

MARANATA

Setup

- Each player chooses a color and takes the corresponding Answer Card, two voting tokens, and an erasable pen.
- Use a piece of paper or a wet wipe to clean the Answer Cards after each round.
- Decide who will start the game using any method you like (rock-paper-scissors, dice, etc.).
- The chosen player becomes the narrator, picks a Question Card, and the Revelation Cards.
- After the first round, the player to the right assumes the role of the narrator in the next round. Pass the Revelation Cards to the new narrator, making sure to use only the colors of the active players in the game.

How to Play

- The narrator chooses one side of the card, selects one of the questions, and announces its category (**M**, **R**, **N** or **T**), which is **indicated** on the card.



- Then, the narrator reads the chosen question.
- Each player writes their answer on their Answer Card, trying to guess what the narrator would consider the correct response.
- All players place their Answer Card face down in the center of the table.
- The narrator turns over the cards, reads all the answers, and chooses their favorite using the Revelation Cards. Meanwhile, the other players can (and should) try to convince the narrator that their answer is the best. Use your creativity to the fullest!
- The narrator makes their final choice by selecting the Revelation Card with the color representing the chosen answer and places it face down in the center of the table.
- Only after the narrator has made their choice do the players use their tokens to vote on the answer they believe the narrator chose. Each player has two voting tokens, that is, two votes per round.

Game Components



- Finally, the narrator reveals which answer they chose by turning over the Revelation Card.

How to Score

- If your answer is chosen by the narrator: **3 points**
- If you guess the narrator's chosen answer: **2 points**
- For each vote received in your answer: **1 point**

Note: In each round, the maximum points a player can earn is **5 points**. A player cannot use both of their voting tokens on their own answer; each player can only vote for their own answer once.

Practical Scoring Example

Let's assume Rickson (blue), Danilo (green), Cristina (red), and Juliana (yellow) are playing. Danilo is the narrator and asks the question: "What's the most creative missionary action I've ever seen?" He prefers Juliana's answer, selecting the yellow Revelation Card.

Now, Rickson, Cristina, and Juliana vote on the answers that could have been chosen by Danilo:

- Juliana votes for Rickson and herself.
- Rickson votes for Juliana and Cristina.
- Cristina votes only for herself.

When adding up the points, we have:

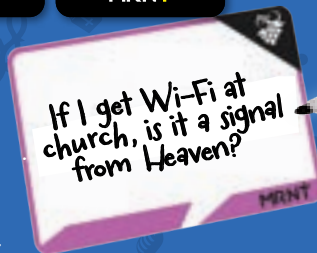
- Danilo, as the narrator, does not score points.
- Rickson chose the correct answer, Juliana's, and earns 2 points. Since Juliana voted for his answer, he gets an extra point. His total is 3 points.
- Juliana's answer was chosen, earning her 3 points, plus 2 extra points for guessing the chosen answer, plus 1 extra point for voting for the chosen answer, totaling 6 points. Since the maximum per round is 5 points, she gets 5 points in this round.
- Cristina gets 1 point for Rickson's vote and 1 point for voting for her own answer, totaling 2 points in this round.

End of the Round and Game

After each round, tally the points and record them on the Scoreboard. To keep the suspense, it is recommended to flip the Scoreboard so that players do not see each other's scores.

After completing twelve rounds, sum up all the points to determine the winner. Note: next to the score on the Scoreboard, there is space to write the letters **M**, **R**, **N**, **T**, which correspond to the question categories. A player who manages to score in all these different categories will receive an additional **7 points**.

If you still have questions, check out the video tutorial for additional clarifications. Have fun while we wait for His return. **MARANATA!**





8+ 3-8 30'

CREDITS

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MARANATA

RULES

In your hands, you have a fun and creative board game: **MARANATA**, the best way to enjoy time with friends, boost your creativity, and develop your biblical knowledge in a fun way—while we wait for His return.

The objective of the game is simple: score points by answering questions in different categories that form the word Maranatha: **M** = Mission, **R** = Relationships, **N** = Nutrition, **T** = Temple.

How to play? It's easy! Each player receives an Answer Card, a pen to write down their answers, and two voting tokens. In each round, one player takes on the role of the narrator, who will draw a Question Card from the **MRNT** deck and take all the Revelation Cards, which represent the colors of each player.

Each Question Card has three options. The narrator picks one and announces its category, indicated on the card itself (**M**, **R**, **N** or **T**). For example, the question could be: "In my opinion, what is the best way to learn more about the Bible?" Or: "What will be the first question I ask when I get to Heaven?"

Players then write down their answers; but here's the catch: the response should not reflect the player's personal opinion, but rather what they think the narrator would like to hear. In other words, you need to write an answer that will please the narrator!

Once everyone has finished writing, the Answer Cards are placed in the center of the table, and the narrator reads each answer aloud. This is where the fun begins! Each player can (and should) try to convince the narrator that their answer is the best one!

After this lively discussion, the narrator makes their final choice in secret by picking one of the Revelation Cards, without revealing the decision at that moment. Now, it's time for the players to guess which answer the narrator chose by voting on the one they believe was selected.

Finally, the narrator reveals the Revelation Card with their choice. Points are added up, and after 12 rounds, we will have the winner of **MARANATA**.