PRAISE AND DRAW, A RELIGIOUS CARD GAME

Inventor: Doretha E. Maxwell, Castor, LA (US)

Correspondence Address:
Doretha E. Maxwell
274 Egan Road
Castor, LA 71016

App. No.: 11/503,731

Publication Classification

Abstract

A religious game where biblical phrases inscribed on cards to be drawn from a deck are guessed by teams based on visible drawings produced by the player drawing the card.
PRAISE AND DRAW, A RELIGIOUS CARD GAME

BACKGROUND OF THE INVENTION

[0001] The present invention relates to a game that when played will increase the biblical knowledge and perhaps the faith of all who participate. Faith in God is more than just a matter of personal belief. Faith, although not a tangible substance, always results in things that can be held in one's hand. It was faith that brought this great nation upon these shores. It was faith that built houses of worship across this world, from the most humble of tabernacles to the most splendid cathedrals. It is faith that brings about all good works of mankind and in the most ideal of situations, it is faith that brings about the creation of children to warm our hearts, propagate our species and build our future. Surely a process, game if you will, that brings about an increase in faith can be said to have a physical result, therefore it is the contention of this inventor and the purpose of this invention to bring about such a change in human beings and the good results that follow.

DESCRIPTION OF THE PRIOR ART

[0002] There have been many religiously oriented board games produced over the years. Recently the popularity of such games has risen dramatically as families search for an alternative to television and the often-bad messages that their families are subjected to. As an alternative many families have opted for spending family time playing religious or faith-oriented board games. These games, although useful, lack the range, effectiveness and educational value possessed by the present invention and most importantly, are designed for use by small groups. The present invention, conversely, can be used by a small group and becomes more effective, enjoyable and playable as the playing group increases in size.

BRIEF DESCRIPTION OF THE DRAWINGS

[0003] Figure One is a layout of the principle components of the game.

DETAILED DESCRIPTION

[0004] Referring to the drawing, figure one, it can be seen that the game components comprise a stack of cards 1, a chalkboard 2, a piece of chalk 3, an eraser 4 and a hymnal 5. Stack of cards 1 further comprise individual cards 6, each with a biblical phrase or word group inscribed upon it. The process for playing the game is as follows: One person is chosen to be a moderator and supervise the game, the moderator opens the game with prayer and by choosing a hymn to be sung from the hymnal 5. The participants are divided into groups. The moderator then chooses a person from the group at random. The person chosen then draws a card 6 from the stack 1. Only the moderator and the person drawing the card are privy to the phrase. The person drawing the card then begins to draw pictures on the chalkboard 2 concerning the phrase. The participants in the groups try and guess the phrase based upon the drawings. Whoever guesses the phrase then draws from the stack of cards 1 and begins to draw on chalkboard 2. The game is played until the cards 6 are gone or for a certain allotted time. At the conclusion of the game the group that had guessed the most phrases is declared the winner and is allowed to choose a hymn from the hymnal 5 for the group to sing. Although this is the preferred embodiment, the chalkboard may be substituted by a variety of writing surfaces such as paper, note pad or smart board.

1 claim:
1. A religious card game comprising a deck of cards, each card of said deck having a biblical phrase inscribed upon it, an apparatus for drawing and a drawing surface for the inscription of drawings by said drawing apparatus, each said drawing being related to said biblical phrase, a holy bible, a hymnal, a moderator and a plurality of team groups, members of said team groups guessing said biblical phrase based upon said drawings.
2. A religious card game as described in claim one, wherein said drawing apparatus further comprises a pencil.
3. A religious card game as described in claim one, wherein said drawing apparatus further comprises a crayon.
4. A religious card game as described in claim one, wherein said drawing apparatus further comprises an ink pen.
5. A religious card game as described in claim one, wherein said drawing surface further comprises a computer screen.
6. A religious card game as described in claim five, wherein said drawing apparatus further comprises a mouse.
7. A religious card game as described in claim one, wherein said drawing surface further comprises a sheet of paper.
8. A religious card game as described in claim one, wherein said drawing surface further comprises a chalkboard.
9. A process for playing a religious card game, said game having a deck of cards, each card of said deck having a biblical phrase inscribed upon it, an apparatus for drawing and a drawing surface for the inscription of drawings by said drawing apparatus, each said drawing being related to said biblical phrase, a holy bible, a hymnal, a moderator and a plurality of team groups, each team group having a plurality of players said process comprising:
   (a) Having said moderator read from said holy bible,
   (b) Having said moderator choose a hymn from said hymnal for singing,
   (c) Having said moderator choose a player from one of said team groups'
   (d) Having said player draw a card from said deck and view said biblical phrase,
   (e) Having said player produce drawings on said drawing surface, said drawings relating to said biblical phrase,
   (f) Having said player produce drawings on said drawing surface, said drawings relating to said biblical phrase,
   (g) Having said moderator judge said guesses as to said biblical phrase,
   (h) Having the first said player to guess said phrase discuss the phrase with said players,
   (i) Having said player choose a card from said deck,
   (j) Repeating said process until all said cards in said deck have been drawn,
   (k) Having whichever of said team groups to have guessed the most said biblical phrases collectively choose a hymn from said hymnal for singing, and
   (l) Closing said game with scripture and prayer.
10. A process for playing a religious card game as described in claim nine, wherein said process is repeated for a specific amount of time.
11. A process for playing a religious card game as described in claim nine, wherein said process is repeated until a certain number of said cards have been drawn.

* * * * *