

THE LIFE ARCHITECT'S DECK

A thinking tool for life — use alone or together

WHAT THIS IS

These cards are a thinking tool — for understanding how life works across money, relationships, decisions, and wellbeing. Use them alone to reflect, or together to start real conversations.

YOUR TWO DECKS

Principle Cards (54)

Named archetypes — ways of thinking, organized by suit.
Each card names a principle and how to apply it to your life.

Scenario Cards (54)

Real-life situations from childhood through adulthood.
Draw one to open a conversation or frame a group discussion.

THE 4 SUITS

- ♥ **Hearts** — Personal Well-Being & Self-Care
- ♦ **Diamonds** — Financial Literacy & Resource Management
- ♣ **Clubs** — Systems Thinking & Organizational Principles
- ♠ **Spades** — Critical Analysis & Problem-Solving

HOW TO READ A PRINCIPLE CARD

Top bar — Archetype name, suit, and rank
PRINCIPLE — The core idea in one sentence
FOR YOUR LIFE — How this principle applies to your day-to-day
Bottom dots — Complexity level — see Challenge Dots below

HOW TO READ A SCENARIO CARD

Header — Title plus difficulty dots
Description — What's happening and why it matters
THINK ABOUT — Suit icons for the principles most useful here

CHALLENGE DOTS

- Ages 8+** — Starter — a child can own and use these
- Ages 13+** — Teen-level principles
- Ages 16+** — Older teen / young adult
- Ages 18+** — Full adult mastery

WAYS TO USE THE DECK

1. Solo Reflection

Shuffle the principle deck. Draw one card. Read it slowly.
Ask yourself: do I actually use this? When did I last need it?
What got in the way?

2. The Scenario Game (2-6 players)

Deal 5 principle cards to each player. Draw a scenario card and read it aloud. Everyone plays the card they think fits best, explains their reasoning, then the group talks it through together.

3. Card of the Week

Draw one principle card at the start of the week.
Put it somewhere you'll see it. At the end of the week, ask: when did this principle actually come up in real life?

4. Suit Deep Dive

Pick one suit and work through it card by card.
For each card, talk about where this principle already shows up in your life — or where it's been missing.

5. Growing Your Hand (families with children)

Children start with only their 1-dot (Ages 8+) cards.
Adults hold the rest face-down. When a child demonstrates a principle in real life, they earn the next card in the stack.

6. Just Talk

You don't need a scenario. Deal a few cards face-up.
Ask the group: which one of these is you right now?
Which one do you wish you were better at?

JOKER CARDS

★ The Meta-Thinker

Take back any played principle card and swap it for a different one.

★ The Synthesizer

Play two principle cards together as a single combined answer.

CONVERSATION TIPS

There are no wrong answers — disagreement is where the best conversations start.
If a scenario feels too close to home, set it aside and draw another. Younger players may need help reading cards — that reading is part of the conversation.
The most useful moments often follow: "I never thought about it that way."

PRINT SETUP — 18 SHEETS OF CARDSTOCK TOTAL

- Load 9 sheets. Print card-fronts.pdf (6 cards/sheet).
- Flip stack (short-edge). Print card-back.pdf on the reverse.
- Load 9 fresh sheets. Print scenario-cards.pdf.
- Flip stack (short-edge). Print scenario-back.pdf on the reverse.
- Cut along crop marks. Round corners optional. Keep the two decks separate.