



**BIBLE  
BRAWL**

RULE BOOK

## SETUP SEQUENCE

The following steps are explained below:

1. Decide on win amount (20, 25, 30 Honor).
2. Combine and shuffle Character cards.
3. Deal five Character cards.
4. Combine and shuffle Action cards.
5. Create recruitment line.
6. Create marketplace.
7. Draft Character cards.
8. Deal Action cards.
7. Blind reveal Character cards.
8. Youngest player goes first

### 1. Combine and shuffle Character cards.

In the base game of Bible Brawl, there are more than 50 unique Bible characters with whom to brawl. The majority of the characters have multiple copies. Combine all Character cards and shuffle them together, forming one main pile.



## 2. Deal five character cards.

From the main pile, deal five cards facedown to each player in the game.

## 3. Combine and shuffle action cards.

Action cards are used to enhance a brawl between characters. Some of them buff your character, de-buff an opponent or they can change up the brawl completely. Shuffle all Action cards into one main deck and set to the side of the playing area.

## 4. Create recruitment line.

Set out four character cards beside main character card deck forming the "Recruitment Line." During your turn you'll be able to spend Action points (AP) to recruit one of the characters to your battle line to be used on another turn.





#### 4. Create marketplace.

Set out four action cards beside main action card deck forming the “Marketplace.” During your turn you will be able to purchase Action cards using Action Points (AP) to be used on a later turn.



#### 6. Draft character cards.

Each player chooses one card, placing it facedown in front and then passes the remaining cards clockwise. Continue this process until no cards remain. You can only have a max of eight cards in your hand at the beginning of your turn.

#### 7. Deal action cards.

Deal two Action cards to each player. No drafting required.

## 8. Blind reveal two character cards.

Each player chooses two characters to place face down in front of them on their **BATTLE LINE**. You do not need to worry about Action Point costs for this first reveal. When each player has done so, count to three aloud and everyone will flip over their cards.



## 9. Youngest player goes first.



The following steps are on following page:

1. Ready all of your characters.
2. You have 5 Action Points (AP) to spend.
3. Do you want to **Brawl**?
4. **Brawl!**
5. Exhaust characters who were in a **Brawl**.
6. Draw an Action card or a Character card.

## 1. Ready all of your cards.

At the start of your turn, put all of your characters in the Ready position. They can now attack or be attacked by other players.



Exhausted



Readied

## 2. You have 5 Action Points, to spend.

Each character card has an AP amount printed in the top left-hand corner ranging from 0-4. Playing a character card from your hand to your back line costs one AP (you can play a max of two character cards from your hand each turn). Character cards played from your hand to your back line are laid facedown. Characters placed in the back line may not attack or be attacked until they moved to the battle line at another turn.

## 3. You can play Action cards from your hand. There are three different types of action cards.



Event Cards, which are one-time use cards.



Backup cards, which can be used to attach to a character to carry out their effect.



Location cards which are placed on yours or an opponent's battle line depending on each cards ability.

You can purchase action cards from the market to place in your Pouch. You have two slots to store purchased Action Cards. You will be able to play the Action Cards in your pouch on another turn without having to spend AP. You can replace a purchased card with the top card in the Action Card draw pile.

Character cards in the recruitment line can be bought and placed on your battle line, but they come to it in the exhausted state. Replace the purchased card with the top card in the character card draw pile.

### 3. Do you want to Brawl?

In order to win Bible Brawl, you need to be the first person to reach the predetermined amount of honor, and in order to do that, you need to brawl. Is there an opponent on the battlefield who one of your readied characters can beat by having an equal or higher attack stat than their defense stat?

### 4. Brawl!

In order to win a Brawl, you must declare who it is you are attacking and with whom, making sure you have enough AP to do so. Your opponent has an opportunity to play an Action Card that might prevent any card from being lost.



Place the defeated character in your victory pile. Place subsequent defeated characters on top. Arrange (or spread) them so as to show the Honor points so it's easier to keep track of how much honor you have.



### 5. Exhaust characters who were in a Brawl.

After a Brawl is completed, turn your card sideways to signify that they are now exhausted from battle. While a card is Exhausted, they have one less Defense Stat. This is very important to keep in mind when choosing the right character with whom to brawl.

### 6. Draw an Action card or a character card.

After all of your Action Points are depleted or you choose not to do anything else, draw a card from the top of the Recruitment Deck or from the Store Deck. Place the card in your hand. You must always have at least one character card on your battle line.

To view a video demonstration of gameplay,  
head to [Biblebrawl.com](http://Biblebrawl.com)



## GLOSSARY

**Honor:** The value of a character.

**ATK:** When a character has an ATK bonus, they deal that much additional damage when they are in a brawl.

**Discard:** When a card is removed from the battlefield or someone's hand and placed in the discard pile.

**Battlefield:** All cards that have been played and revealed.

**Exhausted:** After a character attempts or wins a brawl, they are exhausted, which is signified by turning the card sideways on the battle line. While "Exhausted" they have -1 DEF until their next turn.

**AP:** Action Points

**DEF:** When a character has a DEF bonus, they will take that much additional damage before they can be considered defeated.

**Revealed:** Any card on the battlefield that is face-up.

**Defeated:** When an opposing character's card ATK is higher than that of the defending character.

## CREDITS

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