



# THE LITURGY EXPANSION

LITURGIA

ADDITIO

**The Liturgy Expansion adds new decision-making and strategy to the game of SaintCards with more options for Treasure during your turn and...**

**...especially when it's not your turn!**

For a player who loves extra strategy, this is your expansion! Also included are many variants that provide fun new twists and adventures for players of all ages. As players proceed on the Liturgy Game Mat, they will learn about liturgical celebrations and how they pour into the Life of the Church throughout the year.

Before the first game, we recommend at least one player familiarize themselves with these rules and each of the 26 Liturgy Cards so they can assist with strategy for the first game.

**Let's get started! The Liturgy Expansion awaits!**



## THIS EXPANSION INCLUDES:

Liturgy Tokens  (6)

Liturgy Markers  (9)



Magnifying Glass (1)

Jesus Card  (1)

SaintCards  (45)

Liturgy Cards  (26)



Orange Liturgy Game Mat

 (1)

Orange Satin Bag



(54)  
Treasures



# LITURGY EXPANSION GOAL

The goal of a game with the Liturgy Expansion is as any game of SaintCards... to have the most Treasure at the end of the game. Whoever has the most Treasure at the end of the game, gathers all of the Treasure gained by the other players and places them on the Jesus Card.

With the addition of the Liturgy Expansion, players have additional ways to gain Treasure in addition to the way Treasures are gained in the Base Game. Players will work to find the proper balance in strategy in utilizing bonuses gained by progressing along the Liturgy Track with a Liturgy Token unique to them. The Liturgy Expansion introduces Liturgy Cards. While a player's Liturgy Token is on certain memorials, feasts, and solemnities (Features on each Liturgy Card), additional Treasures can be gained during a player's turn or during other player's turns. The Liturgy Expansion is all about timing and celebrating in time with the Church. Because of this, celebrating the right feast at the right time can make all the difference.

Players will also find within the Liturgy Expansion a focus on the importance of living out the liturgy. This acknowledges the perennial reality that we as Christians ought to live our lives in Almsgiving, Prayer, and Fasting at all times (sometimes with all three being emphasized but never without at least one). Because of this, while playing with the Liturgy Expansion, players will be required to "Offer up" a sacrifice for Jesus before they advance their Liturgy Token. This focus highlights the reality that the Christian is crucified with Christ and lives life completely dead to their former ways. Almsgiving allows for players to give from their treasury to other players, Prayer allows for players to Trade cards with other players, and Fasting allows for players to place their treasures in the hands of the Church to either be used for their own benefit or to leave for the benefit of others.

The game ends once at least one player arrives at the month of November at the end of the Liturgy Track. Once this occurs, any other player can end the game by playing all of their cards in accordance with the rules of the Base Game.

## NEW RULES AND COMPONENTS

Below are new rules and items that must be played with the Liturgy Game Mat but can also be included in any game of SaintCards. (See Page 8 for Reference)


### NEW RULES

- ❖ If you choose not to play a card on your turn, you must draw either 1 or 2 SaintCards from the Top of the Draw Deck.
- ❖ If you make a match of feast months where the feasts are the same in each of the corners of the card, this counts as two matches.

The play to the right would result in 5 Matches  
1 for Pastor, 2 for February Feast Month matches,  
1 for Western Europe, and 1 for the square noting the Patriarchate.



### NEW ITEMS

- ❖ This Expansion Includes Liturgy Tokens and Markers to use on certain spaces on the Liturgy Game Mat. Some of these items are put to immediate use for the basic version of this expansion and other components are available for additional ways to play. (See Page 7 for QR Code for additional rules.)
- ❖ The Orange Game Mat Features a color-coded liturgical year timeline based on seasons in the Latin Rite of the Catholic Church. While the timeline is based on the Ordinary Form of the Roman Rite, you will find this cross  denoting the celebrations found only in the Extraordinary Form of the Roman Rite.

