PROMISED LAND

VERSE MEMORIZATION IN A COMPETITIVE TRADING CARD GAME

A Game by R.L. Dean ©2016

http://www.plcardgame.com

GAME GUIDE

v2.2016

Contents

Game Concept

Promised Land is a collectible trading card game designed to promote scripture verse memorization with the added elements of combat, strategy, and card rarity.

The game does not promote or explain any specific denominational doctrine but instead focuses on simple verse memorization and quoting. Players need to learn the bible *outside* the game in order to be successful *during* the game.

In addition to its other cards First Edition contains two-hundred forty cards for verse and quote references (Query Cards), all were selected from popular verse voting list boards from around the internet.

Cards are divided in to colors which represent the divisions of scripture:

- WHITE is Law, or the Pentateuch, consisting of the first five books of the Old Testament; Genesis, Exodus, Leviticus, Numbers, and Deuteronomy.

- BLUE cards represent History, spanning Joshua—Esther and the book of Acts.

- GOLD covers all Four Gospels. Special attention has been made in this division, verse and quotes parallel one another. For instance, a player may be asked to quote John 3:16, and in a later gold card he or she may be asked to identify the book, chapter, and verse number of 'For God so loved the world …'

- GREEN includes the Major and Minor Prophets, Isaiah—Daniel, and Hosea—Malachi.

- GREY are the collected letters of Paul (Romans – 2nd Thessalonians) and the General Letters (Hebrews—Revelation).

- RED are the Poetry books, Job—Song of Solomon.

- SOURCE CARDS are a special type of *no-color* card that are used to play other cards. They represent the available literary resources in your library. A common card in this group is the *Chapter*, a number that can be linked to other Chapter Sources used to play cards with that particular chapter reference from your hand. A rarer card is the *Mechanical Translator* which allows quotes to be made from any version of the bible and not just the initial version selected for your current game. NOTE: *Counter cards cannot stop Source cards from entering play.*

If you are familiar with other collectible trading card games then the premise is straight forward; you trade or purchase cards in order to build a deck geared toward your desired strategy. Promised Land has many combat cards that effect game play. Some cards will directly help you while others can hinder your opponents. You have Life Points to protect and combat cards can provide an edge.

Like common Poker games players hold their cards where only they can see them. Each player has a Logos Deck to draw from and an Archive Deck or discard deck. Likewise each player has a turn that consists of steps, explained in detail in Steps of Each Turn, in these steps players will draw, conduct maintenance, play, discard, and end their turn; resulting in the next player beginning their turn. There are some cards (Counters) that

can be played during your opponent's turn. These types of cards typically interrupt or stop an opponent from entering a card in to play or remove existing cards from play.

In Promised Land it is also possible to play as teams, with two players using complementing deck strategies and working in concert against other teamed opponents.

Topography of a Card

In Promised Land there are two types of cards:

- Permanents are cards that enter play and stay on the table for a period of time; they leave play when they run out of tokens or they are forced out of play, either out of the game or to the player's Archive Deck, by an opponent's card such as a Counter. Examples include Source cards, Armies, Cities, Pools, and the like.

- Temporary cards enter play momentarily to perform some ability or effect, once it completes it is then discarded to the owner's Archive Deck. Counters and Query cards are included in this category.

Examples of Game Play between Permanents and Temporary Cards:

John plays the blue card *Jerusalem* from his hand; he lays it down on the table. The text on Jerusalem reads '*As long as Jerusalem is in play any Source that is linked, or becomes linked, does not unlink during a player's Yield step. Linked Sources flip and unflip normally but do not unlink.*'

Jerusalem's ability remains in effect until the card is somehow forced out of play.

When it becomes Peter's turn he plays *Deluge*, a white card that stipulates '*Target player must answer "who" below, or you remove target card on the table from the game.*' If the owner cannot answer the question listed on the card, in this case '*Who were Noah's three sons, from Genesis 6?*' If John cannot answer the question then Peter can remove Jerusalem.

Typically a card is removed from play and goes to the owner's Archive Deck, which can later be reshuffled and becomes the player's Archive Deck, but in this case Deluge removes the target card from the entire game. John would have to set Jerusalem aside as it is no longer playable in the current game.

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Each card face consists of several elements that help describe how it is used:

	Card Edition
	Card Title
	Card Color
	Main Picture
	Card Type
	Card Ref
	Icon- Tokens
	Icon- Scales
	Card Text
	Artwork Info

The Philistine Army

I

Army 📖 1ˢᵗ Sam § 31

⬤ 5, remove 1 each turn.

