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God's Gifts

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Card Game-Outreach Tool
By Michael Dawson & Jason Hall

In 2019 two friends got together to make this deck building game about the life of every person on this earth. What came out of that design session was an outreach tool that has helped in the Salvation of many. We thank God for His grace and wisdom in giving us this and all the talents that we may never have known that we had if it wasn't for Him.

God’s Gifts 2026 Rules and Setup

The Base Game Set supports 3 players.

Separate the Cards:
* Each player receives 7 "1 Talent cards and 3 "SIN" cards.
* Place other cards into separate piles on the table. This is the Supply.
* Take 1 of each card from the Supply except SIN, any Talent card and SALVATION and shuffle those cards into a deck. This the Purchase Deck. Players may purchase Talent cards from the Supply at any time.

Setup the Game:
* Each player Shuffles their deck.
* Shuffle the Purchase Deck and deal out 5 cards in a row, this is the Purchase Row. These cards are numbered 1 to 5, from left to right and represent the 5 cards that may be purchased from the supply by the active player. When all of one card is purchased except the one in the Purchase Row then it is rotated 90 degrees to show that it is locked and may not be changed out from the Purchase Row until it is purchased.
* Randomly select a player to go first and proceed clockwise around the table.
* Each player shuffles their deck.
* Each player draws an opening hand of 5 cards from their own deck.

The Game Loop:
* Roll a d6 and put the indicated card from the Purchase Row on the bottom of the Purchase deck and replace it with a card from the top of the Purchase Deck. If a 6 is rolled then replace all of the cards on the Purchase Row.
* The player may play 1 Work, SOUL or Temptation card per Turn and the active player may make 1 Purchase per turn. If the player plays a card that says +1 Work then that player may play an additional Work, Soul or Temptation card that turn. If the player plays a card that says +1 Growth then that player draws an additional card. These effects are cumulative. Cards played are discarded at the end of the turn to the player's own discard pile. Soul's remain in play unless otherwise stated.
* To purchase a card from the supply the active player must play enough talents from their hand to take the card from the supply and place it into their discard pile.
* To purchase Salvation a player may at this time remove 3 SIN cards from their hand and place them into the Supply. The acquired Salvation card goes into the player's discard pile. A player may only purchase 1 Salvation card.
* At the end of the player's turn they discard any played cards and any cards remaining in their hand (Soul cards remain in play unless otherwise stated). Then the player draws a new hand of five cards. If a player can not draw 5 cards then they shuffle their discard pile and use it as their new draw pile.
* Play passes to the next player.

THE GAME ENDS WHEN THE LAST CARD THAT HAS BEEN LOCKED ON THE PURCHASE ROW HAS BEEN PURCHASED. SIN, SALVATION, TALENT, and TREASURE cards DO NOT toward the number of purchased cards. Note: Even though Treasure cards are in the Purchase Row and may be locked they do not count toward the 3 cards sold for the game end condition. When the game ends players count their Stored Treasures in their deck, subtract for any SIN cards and reveal their Score. A player CAN NOT count any Stored Treasure unless they have obtained a Salvation card.

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A Player's Starting Deck (reprint for each player) player deck is contained on this and the next page.

