

WARNING: CHOKING HAZARDS
PLAYING PIECES CAN BE SWALLOWED
AGE 8+
TIME: 10-15 MINS.
PLAYERS: 1-6
AGES: 4+

free to write to us directly via email: info@saintcards.com

MADE IN THE USA
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The Authors/Designers of SaintCards would like to thank the many players who helped make this game a reality, especially their children. Also, many thanks to our wonderful backers and customers who gave us the boost we needed to make this game & educational tool a reality. Finally a special word of thanks to W. Foreman and Didymus of Australia for their expertise in Church Hagiography. An imprimatur was sought for SaintCards in the Archdiocese of St. Louis and we were only instructed to provide the main sources for the many facts included in SaintCards. Even though the art used is in the Public Domain, we nevertheless sought to give credit for the art provided where it could be found and relied heavily on the following sources: Butler's Lives of the Saints, catholic saints.info, newadvent.org, among many other historical books to verify information. If you have any questions regarding SaintCards, feel free to write to us directly via email: info@saintcards.com

SAINTCARDS
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DUEL
(2019 BOOSTER DECK)

INCLUDES:
53 ALL-NEW SAINTCARDS
1 ALL-NEW JESUS CARD
16 TREASURES
1 RED SATIN STORAGE BAG
1 RULEBOOK

ALL-NEW CARDS!

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SAINTCARDS is a matching game. The more matches you make, the more Treasure you receive. The player with the most Treasure at the end of the game gathers all of the Treasure from all of the other players and places it at the feet of Jesus. It's all for Jesus in the end!

YOUR FIRST GAME

Go to saintcards.com/rules to view a Tutorial Video on gameplay. At the start of the game, the Dealer will deal out the following number of SaintCards to each player:

| | |
|-------------|--------------|
| 2 PLAYERS | 7 SAINTCARDS |
| 3 PLAYERS | 5 SAINTCARDS |
| 4 PLAYERS | 4 SAINTCARDS |
| 5-6 PLAYERS | 3 SAINTCARDS |

Once the Dealer has distributed the SaintCards, play can begin. On your turn, you can simply draw a card, or look for a SaintCard in your hand and find at least one match with the Play Deck card. The more matches you find, the more Treasure you receive! [You may play one extra SaintCard if you have a card that can make at least three (3) matches!]

When you place your SaintCard, say the name of the Saint, and point out the matches you found between your card and the Play Deck card. (Don't worry if you don't know the meanings of the symbols and colors right away. You can use the handy Key on the back for reference.) You may then place your SaintCard on the Play Deck card and then gather from the Storehouse the number of Treasure equal to the number of matches you found. **View an example to the right:**

TREASURE PIECE VALUE

| | | |
|--|---------------|--------------|
| | RUBY | 1 TREASURE |
| | SAPPHIRE | 5 TREASURES |
| | GOLDEN NUGGET | 10 TREASURES |
| | DIAMOND | 20 TREASURES |

ANATOMY OF A SAINTCARD

SAINTCARD KEY

| | |
|-----|-------------------------------------|
| 1 | CENTURY OF BIRTH |
| 2 | CENTURY OF PASSING |
| 3 | FEAST MONTH SYMBOL |
| 4 | MAIN SAINT FACT |
| 5 | ADD'L FACT RIBBON |
| 6 | RELIGIOUS ORDER/ SECULAR FACT ICONS |
| 7 | SAINTCARDS EXPANSION ICON(S) |
| 8* | ART INFORMATION |
| 9* | NAME OF SAINT |
| 10* | PATRONAGE(S)/ EXTRA INFORMATION |
| 11 | GEOGRAPHICAL LOCATION(S) ICON(S) |
| 12* | CALENDAR INFO/ COLOR BLIND AID |

*Indicates facts/information not used to gain Treasures during gameplay

STARTING LAYOUT FOR 2-PLAYER GAME

Player 2 (Dealer)

Jesus Card

Play Deck

Draw Deck

Storehouse of Treasure

Player 1

EXAMPLE: To begin a 2-Player game, designate one player to be Player 2 (the Dealer). The Dealer then shuffles the SaintCards thoroughly and deals them out, one card at a time, until each player has seven (7) SaintCards in their hand. The Dealer then places the remaining cards face down to create the Draw Deck and then turns over the top card to begin the Play Deck. Both of the players then pick up the dealt SaintCards into their hands. Play then begins with Player 1 who can either play a SaintCard or draw a SaintCard. (See more details on next page) Player 1 decides to play a SaintCard and shares the matches they have observed between their SaintCard and the Play Deck card. The other player is free to check to make sure they agree with the matches found and can even help find more matches. Once the match count is determined, the player receives the number of Treasure equal to the matches found. Player 1 checks to see if they can play an additional SaintCard and cannot. Player 1 then says, "Pass" and Player 2 may now begin their turn.

