

GRAPHI

A FUN AND EXCITING WAY TO LEARN ABOUT THE WORD OF GOD!

Go to
GraphiGame.com

INSTRUCTION
BOOKLET



OBJECTIVE

Each team races to create their own Timeline before the other teams by placing Timeline Cards in chronological order on their Timeline Board.

SETUP

- Each team/single player chooses a Game Board.
- Set out the Denarii, Timer, Pens, Paper, an Internet-Connected Device, & Bible.
- Open the website on a device that can be accessed by each team: www.GraphiGame.com
- Place the Trivia, Action, and Wisdom Cards on the Game Board.
- Decide on the winning length of the Timeline and acknowledge what “modes” people are playing in.
- Decide which team goes first. (*IDEA: Whoever ate coconut most recently!*)
- Deal FIVE Timeline Cards to each team. Divide the remaining Timeline Cards into FOUR Face-Down Stacks and turn over the top card of each Stack and place it face up beside it.
- Deal ONE Wisdom Card to each team.
- Deal ONE Timeline Section Card to each team. (Like a “route” in Ticket to Ride.)
- Read Today’s Verse out loud. (*Read the reference twice, then the verse twice, then the reference again.*)
- In Learning Mode, players may have a Bible, dictionary, encyclopedia, or any paper resource at the ready.

LET THE GAME BEGIN!

ORDER OF PLAY

1) Action Phase: Draw an Action Card and follow the instructions. **After the Action is complete move on to the next phase, whether successful or not.**

- **Right?** Collect your Reward and move on to the Building & Trading Phase.
- **Don't know it?** Ask for a hint. If you get the answer with a hint, collect ONE Denari only. Your turn is over. **No building or trading allowed.**
- **Still don't know it?** You must humbly accept the harsh reality that everyone is wrong sometimes. Your turn is over. Collect no rewards.

3) Building & Trading Phase: Trade Cards with other teams and/or build your Timeline by laying down any Timeline cards in the open spaces on the the Game Board. Now is the time to buy, trade, and use any relevant Wisdom Cards.



- After you are done Building & Trading announce that your turn is over and read the Trivia Card to the next team. *Otherwise, the game will take forever!*
- Teams may only have TEN Timeline Cards in their hand at the end of this phase. Discard any Timeline Cards you cannot use or trade away.

(Should a team complete an Action Card while ANY team is holding more than TEN cards, that team must discard the extra Timeline Cards, of their choosing, until they only have FIVE cards left in their hand.)

BUILDING RULES

The Building Phase is a time for you to think about and work on gathering and placing your Timeline Cards on the Game Board.

TIP: Consult with your teammates while other teams are playing so that you are ready to make your trades when the time comes. Wasting time during this portion will cause the game to drag on.

- Completing your Timeline in this phase wins the game.

Game Setup Example



TRADING RULES

Trading is a way to get cards you need from other teams. The team asking for the trade makes their offer known and teams can choose whether to make the trade or not.

- Only the Playing team has the freedom to trade with other teams on their turn. You may bargain with Denarii or any other cards—including Wisdom Cards.
- Trading may only take place during the Building & Trading Phase.
- Teams may trade/buy as many Timeline Cards or Wisdom Cards as they would like during their turn.
- When buying Timeline Cards from the Time Lines Stacks, do not replace the cards until the turn is over. If they run out, you simply cannot buy more Timeline Cards, sorry.
- Any card received (either drawn or from another team) during the Trading Phase may not be used to purchase new cards from the Timeline Stacks.
- *Reminder to all the competitive ones in the group: Trading is ONLY allowed during the PLAYING team's Building & Trading Phase. So, don't even think about trading any other time!*

4) Winning: When a team completes their Timeline, they win!

RESOURCES OF PLAY

GRAPHI WEBSITE

www.GraphiGame.com



This is the website that contains the Action Card challenges: Synopsis and Catalogos Challenges, the prompts for Hymneo, Graphi, and Teleo, and the Verse. Just click on the card you need and the “prompt” or “challenge” will appear.

VERSE

The Verse is found at the Graphi Website and will be used for the entirety of the game. For more of a challenge use the current Fighter Verse, usually longer, located at www.FighterVerses.com

- Read it at the beginning and then try not to look at it again unless you are reading it for another team or judging whether a team says it correctly.

