

INTRODUCTION

The **Pillars** card Game is developed by Pastor Olajide A. Aderinto, the former Director of Dominion Publishing House. The game is meant to teach and educate the players especially children, teenagers and youths about the importance of the twelve Pillars of the Living Faith Church Worldwide (a.k.a Winners Chapel) namely: *Consecration, Faith, Wisdom, Praise, Word, Supernatural, Prayer, Holy Spirit, Healing, Success, Vision and Prosperity*. The **Pillars** winners card game brings a great deal of entertainment to the players as they play and learn more about the bible, the living word of God especially as it relates to the Commission's 12 Pillars.

The Pillars contain two sections of cards played together. The first part of the card game contains the 12 Pillars of the Living Faith Church printed on the front with their pictorial representations. The second part of the card contains scriptural verses about the 12 pillars drawn from the old and new testaments. Players of this game will indeed find it interesting as their

knowledge of the bible and the 12 pillars become more widened and broadened. It is the expectation of this game developer to see lives of players of this game been transformed as they glean more light and understanding from the various bible verses in the game that will help their spiritual growth.

FEATURES OF THE PILLARS GAME

This card game has the following features:

(i) **The Pack:** This is the card-game packaging which contains 52 pieces of cut cards printed on both sides of the surface with the instructions of how to play the game in it.

(ii) **Playing Cards:** The playing cards are 52 pieces in all. It has coloured prints on the front and the back with 12 pieces of the cards having the 12 pillars in 2 pairs making 24 cards. Another 12 pieces of the cards have printed bible verses relating and connecting to the 12 Pillars in 2 pairs making 24 cards. Then there are 4 pieces of the *joker* cards with inscription "the Grace of God". These "jokers" help the players in challenging moments during game play and also assist

the players to win the game.

HOW TO PLAY THE GAME

The Pillars Bible Game is predominantly a game of numbers to win. This means that the player with the highest number of cards at the end of each round of play wins the game. Such a player should be able to put together 12 pieces of his won cards to spell "LIVING FAITH" with the **Logo** to win the game.

In playing this game, the front side of the cards are used to play. The focus and goal of each of the player is to match the various 12-pillars on the cards with the corresponding Bibles references on the other 12 parts of the cards chosen from the old and new testament of the Bible relating to the pillars that are in 2 pairs each.

The numbers printed on the topmost part of the cards (i.e. numbers 1-12) in 2 pairs serve as a guide for the players. Any player who successfully matches a Pillar-card to the Bible reference card, packs (i.e. wins) the cards to himself. Playing continues with the **2 players** playing turn-by-turn until they finish playing all the cards. Then the players go ahead to spell "LIVING FAITH" with the **Logo** to determine the winner. In a situation where

the players could not spell "LIVING FAITH" with the logo due to missing alphabets, the downward numbers in multiples of 5 (i.e. 5,10 & 15) are summed up together for each of the players to determine the winner on points (i.e. scores) basis. The player with the highest number of marks or score, wins the game.

To commence playing the Pillars card game, please follow the below outlined steps:

1. The 2 players should shuffle the cards very well. One player shuffles all the 24 pillar-cards and the 4-Grace "joker" cards together, while the second player shuffles the Bible reference cards relating to the Pillars. These are put aside in a pile separately.

2. The cards are then shared. The first player with the **24 Old and New Testament Bible Reference** cards relating to the 12 pillars picks and displays **4** cards on the table of play faced-up to show the bible references to be matched after shuffling the cards.

3. Each of the 2 players will then pick 4 pieces of the **Pillar cards** from the pile in their hands from the 24 pillar and joker cards

already shuffled and packed aside.

4. Each of the players begins to play by matching the **Bible reference** cards with their corresponding **Pillar cards**. Every correctly matched cards by any player is won and are set aside separately to be used to determine the final winner of the game. Once ANY of the 4 opened cards have been played or won, it is replaced immediately by another card from the pile and play continues.

5. Each player is expected to replace his/her exhausted cards from the card pile to complete a set of 4 cards in his/her hand at all times.

6. The players continue to play until all the cards have been exhausted in the cards piled aside.

7. The **Joker** card tagged "the Grace of God" can be used to win any Bible referenced card over at anytime if there is no Pillar card to be used. This means that it can be used to answer ANY bible reference question/query. The # (ash) symbol on it can represent ANY Alphabet at the end of play when spelling **L-I-V-I-N-G-F-A-I-T-H** to

determine the winner.

Please take note of the following major instructions as this game is being played:

1. There must be a set of 4 cards on the table of play and in the hands of the players all the time. Once a card is played off, it must be replaced from the cards pile that have been set aside for the 2 categories of cards.

2. Whenever a player disagrees with the pillar card played to win over a bible referenced card, the players can refer to this manual for confirmation or check online.

3. Whenever either of the players does not have a matching card to play, they are permitted to replace 2 of the playing cards on the table of play with another one and then re-shuffle the cards for play to continue.

4. Once playing is over and there is no more cards to be played, the players add the remaining cards in their hands to their won-over cards to help determine the final winner.

5. The **WINNER** is the player who successfully spells **LIVING FAITH + the Logo** card in front with **ONLY** their 12-PILLAR CARDS. The # Joker card can represent any

alphabet during final confirmation. Alternatively, a winner can also emerge when the players scores the highest marks after summing up the downward numbers of the PILLAR CARDS that are in the multiples of 5.

6. The **Bible Reference** cards can be successfully matched with the **Pillar cards** in this order:

Consecration (Psalm 24:3-4, Matt. 15:19)	(12)
Faith (Mark 9:23, Psalm 20:7)	(1)
Wisdom (James 1:5, Proverbs 1:5)	(7)
Praise (Psalm 67:5-7, Ephesians 5:19)	(8)
Word (James 1:25, Jeremiah 23:29)	(2)
Supernatural (Exod. 23:20, Heb. 1:13-14)	(6)
Prayer (Psalm 121:1-2, Hebrews 4:16)	(3)
Holy Spirit (Isaiah 32:15, Luke 4:18)	(11)
Healing (Exodus 23:25, Matthew 8:17)	(5)
Success (Joshua 1:8, James 4:10)	(4)
Vision (Acts 2:17, Habakkuk 2:2)	(10)
Prosperity (Deut. 8:18, Luke 6:38)	(9)

Please note that these Bible references may apply to more than ONE PILLAR card, for instance Josh 1:8 can apply to Success and Word Pillar while Acts 2:17 can apply to the Holy Spirit and Vision Pillars.

Enjoy the Game!

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