

**Animo**  
Living Deck Bible Verse Game



**SHARPEN YOUR SWORD  
OFFICIAL GAME RULES**

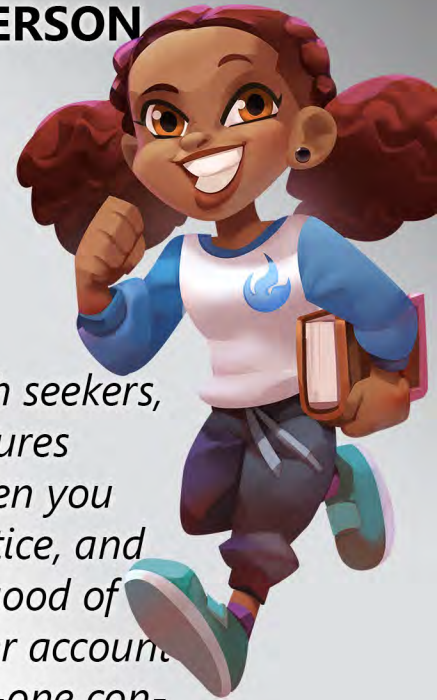
VERSION 2.0

# PSALM 119:11



**“AS IRON SHARPENS IRON, SO ONE PERSON SHARPENS ANOTHER.”**

*Proverbs 27:17*



**Y**ou are a truth seeker. Along with other truth seekers, you have discovered the ANIMO, mysterious creatures knowledgeable in the power of Biblical truth. When you train with the Animo, they help you to learn, practice, and utilize that truth; not only for your good, but the good of others as well. Truth Seekers often hold each other accountable to these Biblical standards through a one-on-one contest called **Sharpen Your Sword**. Assemble your Animo and utilize the powers of Faith, Hope, and Love, to perform acts of virtue in an effort to be the first one to “sharpen your sword”. Be on your guard however, as your opponent may reveal sin or other obstacles in your life, which must be overcome before you may continue in your quest.

**Sharpen Your Sword** is a strategic, 2-4 player card game where each player plays with their own deck of 50-60 Animo cards. The deck you play with can be customized with the cards of your choosing. You may play with a pre-structured deck, right out of the box, or any combination of cards and characters found in any of the pre-structured decks or booster packs. Have fun trading with friends and continuously re-tooling your deck in effort to find different combinations and strategies for victory!





# GETTING STARTED

## BUILD YOUR DECK:

In order to play "Sharpen Your Sword" you will need a deck of 50-60 cards (and your opponent(s) will need their own deck(s) as well).



To make it easy, we offer pre-structured decks that you can play with right out of the box.

-OR-

For more depth and fun, you may customize your deck with the cards of *your* choosing by mixing and matching cards from the Starter Deck, Expansion Decks, and/or Booster Packs. What unique strategies and combinations can you come up with to achieve victory?



## CHOOSE YOUR GAME MODE:

There are 3 ways to play an official game of Sharpen Your Sword:

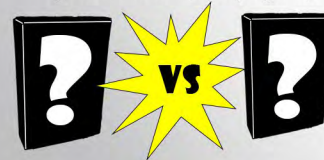
1) **Mirror Match:** When you and your opponent(s) are playing with identical sets of cards, it is called a "Mirror Match". An example of this would be playing the Draylight Strategy Deck against another Draylight Strategy Deck.



2) **Straight Match:** When both players are using a pre-structured strategy deck, it is called a "Straight Match". These decks have been balanced and play tested to be competitive with each other. An example of a straight match would be the Stagnetic deck vs. the Draylight Deck.



3) **Custom Match:** A custom match is when each player is playing with the cards of their choosing- or custom decks. The only requirement is that decks must be constructed according to the official deck building rules and guidelines. (see page 8)



## OPTIONAL ACCESSORIES:

- Playmat
- Power Markers
- Score Cards





# CARD TYPES

**THE "VIRTUOUS"**

**NAME** — ARMORINO

**VIRTUE SCORE** — 10

**ANIMO KIND** — VIRTUOUS

**CHARACTER LEVEL** — 10

**ACTIVATION COST** — 3

**ATTRIBUTE/VIRTUE** — Extinguish

**ABILITY/ACTION** — "In addition to all this, take up the shield of faith, with which you can extinguish all the flaming arrows of the evil one."