⚖ Every time Philistine Army loses a ration token you gain a point of life and target player loses a point of life.

The Suicide of Saul
Pieter Bruegel the Elder

Element	Description
Card Title	The name of the card, representing its' topic or association with the scriptures.
Card Edition	The Promised Land publication edition.
Card Color	The color of the card which also shows the division of scripture that it is associated with. NOTE: *Source cards are colorless.*
Card Reference	This is the book and chapter reference located in the scriptures. You must have a Source that allows you to play cards of either that Testament, Book, Chapter, or Color. It's not necessary to have 'all' of those Sources, just one. For example to play The Philistine Army a player could use one of the following: a Source that allows him to play Old Testament cards, OR Chapter cards linked to form 31.
Card Text Box	Instructions on how to play the card and its' effect on the game.

Element	Description
Card Picture and Artist	Information on the primary artwork depicted on the card face.
(Tokens icon)	Icon Indicator: Tokens – the number of tokens this card has when entering play and the rate at which it loses them.
(Ability icon)	Icon Indicator: Ability– the effect the card exerts on the game and players.
(Who icon)	Icon Indicator: Who– player is required to answer the *who* in the card text.
★	Icon Indicator: What– player is required to answer the *what* in the card text.
(Where icon)	Icon Indicator: Where– player is required to answer the *where* in the card text.
(Book icon)	Icon Indicator: Source Requirement (Reference) – the book and chapter reference that the card is associated with. This signifies the Sources necessary to play the card.
(Flip icon)	Icon Indicator: This card can *Flip* and *Unflip* to perform an effect. Example– Sources must be flipped to be used for the reference cost when playing other cards.
(Link icon)	Icon Indicator: Linking– this card can link up to two times to form an effect, such as Source chapters linking to form new chapter numbers. For example to play '*The Philistine Army*' you can link chapter Source cards 3 and 1 to form 31.
Card Type	Aids in understanding how to use the card; such as if it is a permanent like Armies, Cities, Gardens, etc.
Card Picture (Artwork)	The primary artwork of the card. *All 1st Edition cards use Public domain pictures where the copyright has expired in the U.S. because of age, or by permission by copyright holder to place it in the Public Domain.* These images are *not* copyright material from R.L. Dean or any associated business.

When can I Play Specific Cards

Card Type	Category	What Step to Play (*See [Each Step of a Turn](#))
City, Army, Garden, Pool, Spy, River, Mount	Permanent	*Engage*. These type of cards have an effect on the game as long as they are in play. Many have tokens and *die* when they run out and are discarded to their owner's Archive Deck.
Query	Temporary	*Engage*. These are normally Verse and Quote cards that can deal damage to your opponents.
Counter	Temporary	*Any Step of any turn*. These cards can be played at any time in the game and are used to either stop an opponent's card from entering play or they can be used to destroy a current card that is in play.

Game Terminology

Logos Deck

Your 'playing or drawing deck'. During the game this deck is placed face down on the table; you normally draw from the top and place cards from it in your hand. Some cards in play may alter this process or may affect your Logos Deck.

> The recommended deck size is 55-70 cards, depending on your strategy, the number of players, or the type of rules set for your game. Because of time limitations the deck size maybe smaller for Sunday School games, but larger for Home Games. 30-40% of your Logos Deck should consist of Sources (*Chapters, Sections, Bibles*) which are necessary to play all other cards from your hand.

During the game if you play all cards in your Logos Deck you shuffle your Archive Deck and it becomes your new Logos Deck.

Archive Deck

This is your 'discard deck', think of it as an *old library*. Cards that are used or otherwise forced to be discarded from your hand or from play are placed in this deck face down. There are certain cards that can affect this process, such as removing cards from the game, prohibiting them from being placed in your Archive Deck. Other effects from cards may allow you to recall cards from your Archive Deck to your hand, or allow other players to access it.

Hand

Drawn from your Logos Deck these cards go to your hand and are playable. Similar to Poker they face you and are not normally revealed to your opponent until the time you play them. There are cards that your opponents can play that affect your hand, such as causing you to reveal your cards or even discard some of them.

You cannot keep more than 7 cards in your hand at the end of your turn. If you have more than 7 you must discard the excess to your Archive Deck.

