

Teach!

◆ CARD GAME ◆

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Teach!

Card Game

Up to 4 Players

Teach! Is a card game specifically designed to test your knowledge and help you to build your confidence as a Teacher, a Preacher or whatever leadership role you stand in. This game will not only challenge you intellectually, it will have you on the edge of your seat in laughter!

There are two decks. They are:

- The Core Deck
- The Styles Deck

- The cards in the Core 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 teach about.
- The cards in the Styles Deck are instructional; they detail the style or manner in which the Teacher must teach his or her message.

Contents

108 Cards

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

Game Objective

Knowledge is power, but the problem with knowledge is, without understanding, it produces pride! Consequently, our planet is filled with a lot of prideful and opinionated people who have a lot of knowledge, but little to no understanding! Teach! Challenges you, the Teacher, to learn as much as you can about a subject by helping you to see some of the topics that you know little to nothing about. It also reveals the areas in which you are knowledgeable. In this game, you will pull a card from the Core Deck, and your opponent will pull a card from the Styles Deck. You must teach about the word on the card you've pulled using the style or honoring the challenge listed on the Styles Deck. The Judge or Judges will then rate your lesson on a scale from 1 to 10. The Teacher or Teachers 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 8. 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 Core 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, Leslie pulls the word "Leaf," but Craig pulls the word "Reform." In this scenario, Leslie would win the ability to play the first card because her word started with the letter "L", whereas, Craig's word started with the letter "R" which is further down on the Alphabet chart. Let's say that Dorothy pulls the the word "Corinth", while Jordan pulls the word "Percent." In this scenario, Dorothy would start the game because on the Alphabet chart, the letter "C" is closer to the beginning than the letter "P".

The first player will then pull a card from the Core Deck. The player clockwise (opponent) will then pull a card from the Styles Deck. Note: Both decks must be shuffled. Players are not allowed to pull cards and then return them to the live decks. They must teach about the subject listed on whichever card they pull using the style listed on the Styles card.

- Player 1 will pull from the Core Deck, and then Player 2 will pull from the Styles Deck.
- Player 2 will then reveal the card to Player 1, as well as everyone else involved in the game, including onlookers. All lessons must be at least 60 seconds in length. Teachings 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.
- To start, Player 1 must reveal the card that he or she has pulled to all of the Players before starting his or her lesson.
- 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 Teacher. 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 Core Deck, and then Player 3 will pull from the Styles Deck to reveal to Player 2 what his or her style of teaching will be. Player 2 now has 60 seconds to teach a sermon about the word or phrase on the Core 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 or more players, there can be 3 players on each team or the players can play individually. When players decide to play as teams, they will choose one Teacher each hand to preach about whatever card pulled.

Virtual Game

Teach! 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 Teach! 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 Teacher 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.

Subjects

Reform	Leaf	Prosperity
Water	Winds	Edict
Geronimo	Procrastination	Capitalism
Fungus	Toxic Masculinity	Narcissism
Poverty	Edify!	Freedom Riders
Jerusalem	Fear of Confrontation	Sex
Constitution	Helium	Pride
Esther	Salvation	Percent
Frugality	Freedom	Mantle
Books of the Bible	Public Assistance	Servant
Easter	Red Sea	Diarrhea
Waste	Pandemic	Abram
Testify!	Carpentry	Helicopter
Mammogram	Napoleon	
Metabolism	Dead Sea	
Underground	Samaritan(s)	
Earthquake	Planets	
Spirituality	False Prophets	
Love	Continents	
Comparison	Polygamy	
Sloth	Preach!	
Flatulence	Religion	
King James	Yoga	
Seven Churches of Asia	Manna	
Bigotry	Feminism	
Phoenicia	Insanity	
Area 51	Science	

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		
Third Person	Dry Humor	Wild Card: StoneFace
Futuristic	Celebrity Impersonation	Conspiracy Theorist
King James	Frustrated	Car Salesmen
Boring Lecture	Eerily Calm	Doom & Gloom
Be Yourself	Apostolic	ADHD

- **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 Present 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.

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 preach one message!	Pull two styles cards and preach a single subject using both styles at one time.
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Note: 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.

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.