

# Chapter and Verse Quick Start Rules

1. Each player begins with a deck of at least 40 cards
2. Take the top 7 cards (verses) and fan them out in front of you, face down. These are your blessing verses. Take the next top 5 verses. These are your hand
3. Decide who goes first. Let's say you go first.
4. Draw Phase: Begin your turn by saying you're starting your turn and drawing a verse from your deck.
5. Free Play Phase: On your tabletop, there are three imaginary spaces where chapters may be formed by combining verses. In the Free Play phase of your turn, you can choose a verse from your hand and play it into one of those three spaces. It's now the start of a chapter.
6. By playing the verse, you might have activated its effect. Read its effect text out loud and follow its instructions. Some verses have a single keyword for their effect. See the detailed rules for explanations of what these effects are.
7. Play Phase: You may now play more verses into the three chapter spaces in your tabletop. A chapter can have any number of verses stacked in it. It's good to stack verses with high numbers in similar themes (colors) together.
8. To play a verse in the Play Phase, you have to sacrifice a different verse from your hand to your discard pile. Some verses require more sacrifice. In the upper right corner of each verse it will say how many other verses must be sacrificed in order to play it.
9. When each verse is played, read its effect text out loud and follow its instructions.
10. If any one theme (color) of numbers in any one chapter adds up to at least 12, that chapter can "complete a book". You gather up the verses in the chapter and put them into your discard. Then you draw a verse from your blessing stack and add it to your hand. Then you continue on with your turn.
11. You can also complete a book by combining chapters on the tabletop. If any two or more chapters have numbers that total more than 12 in any one theme (color), you can gather them all, completing a book, and draw a blessing verse. You can't use more than one chapter from any one player to complete a book.
12. Anytime another player plays a verse, you can sacrifice one of your own verses from your hand and say, "Quote it!" He or she then has to hand over the verse, and quote the scripture reference on the verse. If he or she can, they play the verse normally. If not, the verse he or she is trying to play is discarded.
13. End Phase: Announce the end of your turn.
14. Then, the next player goes, repeating steps 4 through 13
15. If you ever start your turn with more than 8 verses in your hand, you have to choose the 8 verses you want to keep, and then put the rest of them on the bottom of your blessing stack, face down.
16. If you draw your last blessing verse, you win the game!