**BIBLE VERSE** — "In addition to all this, take up the shield of faith, with which you can extinguish all the flaming arrows of the evil one."

**FELLOWSHIP SCORE** — 10

**SCRIPTURE REFERENCE** — Ephesians 6:16

**ILLUSTRATION CREDIT** — [unreadable]

**THE "SINNIES"**

**NAME** — CORRUPTAYRA

**ANIMO KIND** — SINNIES

**SINNIE DEFENSE** — 8

**SIN/OBSTACLE** — Defiled

**CONSEQUENCE (ABILITY/ACTION)** — "To the pure, all things are pure, but to those who are defiled and unbelieving, nothing is pure; but both their mind and their conscience are defiled."

**BIBLE VERSE** — "To the pure, all things are pure, but to those who are defiled and unbelieving, nothing is pure; but both their mind and their conscience are defiled."

**SCRIPTURE REFERENCE** — 1 Peter 1:11

**ILLUSTRATION CREDIT** — [unreadable]

## TRUTH SEEKERS



Each player may choose to play as a "Truth Seeker". You may choose one truth-seeker and it remains in play the entire game. Each Truth Seeker provides a different ability so choose one that fits your strategy!

## EQUIPMENT / HINDRANCE CARDS



Equipment cards may be attached to your Animo (or Sinnies in the case of Hindrance Cards) and provide extra abilities to the Animo to whom the card is attached.

## STORY CARDS



Story cards reference a story from the Bible. One card may be played per turn and allows the player to perform a special action.



# POWERS

## UNLEASH TRUE POWER:

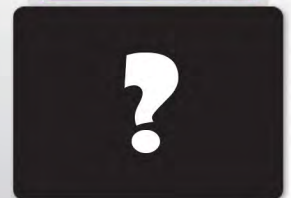
Virtuous Animo are powered by FAITH, HOPE, and LOVE and the power of The HOLY SPIRIT. These are the four standard kinds of power your Animo will require in order to activate their virtuous acts.



**!** *PRAYER and FASTING* are special kinds of powers that provide more benefits than standard powers. Since they are not considered *standard powers*, you may have no more than 3 of these in your deck!

## ANIMO KINDS:

Virtuous Animo come in different KINDS: Faith-filled, Hope-filled, Love-filled, Spirit-filled and Universal. The *kind* of Animo is determined by the types of powers they tend to need in order to be played. For example, Faith-filled Animo tend to rely mostly on faith powers and will never require the use of a hope or love power in order to be played. Universal Animo may require any types of power or specific combinations of the four standard powers. Use this to your advantage when building your deck- it is usually most beneficial to limit a deck to one, two, or three kinds to make it easier to pull the required power in order to play your Animo!





# BUILDING A DECK

## SHARPEN YOUR SWORD DECK CONSTRUCTION RULES:



- A deck must be comprised of no less than 50 cards and no more than 60 cards. Truth Seekers are included in this count.
- There may be no more than 3 identical cards in a single deck. The **only** exceptions are the *standard* power cards of Faith, Hope, Love, and Holy Spirit (you may have as many of these in your deck as you desire), Truth Seeker characters (you may only ever have 1 in your deck at a time), and Sinnies (see below). A card is considered an identical card if:
  - 1) It is a Story, Equipment, or Hindrance card of the same NAME, even if the artwork is different.
  - 2) It is an Animo of the same NAME AND LEVEL, even if the artwork is different. Animo of the same name but different levels are considered different cards for deck construction purposes. i.e. You may have 3 Draylight Lv. 1, 3 Draylight Lv. 2, 3 Draylight Lv 3 and 3 Draylight ULTRA (Ultra is part of the name, therefore it is a different name and card than Draylight).
- There is no limit to the number of Sinnies you may have in a single deck, HOWEVER, all Sinnies must be different-you may not have more than ONE of a particular Sinnie in your deck. A Sinnie is the same if it has the same name.
- A deck may contain NO MORE than 3 of any combination of ULTRA or MEGA characters.