> *An alternate rule is to allow players to pay 1 Life Point for each card they want to keep in excess of 7. Example; if a player ends up with 9 cards in their Sacrifice step and wants to keep the extra two cards then they can pay two Life Points to keep them.*

The Table

This is the playing area. Your Logos Deck, Archive Deck, and cards in play are placed in front of you.

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Life Points

More commonly known in the gaming world as *hit points* they represent the amount of damage a player can sustain before being forced out of the game. Promised Land does not stipulate how many Life Points players have at the beginning of a game; this is left for the players or gamemaster/host to determine pre-game. Below is a list of *recommended* starting Life Points based on game types:

- Home Game: 15-20
- Sunday School: 10-15
- Competition or Tournament: 12-15

Certain cards deal 'damage', usually 1-2 points at a time. For every 1 point of damage a player takes their Life Points are reduce by 1 point. All damage takes effect at the time it is dealt. The moment a player reaches 0 he or she is out of the game.

⬐ Flip / Unflip

The natural position of a card is *unflipped* or face up, when you *flip* a card you turn it face down. Most Sources, such as Chapters, must be flipped in order to be used. When a card is flipped *it is no longer targetable and is unusable*. At the beginning of each turn during your Yield step (*maintenance*, see [Steps of Each Player Turn](#)) your flipped cards now unflip and become usable (and targetable) again.

If a card has *tokens* on it and is forced to flip (an opponent may have a card that can do this) then it loses all of them. During its' owner's Yield step it unflips; If it depends on tokens to stay in play, as some Armies do, then it goes to its' owner's Archive Deck at the end of turn, as a natural result of losing all of its' tokens.

Cards that are *linked* and flip will *unlink* when they unflip. This is a natural process and common for most Source cards.

While it is possible for your opponent to counter any card from entering play the action of flipping and unflipping can only be stopped or interrupted by cards that specifically state that they do this as an effect, such as Moabite Army which states, *'As long as Moabite Army is in play chapter Source cards do not unflip during their owner's Yield step.'*

🔗 Linking

Some cards link to create new effects, such as Sources which can link up to three times to form chapter numbers. As an example you could link chapter Source cards number 1, 2, and 7 to form 127 in order to play a card with a reference of Psa 127. You would link the needed Sources and then flip them and play the appropriate card from your hand. At the beginning of your next turn, during your Yield step, those Sources unflip and unlink, simultaneously. They would then be reusable, you can relink them as needed to form a reference for a card you want play from your hand.

Linking and unlinking can only be stopped or interrupted by cards that specifically state that they do this as an effect, such as Jerusalem, which states *'As long as Jerusalem is in play any Source that is linked, or becomes linked, does not unlink during a player's Yield step. Link Sources flip, unflip and function normally but remain linked.'*

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⚫ Tokens

Some cards, such as Cities and Armies, use tokens. Tokens keep count or indicate extra items attached to the card. For example, most Armies enter play with 5 *ration* tokens. One token is removed each turn, and when all tokens are gone then the Army is discarded to the player's Archive Deck. It is suggested that players use pieces of paper, aquarium beads, or dice as tokens.

Bible to Use

This is the Source from which Query Card verse reciting and quotes will be compared to. It is one of the items that should be determined pre-game. Promised Land uses all quotes and verses from the King James Version of the bible; however players may want to use a different version, translation, or allow *any* version, or specify multiple versions of the bibles as acceptable. Players are not allowed to use the bible during normal game play; it's used as a reference to confirm quotes or chapter and verses. In this case it's like the answers to a test. There may be cases where a player wants to confirm a verse reference prior to playing a card, this is not considered cheating.

Query Cards - Reciting Quotes and Verses

The majority of common cards in Promised Land, and the goal of the game, is to encourage verse memorization. Quote and Verse cards are the typical combat cards in the game, requiring a player to recite or quote verses from the scriptures or suffer points of damage. The agreed upon *bible to use* determines the Source from which reciting and quotes are to be made.

> Players do <u>not</u> get to use the bible during reciting and quoting. They must state or quote the verse from memory. This encourages study and memorization outside of the game.