DENARII

Use these coins to purchase Wisdom Cards and Timeline Cards, and to trade with other teams for resources. Coins go back into the Bank when buying Timeline or Wisdom Cards from the Stacks. When used to trade, they go to the other team.

(TIP: Use actual coins or swipe them from another game like sequence or bingo. We got cool gold ones on the cheap from Amazon.)



THE GILDED LAMP

The Gilded Lamp is the reward for hiding God's Word in your heart.

- If the Playing team recites the Verse and Reference perfectly with no errors they are awarded the Gilded Lamp! *(Always said in an epic voice)* Place it on any space on the Game Board to count as ONE Timeline Card. It covers only one space and does not stretch over multiple spaces like the Wrinkle In Time Card.
- **BEWARE!** If another team recites the Verse perfectly afterward, they take possession of the Gilded Lamp.
- The Gilded Lamp can be awarded back and forth any number of times until the game ends.
- Using either a Word Wise Card or a Gilded Lamp Card is a valid way to recite the Verse.

Named “Gilded Lamp” because God's Word is better than gold and a lamp unto our path (Ps. 19 & 119).

TIMER

Some activities utilize a timer. But if the Playing team is ever taking too long (even during the Trivia or Building & Trading Phase), set it for one minute. If they don't finish in time, their turn is over.

Use a phone timer or steal a cool hour glass from another game.

NOTE PAPER & PENCIL

It could be a pen or marker or acrylic paints for all anyone cares!



You just need something to draw the Graphi prompts.

TRIVIA CARDS

Each turn begins with passing the Trivia Phase by answering a Trivia Question correctly.

- The Trivia Cards chosen should be for several levels of knowledge and different ages. Ask Trivia questions that the other team just might guess. If they are too hard it's just no fun. But allow people to get the answers wrong too, because if it is too easy, it is not as fun nor challenging either. It's a delicate balance!
- Buy or download Bible Trivia Cards suited to your family's Bible knowledge. We use [Bible Challenge Pocket Edition](#).

TIMELINE CARDS

These are the cards containing the storyline you are trying to learn with Pictures and References that are placed on the Game Board to complete your Timeline.

- Teams hold their Timeline Cards hidden during play.
- Timeline Cards can be collected from either the Stack or one of the face-up cards on the table. If you take a face-up card, be nice and replace it with one from the top of the Stack.
(During the Building & Trading Phase cards are replaced AFTER your turn is over.)
- Timeline Cards may be purchased during a team's Building & Trading Phase.

ACTION CARDS

Complete the activities on these cards to earn rewards and move on.

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RHYMES WITH TOFFEE! Draw a picture of a word or story for your team to guess. Prompts are found on the super cool Graphi Website. Just click the Graphi Card to get a random idea. If you've already done it or don't know it, just click again, it will dole you out another! *No talking or writing symbols or letters.*

- The harder prompts have three components: a Character, an Action, and an Object. If the guesser gets them all collect THREE Timeline Cards, otherwise, give them a Card for each section they guess right.

SINGLE-PLAYER TEAMS



Flip the timer and a Non-Playing team member draws a picture for the Playing team. If they guess it correctly the Playing team collects their Reward and the drawing team collects ONE Denari.

MULTIPLAYER-TEAMS

This becomes a race. Without the timer, have one person on each team draw for their teammate only. The team that guesses correctly first collects the Reward.

- If the Playing Team wins, they collect a reward and move on to their Building & Trading Phase.
- If the Non-Playing Team wins, they reap the reward and the Playing team's turn is over.

TELEO

TELL-EE-OH! Act out a word or phrase for your team to guess. *No talking or sign-language!*

- Ideas are found on the Graphi Website. If you don't like those, use an answer from the previous Trivia Card.
- The harder prompts have three components: a Character, an Action, and an Object. If the guesser gets them all collect THREE Timeline Cards, otherwise, give them a Card for each section they guess right.

SINGLE-PLAYER TEAMS

Flip the timer and a Non-Playing team member acts out the phrase for the Playing team. If they



guess it correctly the Playing team collects their Reward and the acting team collects ONE Denari.

MULTI-PLAYER TEAMS

This becomes a race. Without the timer, have one person from each team enter the stage as part of the Acting Troupe. As a Troupe, act out the prompt for all teams to guess. The first team to guess correctly is awarded.

