

Are you ready to test your biblical knowledge in a fun and innovative way? In *5 letters: The Biblical Challenge* each player embarks on a journey through stories and characters of Scripture. Discard your cards quickly by mentioning biblical names, changing letters, and challenging your friends to guess the names of characters. It's an engaging way to test your memory and expand your knowledge of God's Word. Get ready for fun, laughter, and moments of discovery with *5 letters: The Biblical Challenge*!

### HOW TO PLAY?

#### OBJECTIVE

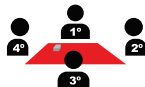
Be the first player to discard all the cards from your hand.

- 1 Shuffle all the cards well and deal seven cards to each player.

Place the remaining cards in the center of the table as a draw pile.



- 2 The youngest player starts the first round. Subsequent rounds are started by the player to the left of the one who started the previous round.



- 3 The starting player discards any character card from their hand, regardless of the initial letter of the name.

NOTE: The round cannot be started with an action card (5 letters, reverse, challenge or X card).



- 4 The next player may perform one of the following actions.

- **DISCARD.** The player may discard all the cards with the same initial letter as the one on the table. Example: If the card played was Eve, the player can discard Elijah, Enoch, and other cards starting with the letter E.
- **PLAY A NEW LETTER.** The player may change the round's letter to the next one in alphabetical order (A, B, C, D, E, A...). In this case, they may only play one card and must say the name of the character. If they don't say the name, they must draw a card from the pile.
- **PLAY AN ACTION CARD.** If there is a character card on the table, the player may play any action card from their hand.



### TYPES OF CARDS



**CHARACTER CARD.** Can be played at any time during the game. It contains the name of a character, the initial letter, and a brief description.

**NOTE.** In the case of a "challenge," the description is used as a riddle.



**LETTER CARD.** When played, the player must say the name of a character that begins with the letter on the card (for example, Elisha). If the player fails to name a character, they must draw a card from the pile.

**NOTE:** The name mentioned must be unique, not used in previous rounds.



**5 LETTERS CARD.** Acts as a wild card, replacing any letter, as long as the player mentions a biblical character. It can also be discarded along with a character or letter card. After it is played, the next player chooses the letter to continue the game.



**X CARD.** When played, the first player to shout "challenge" may try to avoid drawing more cards. The player who played the X card draws a character card from the pile without showing it and reads the description. The challenger tries to guess the name:

- If they guess wrong, they are the only one to draw two cards from the pile.
- If they guess correctly, all other players draw one card, and the challenger discards one of their cards.
- If no one challenges, all players draw one card except the one who played the X card.

**NOTE.** The X card is the only card that cannot be used to end the game.



## TYPES OF CARDS:



**REVERSE CARD.** Changes the direction of the round (example. if the round is going clockwise, it switches to counterclockwise). The game continues with the same letter in play. It's also allowed to play another Reverse card immediately after, if the next player chooses to do so.



**CHALLENGE CARD.** The player chooses an opponent to challenge, selects a character card from their hand, and reads the description. The challenged player tries to guess the name of the character:

- If correct, the challenged player may discard one card.
- If incorrect, the challenged player must draw one card from the pile.

**ATTENTION.** The player who issued the challenge also chooses the next letter to be played.

**NOTE.** If the player who issued the challenge does not have a character card in their hand, they must discard the Challenge card at the bottom of the pile and draw two cards as a penalty.

## END OF THE GAME

The game ends when one of the players successfully discards all their cards.



**QUESTIONS?** Scan the QR code to watch the explanatory video.

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# RULES MANUAL

