

Virtue Cards

Attitudes and Actions of Excellence

Virtue Cards contains a standard deck of 52 poker-sized playing cards, each displaying a different Virtue.

Each card gives a definition and reference Bible verse for its Virtue, along with several symbols that tell you more about the Virtue. Some of the symbols are normal suits and ranks allowing the cards to be used like a standard playing deck. Others are special symbols that represent additional information about the virtues.

Using Virtue Cards makes learning and remembering the Virtues easy and fun. Use them to play any existing card game as well as games specifically designed with the Virtues Cards in mind.

Card Overview

Virtues are classified using a system that assigns each Virtue an Aspect, one or more areas of Focus, a Type, and a Rank.

Aspect

Virtue Cards assumes a Christian world-view of man having a Body, Soul, and **Spirit**, with the Soul being a combination of **Mind**, **Will**, and **Emotions**. Setting aside Body for our current purposes, we are left with 4 Aspects for which Virtues can be pursued. These Aspects correspond to the four suits. The Aspects, along with their card symbols and definitions are:

	Spiritual	Virtues of the Spirit that require embracing the gifts imparted by God's Spirit
	Moral	Virtues of the Will that require conforming of the will to God's will
	Intellectual	Virtues of the Intellect that require renewing the mind to think in a Godly way
	Emotional	Virtues of the Emotion that require transforming the emotions to express feelings in a Godly way

Focus

Virtues have 5 possible areas of Focus, which indicate to what areas of life and experience the Virtues are directed. Think of them as the points on a compass (including the center point). They are **God** (north), **Self** (south), **Others** (east), **World** (west), and **“Christ”** (center). A Virtue may have more than one Focus. The areas of Focus, along with their card symbols and definitions are:

	Christ	Virtues that have Christ as their focus, permeating every area of focus in life
	God	Virtues that have God and His heavenly kingdom as their focus
	Self	Virtues that have Self as their focus, including personal habits
	Others	Virtues that have Others as their focus, including family, friends, and fellow believers
	World	Virtues that have the World as their focus, including things, circumstances, and non-believers

Type

Virtues also have a Virtue Type. While each is arguably important and unique in its own right, some Virtues can be said to be more fundamental than others. Within an Aspect, and taking into consideration Focus, each Virtue is compared to other Virtues to give a relative “position” within the compass. Type describes this position as **Core**, **Cardinal**, **Outer**, or **Inner**.

Rank

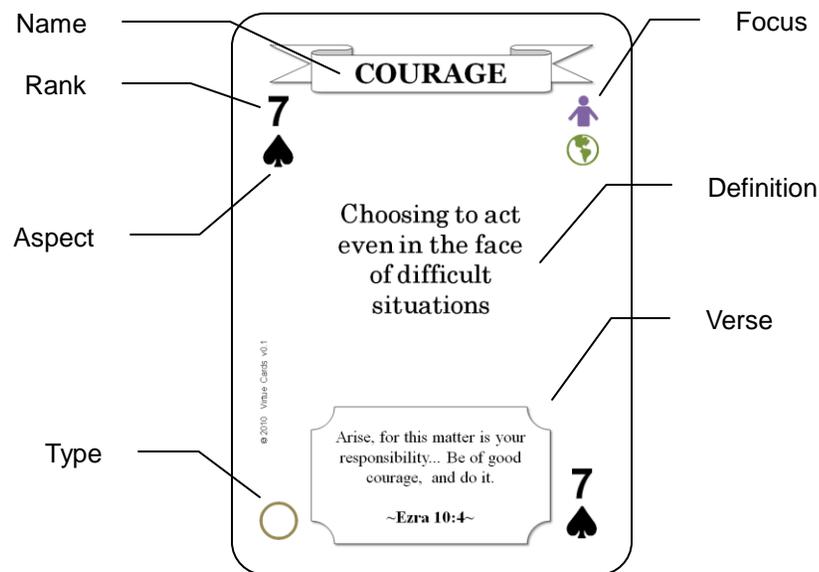
The final form of classification is Rank. Within a given Type, a consistent approach is used to assign a relative Rank to each Virtue. This doesn't mean that certain Virtues are more important than others; it's just a way to represent uniqueness. Just like standard playing cards, Ranks go from 2 – 10 with Ace representing 1 as both low and high card and the Ranks 11-13 represented as Jack, Queen, and King.

The Ranks and Types, along with their card symbols, definitions, and how they relate to each other are:

●	Core	Ace	Virtues that are at the very core of each aspect and permeate all other virtues
◎	Cardinal	10, J, Q, K	Virtues that are very specific to one area of focus, and are the primary demonstration of excellence for each aspect
○	Outer	6,7,8,9	Virtues that have more than one area of focus and are strengthened outwardly to demonstrate excellence for each aspect
◉	Inner	2,3,4,5	Virtues that are specific to one area of focus and are inwardly strengthened to nurture the other virtues

Card Layout

The following layout is used for each Virtue Card:



Support & Reference Cards

Several Support and Reference Cards are included that can be used when playing with Virtue Cards. Support Cards will display a single Aspect, Focus, or Type along with a definition and verse. Reference Cards will display an overview of all Aspects, Focuses, or Types. The layout of these cards should be self-explanatory.

Playing Existing Card Games

Virtue Cards can be used to play any game that uses a standard deck of 52 playing cards. Rules can be found on-line or in any of a number of good books on card games.

Some games that we have tried that work great with Virtue Cards are:

- 1 Player:** Klondike Solitaire, Spider Solitaire
- 2 Players:** Speed, War
- 3+ Players:** Go Fish, Slaps

Playing Virtue Card Games

Virtue Cards can be used to play games that have been specifically designed with Virtue Cards in mind. Please see the insert or visit the web site for a complete list of games: www.virtue-cards.com

Some games that we suggest to get you started with Virtue Cards are:

- 1 Player:** Virtue Solitaire
- 2 Players:** Virtue Talk
- 3+ Players:** Virtue to Virtue

Credit

The following people made Virtue Cards possible:

- Game Concept:** Dave Conklin
- Design:** Dave Conklin
- Play Testers:** Stephanie Conklin, Jason Conklin, Sammy Conklin
- Supporters:** Scott Conklin, Craig Hardee, Frank Jacques

Legal

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