

Bible MAD GAB®

"It's not what you SAY, it's what you HEAR!"™

For 2 to 12 Players in Teams

For Ages 10 to Adult

Contents

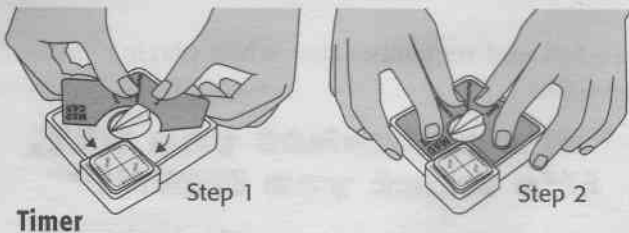
1,200 Bible Mad Gab puzzles on 300 cards, flipper, timer, scorepad and labels.

The Object

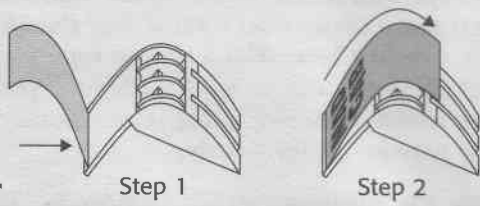
Be the first team to reach 25 points. Points are scored when a team solves a Bible Mad Gab puzzle. Puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example, "Pill Are Offs Halt" sounds like "Pillar of Salt." Teams try to solve three puzzles before the timer stops. Once time expires, the "Challenging" team may then gain points by solving any puzzles that the "Solving" team could not.

Getting Ready

When you first open your game, ready it for play by placing the Bible Mad Gab stickers on both the timer and the flipper (see below).



Timer



Flipper

Bible Mad Gab is best played by two teams. See the two and three player/team rule variations also. The teams need not be equal in number. The Bible Mad Gab cards are color coded. The blue side is for beginners and the orange side is for experts. Start off by playing through the blue side of the deck and then go to the more challenging orange side. Bible Mad Gab is contagious and addictive. The more you play, the better you get!

The Set Up

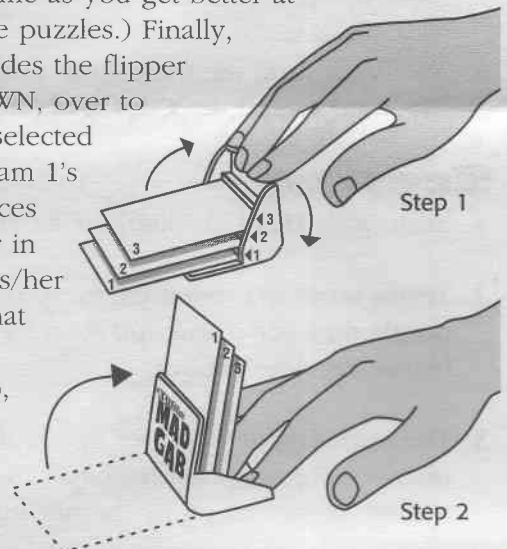
1. Determine which team will be the "Solving" team first. They will be Team 1.

2. Team 1 chooses a player on their team to be the Coach. Team 2 chooses a player on their team to be the Challenger. A different Coach and Challenger are chosen for each turn. More about the Coach and the Challenger is explained later.

3. The other player(s) on Team 2 (excluding the Challenger, who must not be allowed to see the puzzles or answers), draw three Bible Mad Gab cards from the DRAW end of the Bible Mad Gab box. They must familiarize themselves with the puzzles and answers because they will be acting as the judges to determine if their opponents answer correctly. *They also will be in hysterics, since they know what their opponents are saying, even when their opponents do not!* The puzzle answers are at the top of the OPPOSITE side of the card. **NOTE:** There are four Bible Mad Gab puzzles on each card. The cards should be played through in the following order: puzzle A blue side, puzzle B blue side, puzzle A orange side, puzzle B orange side.