ADVENT

CHRISTMASTIDE

ORDINARY TIME

LENT

EASTERTIDE

PENTECOST

SEASON OF THE NATIVITY

SEASON OF EASTER

SEASON OF PENTECOST

ORDINARY TIME 2: SEASON AFTER PENTECOST 

### GIVING HONOR TO THE SUCCESSOR OF SAINT PETER





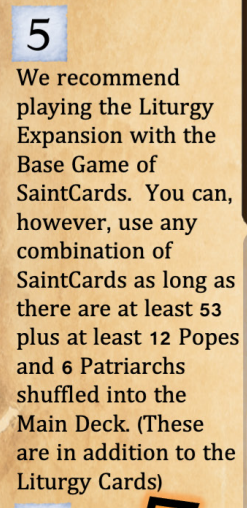


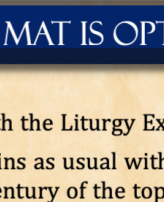
- ❖ When stating the name of a Saint who was a Pope while playing a SaintCard, replace the Papal Tiara with the word "Pope" before saying the name of the saint. i.e. "Pope St. Pius X"





# GAME SETUP WITH LITURGY GAME MAT

Follow the steps below to prepare a game with the Liturgy Expansion:

-  1 Place the Orange Liturgy Game Mat up against the side of the Blue Game Mat. Use the side of the Blue Game Mat that has the Orange "Apostle" Ribbon
-  2 Shuffle at least 12 Popes and place on the Pope Space and Shuffle at least 6 Patriarchs and place on the Patriarch space. Turn up the top card of both decks.
-  3 Shuffle 12 Piles of Liturgy Cards (At least two for each month) and blindly select one card for each month on the Liturgy Game Mat aligning the card with its feast month. Turn each card over. (Note: Some Liturgy Cards can be shuffled into two months. You must pick which month these cards get shuffled into.)
-  4 Decide starting month (Either December for Christmas, April for Easter, or June for Pentecost) and then determine the end game goal. (See Page 7 for variants). Place Liturgy Tokens (one for each player) on Starting Month.
-  5 We recommend playing the Liturgy Expansion with the Base Game of SaintCards. You can, however, use any combination of SaintCards as long as there are at least 53 plus at least 12 Popes and 6 Patriarchs shuffled into the Main Deck. (These are in addition to the Liturgy Cards)
-  7 Place the Jesus Christ the King Card in the Jesus Card Space on the Blue Game Mat
-  8 The Dealer deals out the starting hands to each of the players. (Seven Cards for each player are recommended when playing with the Liturgy Expansion.)
-  9 The Dealer turns over the top card of the deck and the game begins as usual with the starting player. (Typically, this is the player who is closest in age to the century of the top card.)

PLAYING WITH THE BLUE GAME MAT IS OPTIONAL

## IT'S TIME TO PLAY!

(During the game, you will play the game of SaintCards as indicated in the Base Game Rules.)  
**When it's your turn, check to see if you receive a celebration bonus from a Liturgy Card. Then, either:**

**1. Draw One or Two SaintCards**

-or-

**2. Play a SaintCard, receive Treasures for matches, check to see if you receive a celebration bonus, and determine your eligibility to move your Liturgy Token**

(Per the Base Game rules, you may play an additional SaintCard if you make at least 3 matches when you play the additional SaintCard. You can also use this card to be eligible to advance your liturgy Token.)

When you play with the Liturgy Game Mat, certain SaintCards you play can give you the ability to advance your Liturgy Token to the next month on the Liturgy Game Mat.

The further you go into the Liturgical Year, the greater the chance to receive more Treasure. Turn the page for more details on advancing your Liturgy Token.

Turn the page to find out how to move your Liturgy Token! Keep pages 4 & 5 open during the game for reference.



3



# GAMEPLAY DETAILS

## 1 When a player places a SaintCard on the upturned card, they may have the option of also advancing their Liturgy Token.

(The further along the Liturgy Track you go, the more Treasure you receive which highlights the deep richness of the Treasury of Heaven we get to receive as we benefit from Christ's Birth, Death, Resurrection, Ascension, Birth of His Church at Pentecost, and Enthronement as King of the Universe.)

