



Testify!

◆ CARD GAME ◆

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Testify!

Card Game

Up to 4 Players

Testify! Is a card game for believers who want to share some of their most fantastic testimonies and stories ... only, there's a twist to this testimonial service! Testifiers will read a single word or phrase from the Testimonial deck and they have ten seconds to remember a testimony relating to that word. Don't lie, though! Opponents can freely challenge you, forcing you to prove the validity of that story, if in doubt!

There are two decks. They are:

- **The Testimonial Deck**
- **The Styles Deck**
- The cards in the Testimonial 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 testify about.
- The cards in the Styles Deck are instructional; they detail the style or manner in which the player must testify.

Contents

108 Cards

- 30 Styles Cards
- 67 Testimonial Cards
- 10 Commandment Cards

Game Objective

It's time for testimonial service! It's time to share what God has done for you, howbeit, in a unique way! Testify! Is more than a game; it's a tool used to encourage, humor and bring you and your loved ones closer together! And it's definitely the perfect ice-breaker, especially at Christian gatherings! The objective of this game is bring people of a like faith together to share some of their stories of victory with other believers, stories that would have otherwise remained hidden! Get to know the people around you and discover what makes them who they are. Add a few colorful personalities to this game, and you'll find yourself in a room filled with laughter, tears and memories that you'll cherish for a lifetime!

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 Testimonial 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 "Butterfly," but Jason pulls the word "Jello." In this scenario, Mary would win the ability to play the first card because her word starts with the letter "B", whereas, Jason's word started with the letter "J" which is further down on the Alphabet chart. Let's say that Tammy pulls the the word "Entrepreneur", while Pat pulls the phrase "Spelling Bee." In this scenario, Tammy would start the game because on the Alphabet chart, the letter "E" is closer to the beginning than the letter "S".

The first player will then pull a card from the Testimonial 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 Testimonial 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 testimonial style that Player 1 must use to share his or her testimony. All testimonies must be at least 60 seconds in length, but no more than 90 seconds. Testimonies 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 (Testimonial and Style) to all of the Players before sharing his or her testimony.
- 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 Testifier. 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 Testimonial Deck, and then Player 3 will pull from the Styles Deck to reveal to Player 2 what his or her style of

testimonial will be. Player 2 now has 60 seconds to testify about the word or phrase on the Testimonial 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 8 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 Testifier each hand to testify about whatever card pulled.

Virtual Game

Testify! 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 Testify! 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 Testifier 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.

Testimonies

Trauma	Peace	Birthday
Love	Peanut Butter	Stop Sign
Toxic	It's Over	Mole
Broke	Witchcraft	Fake
Toilet	Edify!	Pregnant
Napkin	Kangaroo	Swim
Shame	Nightmare	Flat Tire
Disguise	Nail Polish	Knee
Shadow	Alarm Clock	Bleach
Deliverance	Ran	Burp
Friday	Secret	Wood
Accident	Good Samaritan	Yes
Prophecy!	Survived	Vomit
High	Exit	
Egypt	Blur	
Marriage	Father	
Rescued	Porn	
Suicide	Seven	
Minnow	Elderly	
Computer	Snake	
Bible	Sang!	
Jesus	Angel	
Fuel	No	
Pillow	Bread	
Mother	Rejection	
Prophet	Elevator	
Fear	Escaped	

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

- **Edify!** (Testifier must edify or encourage one of his or her opponents through his or her testimony. Testifier will pull next Testimonial card and testify using the word written on the card in an edifying and/or encouraging way.)
- **Prophecy!** (Testifier must prophesy to one of his or her opponents or share a moment when he or she received a prophecy from someone.)
- **Sang!** (Testifier must pull another card and sing a testimony about the word listed on that card. Song has to be good!)

Styles

1. **Poetic:** Testimony must be shared in a poetic way.
2. **Humorous:** Share your funniest testimony or share your testimony in a funny way. The goal is to get your opponents to laugh so you steal some of their points!
3. **Methodical:** Testifier must be serious, methodical and detailed in how he or she delivers his or her testimony.
4. **Stern:** Testifier must be stern when delivering his or her testimony.
5. **Act It Out:** Testifier cannot speak, but must act out his or her testimony in a way that at least one person can interpret. Testifier has 60 seconds to act out his or her testimony, and the other Players have 60 seconds after that to interpret what the Player was conveying. If no one can guess what the Testifier is sharing, the Testifier will then have to verbally share his or her testimony, and the Judges will decide whether the Testifier did a good job acting it out. If the Judges decide that the Testifier did a good job, the Testifiers' opponents will lose 5 points. If the Judges decide that the Testifier did not do a good job acting out his or her testimony, the Testifier will lose 5 points.
6. **Bertha Mae Impersonation:** We all know that sweet little elderly woman who frequently shared the church's announcements. It's time to act again, but this time, the Player will share his or her testimony as if he or she is Ms. Bertha Mae. Make it good; the Judges are watching!
7. **Auctioneer:** Testifier must sound like an auctioneer trying to sell his or her testimony to listeners. Talk fast and make sure that your opponents (and the Judges) can understand you!
8. **Dramatic:** It's time to shine! Testifiers must share their testimonies in the most animated and dramatic way!
9. **Just Be Yourself:** It's simple. Just be you; that's all!
10. **Cartoon Character Impersonation:** Testifier must share his or her testimony while using the voice and/or colloquialisms of a famous cartoon character.
11. **Hoop:** We all enjoy a good hoop every now and again! Testifiers must preach (hooping

style) while sharing their testimonies.

12. **Celebrity Impersonation:** This one is self-explanatory! Testifier must impersonate a celebrity while testifying.
13. **Opponent Impersonation:** Impersonate the voice, style or actions of one of your opponents!
14. **King James:** You must testify using King James' phraseology!
15. **Sudden Movement:** Surprise your neighbor! Make a sudden movement while testifying!

It's a Laughing Matter

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

The Testifier is not allowed to laugh once the Testifier starts sharing his or her testimony. If the Testifier laughs while testifying, the Testifier will forfeit his or her opportunity to testify and lose 10 points.

Notes:

- No funny business or cheating! Players are not allowed to make faces or do anything to provoke the Testifier. The Testifier can, however, be as dramatic as possible, to convey his or her message through his or her testimony (when necessary). Testifier 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 Testifier initially sees the pulled card or style, both parties are allowed to laugh until the Testifier starts testifying, but once the Testifier starts sharing his or her testimony, all laughing must cease.
- Dear Testifier, need more than 60 seconds to laugh or get yourself together before sharing your testimony? 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. (Note: No points are deducted if Testifier is crying because of the weight of his or her testimony.)
- Opponents are not allowed to provoke the Testifiers to laugh while they are testifying 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 Testifier 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 testify about, Testifiers are allowed up to 60 seconds to laugh, however, once the Testifier starts sharing his or her testimony, all Players must compose themselves.
8. Cheaters automatically forfeit the entire game!
9. No interrupting the Testifiers while they are testifying. 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.