- If the Playing Team wins, they collect a reward and move on to their Building & Trading Phase.
- If the Non-Playing Team wins, they reap the reward and the Playing team's turn is over.



HYMNEO

Sing a verse or chorus of a random song from the song list. Have grace on the Singing team. Reward them if they are really close! Just push the Hymneo Card on the Graphi Website to get a random song or have the opposing team choose a song everyone knows.

- Rewards are based on how many section of the song you can sing.
- Collect ONE Timeline Card for each section you can sing: Chorus, Verse, or Bridge.
- If you get a song that someone has done during the current game consider trying a different verse or chorus instead of throwing it out and trying a new one.

(If teams do not know the songs from the song list on the Graphi Website, have the Non-Playing team choose from your family's music playlist, familiar hymnal, or songs your church sings.)

WORD WISE

These cards ask questions related to the current Verse. Answer them correctly to get the reward listed on the Card.

SYNOPSIS CHALLENGE

The Non-Playing team reads a summary of a book of the Bible for the Playing team to guess.

CATALOGOS CHALLENGE

These are challenges based on lists in the Bible.

- Rewards are based on the length of the list.
Level 1: One—three answers. Collect ONE Timeline Card.
Level 2: Four—six answers. Collect TWO Timeline Cards.
Level 3: Six or more answers. Collect THREE Timeline Cards.
- Judge the answers graciously.

- If the Playing team does not know the answer, allow them to look it up in the Bible and reward ONE Denari if they are successful.

DON'T FORGET! If they are taking too long, feel free to flip the timer on them!

GIFT CARD

These cards contain various rewards to be collected instantly. Move directly to the Building & Trading Phase unless they tell you to draw another Action Card.

WISDOM CARDS

- Acquire these by shelling out EIGHT Denarii, FOUR Timeline Cards, or trading an arm and a leg with another team during your Building & Trading Phase.
- These cannot be played on the turn they were acquired. Be patient and use them on your next turn.
- Place the Cards on the bottom of the Wisdom Card Stack after use.
(Except Wrinkle In Time Cards, which you may keep in your possession and place on your Game Board at the most inconvenient time for your opponents. Mwahahaha!)
- Use Wisdom Cards only during the Building & Trading Phase. No, you cannot use them during another team's turn or before your Building & Trading Phase. I repeat. Stop trying to use these cards before the appropriate time! You know who you are. ;)



WRINKLE IN TIME

- Lay this card on any space in your Timeline to fill in a gap regardless of its distance.
For example, if you have a Timeline Card for 1 Peter and Revelation but nothing in between, place this card between them to close the gap.
- Wrinkle In Time Cards count as ONE space toward your Timeline Goal.
For example, if you had three cards, a Wrinkle In Time, then two more cards in your Timeline, it would count as six cards.
- You may use as many as you want, but there is a catch! If you have two in your team's possession and draw a third, you have to get rid of ALL of your Wrinkle In Time Cards—including the ones on your Game Board. So, use them strategically. Because of this rule, you may (on your turn) slide any Wrinkle In Time Cards in the lower half of the Wisdom Card Stack and draw a fresh Wisdom Card.

GILDED LAMP

Use this card to make an attempt at reciting the Verse and Reference perfectly—word for word with no extra words. Like all Wisdom Cards, it may only be played during your team's Building & Trading

Phase.

TAX COLLECTOR

This card allows your team to collect any ONE Timeline Card from another team.

Turn over this card, call out the desired card, and the other team cannot refuse your request. *If you call it out, they must cough it up!*



DOUBLE DOWN

Flip over this card BEFORE you answer a Trivia, do an Action, or a Challenge to receive double the reward upon success. In learning mode, the card can be used after the question is read. In memory mode, the card needs to be flipped up before the question is read.

LIFELINE

A Non-Playing team must give the Playing team a HELPFUL hint (but not the answer!) for any Trivia Card, Action, or Challenge.

For example, they could provide one third of the answer, or a clue to where the answer is in the Bible. Did I mention it must be helpful?

- Answer correctly and you still get the full reward.