## 2 If a player would like to advance along the Liturgy Game Mat, they must first qualify before giving an offering of Alms, Prayer, or Fasting. (See Pg. 5)

### You qualify to move your liturgy Token when you play:

- 1) A SaintCard with the feast month of the next month on the track (based on Token location)
- 2) A SaintCard with a feast month that matches the feast month of the upturned Pope
- 3) A SaintCard with a feast month that matches the feast month of the upturned Patriarch
- 4) A SaintCard with a feast month that matches the feast month of the Patron Saint
- 5) A SaintCard with the exact beginning and ending centuries that match the Upturned Pope
- 6) A SaintCard with the exact beginning and ending centuries that match the Upturned Patriarch
- 7) A SaintCard with the exact beginning and ending centuries that match the Patron Saint



## 3

When a Pope or Patriarch is played on any other part of the game (Even if on another Mat like the Purple Game Mat for the Mendicant Order Expansion), the Pope and/or Patriarch top card is turned over to reveal a new Pope/Patriarch. This new Pope/Patriarch is immediately the new standard for the rules above and below.

## 4

**Note:** Multiple Tokens can be on the same space at the same time. There are occasional benefits that players can receive by being on the same space.

## 5

In this example to the left, the player has played St. Anianus of Alexandria. This immediately triggers the replacement for a new Patriarch on the Liturgy Game Mat. (Orange Arrow) This play allows the player to receive Treasures as normal and then decide if they would like to advance. They have the option to advance based on factors #4 and #6 in the chart above (Patron St. Gianna or Upturned Patriarch. See Yellow Circle Highlights)

## 6

Players may not change their drawn Patron Saint for the entirety of the game

## 7

### Examples of Collecting Treasure on Liturgy Cards During Gameplay

(Treasure can be placed on Liturgy Cards as a result of certain offerings noted on Page 5)

- 1) If there is Treasure on a space you move into and there are no other Tokens present in that space, you may collect all of that Treasure (For example, the Orange Token Receives 6 Treasures)
- 2) If there is Treasure in a space you are moving away from and there are no other Tokens present in that space, you may collect all of that Treasure (The Blue Token Receives 6 Treasures)

## 8

### Stay Vigilant!!! When it's not your turn you could gain Treasure....

- Step 1:** Check the Placement of Your Liturgy Token and Collect the Celebration Bonus when another player begins, plays, or ends their turn (You can help others collect as well!)
- Step 2:** When another player plays a SaintCard, check to see if you receive a bonus based on the location of your Liturgy Token (You can help others collect as well!)
- Step 3:** Look at your hand to see which card(s) you might be willing to trade if you were asked to trade



# MOVING THE LITURGY TOKEN



## OVERVIEW

Once players make a match that qualifies (in one of the seven ways listed on page 4), players must also either Give Alms, Pray, or Fast, offering up an additional sacrifice to advance on the Liturgy Game Mat. (This helps us remember we all are living the liturgy "every day" in our thoughts, words, and actions by giving Christ our Alms, Prayer, and Fasting.) As players advance on the Liturgy Mat, the amount of sacrifice that must be offered increases.

## GIVE ALMS

To Give Alms you simply give from your own supply to another (and only one) player. The amount you must give is indicated in the table below.

## PRAY

Players have the option to "Pray" by trading one or two of their SaintCards with another player, or (if no other player would like to trade) with the deck.

In order for a trade to go through, there has to be agreement on both sides.

If you would like to trade, you must say "I would like to trade". Once you say this you must trade either with another player or the deck and may not give alms or fast.

**Step 1:** Say "I would like to trade" and await the response(s) of the player(s)

**Step 2:** If another player agrees to trade, the trade process in Step 3 initiates

**Step 3:** You then blindly trade 1 or 2 cards (depending on the space you are moving from) and also give jewels from your Treasury (if applicable based on what you need to offer referencing the table below). The other player blindly trades their cards as well.

If none of the players want to trade, you must trade with the SaintCards deck.

Place your card(s) under the SaintCards deck and draw the top card(s) into your hand. Any Treasures you owe go back into the Storehouse from your supply.

❖ If you offer to trade and a player offers to trade, you are obligated to make the trade and may not change your mind. When this happens, trading cards (along with the jewels) must only be with the same player. (The amounts are indicated in the table below.)

