

Glory Carrier Rules-outline

(This is not just a game it's a lifestyles)

This game can be played by 4-6 persons, with 7 cards per player. In this game the cards are referred to as characters, therefore, in order to win this game you need 6 good characters including a GLORY card. You can differentiate between the good and bad cards according to the table shown below.

Good Characters	Bad Characters
Glory	Ichabod
Power	Dagon
Favour	Disobedience
Obedience	Deadly Destruction
Love	Hophni and Phinehas
Repentance	Idol Worship
Tarry	Anger
Shiloh	Sin
Holy Spirit	Evil Spirit
Prayer	Unforgiveness
Praise/worship	Ashdod

The deck is to be shuffled thoroughly, each player gets 7 cards and the deck placed face down. The game entails a "pick then drop" method, which means that you pull a card from the pack then drop one from your hand, ensuring that there are 7 cards in your hand at all times. You cannot have a GLORY and an ICHABOD card in your hand at the same time, since ICHABOD means the glory has departed and GLORY represents the presence of God,

so having the two cards at once would defeat the purpose and message of the game. The game is played in a clockwise direction unless a player uses the “Favour Card” which changes the direction, one of the advantages of the “Favour Card.”

First Seven Cards – The first seven cards can be confusing at times, because there is a chance that a player might get both an ICHABOD and GLORY card (Cannot have both cards at once). If this happens, the player must put back the ICHABOD card back into the deck and take another card to replace it then reshuffle the deck. If the player picks up an ICHABOD card again, then they must put the GLORY card back into the deck, pick another and reshuffle the deck.

The Glory Card – This is the most important card in the pack because in order for a player to win they must have this card. Even if the player has 7 good characters, without the GLORY they will not win. Only an ICHABOD card can remove the GLORY from a player’s hand or a player that has the POWER card.

The Power Card – with this card a player can demand the Glory card from another player. If a player has the Power card and suspects that another player has the glory card they can put down their POWER card and call the suspected glory carrier by name demanding the GLORY card (**honesty is a very important part of this game**). If the suspected Glory carrier indeed possesses the GLORY card they must give it to the player with the POWER card. If there is a case where the player has two Glory cards they must give one and take a replacement from the deck. The POWER card also protects the Glory, therefore, if someone tries to use their POWER to steal the Glory from another player and that player also has a POWER card, their GLORY is protected and cannot be taken. The player that demanded the GLORY from someone who also has a POWER card will have to give their POWER card to that player. They will receive the worse card from that players hand in return. If a player uses

their POWER card to demand the GLORY card from a player that does not have one, that player should take their POWER card and give them the worst card in their hand (**Players must be honest at all times**).

The Tarry Card – This card is used to skip a player, so the player that was next in line to play has to miss a turn.

The Favour Card – This card is used to reverse the game or change the direction from clockwise to anticlockwise. Also, if a player has an ICHABOD card and they pick a FAVOUR card from the deck, this favour allows the player to put the ICHABOD card back into the deck. However, if the player has two ICHABOD cards in their hand, they can only put one back into the deck.

The Ichabod Card – The word ICHABOD means that “the glory has departed” therefore a player cannot win the game with this card in their hand. It can be considered as the “devil” in the pack. The GLORY and FAVOUR cards are the only ones that can remove this card from a player’s hand or through the regular routine of dropping it and picking another card. If a player has two ICHABOD cards then they pick a GLORY card from the deck, both ICHABOD cards goes back into the deck. The deck is to be reshuffled and the player must then pick a card from the deck to re-establish the “seven card” status in their hand. This same rule apply if a player has two GLORY cards and they pick an ICHABOD card from the deck.

There are four of each card in a pack, but to make the game more interesting, the player can remove 2 or 3 of the GLORY cards leaving 1 or 2 in the deck. This makes the GLORY card even harder to find causing the game to be filled with suspense which makes it more fun.

NOW LET’S PLAY THE GLORY CARRIER CARD GAME!!!!