# PLAYING A GAME

## HOW TO WIN:

THERE ARE THREE WAYS TO WIN A GAME:

1 Be the first player to sharpen your sword by scoring 60 Virtue Points.

2 Defeat 6 Sinnies.



3 Your opponent cannot draw the required amount of cards to begin their turn.





# SETTING UP TO PLAY:

**1) Choose a Truth Seeker or starting standard power and place it in the corresponding area on the game mat or table. This may not be removed or changed at any point during the game.**

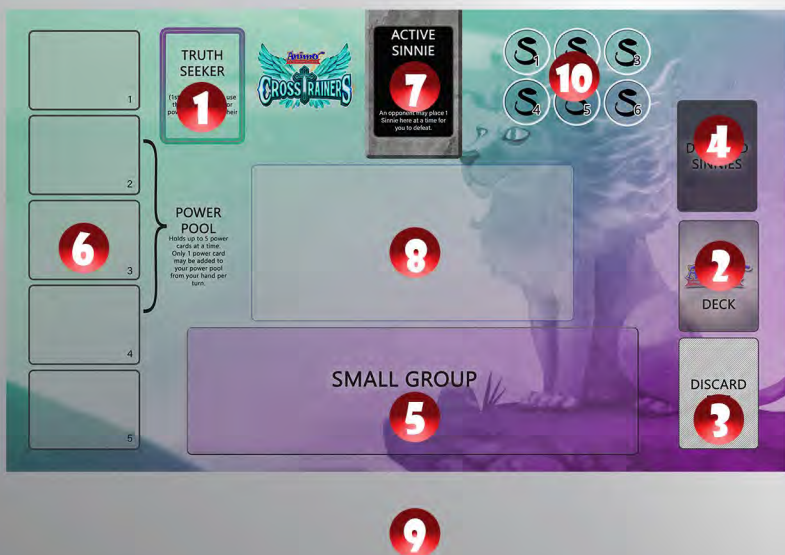
**2) Shuffle your deck and allow an opponent to cut.**

**3) Place your deck face down to your right (see No. 1 on the playmat below).**

**3) Each player should have score cards and 6 power markers (tokens) at hand. If you don't have score cards, you will need another means to keep score such as dice or paper and pencil.**

**4) Choose who will go first (flipping a token and calling heads or tails). Shake your opponent's hand(s) and wish them luck!**

*\*The playmat below is not required in order to play the game. With or without the mat, however, cards should be placed in the general locations as follows:*