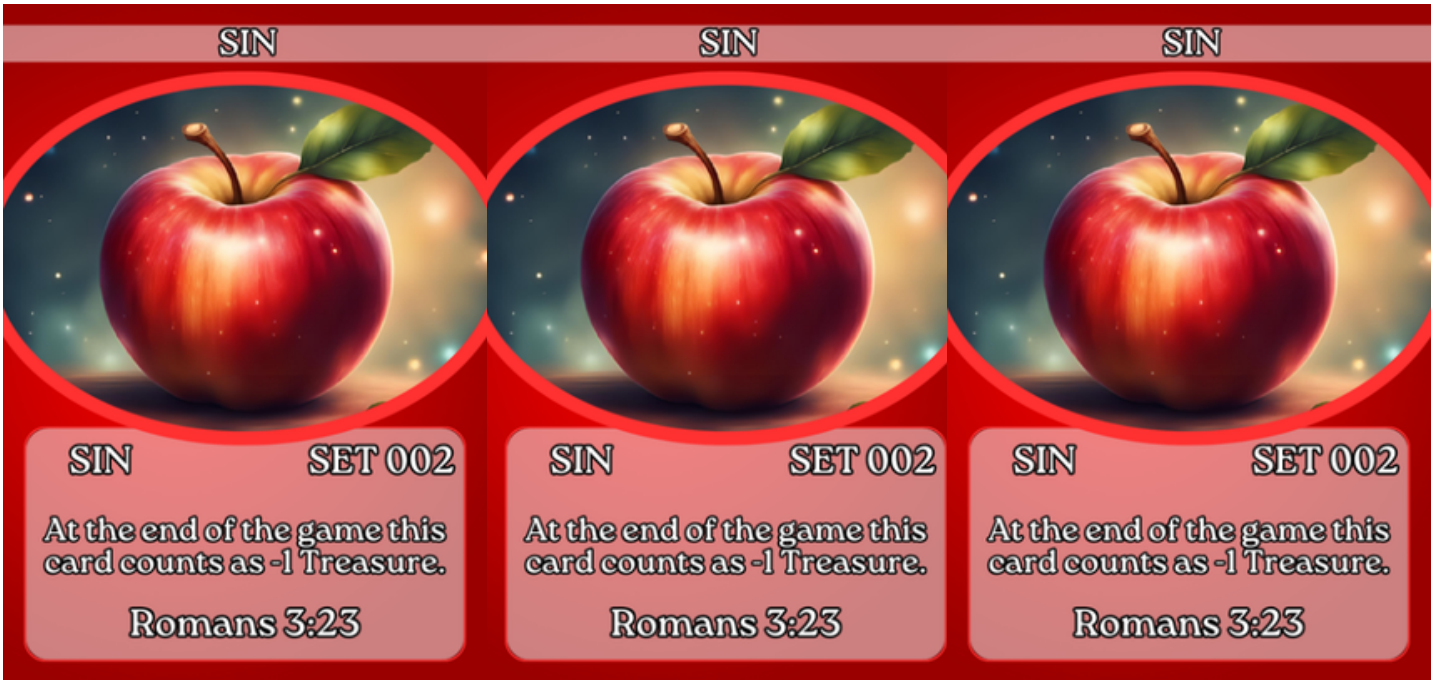
Anatomy of a card:

Name of a card.

Cost of a card.

Card effect.

Scripture Reference



This game is given freely to everyone for entertainment, education and outreach purposes. If you use it and would like to see more games like it please consider a donation to https://cash.app/CardPaladin

Cut cards out and put them into card sleeves.

Thank you, player, for joining our game! I would like you to know that to me this is more than a game it is a gamification if you will of our lives. The lessons and experiences you go through in the game are played out in your life. Make sure you build up for yourself Treasure but not on this earth but in Heaven where it can not be taken from you! At the same time never forget with all your Treasure seeking to get Salvation, because without it you will never win.

Email me with any question or if you are just having a tough time,
Michael Dawson at elroisentme@proton.me

2 TALENT

TALENT 3 SET 002

Used to pay costs.

Matthew 25:14-30

2 TALENT

TALENT 3 SET 002

Used to pay costs.

Matthew 25:14-30

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TALENT 3 SET 002

Used to pay costs.

Matthew 25:14-30

FAITH

TREASURE 2 SET 002

Counts as a stored treasure at the end of the game in your deck.

Luke 12:34

FAITH

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Luke 12:34

3 TALENT

TALENT 6 SET 002

Used to pay costs.

Matthew 25:14-30

3 TALENT

TALENT 6 SET 002

Used to pay costs.

Matthew 25:14-30

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Matthew 25:14-30

FAITH

TREASURE 2 SET 002

Counts as a stored treasure at the end of the game in your deck.

Luke 12:34

HOPE

TREASURE 3 SET 002

Counts as a two stored treasures at the end of the game in your deck.

Luke 12:34

HOPE

TREASURE 3 SET 002

Counts as a two stored treasures at the end of the game in your deck.