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RULES (Continued)

ACTIONS FOR PLAY

On your turn you may complete *only one* of two possible actions:

1. Play a SaintCard on top of the Play Deck card
2. Draw a SaintCard from the Draw Deck

OPTION 1: PLAYING A SAINTCARD

A. Find Matches: Find as many similarities as you can between one of your SaintCards and the Play Deck SaintCard. You can match colors, numbers, and symbols. You can view the Anatomy of a SaintCard on Page 1 to learn which parts of the SaintCards can be used for matches during gameplay. The Reference Key on the back page can also be used as a reference to learn what the colors and symbols mean. Don't worry about knowing the meaning of the symbols at first. The more you play with SaintCards, the more you will learn about the Saints!

B. Collect Treasures: Once you play a SaintCard, you must collect the amount of treasure from the Storehouse of Treasure that is equal to the number of matches you found. You then resolve any additional actions that may have resulted from playing your SaintCard. (This is common in expansion play or when you play certain WildCards)

C. Play a Second SaintCard: If you have fulfilled conditions A & B above, you may play a second SaintCard *if* you can make at least 3 matches with the second SaintCard. Again, you may collect the amount of treasure from the Storehouse that is equal to the number of matches you found for the second SaintCard and resolve any actions that may have resulted from playing your second SaintCard.

(Note: you may not play more than two SaintCards on your turn. Once you have resolved the second SaintCard, you must say "pass" and the next player's turn begins.)

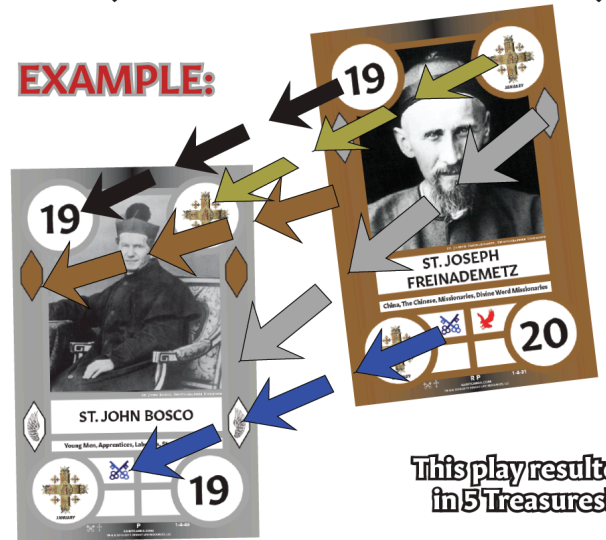
OPTION 2: DRAWING A SAINTCARD

On your turn, instead of playing a SaintCard, you can draw a SaintCard from the Draw Deck. (This can be for necessity or strategy. If you do not have any matches in your hand, or you would like to add a SaintCard to your hand for a better chance of matches in a future turn, you may draw (1) one SaintCard from the Deck) Once you draw a SaintCard from the deck, your turn ends, and you say "pass". Note: you must choose to either play at least one SaintCard or draw a SaintCard on your turn. You may not skip your turn.

QUICK SUMMARY OF GAMEPLAY

When it is your turn, your goal is to find a SaintCard in your hand that makes the most possible matches with the SaintCard that is currently turned up. (If you don't know what the symbols mean, you can reference the Key on page 4 to help you learn as you go.) **The more you play SaintCards the more you become familiar with the colors and symbols tied to each SaintCard. Once you know what these symbols mean, you can memorize important facts about your favorite Saints using an ancient memorization technique called "The Loci Method" (St. Thomas Aquinas and St. Albert the Great used this method too!).** When you place your SaintCard, point out the matches you found between your SaintCard and the Play Deck SaintCard. Any colors, numbers, or symbols on your SaintCards can be matched (Reference the Anatomy of a SaintCard chart on page one for possible matches). Even the outside color of the SaintCard can be matched with the same color in the ribbon shape. After you count your matches, gather (from the Storehouse of Treasure) the number of treasures equal to the number of matches you found. You can see in the example on this page, St. John Bosco is the Play Deck SaintCard. If you decide to play St. Joseph Freinademetz, you would receive a total of five (5) Treasures. You would receive one Treasure for matching their Birth Century (upper left number), one Treasure for matching them as Religious Men (brown color), one for matching them as Priests (gray color), one for matching the Feast Month, and one for noting they both lived and served in Western Europe (blue keys symbol).

