Creation card game rules

Object of the game: To have the lowest score after a certain number of rounds are played.

Object of a round: To complete the seven days of creation first

Set up: Deck of creation cards, score sheet, pencil. Optional: For players who may need a reminder what was created on what day, run off a timeline sheet. Cards can be placed on the appropriate day.

Choose how many rounds will comprise a game (3 is usual; 7 for a marathon game)

PLAY

Deal 4 cards to each player. The remaining deck becomes the draw pile (laid face down) with the top card turned over, face up, to comprise the discard pile.

Play begins with the player whose birthday is closest to the current date and progresses to the left. Each turn, a player draws one card-either the top card from the draw pile or the top card from the discard pile-and adds it to the player's hand. If the player has more than 10 cards in his or her hand, that player discards one card of choice onto the discard pile. Turn ends when the player says "7th day resting."

OPTION: If player fails to end turn by saying "7th day resting", the player that catches him or her can either take a card from that player's hand OR give that player a card from their hand.

On each player's turn they either select the top, face up card on the discard pile or the top face down card on the draw pile. If players have a run or set, they may lay them down face up in front of themselves.

A run is 3 or more creation cards in sequence. Runs may start with ANY card

A set is comprised of 3 or more cards of the same day (Player does NOT need 3 of the same card –moon, fish, etc. They can have 2 fish and 1 bird for day 5 or sun, moon and stars for day 3)

In addition, cards may be played as a run or a set OR AS BOTH. {A player may lay down (1) day 5 card, (3) day 6 cards and (1) day 7 card on this or her turn}

DUMPING

Dumping allows a player to get rid of cards they don't need so they will not count against them when another player completes their days of creation and points against are scored. Players may dump a card onto another player's set or run (as long as it fits). EXAMPLES: A player may add one or more stars to a day 4 card. A player may only dump during the player's own turn. Players may dump on their own sets and runs or on the sets and runs of another player.

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SPECIAL and WILD CARDS

Several special cards allow players to take extra turns, trade cards with another player, etc. If what is written on a card conflicts with a rule, what the cards says, goes. Wild card can count as 2 or more days. When they are played, player must choose which day they are being played as. {They cannot be played as more than one day.}

WINNING

A player is credited for winning a round as soon as the player lays down at least 1 card for each of the seven days of creation. They do NOT need any sets. Placing sets down is simply a strategy for keeping cards they want by getting them out of their hand BEFORE they have cards for all seven days.)

Going out**:** The player who has at least 1 card for each of the seven days played, has gone out. Any cards in a player's hand (including the player who went out) at this point in time are laid down and points are scored against the player holding them.

Scoring: Day 1 cards (light) count 1 point, day 2 cards (sea & sky) count 2 points, day 3 cards (dry land and plants) count -3, etc. Wild/Special cards count 10 points.

MEMORIZING SCRIPTURES

To encourage players to read and learn the scriptures on the cards, you may wish to play with one of the following options.

OPTION 1: With this option, any player on their turn can declare their intent to take another player's card that has been laid down. They indicate the player and the scripture reference on that card. The current card holder then turns the card face down. When the taking player has their NEXT turn, they must give the scripture reference and the scripture as written on the card. If they can do so, they take the card. If not, the card is replaced face up on the board and no other players may try to take that particular card in during that round of play.

Once a player has one card face down, no other players may declare their intent to take any other card while that one remains face down.

OPTION 2: As above EXCEPT if a player fails to correctly give the scripture reference and scripture, the player they were attempting to take from MAY draw any card from the taking player's hand.

ONLINE GAMES

Creation challenge board (plays like Jeopardy)
http://www.quia.com/cb/674183.html
Days of creation - 4 games in one (word search, matching and more)
http://www.quia.com/jg/2068237.html
Days of Creation matching columns
http://www.quia.com/cm/478972.html

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