

# CHAPTER & VERSE



## RULES OF GAME PLAY

FIND THE WISDOM ONE WORD AT A TIME



**PLAYERS:** 2 to 4

**CONTENTS:** 42 Book/Chapter tiles, 33 Verse tiles, 12 Marker tiles, 4 Master Log Books, 78 Message Cards, Rules

### OBJECTIVE

To assemble each of your Book Chapter & Verse tiles from the front of your Message Card in order to gain clues to decipher/uncover your secret words.

### STORY

An archeologist, Dr. S needs your help to sift through ancient tiles. He's started a Master Log Book detailing the link between these tiles and manuscripts containing messages found in a stone vault. According to legend, when you recreate the messages on the manuscripts using the ancient tiles, you will have the key to a secret word(s). Find the tiles, read the writings and claim your reward of wisdom one word at a time.

### SET UP

1. Layout the Book/Chapter tiles and Verse tiles in two separate groups face down.
2. First time players get a Master Log Book as a 'building guide' showing examples of the tile types and basic tile moves.  
Review the tile types in the Master Log Book before beginning play.
3. Each player chooses a set of 3 matching Marker tiles.
4. Then players draw 4 tiles from the 'Book/Chapters' group and 4 tiles from the 'Verses' group. Lay the tiles face up in front of you. *Note: Players need to keep 8 tiles throughout the game, but do not have to maintain 4 of each Book/Chapter and Verse tiles.*
5. *Note: Message Cards must be folded and placed in the card box before game play can begin.* Everybody draws a

Message Card from the front of the box. Place the card face up on the table. The Book, Chapter and Verses on the front help unlock the clues to your secret word(s). There is also a hint (who, what or where) on the front of the card to help guide you through your adventure. The matching verses (clues) are printed on the back, and the secret word is printed on the inside of the card. ***Don't peek!***

6. Compare the drawn tiles in step 4 to your Message Card clues. You are looking for 6 tiles - the 3 Book/Chapter tiles and 3 Verse tiles that match the front of your Message Card. The tiles, Message Cards and clues are color coded for quick identification.

### HOW TO PLAY

1. You are joining a Book/Chapter tile with a Verse tile. This is called a BCV which stands for Book/Chapter Verse. There are 3 examples of BCVs in the Master Log Book labeled 1, 2, and 3. The first player to take a turn is the player that can form a BCV. If more than one player is able to form a BCV, the youngest player goes first. *Note: The BCV's that you play do not have to match your Message Card. In fact, the majority of your plays will not match, but they will allow you to draw replacement tiles.*
2. Replacement tiles are drawn from the Book/Chapters' and/or the Verses' groups to maintain 8 tiles and the player's turn ends. Play continues clockwise.
3. The next player ***attaches*** either a single tile or a BCV to the played tiles by matching either ***a number or olive branch*** on the layout. (See example 4 in the Master Log Book.) Replacement tiles are drawn and play continues.
4. When a player lays the BCV matching their Message Card (as in examples 1 and 2 in the Master Log Book), it is marked with a Marker tile. The Marker tile may touch ***any***

**edge** of the BCV to identify the completed BCV as yours.

5. Turn the Message Card over and read the clue aloud. *Keep the hint in mind (who, what or where).* Players may guess the secret word after one clue but cannot confirm the word or win the game until all 3 BCV's represented on their Message Card have been laid and read.
6. Instead of laying tiles, you may use your turn to trade one tile with a willing opponent. If the trade completes a BCV from your Message Card, play it now.
7. If you need a tile that has been played by an opponent, you may use your turn to pick it up. If this disconnects any tiles from the main layout, they must be picked up as well. The main layout is the disconnected branch with the most tiles. The other tiles become part of your collection except for the "Wild Verse" tiles. These tiles are set aside and out of the game. "Marker" tiles are reconnected to the layout. *Note: Marker tile sides can match any side of another tile.* The player does not draw replacement tiles until they are back down to 8 tiles.
8. There is no penalty if an opponent picks up tiles from a marked message.
9. If you run out of tiles to draw from, keep playing, a winner is close at hand!
10. When a player lays down all their BCV's from their Message Card, and they read their clues, but incorrectly guess the secret word(s), the player is out of the game. The remaining players continue playing.

## HOW TO WIN

Be the first player to lay the 3 BCVs shown on your Message Card and guess your secret word! Confirm the word by checking inside to win!

## WILD VERSE TILES

The spiral on the edge of a "Wild Verse" tile can be any "Verse" number. "Wild Verse" tiles cannot be reused once played. See: Master Log Book example 2. The two blank sides of the "Wild Verse" tiles may be connected to any tile side.

## TRIADS

A triad is formed when a player connects one of their tiles to two or more matching tiles in the main layout.

When a player creates a triad they may do **one** of the following:

- **Take 1 tile from an opponent.** The opponent draws a replacement tile to maintain 8 tiles. If this completes a BCV from your Message Card, you may play it now.

**OR**

- **Acquire 3 new tiles.** Draw 3 new tiles. Throw 2 unwanted tiles back in the appropriate group(s) to maintain 8. See: Master Log Book example 5.

## QUICK PLAY VARIATION

Recreate any 2 clues from your Message Card instead of 3.



©2010 Talicor, Inc. • 901 Lincoln Parkway • Plainwell, MI 49080  
www.talicor.com • Licensed from The Owl Works, LLC  
Made in USA • Item No. 4600