4. Team 2 (excluding the Challenger) loads the flipper by sliding cards into the 1st, 2nd and 3rd slots, so that the puzzles to be played are in the order that they were drawn. (See illustration below.) Team 2 next winds the Bible Mad Gab timer to the "Average" point. (Please feel free to vary the time as you get better at solving the puzzles.) Finally,

Team 2 slides the flipper FACE DOWN, over to Team 1's selected Coach. Team 1's Coach places the flipper in front of his/her team so that once it's flipped up, the puzzle on card #1 is facing his/her teammates.



Step 1

Step 2

1. Team 2 starts the timer while the Coach from Team 1 tilts the flipper up, revealing the puzzle on card #1 to his/her teammates. On the opposite side of the card, the Coach can read the answer to the puzzle in the upper right hand corner of the card.
2. Not surprisingly, the Coach "coaches" teammates toward the answer by encouraging them to emphasize certain syllables, say the puzzle faster or slower, or to listen to a certain player who may be the closest to the answer, etc. *NOTE:* The most important role of the coach is to get his/her teammates to say the *Bible Mad Gab* puzzles *aloud*, so they can "hear" each other "say" the answer!
3. The Coach may not give any clues or hints regarding the answer. Players must solve the puzzle only by saying it aloud. This tricky element of *Bible Mad Gab* is also the funniest, because players will be saying the answers and not even know it! The non-playing team determines if the playing team actually knew what they were saying, and thus answered correctly.
4. Once a puzzle is solved, the Coach pulls that card from the flipper, revealing the #2 puzzle. At any time during play, anyone on the playing team may yell "Pass" if the team is stumped. The Coach then pulls the card out of the flipper and that puzzle is "dead" to the playing team. They may not go back to it, even if time remains.
5. Play continues in this fashion until the timer stops, or all 3 puzzles have been solved or passed on. After time has expired on a play, the Challenger has 10 seconds to solve any puzzles that were passed on or missed by the playing team. The Challenger may see any puzzle that remains in the flipper while guessing, but must rely on memory to solve any puzzles that were "passed" on.
6. After each turn, the three cards are placed in the DISCARD end of the *Bible Mad Gab* box.

Scoring

1. Each *Bible Mad Gab* puzzle is worth one point.
2. Teams score one point for every *Bible Mad Gab* puzzle they solve and *pull from the flipper* before the time expires.
3. The opposing team scores one point for each puzzle solved by the Challenger that was missed, or passed on by the playing team.

1. Teams alternate turns, choosing a different Coach and Challenger on each turn. Play continues until a team reaches 25 points. The team that did not start the game as the solvers has the last turn to try and catch up.
2. In the event of a tie, teams choose one player from each team to sit out. These players choose the final puzzle and load that card into the flipper. It is then tilted up to face both teams. The first team to solve it is crowned the winner.
3. Keep score on the pad provided. Longer or shorter games can be played by changing the amount of points needed to win.

The Two and Three Player Game

1. In the two player game, there is no coaching. Players simply try to figure out three puzzles on their own as they are flipped up by their opponent. Points are scored in the same way, but there is no Challenging.
2. In the three player game, Player 1 draws the cards and handles the flipper, Player 2 is the Solver of the puzzles, and Player 3 is the Challenger. Players rotate turns and whomever has the highest number of points after every player has had the same number of predetermined attempts at solving the *Bible Mad Gab* puzzles, wins.

Have fun and remember that when playing *Bible Mad Gab*...

**"It's not what you SAY,
it's what you HEAR!"™**

It is our hope that when playing Bible Mad Gab you will learn more about God's Word and the life and ministry of Jesus Christ. The scripture references are provided for text found in the NIV Bible, unless otherwise noted. Please read the verses aloud in the course of play whenever possible.

At Talicor, Inc. we pride ourselves in producing the highest quality playthings for you and your family. If you have any problem concerning any of our products, please contact us immediately. We will be sure to correct the problem promptly and courteously.

TALICOR
Aristoplay®

Talicor, Inc. • 901 Lincoln Parkway • Plainwell, MI 49080
800-433-4263 • www.talicor.com

Bible Mad Gab and associated trademarks are owned by
and used under license from Mattel, Inc.
©2005 Mattel, Inc.
All Rights Reserved