

## Chapter and Verse

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The Basic Game

### Introduction

In Chapter and Verse, each card represents a verse of scripture, which is printed on the card. These verses are played from your hand onto the table to form “chapters”, which are then combined to form “books”. The verses in a book will relate to each other in one of five “themes”, each indicated by a name and a color.

- **Strength (Red)** – Obedience, service, action: Things to do, commandments
- **Wisdom (Yellow)** – The light of knowledge: Doctrine, instruction, learning
- **Faith (Blue)** – Look to the heavens for guidance: Spirituality, faith, things to be
- **Histories (White)** – Stories of the past, prophecies of the future, the color of the pages we write on
- **Trials (Black)** – The darkness of the challenges we face: Suffering, struggles, temptations

### Game Overview

Each player begins with five cards (since they have scripture verses on them, from now on we'll refer to “cards” as “verses”) in their hand, seven verses in a stack called “blessings”, and a deck of 40+ verses on the table. Verses that each player holds in their hands can be played into “chapters” on their tabletop. You begin by drawing a verse from your deck, then playing a verse from your hand. When certain verses are played into chapters, they have special effects, changing the rules slightly. So, you never know just what's going to happen next, and no two games are ever the same!

You can then continue playing more verses, but you have to sacrifice some to play others. When you form a book, you can draw a blessing. When you draw your last blessing, you win the game! You become the Master of Chapter and Verse!

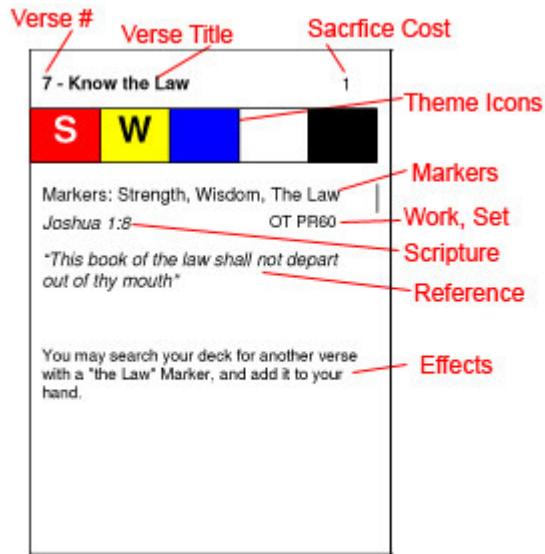
In the advanced game, you take it to a new level, by collecting and trading verses, then combining verses from your collection that play well together to make an extra competitive deck!

But all this is explained in the rules that follow. First, let's get familiar with the verses and the playing area:

The cards (verses) have lots of information on them. From L-R, Top to bottom that info is:

1. **Verse number** – a simple identifier, no effect on play
2. **Title** – Another identifier, maybe referenced by another verse
3. **Sacrifice cost** – How many cards must be sacrificed in order to play this verse in the play phase.

4. **Theme Icons** – Which themes the verse relates to: Strength, Wisdom, Faith, History, Trials
5. **Markers** – Identifiers that rules and verses can reference (eg. This is a “Faith Verse”)
6. **The scripture and reference**
7. **The standard work** the verse comes from, and the card set
8. **The special rules** (effects) for playing that verse



The gaming table in front of you, between you and the other players is divided up into areas:

1. **The tabletop** – Where verses are stacked together to make “chapters”. Verses in the tabletop are “in play”.
2. **The blessings** – These are 7 cards fanned out face down. As you finish a book, or when some other specified situation (like a card effect) occurs, you draw a verse from your blessings. When you draw your last blessing verse, you win the game!
3. **The Deck** – This is the stack of verses you draw from to play the game. Verses in the deck don't yet affect play.
4. **The Discard** – Where you set your expended verses. In the discard, they no longer affect play.
5. **“Outer Darkness”** – These verses have been removed from the game by the effect of another verse, so they no longer effect play, and it's harder to get them back into the game.



Verses on the table top are “in play” and effect the game. Verses in the discard and the deck are not “in play” and usually don’t effect the game. Verses in Outer Darkness are essentially “removed from the game” and not only don’t impact play, but probably won’t come back into that game. Verses in your hand are waiting to be put into play. Some of them can impact play if their effects say so.

At any time during the game, your opponents can:

1. See how many blessings you have remaining (but not look at the face of the verses)
2. See how many verses you hold in your hand (but not look at the face of the verses)
3. See how many verses you have in your deck (but not look at the face of the verses)
4. Pick up and look at any of the verses in chapters in your tabletop
5. Pick up and look through your discard stack or Outer Darkness.

Even though the rules say you can look at any of these things at any time, it’s always considered to be polite to ask first. Note, also, that you’re not allowed to look at another player’s hand or deck (unless a verse tells you to).

