



Encounter the King

Resource Guide: Fast Match 1 & 2

Game set-up

Place the cards face up on a table. One person says, 'Go!' Then all the players simultaneously make as many matches as possible. (In Fast Match 1, A and Almighty are a match. In Fast Match 2, Almighty and Revelation 15:3 are a match. Players may use the *Encounter The King* bookmarks as a guide.) Each matching pair counts as a point. The person with the most points wins.

Special Rules

1. If one player has a card and another player has the matching card, then nobody gets the point for that pair. Place that pair of cards aside and continue trying to match the other cards.
2. If a player holds two or more unmatched cards, he or she will lose a point.

Variations of the game:

1. Place the attribute cards face up on the table (e.g., Almighty, Blessed, etc.). Give each player 5 alphabet cards (Fast Match 1) or reference cards (Fast Match 2). One person says, 'Go!' Then all the players simultaneously make their matches. The first player to match their five cards wins.
2. Place all the attribute cards on the floor on the far end of the room. Divide the players into 2 teams. Make each team stand in a line. Divide the alphabet or reference cards equally among the teams. When the leader says, "Go," a player from each team runs to the attribute cards and finds his or her matching card. Then he or she runs back and tags the next player in line on his or her team. That team member then runs to find his or her matching card, and so on. The first team to get all their cards properly matched wins.