Bible Triple Showdown

For Ages 12+ | Playing Time 30 mins | 4+ Players

Bible Games Central

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Contents: 500 Bible Triple Showdown Cards, 4 Dry Erase Boards, 4 Dry Erase Markers with Erasers, 30-second Timer, Instruction Sheet

Overview

Bible Triple Showdown is a super fast-paced game with each turn lasting only **30 seconds!**

Teams take turns to play. With one player giving clues, the rest of the team must guess the **Bible word or phrase** on each card.

Bible references are provided for each card.

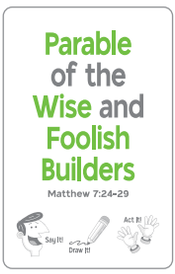
Bible Triple Showdown is played in 3 rounds, with different types of clues used for each round:

Round 1 Say It!

The **Clue-giver** provides verbal clues and can say almost anything.

Restrictions:

- You cannot say the words printed in **green**.



  Any **part or variant** of these words also cannot be used. For example, in the card above, you cannot say "wisdom", "fool", "build", etc.

- **"Sounds like"** or **"rhymes with"** clues are not allowed.
- **Spelling** is not allowed.
- No drawing or acting in this round.

Round 2 Draw It!

The **Clue-giver** draws the **Bible word or phrase** using the dry erase board and marker.

Restrictions:

- You cannot **write or draw any letters or numbers**.
- No saying or acting in this round.

Round 3 Act It!

The **Clue-giver** silently acts out the **Bible word or phrase**.

Restrictions:

- You cannot **mouth words or letters**.
- You cannot **draw words or letters in the air**.
- No saying or drawing in this round.

Passing is not allowed in Round 1. Clue-givers may refer to the given Bible passage, or read out the Bible reference for the **Guessers**.

Passing is allowed in Rounds 2 and 3.
If you are stuck, move the card to the back of the **Playing Deck** and carry on with the next card.

Set-up

Teams

Divide players into teams. **Bible Triple Showdown** is best played with two teams of 2 to 6 players. If you have more than 12 players, you can play in larger teams, or divide players into a maximum of 4 teams.

Decide which team goes first. Play carries on in a clockwise direction.

Playing Deck

Take **30 cards** from the box.
Shuffle them and place them facedown in a stack.
These 30 cards form the **Playing Deck** and will be used for **all 3 rounds: Say It! Draw It! Act It!**

Hand the **Playing Deck** to the starting team. Do not look at the cards.

Hand the **30-second Timer** to the team on their left.

When preparing the **Playing Deck**, we suggest consistently taking cards from one end of the box and putting them back in the opposite end. This way, you will always be playing with fresh cards.

How to Play

On Your Turn

On your team's turn, one player from your team will be the **Clue-giver** and all other team members will be **Guessers**. *(Encourage all team members to take turns to be the **Clue-giver**.)*

One player from the next team will be the **Timekeeper**.

Hand the **Playing Deck** to the **Clue-giver**. Do not look at the cards yet.

On "Go!" the **Timekeeper** flips the **30-second Timer**.

The **Clue-giver** looks **only at the first card** of the **Playing Deck** and gives clues to help the **Guessers** guess the **Bible word or phase** on that card. *(For the type of clues allowed for each round, refer to the overview section.)*

Guessers may make as many guesses as they like.
There are no penalties for wrong guesses.

When your **Guessers** guess correctly, hand them that card. Your team has won the card and will keep it until the end of the **round**. Carry on playing with the next card in the **Playing Deck** until the timer runs out or there are no more cards.

Passing is not allowed In Round 1.
Clue-givers may refer to the given Bible passage, or read out the Bible reference for the **Guessers**.

Passing is allowed in Rounds 2 and 3.
If you are stuck, move the card to the back of the **Playing Deck** and carry on with the next card.

End of Turn

Your turn ends when the timer runs out.
Move the current card to the back of the **Playing Deck**.
Hand the remaining cards of the **Playing Deck** to the next team's **Clue-giver** to continue the round.
After their turn, teams may quietly discuss cards that they did not manage to guess.

End of Round

The round ends when there are no more cards in the **Playing Deck**.
Count the number of cards won by each team and award **1 point for each card**.
Gather all 30 cards and shuffle them to form the **Playing Deck** for the next round.
Guessing the **Bible word or phrase** should be easier in Rounds 2 and 3 as players already know the **Bible words and phrases** on the **30 cards** of the **Playing Deck**.

End of Game

The game ends when all 3 rounds: **Say It! Draw It! Act It!** have been completed.
Tally up the points. **The team with the most points at the end of 3 rounds wins the game.**