## Game Play

### Setting Up

First, for playing the basic game, you’ll want to pull out any verses marked as “Advanced Game” cards. In theory, you could play with them, but you might not understand all the rules of using them, and any effect combos they make might not even come out in the game. Each player should have a starting deck of at least 40 random verses. An easy way to do this is simply to take the starter set, shuffle them up a bit, and split them in half. Then each player can take their

half and shuffle them. If you have more than two players, it's probably better to have another starter set, or simply more cards, but you can still play with whatever you've got.

Once each player has a deck, each of you pulls the first seven verses from the top of your decks and sets them aside, fanned out face down, without looking at them. This is your "Blessing stack". Decide who is going to go first (by random draw or by consensus or whatever method you like). Each of you then draws five verses for your hand. Look these over, see the icons, read the effects, and notice the sacrifice costs and the markers. Now you're all ready to play!

## The Turn

Each player takes a turn, and then the next player clockwise does the same. The turns are split up into steps called "phases". There are a lot of different things that can happen in each phase, so each phase should be done in order. Some turns will not have anything happen in a phase and that's fine. Just skip it and move to the next phase.

## Start

Tell the other players that you're starting your turn. Sometimes, verse effects will happen "...at the start of your turn..." so those things happen here. One thing you must do at the start of your turn is check how many verses you have in your hand. If you have more than 8 verses in your hand, you have to take the excess verses and put them on the bottom of your blessing stack. You can choose which ones to pull from your hand.

## Draw

Draw a verse from your deck and put it into your hand. Look it and all the other verses in your hand over, and formulate a strategy for this turn.

## Freeplay

The next thing you're going to do is play a verse. Choose a verse from your hand. You might want to choose a verse that has some icons in common with other verses. You might want to choose one that has a good effect. Since this phase is the freeplay phase, and you don't have to sacrifice to play verses, you might want to choose one that's got a high sacrifice cost.

Place the verse on the table in front of you. You don't have to sacrifice any other verses to do this. Since this is your first turn, you've just created a "chapter" that you can play other verses into (preferably with similar icons). In future turns, you'll probably already have some chapters in play, and you can play more verses into them, or start new chapters.

Read this verse's effect (if any) out loud, and follow those instructions (see: Effects, below, for more instructions on what they mean, and how to implement them).

If you don't have a verse in your hand, or you don't want to play one for free, you can skip this phase.

## Play

Once you move into your Play phase, there are a lot of things you can do. You can play more verses, but in this phase, each verse you play will require a sacrifice. Look at the sacrifice cost of the verse you want to play. Take that many other verses from your hand and put them into your discard pile. Now you can play the verse onto the tabletop to start or add to a chapter. When you play it, read its effect out loud and act on its instructions.

You can have as many chapters as you want on your tabletop, but, as you'll see in a minute, books are made from combining verses into chapters and chapters into books, so having lots of chapters isn't always a good strategy.

Another thing you can do in the Play phase is "close up a book" and draw a blessing verse, as described below.

You might have verses in your hand that have special effects that activate from your hand or in the discard or whatever. Read those and follow those instructions as the situations or strategies arise.

End

The End phase is like the Start phase. You do any verse effects that happen "...At the end of your turn..." and then declare that your turn is over. Then it's the next player's turn.

Effects

Verse effects are the exciting part of the game. It's as if each verse can change the rules a little bit. The verse effects are based on the meaning of the scripture. Immediately after you play a verse, its effect is read and applied. Most of the verse effects are self-explanatory. Some only happen in certain circumstances, and if that circumstance is not in play at the moment, the effect is ignored.

In the basic game, there are four "Standard Effects". These are noted on the verses as single words, rather than writing out the rules on each verse. Here are the explanations of each one:

- **Discard:** If, during your turn, you take this verse from your hand and discard it to your discard pile, it activates the effect that follows. If you play it to the tabletop (into a chapter, for example), the Discard effect is ignored. "Discard" is different than "Sacrifice". If a verse with a Discard effect is sacrificed to play a different verse, the discard effect does not happen.
- **Quote:** During your turn, you may take this verse from your hand and hand it to an opponent, who holds it so that you can't see the face of the verse. Then you attempt to say the scripture on the verse. You don't need to say the verse name, nor the reference. If you can say it correctly as written, your opponent gives the verse back to you and you may play it to the tabletop without sacrificing. If you can't say it, you may either pay its sacrifice cost and play it, or it is discarded. If you've got young children playing, you might want to only require the first 5 words to be quoted.
- **Prayer (n):** Verses with the Prayer ability always have a number after it. When a verse with the Prayer ability is played, during your turn, you may choose to activate it. When it is activated, set your hand down. Look at the number (n) of verses from the top of your deck. You may choose one of them and immediately place it into your hand (this does not count as a "draw"). Then take all of the verses that you looked at and did not put in your hand and place them on top of your deck or on the bottom of your deck, in any order, and in any combination. Then pick your hand up and resume playing the game.
- **Keyword (word or words):** Keyword is another optional effect. You may choose to activate it immediately after you play a verse with the keyword effect (during your turn). If you do, set down your hand. There will be a word or a few variations of that word after the "Keyword" on the verse. Search through your deck, reading the scriptures on the verse cards. You may choose a verse that contains the keyword in its scripture (not in its name, markers, or effect rules) and place it in your hand. Even though this verse came from your deck, it is not considered to be "drawn". Then, shuffle your deck, and return to play.

