remember the Bible!

Cards in the Game

108 Cards in the Game

- 50 Question Cards
- 50 Answer Cards
- 2 Below Freezing Cards
- 2 Right of Way Cards
- 2 Wrong Answer Cards
- 1 Suniemi Card
- 1 Instruction Card

How the Game Works

Two Players: When two players are playing the game, one player will shuffle and deal the Question Cards, while the other player shuffles and deals the Answer Cards. Both players should receive 13 Question Cards each, as well as 13 Answer Cards. The rest of the cards will then be placed face down on a flat surface in two separate decks: the Question Card deck and the Answer Card deck.

The first player will play a Question Card. If the first player has the answer to the Question Card in his or her hand, the player may then play the Answer Card on top of the QC and collect the book. Each book represents 10 points. The first player can continue playing Question Cards until he or she runs out of the correct Answer Cards. Once the first player runs out of the correct answers, the player may then play another Question Card. The second player must then play the correct Answer Card. If the second player plays the correct Answer Card, the player may then collect the book. If the second player does not have the correct answer, the card must be pushed aside and left face up, and the second player will then play a Question Card. If the second player has the correct Answer Card for the Question, that player can collect the book. As with the first player, the second player can continue playing Question Cards,

coupled with Answer Cards until he or she runs out of the correct answers. When the second player no longer has the correct Answer Card to a question that he or she has played, the first player will have the opportunity to play the correct answer or pull a card from the Answer Card deck. If the player pulls the correct Answer Card, he or she may then play it on top of the Question and collect the book.

Note: When a Question Card has been played, but has not been answered by either player, it must then be pushed aside face-up so that whenever the correct Answer Card is pulled, it can be played and the book can be collected by the player.

The game ends when one player collects 100-300 points (as determined by the players) OR after the 12th round of the game. If the game goes 12 rounds, the player or team with the highest score wins!

If, at the end of the game, a player is found holding the Answer Card to a Question Card that has already been played, the player must deduct 20 points from his or her total score.

Four Players (Individual)

When four players are playing the game, one player will shuffle and deal the Question cards, while another player shuffles and deals the Answer Cards. All players should receive a total of 12 Question Cards each, as well as 12 Answer Cards. The remaining two cards will then be placed face down on a flat surface in two separate decks: the Question Card deck and the Answer Card deck.

The first player will play a Question Card. If the first player has the answer to the Question Card in his or her hand, the player may then play the Answer Card on top of the QC and collect the book. Each book represents 10 points. The first player can continue playing Question Cards until he or she runs out of the correct Answer Cards. Once the first player runs out of the correct answers, the player may then play another Question Card. The second player must then play the correct Answer Card. If the second player plays the correct Answer Card, the player may then collect the book. If the second player does not have the correct answer, the card must be pushed aside and left face up, and the second player will then play a Question Card. If the second player has the correct Answer Card for the Question, that player can collect the book. As with the first player, the second player can continue playing Question Cards, coupled with Answer Cards until he or she runs out of the correct answers. When the second player no longer has the correct Answer Card to a question that he or she has played, the next

player (clockwise) will have the opportunity to play the correct answer or pull a card from the Answer Card deck. If the player pulls the correct Answer Card, he or she may then play it on top of the Question and collect the book. This will continue until one of the players earn 100-300 points or until the end of the 12th round.

Note: When a Question Card has been played, but has not been answered by either player, it must then be pushed aside face-up so that whenever the correct Answer Card is pulled, it can be played and the book can be collected by the player.

The game ends when one player collects 100-300 points (as determined by the players) OR after the 12th round of the game. If the game goes 12 rounds, the player or team with the highest score wins!

If, at the end of the game, a player is found holding the Answer Card to a Question Card that has already been played, the player must deduct 20 points from his or her total score.

Four Players (Teams)

When four players are playing the game, one player will shuffle and deal the Question cards, while another player shuffles and deals the Answer Cards. All players should receive a total of 12 Question Cards each, as well as 12 Answer Cards. The remaining two cards will then be placed face down on a flat surface in two separate decks: the Question Card deck and the Answer Card deck.

Team members must sit across from one another. Team members cannot sit side-by-side!

The first player will play a Question Card. If the first player has the answer to the Question Card in his or her hand. If the first player is able to answer the Question Card he or she plays, the first player can then collect the book and play another Question card. This legalizes an Open Floor. When the floor is open, the first player's teammate can answer the played Question Card by playing the correct Answer Card or the first player can play the correct Answer Card if he or she has it. The first player and his or her teammate can continue doing this until the first player plays a card that neither he/she or his/her teammate can answer. When a card is present that the first player cannot answer, he or she must tap the desk, alerting the next player that it is his or her turn.

The next play must play the correct answer to the Question Card played by the first player. If the next player can correctly play the Answer Card, he or she legalizes an Open Floor. This

means that when the player finally plays a Question card, either that player or his/her teammate can play the correct Answer Card if he or she has it.

Note: In order for an Open Floor to be authorized, the current player must first correctly answer the Question Card played by the opposing team. If the second player cannot answer the question, the third player will then have the opportunity to play the correct answer or play another Question Card. Again, each player must tap the desk, alerting the next player that it is his or her turn.

