



Thank you so much for purchasing this deck of cards! You can play any of your favorite card games with this deck, but we figured we'd share a few of our own to get the fun rolling.

## GO PROPHECY!

# of Players: 2-6,

Level of difficulty: Easy

**To get started:** Set aside the DAY OF THE LORD cards. Shuffle, and deal 7 cards to each person.

**Goal:** Make the most sets of prophetic books.

**Gameplay:** Youngest goes first.

They can ask anyone if they have any of the prophetic book cards in their hand.

**If they do have that card,** they give all of those cards from that minor prophet to the person, and the asker continues their turn.

**If they do not,** then they tell the asker to "Go prophesy!" and the asker draws a card from the deck.

If they draw the card they asked for, they get to continue their turn. If they do not, play continues with the person to the left of the asker.

Once a person has all 4 cards for a prophetic book, they lay down the set in front of them. Once all of the sets are made, the person with the most sets is the winner.

**Rules:** You must have one of the cards in your hand to ask others for that prophetic book.

If you run out of cards, but not all sets have been played. You must draw one card and continue playing.

If there is an even number of sets, break the tie by shuffling the entire deck and drawing one card. The highest number wins.

**Discipleship Tip:** In the beginning, kiddos can ask for numbers instead of names, but as you play, be sure to help them learn the names of the book that correspond to the abbreviations.

As the sets are played, ask the kiddos why they think that book has that particular image, what we learn about God, or ask them to read the poem on the card.

## **DON'T WAKE ZECHARIAH!**

# of players: 2-6

Level of difficulty: Easy

**To get started:** Set aside the DAY OF THE LORD cards and the Zechariah cards **EXCEPT** for the image of Zechariah sleeping. Make sure the snoozing Zechariah is in the deck.

Shuffle and deal all of the cards.

Place any pairs of cards face up in front of you. You must place in pairs, so if you have 3 of a book, you can only play 2 of the 3 and wait until you get the 4th.

**Goal:** Have the most set of pairs **without** having Zechariah at the end.

**Gameplay:** Youngest goes first.

Each player fans out their cards in their hand, and the youngest blindly chooses a card from the person to their left.

If it makes a pair, place it in front of you face up.

Then the person to the left of the youngest does the same to the person on their left, and so on and so forth.

Keep going in the circle until the only card left is Zechariah.

The one holding him woke him up from his prophetic dreams! They lost.

Whoever does not have Zechariah and has the most pairs at the end wins the game.

**Discipleship Tip:** Kiddos can match cards using the numbers, but encourage them to say the name of the cards as they place them down.

## MINOR PROPHETS

# of Players: 2-4

Level of Difficulty: Super Easy

**To get started:** Remove the DAY OF THE LORD cards and shuffle 10 cards to each person.

Each person keeps the cards face down and arranges them in two rows of 5 cards.

**Goal:** Be the first to get cards A-10 (from top left to bottom right) in order.

**Gameplay:** Youngest goes first.

They will draw a card from the pile. If it is an A-10, then replace the face-down card that corresponds to that number.

A	2	3	4	5
6	7	8	9	10

They put down the card they drew face up and look at the card that was face down. If that card is A-10, and they need the card, they then put it in its corresponding position. If not, they discard that card, and their turn ends.

If they turn over a Q or K, they discard the card, and their turn ends.

If they turn over a J, it's a wild card and can be placed in any position, and they continue playing until they have a card they do not need or a K or Q. (The J can move positions if they turn over the card that corresponds with its current position.)

Once their turn ends, the person to their left can either take the discarded card and begin play as instructed or draw from the top of the deck.

They continue until their turn ends.

The first person to have A-10 cards face up wins.

**Discipleship Tip:** Have the kids name the book when they put it in place, and when they win, have them say all of the names of the books in order.

## DAY OF THE LORD

# of Players: 3-6

Level of Difficulty: Harder

**To get started:** Shuffle the full deck and deal all of the cards.

**Goal:** Play all your cards first.

**Gameplay:** Whoever has the “NAME” of Nahum (7) goes first by placing it out



for gameplay.

If a person cannot play a card, the person to their left gives them a card from their own hand.

Play continues until someone runs out of cards.

**Rules:** There are four “suits” to this game: NAME, IMAGE, TRAIT, POEM. The NAME suit controls the gameplay. Once the Nahum NAME card is played, the next person has several options.

They can play either the POEM, TRAIT, or IMAGE cards for Nahum (7), OR, or the book name (6) or book name (8) card from the NAME suit.

The BOOK cards have to be played in sequential order—starting from Nahum (7) and counting up to book name (K) and down to book name (A).

A card can only be played on the POEM, TRAIT, or IMAGE suits **IF** the corresponding card in the NAME suit has been played.

**Example:** If the NAME, POEM, and IMAGE card for Nahum (7) and Micah (6) have been played, **THEN** the next person can either play the TRAIT card for Nahum or the NAME card for Habbakuk (8) or Jonah (5). But they could **NOT**

play the TRAIT card for Micah because the TRAIT card for Nahum has not been played yet. (In this way, NAME cards control gameplay.)

There are 2 DAY OF THE LORD cards. In the Bible, the Day of the Lord is an awful day for the oppressors and a wonderful day for the oppressed. A person who has the DAY OF THE LORD card can play it in place of any card as a wild card.

So, if you have been avoiding playing a card to try to block others from playing, the Day of the Lord might come for you! Once a Day of the Lord card has been played, the card it replaced can no longer be played, and must remain in the player's hand unless the player to their right ever needs a card in which case they should pass it off to them when given the chance.

Once someone runs out of cards the game is over. Count up how many points each person still has in their hands.

Point values: 10 points for the card(s) where the DAY OF THE LORD was played, 10 points for an unplayed DAY OF THE LORD card, and 5 points for all other unplayed cards.

Shuffle, deal, and play again! Game is over once someone reaches 100 points  
Whoever has the lowest score wins.

**Discipleship Tip:** Have the players read the verses and poems as you play. Ask lots of questions along the way.