REFRESH

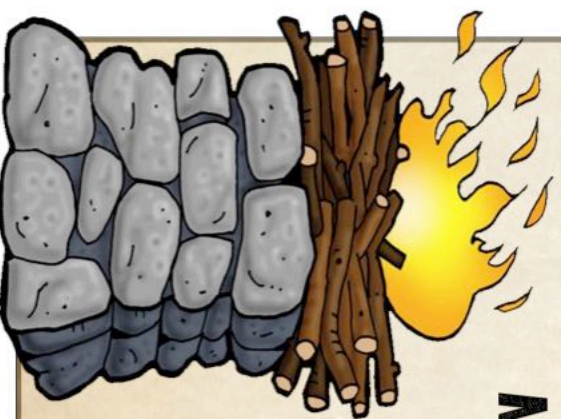
This card allows the holder to replace any or all of the Face-Up Timeline Cards from Timeline Stacks.

FREE TIME

Just what it says. Use this card to draw any TWO Timeline Cards from a Stack during the Trading & Building Phase.

EXILE

Send ONE team into exile by activating this card. Basically, choose any team to skip their next turn.



MODES OF PLAY

This game is NOT designed for entertainment only, but to help kids and adults become more familiar with practical knowledge of the Bible. So, there are a couple ways to play this game depending on your level of knowledge. Decide ahead of time which mode each player is in.

LEARNING MODE

It is unlikely that everyone will know the answer to every question. So,

the first several times you play you may need to “learn” the answers. Feel free to look up answers to Challenges in the Bible or another resource to aid learning and answer the questions you don’t know. If the team gets it right with the use of a resource, give them ONE Denarii.

MEMORY MODE

After kids and adults have played a couple times and know the answers better, expect more complete and accurate answers. Try to answer the questions without the use of resources or build your Timeline without the use of a resource.

VARIATIONS

GAME LENGTH

Choose a different number of Timeline Spaces required to win to make the game longer or shorter.

Short Game: Get SIX Timeline Cards in a row. (About 1 hour)

Medium Game: Get EIGHT or TEN in a row.

Long Game: Go for TWELVE in a row. (About 3 hours)

MULTI-PLAYER TEAMS VS. SINGLE-PLAYER TEAMS

- In the Multi-Player team version teams have more than one player on them. Several people could be on each team.

- In the Single-Player team version, each player completes their own Timeline. Each would have their own Game Board. Have as many people as you want play.

Remember to be fair when acting or sketching so that the Playing Person has a chance to guess it.

BUILD DIFFERENT TIMELINES

This game is designed to expand your knowledge of the Bible. So make it work for your family. If the books of the Bible are too easy, divide up a Gospel by chapters and match the contents to each chapter. The possibilities are endless!

- **Timeline Card Ideas:** After you are knowledgeable with the order of a particular set of Timeline Cards (or you are just tired of them) download different ones or come up with your own series that your family wants to learn.

For example, take an entire book of the Bible and break it into stories and link the references to the stories so that everyone knows what chapter such and such happened.

TRIVIA CARDS

There are many different Trivia Card packs for sale. Buy one you like and enjoy for



the Trivia Phase. There are also free sets online to download and print. Make the game as enjoyable as possible!

See the Website for more Resources and Ideas.

CREDITS

- Game Design, Rules, and Graphics: Mat Adams www.AscribeAndDeclare.com
- Bible Clipart used with permission from: www.freebibleimages.org
- See Graphi Website for additional credits: GraphiGame.com

ASCRIBE  DECLARE



MARKETPLACE VALUES

WISDOM CARDS..... 4 DENARII
TIMELINE CARDS..... 2 TL CARDS OR 4 DENARII

REWARDS

TRIVIA QUESTION

- Correct? Collect ONE Timeline Card
- Correct with a hint? Collect ONE Denari.



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Single-Player teams: Playing team gets ONE Timeline Card; Artist gets ONE Denari.

Multiplayer-Teams: Guessing team collects ONE Timeline Card.

HYMNEO

Chorus: Collect ONE Timeline Card.

Each Verse: Collect ONE Timeline Cards.

TELEO

Single-Player teams: Playing team gets ONE-THREE Timeline Cards; Actor gets ONE Denari.

Multiplayer-Teams: Guessing team collects ONE-THREE Timeline Cards.

SYNOPSIS CHALLENGE

Collect ONE Timeline Card.

CATALOGOS CHALLENGE

- Collect ONE Denari for every correct answer.
- Be generous.

ANSWER ANYTHING IN LEARNING MODE WITH A BIBLE

Collect ONE Denari.

