

FOR 2 TO 4 PLAYERS

CONTENTS

4 Folders, 4 Answer pads, 12 Category List Cards, Die, Timer, 4 Pencils

OBJECT

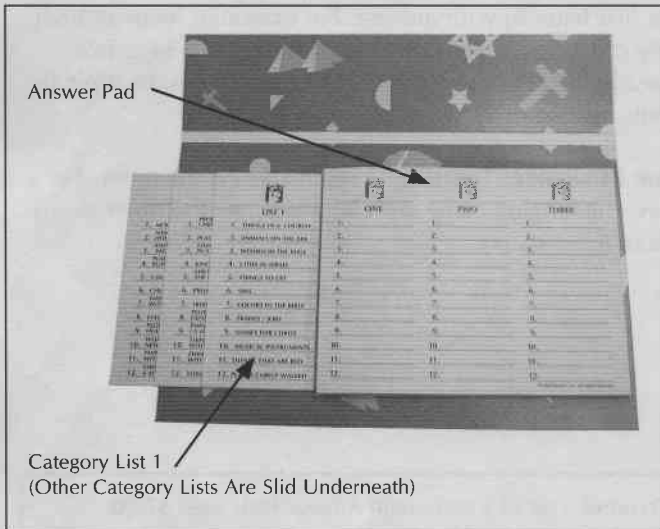
Quickly fill out a category list with answers that begin with the same letter. Score points if no other player matches your answers. Score the most points to win the game.

SETUP

Do this for all 4 folders: Assemble an answer pad into a folder by sliding the cardboard backing into the slot. See Figure 1. Then, slide a category card with List 1 behind the answer pad, as shown.

NOTE: Each folder should carry cards with Lists #1 to #12 (3 cards per folder). Having inserted the first card, you can insert the other 2 cards behind it for easy storage.

FIGURE 1 ASSEMBLING THE FOLDERS



GAME PLAY

The game is played in 3 rounds. To play a round, do the following steps in order:

1. Each player takes a folder and a pencil. Make sure all players have the same List # face up in their folder.
2. Setting the Timer: Press down the STOP side of the timer switch. Turn the timer knob clockwise as far as it will go.

3. Place the die on the table. One player rolls the letter die and calls out the rolled letter. The rolled letter is the key letter that will be used in this round of play.

Rolling a Wild Star: Whenever a star is rolled on the die, the die-roller can choose any letter as the key letter - as long as it hasn't already been used in that game.

4. One player presses down the START side of the timer switch and the round begins.

5. Each player quickly fills in the first column of his answer sheet. Answers must fit the category, and should begin with the key letter rolled. (See Rules For Acceptable Answers on the back of this page.) If you can't think of an answer that starts with the key letter, you can write an answer that starts with any other letter - as long as it fits the category. However, fewer points are scored for this kind of answer.

EXAMPLE: In figure 2, the key letter is "C." Notice that the player couldn't think of a color in the Bible starting with C, so the player answered "Blue."

FIGURE 2 A FILLED IN ANSWER SHEET

LIST 1	ONE
1. THINGS IN A CHURCH	1. CANDLE
2. ANIMALS ON THE ARK	2. CAMEL
3. WOMEN IN THE BIBLE	3. CLAUDIA
4. CITIES IN ISRAEL	4. CAPERNAUM
5. THINGS TO EAT	5. CALF
6. SINS	6. CRUELTY
7. COLORS IN THE BIBLE	7. BLUE
8. TRADES / JOBS	8. CARPENTER
9. NAMES FOR CHRIST	9. COUNSELOR
10. MUSICAL INSTRUMENTS	10. CYMBAL
11. THINGS THAT ARE RED	11. CLAY
12. PLACES CHRIST WALKED	12. CANAAN

6. When the timer stops, players must immediately stop writing.

7. Scoring a Round: Players in turn, read their Number 1 answers aloud. Players circle each answer that DOES NOT match another player's answer. Continue reading answers until all 12 categories have been scored.

If no one matches your answer, score it as follows:

- If your answer starts with the key letter, score 2 points, Write "2" next to your circled answer.
- If your answer does not start with the key letter, score 1 point. Write "1" next to your circled answer.

Score your other eleven answers in the same way, and then add up your points. Write the total at the top of your sheet, as shown in Figure 3. All players do the same.

FIGURE 3 THIS PLAYER SCORED 13 POINTS

LIST 1	ONE	13
1. THINGS IN A CHURCH	1. CANDLE	2
2. ANIMALS ON THE ARK	2. CAMEL	2
3. WOMEN IN THE BIBLE	3. CLAUDIA	
4. CITIES IN ISRAEL	4. CAPERNAUM	2
5. THINGS TO EAT	5. CALF	
6. SINS	6. CRUELTY	
7. COLORS IN THE BIBLE	7. BLUE	1
8. TRADES / JOBS	8. CARPENTER	
9. NAMES FOR CHRIST	9. COUNSELOR	2
10. MUSICAL INSTRUMENTS	10. CYMBAL	
11. THINGS THAT ARE RED	11. CLAY	2
12. PLACES CHRIST WALKED	12. CANAAN	2

In the example above, answers not circled did not score because they either matched the answer of another player or were judged unacceptable (see Challenging Answers).

Starting A New Round: Set the timer again, roll a new letter and continue playing using the same category list as you did in the previous round. Fill in the next column with your new answers. NOTE: If the same letter is rolled twice in a game, roll the die again for a different letter.

WINNING THE GAME

After 3 rounds have been played, all players total the 3 scores on their answer sheets. The player with the highest score is the winner.

In Case Of A Tie: The players who tie play one more round with a new letter. The player who has the highest score in that round is the winner.

Rules for Acceptable Answers

- To score 2 points, the first word of your answer must begin with the key letter.
- The articles "A," "An," and "The" cannot be used for their key letters. Examples: "B" is the key letter for the person, "The Bread of Life." "K" is the key letter for the person, "The King of Kings."

- The exact same answer MAY NOT be given twice in one round. Example: You may not answer Bethlehem for a City of Israel and also for A Place Christ Walked.
- Answers should come from the Bible. You have the option to allow answers from outside the Bible (Ex. give Mexico as an answer for the category Places Missionaries Visited). Your play group should decide whether or not to allow answers not found in the Bible prior to play.

Challenging Answers: While answers are being read, other players may challenge their acceptability. When an answer is challenged, all players (including the challenged player) vote on whether the answer is acceptable. Players who accept the answer give a thumbs-up sign. Players who do not accept the answer give a thumbs-down sign. Majority rules. In the case of a tie, the challenged player's vote does not count.

STARTING A NEW GAME

To start a new game, remove the category card in your folder and turn it around. Then insert it into the folder again with a new list face up. If both lists on one side of the card have been used, flip the card over and use the lists on the back. Make sure all players are using the same List #.

GAME VARIATIONS

Extra Points: When answering with proper names or titles, score extra points for using the key letter more than once as a first letter in your answer. For example: Jehovah Jirah, Holy of Holies, and Mary Magdalene double (4 points instead of 2); Pontius Pilate the Procurator counts triple (6 points instead of 2).

Time Challenge: There are 3 red marks on the timer. For a more challenging game with less time, set the timer at any one of these marks.

To order a set of 4 more refill Answer Pads send \$7.00 check or money order to:

Cactus Game Design Inc.
Attn: Parts Dept.
751 Tusquittee Street
Hayesville, NC 28905

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