Each book represents 10 points. This will continue until one of the players earn 100-300 points or until the end of the 12th round.

Note: When a Question Card has been played, but has not been answered by either player, it must then be pushed aside face-up so that whenever the correct Answer Card is pulled, it can be played and the book can be collected by the player.

The game ends when one player or team collects 100-300 points (as determined by the players) OR after the 12th round of the game. If the game goes 12 rounds, the player or team with the highest score wins!

If, at the end of the game, a player is found holding the Answer Card to a Question Card that has already been played, the player must deduct 20 points from his or her total score.

Four Players (Hurricane)

Playing Hurricane is similar to playing a standard game, however, the game is not played in a clockwise rotation, but is instead played randomly. In short, the person with the correct Answer card can play whenever a question has been played.

If two players have the same Answer card, the first player to play his or her hand will win the book.

- If both players play their cards at the same time, the player who has the Right of Way card can play that particular card; this then gives that particular player the ability to collect the book if he or she has answered the question correctly.
- If both players play their cards at the same time, and both players have a Right of Way card that is also played at the same time, the Question Card must be placed aside, and the game will commence. The player who wins the next play gets to collect that book as

well.

- If both players play their cards at the same time, and neither player has a Right of Way card, the Question Card must be placed aside, and the game will commence. The player who wins the next play gets to collect that book as well.

Notes:

- The Right of Way card cannot be replayed once it has been played, but must instead be placed in the book that it was used to conquer.
- The Hurricane game can only be played individually. In other words, players cannot team up to play Hurricane.

Important! When a player has emptied his or her hands, that particular round is over. If the game is played in teams, the team must empty out their hands before the round is considered over. The player who empties out his or her hand first CAN go over and help his or her teammate. While they can't share cards, the winning player can sit next to his or her teammate and tell the player which card to play.

When a game is over, every card that has not been played is the equivalent of negative ten points, meaning, if a player, for example, is found holding three cards at the end of the game, the player must subtract thirty points (ten points per card) from the player's overall score or the team's overall score. Any player left holding the Suniemi card will have to deduct 50 points from his, her or the team's total.

Cards & Characters

Below Freezing Card: Allows a player to freeze a game, thus, forcing all of the players to play one of the Question Cards that's in their hands. The player who played the Freeze Card can then answer each question played if he or she has the proper Answer card. After this, the player who froze the game can play a Question Card.

Right of Way Card: Play this card whenever a question is played that can be answered by two or more players. The player who has this card gets to collect the book if his or her answer is correct. But before this card is played, player must audibly say, "Right of way!"

Suniemi Card: allows player to challenge any player to exchange hands with another player, whether that player is an opponent or a partner. This card can be played at ANY point during the card game, for example, a player can simply say or yell out, "Suniemi!" After this, the player will play the Suniemi Card and then proceed to exchange hands with the player of his or

her choice.

Wrong Answer Cards: These two cards must be placed on a separate desk and pulled only when a player believes that another player has played the wrong answer. If the player is found to be guilty of the offense, he or she will have 50 points deducted from his or her overall score or the team's overall score, and the cards must be returned to the deck.

Suniemi in Reverse!

Now, you can play Suniemi in reverse. In short, the game is played the same ways it's played normally. The only difference is, instead of looking for the Answer Card to match it up with the right Question Card, you can now look for the correct Question Card to match it up with the right Answer Card. For example, if your Answer Card reads, Bread, your job is to pair it up with the right Question Card.

Rules, Regulations, Penalties

1. When four players are playing this game, the game is not played in consecutive order. Instead, the player with the correct Answer Card will always play after a Question Card has been played. If no one plays the Answer Card, the game will proceed in clockwise motion.
2. Wrong answer
3. If four players are playing this game and a Question Card is played, but no one plays the Answer Card, any of the players can challenge his or her teammate IF the player knows the answer. For example, if the Question Card is, "But seek ye first the kingdom of God, and his righteousness; and all these things shall be added unto you," the obvious answer is Matthew 6:33. If the player holding the Matthew 6:33 card doesn't realize that he or she is holding the correct card, and the game is pushed aside, the next player can challenge everyone on the board. For example, the player can ask, "Who's holding Matthew 6:33?" That player can then say, "Suniemi" and take the card away from his or her opponent, pairing it up with the correct Answer Card and then collecting it as a book.
4. Players are NOT allowed to pull up scriptures online or using any other source! The goal of the game is to memorize the scriptures. Needless to say, however, at the end of a game, players can check their opponents' books to ensure accuracy. If any player pairs up a Question Card with the wrong Answer Card, that player will be fined 25 points per book! Any player caught in violation of this rule automatically forfeits the game!
5. Players are not allowed to share their hands with their opponents or their teammates

UNLESS a teammate empties his or her hand, in which case, the winning player can sit next to his or her teammate and help the player out. Any player caught in violation of this rule automatically forfeits the game!

6. No outside help is allowed! Onlookers can look laugh and shout, but they cannot help!