

GAME INSTRUCTIONS

OBJECT: The first player or team to earn 55 points and answer the last question wins!

PLAYERS: 2-6 individual players or up to 24 players in teams.
(NOTE: It is usually more fun to play in teams!)

CONTENTS: 1 Spinner Board; 1 Clue Card Cover; 1 Cities Reference Card; 27 Draw Cards; 284 Clue Cards (142 cards printed both sides); 120 Point Chips (in three colors); 3 Point Chip Value Markers.



THE BIBLE GAME THAT ONLY TAKES AN INKLING TO WIN!

GETTING READY:

1. Carefully push the plastic spinner through the top of the Spinner Board and snap it to the small plastic spinner base. Place the Spinner Board and the Cities Reference Card in a convenient location.
2. Remove the 27 Draw Cards from their sheets. Shuffle and place them near the spinner.
3. Shuffle the Clue Cards and place about 50 of them in a location accessible to all players.
4. Remove the Clue Card Cover from its sheet and fold in half at the bend.
5. Form evenly divided teams or if there are only a few players then play individually.
6. Separate the Point Chips by color and place them in three piles near the spinner along with the Point Chip Value Markers. Chip Values: Blue = 10; Red = 5; Green = 1. Give each team 10 points to start the game.
(NOTE: If a team is short a player give the team three additional points).

STRATEGY: The player or team who uses the best strategy (not necessarily those who answer the most questions) will win the game. You may only offer one answer to the question on each card. If you give an incorrect answer your turn is over. Don't be afraid to wait for enough clues to be sure, or to take a chance on the harder clues!

TO BEGIN:

1. Each team (or player) spins the spinner. The team with the highest spin goes first. Play proceeds clockwise.
2. At the beginning of each turn the team spins the spinner.
 - 1 or 4 = "ANSWER OR SELL"
 - 2 or 5 = "DRAW A CARD"
 - 3 = "PLAYOFF"
 - 6 = "BID"
3. One opponent takes the Clue Card Cover and places it in his hand with the bend in the palm. Take a Clue Card from the stack and place it in the Clue Card Cover. Close the cover over the card and adjust the card so only the question at the top can be seen. Because a player may have seen the top of the Clue Card, always flip it over and use the questions on the back.

CLUE CARD

Each clue card contains one question with six clues. The first clue is the most difficult. Each following clue gets progressively easier. The number found beside the clue is the value of a correct answer. The value decreases by one for every clue given. A team may ask to have the current clue repeated. However, once the next clue is given, the previous clue(s) cannot be repeated. (EXCEPTION: If a team spins a six "BID," the team guessing may request any previous clue to be repeated.) If an incorrect answer is given at any time, the guessing team receives no points and the turn is over. (NOTE: Some questions deal with cities. Every city answer required in the game is listed on the Cities Reference Card. Teams may consult the Cities Reference Card for a hint).

SPINNER RESULTS

ANSWER OR SELL [1 OR 4]:

If a 1 or 4 is spun, one opponent reads aloud the question at the top of the Clue Card. The player then carefully slides the Clue Card up, stopping as soon as the first clue is entirely visible. Then the first clue is read aloud so all players can hear it. The team has three options:

1. Offer an answer. (See "CLUE CARDS" above for more details)
2. Ask for the next clue.
3. Sell the Clue Card

SELLING A CLUE CARD: A team may sell a Clue Card when a 1 or 4 ("ANSWER OR SELL") is spun, or when a Draw Card directs you to play your turn as an "ANSWER OR SELL". Any team who thinks it can answer the question, may

offer to buy the Clue Card for the value of the last clue read (See "CLUE CARDS" for more details). The team that was originally asked the question, has the choice to sell or not to sell to any team(s) offering to buy the Clue Card. ONCE THE FIFTH CLUE IS READ ALOUD, A TEAM CANNOT SELL ITS CLUE CARD. The team buying the card must give the points to the team selling the card. The team which bought the Clue Card must answer the question without receiving any further clues. If their answer is correct, the team receives, from the bank, the number of points it cost to buy the Clue Card plus 3 bonus points. If the answer is incorrect, no points are awarded. Play continues to the left of the team that sold the Clue Card.

DRAW A CARD [2 OR 5]:

If a 2 or 5 is spun, the team takes the top card from the Draw Card pile and follows the instructions on the card. Some Draw Cards must be played immediately. Others can be saved until the team chooses to play the card. After a team uses a draw card it is placed on the bottom of the draw pile. The result of the drawn card determines who plays the Clue Card this turn.

PLAYOFF [3]:

If a 3 is spun, the question at the top is read, along with the first clue. The team that spun has the first chance to answer. If the team doesn't know the answer, the team must say "PASS". With no further clues yet being read, the team to the left may now offer an answer or "PASS". Play continues to move in a clockwise direction until a team answers correctly or all teams have had a chance to answer the question. If the question still remains unanswered, teams who missed the question are now out. Teams who passed are still eligible to answer in the next round.

Follow this pattern until:

- a. A correct answer is given.
- b. All team are disqualified by giving incorrect answers.
- c. There are no more clues to read.

At anytime during the "PLAYOFF", only the team presently being asked to the question may offer an answer. When a team offers an answer, give the Clue Card Cover to a player on that team. The player checks the answer, making sure no other team can see it. If it is the correct answer, that team receives points, from the bank, equal to the value of the last clue read, PLUS 3 BONUS POINTS. An incorrect answer, on any clue level, takes a team out of the playoff, and that team gets no points. A player on the disqualified team then continues to read the clues to the remaining teams.

BID [6]:

If a 6 is spun the team will participate in a bidding match against the team to its right. Before the bidding begins, read only the question (such as "Who Am I?") so that both teams can hear it. The team who spun will begin the bidding by stating the number of clues they will need to answer the question. Then the other team may offer a lower counter bid (request less clues). Continue until the bidding is finished. The team that bids lowest (asked for the least number of clues) will receive their clues. The number of clues the team asked for are read aloud. (NOTE: A team receives no extra points for correctly answering the question using fewer clues than they bid. Wait for all the clues to be read before answering!) If the team answers correctly, it receives points from the team they just bid against. The number of points they receive is equal to the value of the last clue in its bid. 3 BONUS POINTS are also awarded to the team from the bank. If the answer is incorrect, the team that answered incorrectly must pay the opposing team that same amount of points (i.e. the value of the last clue in the bid, plus 3 bonus points).

WINNING THE GAME:

When a team has earned 55 points, the team must wait for the next turn and answer one final question. During that round the team spins. The number on the spinner is the number of clues they will receive to help them answer the question. (Example: If a 2 is spun, only two clues will be read.) Read aloud the clues. After hearing the clues, the team must then answer the question. If the team answers correctly, they win the game. If the answer is incorrect, they must wait for the next turn and try to answer another question in the same manner. If a team loses points and drops below the required 55 points, the team must again reach 55 points before trying to win the game.

FINAL NOTES:

1. If a team loses all points during the game, they continue to play. If the team must pay penalty points, the bank will pay them until the team once again has points. Any points paid by the bank are not paid back to the bank.
2. The only time a team receives two turns in a row is when a Draw Card allows it. Otherwise, play always passes to the left after one turn.

ALTERNATE WAY TO PLAY:

Appoint one person to act as a moderator for all the teams. This person reads all the clues, asks all the questions, and basically directs the flow of the game. The moderator does not play the game, he/she directs the game. Using a moderator is especially helpful when you have 12 or more players.