Gamemaster or Host

The gamemaster or host is typically the person that is *hosting* the game or the person that makes the final determination that quotes and reciting are correct or 'close enough' to the actual verse that appears in the bible that was chosen as the game's reference. There are two types or styles of rules that can be used when reciting and quoting:

- Fair - Players do not have to Recite or Quote the verse *exactly* but attempt to remember and state the verse or quote as accurately as possible. With fair rules your opponents or the gamemaster/host votes to determine if a player is close enough to the exact verse that is being recited. If a vote is necessary then the bible can be used to look up the verse and compare it to what the player has stated. While opponent's voting is acceptable it's *recommended* that the gamemaster/host, or Sunday School teacher if students are in Sunday School, be the one to determine if the reciting or quote is close enough to *pass*. There may be cases where players are not familiar enough with the agreed upon bible to use but knowledgeable in another translation, this should be taken in to consideration when determining if the player is close enough to the intended wording to *pass*.

- Strict - All Verse Reciting and Quotes must be made exactly as it appears in the bible that was determined to use at the beginning of the game. The gamemaster/host or other players can check the bible to determine accuracy.

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Variation on Game Styles

Promised Land gaming styles are based on time constraints. The average player may play a more Home style game because more time is available, but Sunday School and Competition do not have that luxury.

A note on limiting cards: as a general rule there should not be more than 4 of the same card in a player's deck. This does not apply to common Chapter Source cards. See *Building your Deck* for more information.

Home Rules

There are no special requirements; players should agree on what bible to use for quotes and verses, they should determine the number of starting Life Points; the recommended amount is 15-20, if players want a longer game then start with 25-30. Players should also determine cards they want to ban from playing or limit in their Logos Decks. The strictness of reciting Quotes and Verses should also be agreed upon. The gamemaster/host of the game may predetermine these rules before the game, like 'House Rules' when playing board games.

Sunday School

These rules were created to meet time constraints during normal church attendance. The bible to use for quotes and verses should be specified by the Pastor or Sunday School director. The recommended number of Life Points is 10-15. There is no specific ban on cards but the game should not be overly complex because of the limitations on class time. If a player has an overabundance of controlling cards, or cards the effect game play, such as Armies and Cities, this could lead to a longer game. The game should be fun, but the goal is to help students memorize scripture verses. Quotes and verse reciting should be *strict*, students are required to quote verses exactly as they appear in the chosen bible- however, strictness should be left up to the Pastor or Sunday School director; the room teacher may need to rule on how exact a student recites or makes a quote.

Competition or Tournament

The general competitive rules are for players that want to challenge themselves in a tournament style of mixed players with mixed skill levels. The gamemaster/host of the competition predetermines the rules and the prizes. The recommended bible to use is the King James, or a variation of it, or a translation that is common for the area the game is being held in. Life Points should be set in the low to mid-range, 12-15, in consideration for the number of rounds, players, and available time. Complex cards that force the game in to extended times should be banned. Use strict rules when reciting quotes and verses, players must recite verses exactly as they appear in the chosen bible.

Setting up a Game

Keep in mind that much of the following could be determined pre-game far in advance of actually meeting to play. Some players may have a regularly scheduled weekend game where all of the pre-game setup is already determined or well known.

Pre-Game setup broken down into a list:

- Determine game style
- Determine banned or limited cards
- Determine the Bible to Use
- Determine Fair and Strict rules
- Determine starting Life Points
- Build a deck of Promised Land cards that fits the gaming style
- Start the Game

Determine Game Style

What is your game setting? Are you the host, or are you going to a friend's house with a group of the *guys*? Or, is it the Sunday School class you teach? What about a competition, are you hosting a tournament at a local card shop?

[Variations on the game style](#) are recommendations on how to conduct a Promised Land game in a particular setting- the primary concern is time.

If you are playing a Home Game, or gathering at the house of a friend then your group may not be concerned with how long the game takes; you might use more Life Points and use decks with more complex card mechanics that can draw out the game.

Sunday Schools have long used games, arts and crafts, and rote memorization as teaching tools. Promised Land combines the fun of a competitive card game with verse memorization, an ideal merging for teaching kids as well as youth groups. However, Sunday Schools are notoriously limited on time.

The Sunday School teacher may want to limit the game in a number of ways in order to meet the time constraints; the size of the decks, the amount of Life Points, or ban and limit certain cards that add levels of complexity which would result in drawing out the game.

The host or gamemaster of a Competitive style game may modify Life Points and other aspects of the game based on location and the number of players that are competing.