There is one other important word in the effects of verses. Some verses will contain an effect that instructs you to “set” a verse. A verse that is set is placed in a chapter from your hand, but it is not considered to have been “played”, and its effect is ignored. However, its icons still count toward the chapter’s totals, and its markers and scriptures still count toward other verse’s effects.

### Making Books

Much of the object of the game is to combine verses into chapters and chapters into “books”. As before, a chapter is a row of verses. In your play phase, if you were to see, on the tabletop, a single chapter with 7 or more icons of the same theme, you could “close the book”. In doing this, you state that you’re closing the book, and you pick up the verses in that chapter, and all of its verses go in the discard piles of their owners. You then draw a blessing verse from your own blessing stack and add it to your hand. Your play phase immediately ends, and you jump to your end phase.

You can also close a book made of several chapters. The chapters you choose must combine to have seven icons of one theme. They can be chosen from other players’ tabletops, but you can choose no more than one chapter from any one player, including yourself. The process is the same. Declare that you’re closing a book, point out the chapters involved, send the verses to the appropriate discard piles, draw a blessing from your blessing stack, and end your turn.

Since closing a book ends your turn, make sure that you’ve played all of the verses you want to play first.

### Quote It

Any time an opponent plays a verse, you can challenge that play by sacrificing a verse from your hand and telling him/her to “quote it”. That player has to say the scripture reference on the verse card he/she just played, as written. If he/she can’t do it, that verse is removed from the game, to “Outer Darkness”. If he/she successfully quotes the verse, the play is successful.

### Blessings

There are lots of things in the game that affect your blessing stack. When you close a book, you pull a blessing card from the stack. If you start your turn with too many verses, you have to put them into your blessing stack, other verse effects will subtract from or add to your blessing stack.

Once you draw your last blessing verse, the game is immediately over and you just won.

### The Big Rule

One rule that holds true throughout the game is that anything written on a verse card will supercede the rule book.

### Replays and Etiquette

In tournament and organized play, once a verse hits the table it is considered in play and cannot be taken back (except by another verse or a Quote It challenge). Once a verse is drawn from the deck or set in the discard it cannot be returned. Play must happen step by step as the turn sequence spells out. If, for example, a player begins the play phase and suddenly remembers that he/she has forgotten the start phase, he/she cannot jump back. If a player moves into the next phase of the turn, the previous phase ends.

In friendly play, it is encouraged for players to be more forgiving and lenient. If a player forgets a step, rethinks a play, or makes a mistake, it's considered to be in the spirit of light play to allow them to back up and redo the play, as long as backing up isn't too complex.

If one player begins a move, and another player counters that move with a verse (like a Quick Play), it is considered to be very bad form (in friendly play) to ask to back up and redo that move. In tournament play, it is not allowed.

Some strategies:

1. Hold back a verse or two during your turn, so that in a pinch you can make a Quote It challenge. Watch for key verses being played. Some will have strong effects, others might complete books. These are good times to say, "Quote it!"
2. When you're about to make a key play, read the scripture on that card a time or two more. That'll refresh your memory in case your opponent makes a "Quote It" challenge.
3. Look for ways to combine verse effects. You might find that one verse's effect sets up another to be even more powerful!

Now, take some time and play a few games of the Basic Game. Get to know the flow of the turn and the strategies of the game. Then it will be time to play the advanced game!

## The Advanced Game

The Advanced Game of Chapter and Verse adds a whole new dimension to the game: Collectability and deck building. In the advanced game, you don't just divide up the cards evenly and start playing, but rather gather your own collections of cards, and select verses whose effects play together well to create winning combinations into a powerful deck. Then you match that deck up against the decks of other players and see who is really the Master of Chapter and Verse!

### Making Decks

There are only a few rules to regulate making a deck. Beyond that, the only limitation is your collection and your creativity.

First, a deck must have at least 40 verses. Second, it must have no more than three copies of any one title of verse. Third, if a verse has the ability/effect "Unique", there can be only one copy in a deck. As the game sets progress and more and more verses and effect rules are added, tournament play may put further restrictions on verses or sets. For now, these are the only limitations on a deck.