EXAMPLE:



Special rule regarding your second SaintCard: if you have another SaintCard in your hand that will gain at least 3 treasures, you may play this additional SaintCard on the same turn. For example: If you receive 1 treasure for placing the first SaintCard, but then can gain 4 treasures for placing the second SaintCard, you may play both cards on your turn For a total of 5 treasures in one turn!

WILDCARDS

For guidance on playing WildCards (White and Gold cards), you can reference the rules on the next page in the Additional Rules section.

END OF THE GAME

When a player gets down to one (1) SaintCard in their hand, they must say: "SaintCards!". If a player forgets this after they say "pass", and another player notices, the player with one SaintCard must immediately draw one (1) additional SaintCard into their hand. If no other players notice, and the player places their final SaintCard on the Play Deck, they do not need to draw a card and may collect their bonus (see below).

The game of SaintCards ends when these two conditions are met:

1. One Player has played their final SaintCard.
 2. The Dealer has had a final chance to play.
- (It is possible for the Dealer to fulfill both of these conditions in one turn)

When any player plays their last SaintCard, they receive their treasures as normal + three (3) bonus treasures for playing their last SaintCard!

When the game ends, each player counts up the total of the Treasures they have gathered. The player who gathered the most treasure is the winner and may gather everyone's Treasure and place them at the feet of Jesus (Next to the Jesus Card) as a sign of honor for our Savior.

If the game ends in a tie, the victory is shared. Both winners are able to gather the Treasure to place at the feet of Jesus. **Example referencing the game on the other side of the rulebook:**

Player 1 plays their last SaintCard and found two matches. They will receive their normal allotment of treasures (2) along with the three (+3) end-game treasure bonus. However, the game is not yet completed. The Dealer also has an opportunity to play once more. Once The Dealer plays their turn, (and at least one player at the table does not have any SaintCards) the game is over and the scoring begins.



ADDITIONAL RULES/CLARIFICATIONS/EXCEPTIONS

During Gameplay:

- All players must be willing to show how many SaintCards they have in their hand at all times. If they are asked how many SaintCards they have, they must answer truthfully. Additionally, all players must show how many treasures they have gathered at all times. If they are asked how many treasures they have, they can either count them for the other players or allow the other players to count them.
- SaintCards are designed for right and left-handed players. Duplicate ribbons or feast months do not count as additional matches as they reflect the same unique fact. (However, birth and passing centuries, for example, may count as two matches as they are two separate facts.)
- All players are encouraged to help each other find matches. Remember, we all are trying to give Jesus as many treasures as possible!

Patronage(s), Catholic Art, and Calendar Facts:

The Patronage information, Catholic Art, and Calendar Facts (extra facts provided on the SaintCards) are not a part of the gameplay of SaintCards but can be used for memorization exercises, competitions, or increased devotion to the Saints.

WildCards:

When you play a WildCard, you immediately receive one (1) treasure for playing the WildCard and one (1) additional treasure for any other matches you make with the WildCard (Colored Ribbons, Feast Months, etc.). You then resolve the effects of the WildCard detailed in writing at the bottom of the WildCard. Finally, you must say the number of any Century (one through twenty-one [1-21]). The next player is then required to play a SaintCard that has the named Century. If they do not have the named Century, they must draw a card and the player who originally placed the WildCard may receive one (1) additional Treasure. Play then proceeds to the next player who must see if they can play the named century on the card. If they cannot, they must draw a card and another Treasure is awarded to the original player. If the play then comes back to the original player of the WildCard, the original player must place a SaintCard from the named Century. If they cannot, they must draw a card and play proceeds until a player can finally place a SaintCard with the correct Century. (If the original player cannot place the correct Century, they may not receive additional treasures from the second round onward.) If any player places the named century (Including the original player), three (3) (and only three) treasures are awarded to the player. (At the beginning of a game, if a WildCard is turned up first by The Dealer, the first player may play any SaintCard on the WildCard and receive 3 treasures for resolving the Wildcard. Extra Note: If a player decides to draw on their turn (when a WildCard is not the Play Deck card), the player who played before you does not receive a treasure. WildCards are the only cards that can gain a player treasures when other players draw a card.)

SUGGESTIONS FOR YOUR FIRST FEW GAMES

We recommend a simple approach to your first game so you can get used the gameplay. We recommend starting with a Starter/Core Set (without any expansions) for this first game. We then recommend only matching the following:

1. Birth & Passing Centuries (Numbers)
2. Outside Main Fact Color (The main color on the outside of the SaintCard)
3. Feast Month Symbols (one of twelve symbols featured on the Reference Key)

All other symbols can be added in later for more learning and strategy. (We also recommend shifting The Dealer clockwise after each game)



ADDITIONAL IDEAS FOR EDUCATION

- Use SaintCards as individual flashcards for quizzing and testing
- Ask students to name the attributes of the Saint without seeing the SaintCard
- Play memory games (More ideas at saintcards.com)
- Host a SaintCards bee at your home, school, or parish. (Email info@saintcards.com for more information)

Contact Us: Message us on Facebook or Instagram at @saintcards or email us at info@saintcards.com. You can also view and purchase the expansions to SaintCards at saintcards.com/shop

DEDICATION

The SaintCards Project is dedicated to The Blessed Virgin Mary, Queen of all Saints!