## GAME LAYOUT

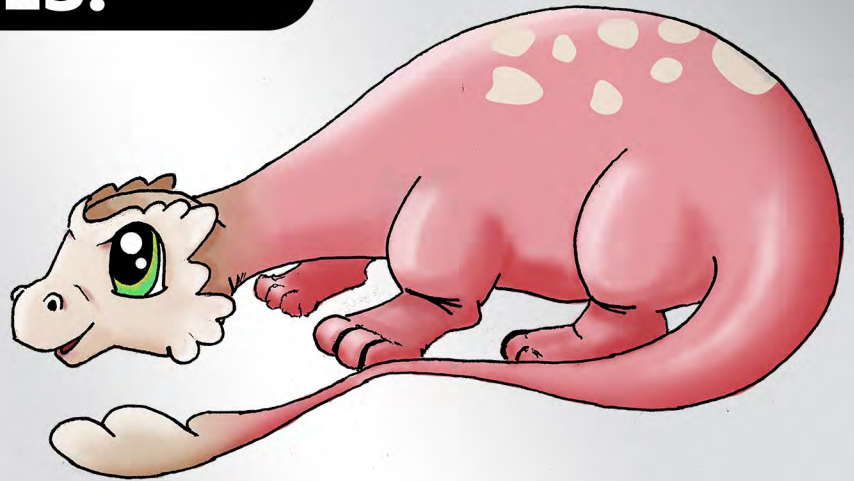
- 1** TRUTH SEEKER or STARTING POWER: Before beginning the game you may place a Truth Seeker in this spot. If you choose not to play with a Truth Seeker, you may choose to place a standard power in this spot.
- 2** DECK: Your deck remains face down in this location throughout the game.
- 3** DISCARD PILE: You will place discarded cards face up in this pile once they have been played and are no longer in use.
- 4** DEFEATED PILE: Once an opponent defeats a Sinnie that YOU revealed to them, that Sinnie will be placed in this pile. Sinnies in the defeated pile are eliminated for the duration of the game.
- 5** SMALL GROUP: The small group is where your Virtuous Animo congregate until ready to be played. Only the virtuous Animo in your small group may be played during the scoring phase of your turn. You can only grow Animo that are in your small group and you may only have 4 Animo in your small group at any given time.
- 6** POWER POOL: The power pool is where you store up your powers in order to enable the Animo in your small group to perform their virtuous acts. You may only play one power from your hand into your power pool per turn, and may only have up to 6 powers in your power pool at any given time.
- 7** ACTIVE SINNIE: This is where you will reveal (if you so choose) a Sinnie to your opponent. Place the card in this spot facing your opponent. They will be unable to score unless they defeat the Active Sinnie.
- 8** PLAYING FIELD: In this area, you will display the cards in which you are playing.
- 9** YOUR HAND: The collection of cards you hold onto that your opponent is unable to see. Each turn, you will be able to draw until you have 5 cards in your hand, although there is no limit to the number you may hold at any time.
- 10** SINNIE TRACK: Use this track to keep track of the Sinnies that YOU defeat during the game.



# TAKING A TURN:

## TURN PHASES:

- 1 Draw Phase
- 2 Setup Phase
- 3 Scoring Phase



## 1. DRAW PHASE:

- A** *Reset* your power by removing any power markers from power cards that may have been used on your previous turn.
- B** *Draw* until you have 5 cards in your hand. If you already have 5 or more cards in your hand when your turn begins, draw 1 card.



Power markers (or tokens) may be used to indicate which powers are enabling your Animo to perform their virtuous actions. Be sure to remove these markers before you begin your next turn!





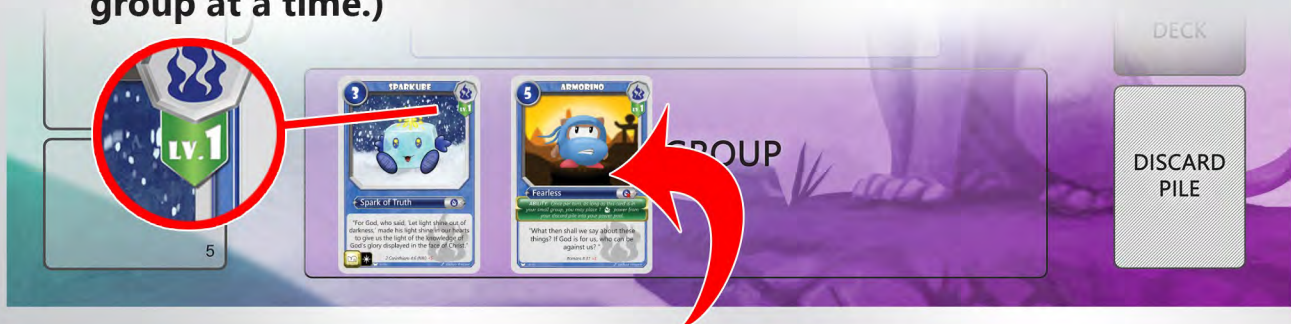
## 2. SETUP PHASE:

**DURING THE SETUP PHASE YOU MAY PERFORM THE FOLLOWING ACTIONS IN ANY ORDER:**

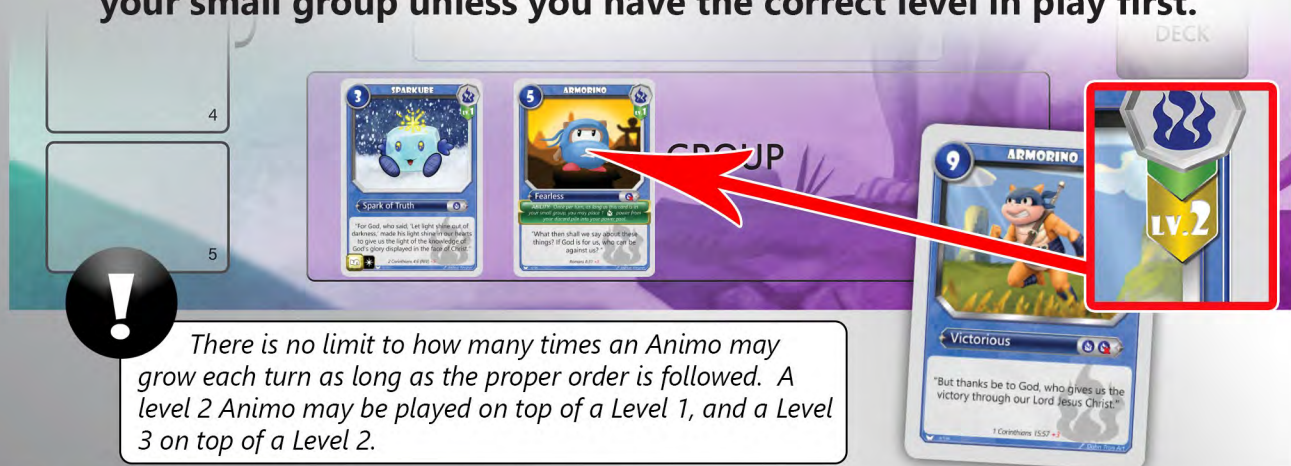
- A** **Play a power card.** You may play one power card from your hand into your 'POWER POOL' per turn. *If your power pool is full, you may SWAP a power from your hand with one in your power pool. Discard the power that was swapped out.*



- B** **Place any LEVEL 1 Virtuous Animo** into your 'SMALL GROUP' as you are able or desire. (Up to 4 total Animo may be in your small group at a time.)



- C** **Grow your Animo** as you are able or desire. Unless otherwise stated, Animo may only grow one level at a time from Animo of the SAME NAME. You may not play a level 2 or 3 Animo into your small group unless you have the correct level in play first.



**!** *There is no limit to how many times an Animo may grow each turn as long as the proper order is followed. A level 2 Animo may be played on top of a Level 1, and a Level 3 on top of a Level 2.*



- D** **Attach an Equipment Card to an Animo in your small group and follow the instructions on the card. Only one equipment card may be attached to a single Animo at a time.**



- E** **Attach a Hindrance Card to a Sinnie in play. This adds an added effect or ability to the Sinnie to whom the card is attached.**



When the Animo or Sinnie that an equipment or hindrance card are attached to are to be discarded, the equipment or hindrance card is to be discarded as well.

- F** **Play a Story Card and follow the rules on the card. To play a story card, place it on the playing field for your opponent to see, then perform the actions indicated on the card. Once the action is complete, discard the story card. Only one story card may be played per turn.**

- G** **Reveal a Sinnie: Play a Sinnie from your hand into the 'ACTIVE SINNIE' position of another player. The card should be turned to face your opponent, since they will need to defeat it before they will be able to score Virtue Points. Each player may only be facing one sinnie at a time.**

**A Sinnie may not be revealed to any player who has not yet taken their first turn. By default, the player who goes first may not play a Sinnie on their first turn.**



Each player plays against the Sinnie revealed to them by their opponent. When an opponent defeats a Sinnie that you revealed to them, place it in your "DEFEATED" pile. These Sinnies are removed for the duration of the game.





