

## GUIDELINES FOR PLAY:

**These are here to help guide your experience — feel free to adapt for your group.**

- **ADDITIONAL GUESSES:** If a team uncovers all their word cards correctly during their turn, they may take one additional guess if any words remain from a previous turn.
- **TIMING & FLOW:** Revival is meant to be enjoyed at your group's pace. Some players may take more time—especially when learning—while others may move more quickly. Give one another grace as you play. If needed, your group may choose to gently keep the game moving or use a timer (30–60 seconds) to help maintain flow.
- **IF STUCK:** If a Messenger is having difficulty thinking of a clue, they may take a little extra time or ask their group for patience. If your group agrees, you may allow one additional clue per round to help keep the game moving.
- **CLUE RULES:** Messengers must give one-word clues only. Clues may not: use proper nouns (names of people, places, brands, etc.), be part of the word shown on the board, be spelled out or broken into parts. Clues should guide your team through meaning and connection, not direct hints.



Is your question not answered?  
**SCAN HERE** to visit our Game Rules & FAQ page on our website to help answer more of your questions.

## CREDITS:

First and foremost, a huge thank you to God — for blessing us with this game and the vision behind it.

### CREATOR + DEVELOPER:

Sounantha Boss

### GAME DESIGN:

Taryn Boschee ([justsimplytaryn.ca](https://justsimplytaryn.ca)) & Sounantha Boss

### WEBSITE DESIGN:

Valentyna Hemska ([adsavvy.ca](https://adsavvy.ca))

### GRAPHIC DESIGN:

Taryn Boschee & Valentyna Hemska

### PRODUCTION TEAM:

Sounantha Boss, Taryn Boschee, Valentyna Hemska

### EARLY DEVELOPMENT/PLAYTEST SUPPORT:

Hudson Vereschagin

### SPECIAL THANKS TO:

Our game ambassadors for continuing the mission behind our game.

The Medicine Hat community, churches, youth leaders, youth groups, and YWAM missionaries—both locally and abroad—who participated in our play-test nights.

Created with heart in Medicine Hat, Alberta

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For all other inquiries, please contact us at [contact.revivalthegame@gmail.com](mailto:contact.revivalthegame@gmail.com)

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# Revival

## THE GREAT COMMISSION™

*Guess the Word. Complete the Mission.*

### *How to Play Revival*

# REVIVAL: THE GAME

A team-based word game of clues, strategy, and mission.

Work together to uncover your team's words while avoiding the hidden **Ruin Card**.

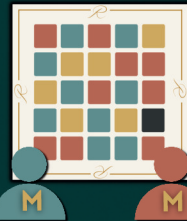


## WHAT'S INCLUDED:



## HOW TO PLAY:

- #1: Shuffle the Word Cards.
- #2: Lay 25 Word Cards face up in a 5 x 5 grid.
- #3: Divide players into two teams.
- #4: Each team selects a Messenger.



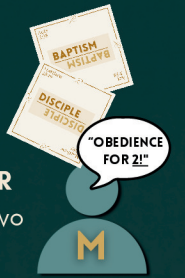
#5: The Messengers draw a Map Card and place it in the card stand so only they can see it.

#6: Each team takes 9 Team Cover Cards & 1 Armor Card.

#7: Teams may play Rock-Paper-Scissors to decide which team goes first.

#8: The Messenger studies their Team words on the board (be aware of the black Ruin card!) and think of one word clues that will help guide their team to connect the correct words.

#9: On their turn, the Messenger gives: **ONE WORD + ONE NUMBER**  
Example: "Obedience for 2" - This means the Messenger believes two cards on the board relate to the word "Obedience."



The Messenger may only say the **one-word clue and number**.  
**The Messenger cannot:** give additional words, point to cards, gesture or signal, make sounds or facial hints, spell words or use parts of words. Only the clue and number may be given.

#10: Teammates discuss which cards they think match the clue.

#11: The team selects one card from the board by touching the card (final answer!)



## COVER CARDS:

**Correct Card:** If the chosen card belongs to the team: Place your Team Cover Card on that word. The team may continue guessing up to the number given in the clue.



**Neutral Card:** If the chosen card is a neutral (yellow) card, place the neutral cover card on that word. The turn ends for that team *immediately*. The other team then begins their turn.

**Other Team's Card:** If the card belongs to the other team: Place the other team's cover card on the word. The other team gains that point & the other team begins their turn.



**Ruin Card:** If the Ruin card is selected, the game ends immediately — and the other team wins. *(Alternatively, you keep playing if both Teams wish to continue to the end!)*

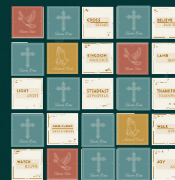
**Armor Cards:** Each team receives one Armor Card per game. The Armor card allows a team to guess one additional card during their turn. **Important:** *Armor cards can only be used once per game.* Armor cannot protect against the Ruin card. If the extra guess reveals the other team's word, the point still goes to that team. Use Armor wisely!



## HOW TO WIN:

A team wins when they uncover all 9 of their word cards, while avoiding the Ruin Card. **Celebrate the mission accomplished!**

Play again by shuffling the word deck and lay out a new 5x5 grid. Switch Messengers, grab another keycard and begin a new round.



## MISSION CARDS:

After a team wins the round, both Messengers draw a Mission Card. Each team completes the mission together. The Mission Cards promote reflection, conversation, prayer & encouragement.



## SEND CARDS:

At the end of the game, each player selects a Send Card. These are small missions to carry into the week. We encourage players to take a photo of their card to remember their mission.



## PLAYING TOGETHER:

Revival is not just about winning—it's about connection. Play in a way that encourages: Inclusion, Kindness, Laughter, & Meaningful Conversation. Make space for everyone to participate and enjoy the experience!