Determine banned or limited Cards

Traditionally in trading card games cards are banned or limited because of their power. In Promised Land there are two things to consider when determining what cards, if any, need to be banned from the game or limit the number of a single reoccurring card:

- The type of players or age group; is this a Sunday School children's class and are you attempting to reinforce verse memorization in the Gospels, or an Old Testament story? If so then you may want to build the Promised Land card decks yourself using cards from specific books.

  Because of the division of cards and testaments it's possible to focus on a specific area of the scriptures. For instance, players can have a tournament that strictly deals with the Old Testament, or only Paul's letters, or the Gospels, etc.

- Time available for playing; this has been mentioned several times already. A card's ability and playing complexity can add to the playing time.

Players can vote on the cards to be banned or limited, or the gamemaster/host can make the determination.

Determine the Bible to Use

The bible is the central reference point for reciting verses and quoting location, all such quoting and reciting is compared to it for accuracy. Promised Land card text quotes from the King James Version of the bible; but the popularity of a given version or translation of the bible may differ from region to region or from church to church. With that in mind the version or translation of the bible used in play should be determined by the player's themselves or the gamemaster/host.

> Note from the Designer: "I personally use the KJV as my study Source and for my Sunday School class, however I do consult other translations from time to time for comparative purposes." – R.L. Dean

Determine Fair or Strict rules

Many of Promised Land's common cards require a target player to recite a verse of scripture or give its' location in the scriptures. The difference between Fair and Strict bible quoting rules is the accuracy of quotes and verses that will be accepted for the player to *pass* and not take damage from the card.

If there is a question about the accuracy then use the bible that was chosen for the game to check the verse in question.

The final decision on rather the player *passed* or *failed* is either put to a vote among the player's opponents or is left up to the gamemaster/host of the game.

Determine Starting Life Points

Players should vote on how many Life Points to start with or it should be determined by the gamemaster/host.   All players start with the same amount of Life Points.

Remember, the number of Life Points can turn a game in to an hour, or a marathon.

Building Your Deck

Most trading card game players have multiple decks designed to use different strategies. Promised Land is a full featured game with variations of strategies in deck building.

If a player is more familiar with the New Testament then he or she can build a deck that locks down the colors or cards in the Old Testament, to prevent being required to quote verses outside of what scriptures they are most familiar with.

Likewise a player may be more familiar with another translation of the bible than the one that was selected to be used in the game, there are cards that can help that player or hinder his opponents.

Following are some things to remember when building your deck:

- While cards like Cities and Armies can alter game play damage is dealt primarily by Query Cards, such as Quotes and Verses.

- The minimum playing deck (Logos Deck) size that is recommended is 55 cards, the maximum is 70. This is not a rule, but the larger your deck is the harder it will be to draw any specific card that you need in order to work a strategy or a card that will help you.

- Sources are needed to play your cards, the recommended percentage of Sources is 30-40% of your total card count. If your deck is 55 cards total then 16-22 of those cards should be Sources.

- Don't add more than 4 of a single card to your deck. This can make the deck unwieldly, over powered, or difficult to use as well as irritating to other players. The gamemaster/host may enforce other bans or limits on the type and number of cards in your deck.

Starting the Game

Have a copy of the bible that was determined to use for the game readily accessible; players should be advised if they are playing by Fair or Strict quoting rules.

Write down or set your counters or dice to your starting Life Points.

Be sure your Logos Deck does not contain any banned cards or does not have more than the specified cards that are limited.

All players shuffle their Logos Deck and draw 6 cards from the top and place them in to their hand, Poker style.

All players roll dice to determine who starts the game. Game play is to the left; starting player takes his or her turn and then the next player to the left and so on.

Steps of Each Player Turn

STEP	TASKS
Yield	This is your maintenance step. All cards that you control that are *flipped*, or face down on the table, now *unflip* and become face up- they are usable again. If they are linked they instantly unlink as well. If you have cards that require you to add or remove tokens do that now.
Draw Card	You now draw the top card from your Logos Deck and place it in to your hand, making it usable if you have the Sources to play it.
Engage	If you have a Source in your hand you may play it; you may only play <u>one</u> Source per turn. The majority of your cards will be played during this step, such as Cities, Verses, Quotes, etc. There are some cards, such as *Counters*, which are playable during any step of your turn or even during your opponent's turn. The general rule is that permanents and Queries are played during this step, but it's possible to play Counters.
Sacrifice	You must discard down to 7 cards in your hand; these excess cards go to your Archive Deck. *An alternate rule is to allow players to pay 1 Life Point for each card they want to keep in excess of 7. Example; if a player ends up with 9 cards in their Sacrifice step and wants to keep the extra two cards then they can pay two Life Points to keep them … this is repeated at the end of each of their turns they decide to keep more than 7 cards.*
End Turn	If you have any permanent cards in play that have run out of tokens it now goes to your Archive Deck. The next player to the left starts their turn.