## SINNIES WITH ACTIONS AND ABILITIES:



Many Sinnies are equipped with a special **ACTION** or **ABILITY**. **ACTIONS** appear in a black information bar provide a 1 time action implemented at the moment the Sinnie is revealed. **ABILITIES** differ in that they remain in force as long as the Sinnie remains active. **ABILITIES** appear in a green information bar.



- H** **Exploit A Sinnie's Weakness:** If your opponent's active Sinnie has a weakness to one of the Animo in your small group, you may instantly defeat that Sinnie. In order to do this, you must be able to recite that character's verse by heart. Simply hold up your Virtuous Animo so only your opponent can see the front of the card, and recite the verse back to them. If you are able to do so, your opponent's Sinnie is defeated. Return your Animo back to the small group and continue with your turn. If you are not able to recite the verse correctly, the Sinnie remains in play. Return your Animo to the small group. *You may not attempt that specific verse again for the remainder of the game.*



Suppose an opponent revealed "Corruptayra" to you and placed it in your Active Sinnie spot. Since it lists "Tweetheart" as its weakness, you may instantly defeat "Corruptayra" by reciting the verse on Tweetheart's card as long as that card is in your small group. Unless the weakness specifies otherwise, you may recite the verse from any level growth stage of the same Animo name.



**I** **Discard any cards from your hand as you desire.** For strategic purposes, there may be times you wish to discard cards from your hand. Doing so will allow you to draw more cards when you begin your next turn.



It is OK to discard Sinnies from your hand if you don't wish to play them. Discarded Sinnies do NOT count as *defeated* Sinnies and are placed in the discard pile, not the defeated pile. (Discarded cards are eligible for re-entry into the game.)



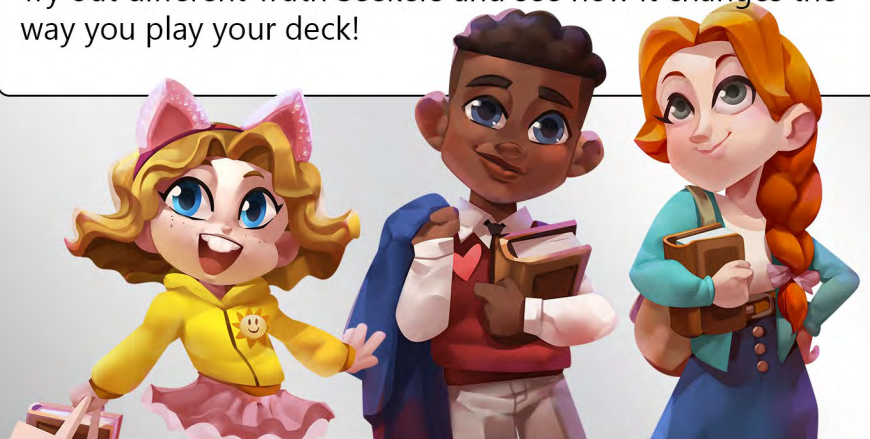
**J** **Enable Animo Abilities:** Some Animo have ABILITIES. These will appear in a green info bar beneath the Attribute and Cost bar. Unless otherwise stated, Animo abilities are 'live' as long as those Animo are in play. Some abilities allow you to perform an action during the setup phase.



**K** **Enable Your Truth Seeker's Ability:** Once per turn, if you are able, you may enable the ability of your Truth Seeker character. Unless otherwise stated, this ability may be utilized during the Setup Phase of your turn.



Try to use a Truth Seeker who's ability works well with the other cards in your deck or play style that you prefer! Try out different Truth Seekers and see how it changes the way you play your deck!





