

# Virtue Cards

## Attitudes and Actions of Excellence Games

### Virtue to Virtue

#### Before You Begin:

- Age Range : 10 and up
- Number of Players : 4 to 8+ players
- Supplies:
  - 1 Deck Virtue Cards (remove Support cards)
  - Rules Sheet
  - Scrap Paper/Pencils
  - Point Markers (use glass beads, pennies, poker chips, etc)

#### Setting Up the Game:

1. Each player writes down quick summaries of several real-life Situations (one per scrap of paper) they have recently faced or will be facing soon using paper and pencil. Try to think of Situations that apply to different Aspects and areas of Focus. (see website for examples)
2. Choose a player to be the first judge.
3. The first judge deals 5 Virtue Cards (face down) to each person (including themselves).
4. Once players have all 5 Virtue Cards, they may look at them.

#### Playing the Game:

1. The judge picks a Situation at random (or picks one of the Situations he/she has written down), reads it aloud, and places it face up on the table.
2. All players (except the judge) choose a Virtue from their hand that they assess would best help in the Situation played, and place the Virtue face-down next to the Situation.
3. The judge shuffles the face-down Virtue cards so that nobody knows who played them.

4. The judge flips over each Virtue card one at a time, reading the name and definition aloud.
5. Players can offer suggestions or debate about why a particular Virtue may or may not be the best Virtue for the situation, including how the Aspect and Focus of a particular Virtue best applies.
6. The judge selects the Virtue card of those played that he/she assesses would be the very best Virtue to help with the Situation and awards 3 point markers to the player who played that Virtue.
7. The judge may award 3 additional point markers as he sees fit to one or more other players (not the winning player) based on how their Virtue would help with the Situation.
8. The judge collects all of the played Virtue cards and puts them in a discard pile, and discards the Situation.
9. The role of judge rotates clockwise (the next person on the left).
10. Before starting the next round, the new judge should deal out cards to make sure everyone is back to 5 Virtue Cards (reshuffle the deck if necessary).
11. Repeat.

#### Winning the Game:

1. Keep score by counting the number of point markers you've won.
2. Play until everyone is tired then compare point markers to determine the winner, or agree on a point total prior to starting the game. Some suggested point totals are:
  - For 4 players, 24 points wins.
  - For 5 players, 21 points wins.
  - For 6 players, 18 points wins.
  - For 7 players, 15 points wins.
  - For 8+ players, 12 points wins.

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