

BABBLE!™

A fast paced, Bible based, outrageously fun game!

DIRECTIONS: WARNING! READ THIS FIRST: THIS GAME IS FULL OF SHOUTING AND LAUGHTER! If you have neighbors near by or class in the next room, we suggest you warn them or better yet, invite them over to play. Also, we strongly recommend that you DO NOT play this game after putting your little ones down for bed. You'll only wake them back up again!

OBJECT OF GAME: Try to win more cards than any other player by first finding matching words and then winning the roll of a die.

CONTENTS: Six (6) different decks of word cards as follows:

Bible people, Bible places, Bible books, Bible "things", Bible animals and Christian symbols.

8 dice in a variety of colors (color of the dice doesn't mean anything. Just pick a color you like and play).

PLAYERS: 3 to 48 Players will gather in groups of up to 8; however, these are not teams. Each person will play for only themselves. Make sure each group of players has at least two dice.

HOW TO PLAY: For 3 to 8 players (Single Group): Select one deck of cards. Shuffle the deck and deal two cards to each person. Place the remaining cards in a location accessible to all players in that group to form a draw pile. When each person has two cards someone says, "Go!" Each player then begins to call out the words written on their two cards, while at the same time listening to what words are being called out by the other players in that group. When a player hears another player call out a word that also appears on one of their cards, those two players quickly place the card face up on the table so that other players in the group can verify the match. If it is indeed a match, one of these two players picks up a die, the other player calls out, either ODD or EVEN. The player with the die then rolls it. If the player calling out ODD or EVEN is correct, that player gets to keep the cards. The cards a player keeps are placed on the table in a pile near the player. If the player is incorrect, the player that rolled the die keeps the cards. Both players then quickly grab another card from the draw pile (being careful not to maul the other player's hand) and start calling out the words. Play continues until there are no more cards to be drawn and no more matches can be found. Players holding cards that have no match simply place those cards back in the center of the table. Each player then counts the total number of cards they collected. You may want to write this number on a paper to keep a running tally of all scores.

For 9 or more players (Multiple Groups): Divide into groups of equal numbers of players keeping each group close to 8 players. For example if you have 23 players it is more fun if you divide into 3 groups of 8, 8 and 7. If you have 12 players it is best to divide into 2 groups of six (6). Each group plays at the same time following the same instructions above that are used by a single group.

After completing one deck, each group switches to a different deck of cards. Continue until all groups play through all 6 decks. Total up the cumulative scores of each player.

WINNING THE GAME: The person with the highest score after all six decks are played is the winner of the game.

FINAL NOTES: A player must match a word with another player. No matching your own cards!

If three or more players in the group call out the same word, the first two players that lay their cards on the table get to compete for the cards.

As long as cards are available to be drawn, each player should have 2 cards in their hand.

If there are only 3 or 4 players in the group, each player should draw 3 cards instead of 2 and keep 3 cards in their hand.

If no matches can be found before the last card in the deck is drawn, then each player should take a card from their hand and place it at the bottom of the draw pile and then draw a replacement card and continue play.