# 3. SCORING PHASE:



*The scoring phase is when you perform the virtuous actions of your Animo in order to defeat Sinnies and/or score 'Virtue Points'. This is called **ACTIVATING** your Animo. Once you begin this phase of your turn, you may no longer perform any of the actions from the previous phase.*

## ACTIVATE YOUR ANIMO:

Each Animo has a cost that must be met in order to **ACTIVATE**. Choose an Animo you wish to **ACTIVATE** and mark the powers in your power pool that will be used to **ACTIVATE** the Animo in accordance with its cost. *Each individual power card can only be used once per turn, so delegate accordingly. Also, you may only **ACTIVATE** Animo from your small group- not from your hand.*



-  **Requires 1 Faith Power**
-  **Requires 1 Hope Power**
-  **Requires 1 Love Power**
-  **Requires 1 Holy Spirit Power**
-  **Requires 1 of ANY Power**
-  **Requires the indicated power to be DISCARDED**
-  **Requires the power indicated to be SHUFFLED back into your deck**





In the same turn, we may activate either "Sparkube" or "Armorino" since we have 2 Faith powers still available (Our Truth Seeker "Mae" also provides 1 Faith power per turn). In this situation, we will choose to activate "Sparkube". We will mark 1 Faith power with a token, and slide "Sparkube" forward onto the playing field. There is not enough power remaining to Activate Armorino, so he will need to wait in the small group until another turn.

## FELLOWSHIP BONUS:

Some Animo have little gems on the bottom left-hand corner of the cards. These represent a "Fellowship Bonus". This bonus is unlocked if the card is Activated in the same turn as a card of another Animo kind. The kind that will unlock the bonus is indicated by an icon next to the gem (as well as the color of the gem). In our scenario above, both "Sparkube" and "Furball" have possible Fellowship Bonuses, but only the condition was met to unlock the bonus for "Furball". Once a fellowship bonus is unlocked, rotate that card 90 degrees to indicate the new point total.





## UNLOCKING ANIMO ACTIONS:



**Some Animo are equipped with ACTIONS which become unlocked when they are ACTIVATED.**

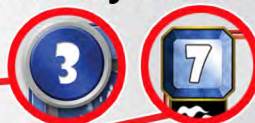
These characters will have a black information bar beneath the attribute and cost bar. AS SOON AS the Animo with an ACTION is activated, this action is unlocked and may be used. Keep in mind that if you are activating multiple Animo with ACTIONS in the same turn, you must perform the actions as the Animo are activated, so consider the order in which you activate your Animo



If an ACTION allows you to draw or search your deck or discard pile for cards, they are to go into your hand unless otherwise specified. Since the setup phase of your turn has already been completed, any new cards acquired during this step may not be played or activated this turn. Performing the listed ACTION, while usually beneficial, is always optional.

## SCORING / BATTLE SINNIES:

**After you have activated all the Animo you are able or desire, have unlocked fellowship bonuses and actions, it is now time to tally your score. If no Sinnie is active, the points you have earned go directly to your total score.**



In this scenario, we have activated "Sparkube" and "Furball" and unlocked the fellowship bonus for "Furball". The points earned this turn total 10. Since no active Sinnie is present, all 10 points will be added directly to the players total score.



## BATTLING SINNIES:

If you are facing a Sinnie (an opponent has played a Sinnie in your "Active Sinnie" spot), the virtue points earned must first go toward defeating that Sinnie, with the difference being applied to your total score. When a Sinnie is active, there are two possible outcomes:

**A SINNIE IS DEFEATED:**

The diagram shows a stack of three cards: SPARKUBE (blue), KINDNESS (red), and FURBALL (red). A large white number '10' is overlaid on the Kindness card, labeled 'Animo Played'. To the right is a Sinnie card, CORRUPTAYRA (purple), with a large white number '8' overlaid, labeled 'Active Sinnie'. A red 'X' is drawn over the Sinnie card. An equals sign follows, leading to a large white number '2' labeled 'Total Score'. The equation is:  $10 - 8 = 2$ .

Since the number of virtue points is equal to or greater than the Sinnie's defense, the Sinnie is defeated and must go to your opponent's defeated pile. Add the difference (6 points) to your total score and place the Animo played into your discard pile.