Luke 12:34

HOPE

TREASURE 3 SET 002

Counts as a two stored treasures at the end of the game in your deck.

Luke 12:34

INCREASE

WORK 2 SET 002

+2 GROWTH, Thwart any Temptation by discarding this card from your hand.

1 Corinthians 3:6-7

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HOPE

TREASURE 3 SET 002

Counts as a two stored treasures at the end of the game in your deck.

Luke 12:34

HOPE

TREASURE 3 SET 002

Counts as a two stored treasures at the end of the game in your deck.

Luke 12:34

LOVE

TREASURE 9 SET 002

Counts as a five stored treasures at the end of the game in your deck.

Luke 12:34

LOVE

TREASURE 9 SET 002

Counts as a five stored treasures at the end of the game in your deck.

Luke 12:34

THIEF IN THE NIGHT

Temptation 5 SET 002

All players reveal their hands, take up to one Talent card from each. Take a SIN card for each Talent.

Matthew 24:43

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Matthew 24:43

LOVE

TREASURE 9 SET 002

Counts as a five stored treasures at the end of the game in your deck.

Luke 12:34

LOVE

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Luke 12:34

LOVE

TREASURE 9 SET 002

Counts as a five stored treasures at the end of the game in your deck.

Luke 12:34

SIN

SIN SET 002

At the end of the game this card counts as -1 Treasure.

Romans 3:23

MURDER

Temptation 5 SET 002

Take a SIN card.
Remove a Soul card from play.

Exodus 20:13

MURDER

Temptation 5 SET 002

Take a SIN card.
Remove a Soul card from play.

Exodus 20:13

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SIN SET 002

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Romans 3:23

WORSHIP

WORK 2 SET 002

+1 WORK Discard up to 3 cards, +1 GROWTH for each card Discarded in this way.

John 4:24

WORSHIP

WORK 2 SET 002

+1 WORK Discard up to 3 cards, +1 GROWTH for each card Discarded in this way.

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John 4:24

ORACLE

WORK 3 SET 002

+1 WORK, +1 GROWTH RESTORE 1 (Put any card from your discard pile on top of your deck.)

Exodus 4:11-12

ORACLE

WORK 3 SET 002

+1 WORK, +1 GROWTH RESTORE 1 (Put any card from your discard pile on top of your deck.)

Exodus 4:11-12

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Exodus 4:11-12

ORACLE

WORK 3 SET 002

+1 WORK, +1 GROWTH RESTORE 1 (Put any card from your discard pile on top of your deck.)

Exodus 4:11-12

OUTREACH

WORK 5 SET 002

+1 WORK, +2 GROWTH

Mark 16:15-16

OUTREACH

WORK 5 SET 002

+1 WORK, +2 GROWTH

Mark 16:15-16

OUTREACH

WORK 5 SET 002

+1 WORK, +2 GROWTH

Mark 16:15-16

OUTREACH

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+1 WORK, +2 GROWTH

Mark 16:15-16

OUTREACH

WORK 5 SET 002

+1 WORK, +2 GROWTH

Mark 16:15-16

POTTER

SOUL 5 SET 002

Take 1 card costing up to 5 at the beginning of each of your turns. You may not take Talents, Sin or Salvation in this way.

Jeremiah 18:3

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Jeremiah 18:3

ORACLE

WORK 3 SET 002

+1 WORK, +1 GROWTH

RESTORE 1 (Put any card from your discard pile on top of your deck.)

Exodus 4:11-12

REPENTANCE

WORK 2 SET 002

Remove from the game any number of cards in your hand.

Acts 2:38

REPENTANCE

WORK 2 SET 002

Remove from the game any number of cards in your hand.