Miscellaneous

Counter Cards

Abilities such as Flipping/Unflipping and Linking/Unlinking cannot be countered unless the card text specifically states that it interrupts or stops that specific ability. This also applies to cards that allow their owner to remove a token from it to perform an ability; removing the token cannot be countered but it is possible to counter a card being played from the owner's hand as a result of the action.

MULLIGAN

Promised land does not *officially* use any such mechanic, however, it is a standard across many TCGs and exists even in Poker style games.

LIFO

This is a common acronym used in accounting, but in trading card games applies to how cards resolve their abilities. It means Last in First Out, or the *last card in is the first to resolve*.

Following an example of how LIFO works between players Peter, Paul, and John:

> 1. During John's *engage* step he links the Source cards 1 and 4 to make 14 and flips them so he can attempt to play the white card *Salem*.
>
> 2. Peter attempts to stop Salem by flipping the Source *New Testament* and playing the gold counter card called *New Tomb*, which stipulates that it stops a target card from entering play if the owner cannot answer "*In Mark 15 who asked Pilate for the body of Jesus?*"
>
> 3. John is not sure of the answer, but Paul wants *Salem* to come in to play and so he attempts to counter Peter's 'counter' by flipping Source card 1 and playing the green counter card *The Young Men*– it states that the target player must answer the question "In Daniel 1 who came to Jerusalem?" or the owner's card enter play is stopped. Paul is trying to counter or stop Peter's counter.

According to the LIFO rule Paul's card, *The Young Men* was the last to enter play, and is the first that has to be resolved before order of card play can continue.

The order of card *resolution* works like this:

- 3rd card played: Paul attempts to counter *New Tomb* with *The Young Men*
    - If Peter cannot answer the question in *The Young* men then *New Tomb* is stopped and doesn't enter play.
    - If Peter correctly answers *The Young Men*, then *New Tomb* successfully enters play.
- 2nd card played: Peter attempts to counter *Salem* with *New Tomb*
    - If *New Tomb* is stopped then John successfully plays *Salem*
    - If *New Tomb* enters play then John must provide an answer to it or he cannot play *Salem*.
- 1st card played: John plays *Salem*

Addendum

Counter Cards

While Counter cards can be played at any time during any turn, its original intent was to be a response to a card entering play from an opponent's hand. Counter cards cannot stop the effect of tokens or a card's ability to flip or unflip.

For example: A token is removed from Paul's card '*The Philistine Army*', and John plays the counter card '*Accursed Thing*' and targets '*The Philistine Army*', this would not stop the effect of the token even if Paul could not answer the counter's question and '*The Philistine Army*' was removed from the game as a result of the counter's ability; the token's effect would occur before the counter.

The above example holds true for flipping and unflipping. If John targeted a Source card with 'Accursed Thing' the owner of the Source could flip it before it is removed from the game. This would activate the Source's effect, even as it left the game.

Absolute Rules

An optional gentleman's rule that stipulates that the player playing a Query or Counter card must know the reference before including that card in his or her deck. For example, if I wanted to add 'Accursed Thing' to my deck before a game, I would need to know '*Who took the spoils of war from Jericho and caused Israel's defeat against Ai.*' If I don't know the answer then I should not include it in my deck.

PERMENANTS AND TEMPORARY CARDS	
Permanents	Temporary
Cards that come into play and remain until they run out of counters or are otherwise removed from play.	Cards that enter play to perform some action, and then leave play after that action is resolved.
Examples	Examples
Cities	Counters
Armies	Queries
Spies	
Rivers	
Mountains	
Pools	
Rivers	
Gardens	
Sources	

Credits

1st Edition Artwork

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Fonts

GIDEON PLEXUS FONT .... BoltCutterDesign

Card Design

Photoshop Scripting .... Trevor Morris of morris-photographics.com

*"**All scripture is given by inspiration of God, and is profitable for doctrine, for reproof, for correction, for instruction in righteousness: That the man of God may be perfect, throughly furnished unto all good works.**"*

– 1st Timothy 3:16-17