(ALL-NEW GAME) RUN THE RACE!
















First, go to saintcards.com/rules to watch the Tutorial Video!

To play Run the Race!, you will need 52 SaintCards shuffled thoroughly. Then place the cards as shown in the diagram to the right. The goal of this two-player game is to play all of your 20 SaintCards (5 in your hand and 15 in your Draw Pile) before the other player. In the center of the table are two piles of 5 SaintCards along with 2 Starter Cards. When both players are ready to play, they each turn over one of the Starter Cards and immediately look into their hand of 5 Cards. The players each try to make a match with one of the cards in their hand and one of the upturned Starter Cards. Players may match only the following: 1) A Century of Birth or Passing 2) A Feast Month 3) The Outside color of the SaintCard (The main outer color of the SaintCard not including any ribbons along the side). When players find a match, they place their SaintCard on top of the [one of the two upturned cards and then replenish their hand with a card from their Draw Pile. Play continues as fast as possible in this manner until one player has played their entire hand and Draw Pile (totalling 20 SaintCards).



[To set up the game, deal each player five SaintCards each. Then, deal each player 15 additional cards each which will become their individual Draw Piles. Finally, create two piles of 5 cards each in the center of the table leaving two Starter Cards which will be turned over to begin play.]

FACT COLORS/RIBBONS







|  | COLOR | SAINT FACT | COLOR BLIND AID |
|---|---------------|--------------------------------------|-----------------|
|  | GOLD | HOLY FAMILY/ANGELS (WILDCARD) | Wc |
|  | CYAN | EVANGELIST | E |
|  | ORANGE | APOSTLE | A |
|  | RED | MARTYR | M |
|  | BLUE | CHURCH DOCTOR | D |
|  | GRAY | PRIEST | P |
|  | PINK | VIRGIN | V |
|  | BROWN | RELIGIOUS MAN | R |
|  | PURPLE | RELIGIOUS WOMAN | W |
|  | GREEN | LAYPERSON | L |
|  | YELLOW | YOUNG PERSON | Y |
|  | TEAL | DEACON | Dc |

REFERENCE KEY

FEAST MONTHS/EMPHASIS










| | | |
|---|-----------|---|
|  | JANUARY | HOLY NAME OF JESUS |
|  | FEBRUARY | HOLY FAMILY |
|  | MARCH | ST. JOSEPH |
|  | APRIL | HOLY SPIRIT & THE BLESSED SACRAMENT |
|  | MAY | BLESSED VIRGIN MARY |
|  | JUNE | SACRED HEART OF JESUS |
|  | JULY | PRECIOUS BLOOD OF JESUS |
|  | AUGUST | IMMACULATE HEART OF MARY |
|  | SEPTEMBER | OUR LADY OF SORROWS |
|  | OCTOBER | THE HOLY ROSARY |
|  | NOVEMBER | SOULS IN PURGATORY |
|  | DECEMBER | IMMACULATE CONCEPTION & BIRTH OF THE SAVIOR |

SAINTCARDS EXPANSIONS

| | |
|---|--------------------------------|
|  | DOCTORS OF THE CHURCH |
|  | HOLY HELPERS' |
|  | ROMAN CANON |
|  | STIGMATISTS' |
|  | BI-LOCATORS' |
|  | APPARITIONS |
| x2 | WHERE TWO OR MORE ARE GATHERED |

GEOGRAPHY

RELIGIOUS ORDERS

| | | | |
|---|-------------------|---|--------------|
|  | WESTERN EUROPE |  | AUGUSTINIAN |
|  | EASTERN EUROPE |  | BENEDICTINE |
|  | SYRIA TO INDIA |  | CAMALDOLESE |
|  | CAUCASUS |  | CARMELITE |
|  | AFRICA |  | CARTHUSIAN |
|  | THE AMERICAS |  | CISTERCIAN |
|  | EAST ASIA/OCEANIA |  | DOMINICAN |
| SPECIAL DESIGNATIONS | |  | FRANCISCAN |
|  | POPE |  | JESUIT |
|  | PATRIARCH |  | REDEMPTORIST |
| | LAY SOLIDER | | SERVITE |
| | SECULAR ROYALTY | | TRINITARIAN |