Acts 2:38

REPENTANCE

WORK 2 SET 002

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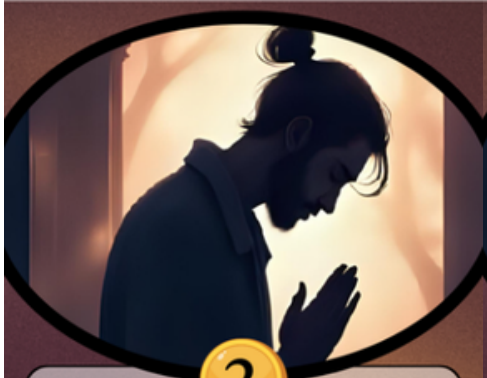
Acts 2:38

REPENTANCE



WORK 2 SET 002

Remove from the game any number of cards in your hand.

Acts 2:38

REPENTANCE

WORK 2 SET 002

Remove from the game any number of cards in your hand.

Acts 2:38

LIBRARIAN

SOUL 5 SET 002

Name a card. Take that card from your Deck, put it in your hand. Shuffle your deck. Discard this card.

Proverbs 4:5

POTTER

SOUL 5 SET 002

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Jeremiah 18:3

POTTER

SOUL 5 SET 002

Take 1 card costing up to 5 at the beginning of each of your turns. You may not take Talents, Sin or Salvation in this way.

Jeremiah 18:3

BAPTISM

WORK 4 SET 002

+2 WORK
+1 GROWTH

John 3:5

GUARDIAN OF SOULS

WORK 2 SET 002

+2 GROWTH

GUIDE 1 (Reveal and Sacrifice one SIN card from your hand or reveal this card from hand and Thwart any Temptation.)

1 Peter 2:25

GUARDIAN OF SOULS

WORK 2 SET 002

+2 GROWTH

GUIDE 1 (Reveal and Sacrifice one SIN card from your hand or reveal this card from hand and Thwart any Temptation.)

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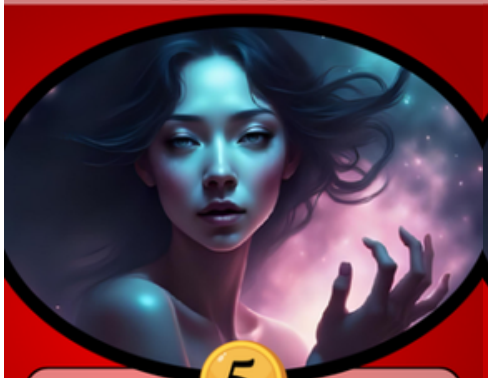
TEMPTER



SOUL 5 SET 002

At the beginning of your turn take a SIN card. Give each other player a SIN card.

1 Thessalonians 3:5

TEMPTER

SOUL 5 SET 002

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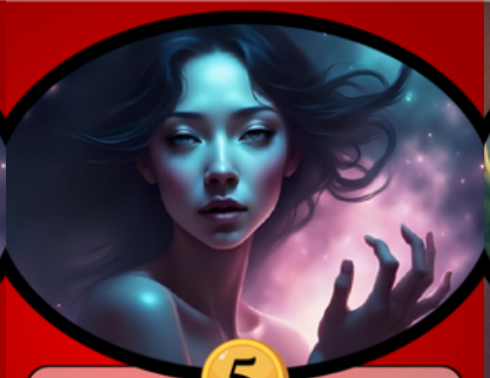

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BAPTISM

WORK 4 SET 002

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+1 GROWTH

John 3:5

BAPTISM

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John 3:5

BAPTISM

WORK 4 SET 002

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+1 GROWTH

John 3:5

BAPTISM

WORK 4 SET 002

+2 WORK
+1 GROWTH

John 3:5

Make sure you have enough Salvation cards for each player to buy 1 during the game but no more than the number of players that you have.

A player may only purchase 1 Salvation card during the game. There are so many parallels that you can make with this card but the main one is that the player CAN NOT WIN the game without it. They may have the most Talents, they may have the most Treasures but without Salvation they can not win. To SACRIFICE something is to do away with it totally it is removed from the player's deck and placed back into the supply on the table. Be sure the player receives these cards back after the game so they can keep their starting deck of 10 cards.

I suggest a group of 3-4 play the game at any time; however I have heard of larger groups playing it all together. I suggest that you keep the groups small as to keep the pace of the game from getting boring and thus losing our ability to teach through the game.