



Fruit of the Spirit card game rules

Object of the game: To complete all the “harvests” (rounds) first. In case of a tie, the player with the lowest score wins

Set up: Deck of Fruit of the Spirit cards, score sheet, pencil. .

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

PLAY

Deal 7 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 discards.

NOTE: 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.

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 4 or more different Fruit cards.

A set is comprised of 3 or more cards of the same Fruit

HARVEST	Combination needed to go out
1	Set of 3, run of 4
2	2 sets of 3
3	Set of 4, run of 5
4	Set of 4, run of 6
5	2 sets of 4, run of 6
6	2 sets of 4, run of 7
7	2 sets of 4 , run of 8

PLAY: Play of the first hand begins, with each player trying to complete the first “harvest” of the 7 harvests.

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If a player successfully makes a harvest during a hand, then the player moves on to try to make the next harvest on the list. If a player fails to make a harvest in a hand, the player must try to make the same harvest again in the next hand. As hands continue, you will find different players are working on different harvests. Thus, some players, in the next hand, may no longer be working on the same Phase as other players.

Players cannot make harvests out of order. A player is credited for making a harvest as soon as the player lays down the sets and/or runs needed for that harvest. The player does not need to win the hand in order to receive credit. Several players can complete a harvest in the same hand.

DUMPING: Dumping allows a player to get rid of leftover cards in the hand after completing a harvest. 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 "Love" cards to a set of love cards already played by another player.

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.

GOING OUT: The player who gets rid of the last card in his or her hand, by discarding or dumping has gone out. At this point, any players who have made their harvest move on to the next harvest. The game is finished when the first player has completed all seven harvests.

POINTS IN HAND: Any fruit card not played counts against that player 1 point. Any WILD or SPECIAL cards count 3 points against the player holding them when another player goes out.

WILD CARDS: Wild cards contain scriptures with more than one fruit of the spirit. Player decides when laying it down, which of the fruits on the card will be used to make a run or set. After the card is played, the decision cannot be changed. (It is helpful to put a token like a paper clip on the fruit chosen so no one forgets)

SPECIAL CARDS: These can be played during a player's turn.

Skip – next player has to skip his or her turn

Draw 2 – draw 2 extra cards

Draw 3, toss 1 – draw 3 extra cards and immediately choose one of them to discard. Then player takes his or her normal turn.

Reverse – reverses the direction of play

Exchange – player chooses one of their own cards and lays it face down. They select another player and without looking, choose a card in their hand and place it in their own. Player who lost a card, takes the face down card.

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 owner then turns the card face down. When the declaring player has their NEXT turn, they must say from memory the scripture reference and the scripture as written on the card. If they can do so, they take the card. If not, the card

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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

Fruits of Spirit Matching

<http://www.quia.com/jg/1616885.html>

Fruits of the Spirit Balloons

<http://www.quia.com/hm/496439.html>

Fruits of the Spirit Battleship

<http://www.quia.com/ba/258462.html>

Fruits of the Spirit jeopardy

<http://www.quia.com/cb/610416.html>

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