**B SINNIE IS NOT DEFEATED:**

The diagram shows the same stack of three cards: SPARKUBE (blue), KINDNESS (red), and FURBALL (red). A large white number '10' is overlaid on the Kindness card, labeled 'Animo Played'. To the right is a Sinnie card, SKORTCH MEGA (purple), with a large white number '15' overlaid, labeled 'Active Sinnie'. A less-than sign (<) is between the Animo Played and Active Sinnie. An equals sign follows, leading to a large white number '0' labeled 'Total Score'. The equation is:  $10 < 15 = 0$ .



When the Animo activated do not meet the required amount of virtue points to defeat the active Sinnie, they are placed on top of the Sinnie with virtue points visible as shown. Their virtue points will carry over to next turn, where you may be able to overcome the Sinnie with the help of additional Animo. No points are awarded and the turn ends.

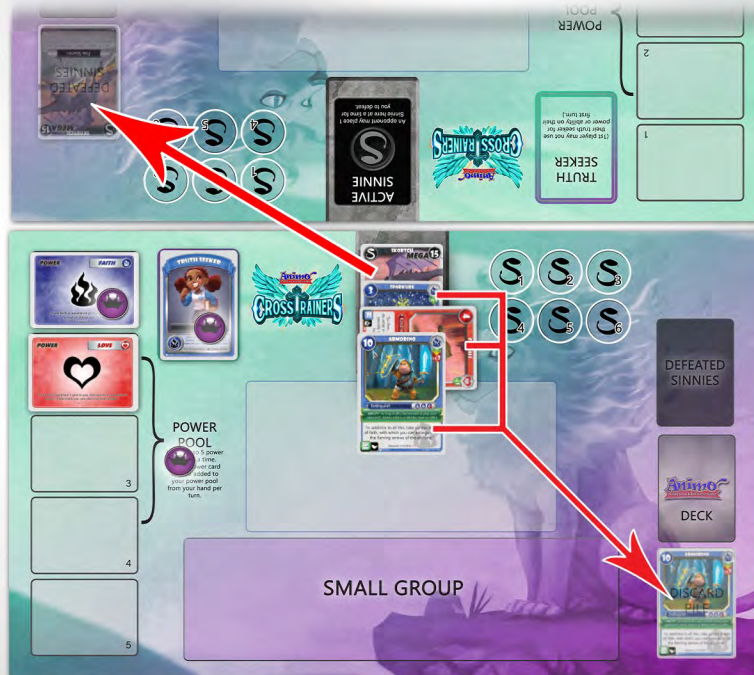


Assume that on the following turn, you are able to grow and activate Armorino. He will be added to the stack of Animo already there from the previous turn and their virtue points will be totaled giving you a virtue point score of 20. Now you can defeat Skorth MEGA whose defense is 15, and the remaining 5 points are awarded to your total score.

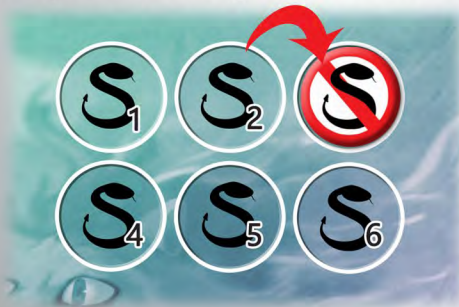


## DISCARD & END TURN:

Once you have tallied and scored your points, the Animo played this turn (along with any equipment that is attached to them) will now go into your discard pile, and any Sinnie defeated this turn will go into the defeated pile. The turn is now over!



*Any Animo left battling an undefeated Sinnie will remain on the table until the turn in which that Sinnie is defeated. Any Animo still in your small group will remain on the table.*



**Keep track of the Sinnies you defeat by moving the Sinnie Token along the Sinnie Track.**



**Continue taking turns with your opponent(s) until one of the victory conditions are met. Have fun!**