### Advanced Game Rules

There are some additional rules and rules clarifications that we have added to the advanced game. This is because they're simply more detailed. They impact things that might happen, so you'll want to understand the situations in more detail.

### Beginning the Game

There are a lot of ways to determine who is the first player. Here's the official Chapter and Verse way, called the "Start Challenge":

1. After each player has set aside their blessing stacks, each player draws and reveals the top verse of their decks.
2. Look at the title of the verse. The player whose verse title is first in alphabetical order wins the Start Challenge.
3. If there are two players who tie to win the Start Challenge, because they have the same verse titles, those players immediately draw a second verse, and again check the alphabetical order of those second verses.
4. Drawing continues until one player is a clear winner of the Start Challenge.
5. All players add the verses they have drawn during the Start Challenge to their opening hands, and then draw until they have their starting five verses.
6. Once the winner of the Start Challenge is determined, play begins with that player and proceeds clockwise from that player, regardless of who "came in second" in the Start Challenge.

## The Turn

Here are the rules clarifications for the turn order, and the rules within each phase:

### Start

The advanced game start phase is the same as the basic game.

### Draw

Note that drawing a verse isn't optional. As you advance to the draw phase, you must draw a verse. The only exception to this rule is when you have no verses left in your deck available to draw. If this happens, simply skip the draw phase, and continue on with the verses you have in your hand.

### Freeplay

The Freeplay Phase is for playing one verse into a chapter. You may not play a card as a "Discard" or "Quick Play" in your Freeplay phase. However, if your opponent plays a Quick Play verse in response to your Freeplay verse, you may respond with a Quick Play of your own, and so on.

### Play

Note that a "sacrifice" is not the same as a "discard", even though in both cases the verse ends up in the Discard pile. You may not sacrifice a verse to play another verse, and then activate its discard effect, nor can you discard a verse for its discard effect, and also count it as a sacrifice to play another verse.

### Advanced Game Effects

- Unique – Cards with the "Unique" ability have some special rules that relate to deck building. They represent characters and events that occur once in the scriptures, or are there to limit the power of particularly strong verses. First, only one copy of a "Unique" verse can be included in a constructed deck. Second, once any player plays a verse with the unique ability, no verse with the same name may be played by any player for the remainder of the game. This also means that the same verse card cannot be recycled from the discard and replayed later in the game.

- Cross Reference (verse) – A verse with this ability will list a scripture reference. When you play a verse with the Cross Reference ability, look over your hand. If you have the referenced verse in your hand, you may immediately set it into the same chapter you initially played the referencing verse into.
- Quick Play – The Quick Play ability is just like the Discard ability, except that it may be played during any player's turn.

### The Line

Since, with the advanced game, there is an effect that allows you to play during your opponent's turns, there needs to be rules regulating how that happens. When your opponent does something, and that act makes you want to play one of your Quick Play Verses, or there is some other effect on the verse that allows you to play in an opponent's turn, you simply say, "In response to that, I play this". What you play interrupts your opponent's turn temporarily. He/she then has the chance to play his/her own Quick Play verses, "in response" to your Quick Play verse. Since you've interrupted his/her turn, they can only respond with Quick Play verses. Players can then go back and forth playing Quick Play verses until they run out

Each verse effect is set in "the line", one after the other. Once all the verses in the line are played, their effects are resolved, one at a time, in reverse order of their play. The last one is resolved first, then the next to last one, etc. all the way to the first verse played.

It can get kind of complicated to figure out what happens in the end, but if you follow the line backwards, you should be able to sort out the end result.

### Making Books

Notice that you don't have to close a book immediately after adding up 7 icons. Since closing a book ends your turn, you can continue playing and then when you're done making other plays, close the book. Of course, you run the risk of another player inserting a Quick Play or other verse effect that interrupts that strategy...

Also notice that if you see two possible books to close, you can only close one in your turn, because as soon as you close that first one, your jump to your end phase and your turn is over.

### Quote It

In a Quote It challenge, both players may sacrifice verses. The original player may sacrifice verses to play the verse, and the challenger must sacrifice a verse to make the challenge. Regardless of the results of the challenge, no sacrificed verses are returned to either player. The costs must be paid, whatever the end result.

Also, note that the challenge happens as the verse is being played, and before its effect activates. So, if the challenge is successful, the verse is removed and no effect is applied.

A verse that is set cannot be challenged, nor can a verse that is discarded for effect.

### End

The advanced game start phase is the same as the basic game.

### Blessings

If two or more players draw their last blessing simultaneously (for example, as a result of a verse effect) the player whose turn would end next wins the game.