## FAST

To Fast, you simply give from your own supply one space ahead of the new location of your Liturgy Token. You always "Fast forward".

**Step 1:** Move your Liturgy Token onto the next space on the Liturgy Track.

**Step 2:** Then, place your "Fast" on the next liturgy space on the Liturgy Track.

(The amount you give is indicated in the table below based on where you are moving from.)

If you wish to move your Liturgy Token, you must:

- 1) Play a SaintCard that matches the requirements on Page 4
- 2) Offer Up either Alms, Prayer, or Fasting (Read this page for details)
- 3) Advance your Liturgy Token one space on the Liturgy Game Mat



Giving Alms is the fastest way to get your game started and may also prove beneficial late in the game as well.

Trading is important so players have a chance to reset their cards without drawing more. No more than 2 cards can be traded in any given turn unless a Liturgy card allows for more cards to be traded.

When you fast, note you could benefit from receiving the reward of this offering in the future by advancing on the Liturgy Track. See Section 7 on page 4 for more details.

# OFFERINGS TO MOVE LITURGY TOKEN

MOVEMENT FROM:	GIVE ALMS	PRAY	FAST
DECEMBER & JANUARY	1 TREASURE	TRADE 1 CARD	3 TREASURES
FEBRUARY & MARCH	3 TREASURES	TRADE 1 CARD	6 TREASURES
APRIL & MAY	5 TREASURES	TRADE 1 CARD + 2 TREASURES	10 TREASURES
JUNE & JULY	7 TREASURES	TRADE 2 CARDS + 1 TREASURE	14 TREASURES
AUGUST & SEPTEMBER	9 TREASURES	TRADE 2 CARDS + 3 TREASURES	18 TREASURES
OCTOBER	11 TREASURES	TRADE 2 CARDS + 5 TREASURES	22 TREASURES





# GAMEPLAY CLARIFICATIONS

## LITURGY CARDS

- ❖ Liturgy Cards are put into effect when your Liturgy Token is first moved onto them.
- ❖ Either feast month can be used on a Liturgy Card that lists two feast months to qualify.
- ❖ Once a Liturgy Card is turned over, it remains for the entirety of the game.
- ❖ It is important for players to read aloud the features of each Liturgy Card when a player's Liturgy Token first reaches a new month. This helps each player know how the card can further aid their strategy.
- ❖ Details on cards can be easily viewed utilizing the included Magnifying Glass highlighting the importance of researching the history of the great feasts in the Church.
- ❖ It is recommended that one player read each of the descriptions of the Liturgy cards before the first game played with the Liturgy Expansion. This allows the players to have a general idea of the benefits that await them as they progress along the Liturgy Track.



## TREASURES

- ❖ The First to arrive on a space with Treasure receives all of that Treasure.
- ❖ The Last to leave a space that contains Treasure receives all of the Treasure in that space. (The Last and the First) In order to receive treasure you must have been alone on the space you are leaving or alone in the space you are arriving. If you are leaving a space that has another Token, you may not receive that Treasure. If you are arriving in a space that has another Token, you may not receive that Treasure on arrival.



## WILDCARDS

- ❖ When you play a WildCard while playing with the Liturgy Expansion, you immediately receive 3 Treasures plus any additional matches you make, plus you may resolve any of the text on the WildCard. Then you must choose if you would like to move your Liturgy Token (WildCards qualify automatically) or "Call a Century" (see Base Game rules). If you decide to Move your Liturgy Token, you may do so but must also offer by giving alms, praying, or fasting. Your turn would then be complete.
- ❖ After resolving the steps above, the next player can play any card on the WildCard and receive the Bonus for playing on a WildCard (+3 Treasures) plus any additional matches per the usual rules.



## LITURGY TOKENS

- ❖ Once You Move your Liturgy Token, you may see if you gain any immediate Treasures or Celebration Bonuses. Otherwise, your turn is immediately over, even if you advanced your Liturgy Token when you played the first SaintCard of your turn. In this way, any player may only move their Liturgy Token once per turn.
- ❖ You may only move if you have Offered Alms, Prayer, or Fasting. You can move either with the first or second card played during your turn.
- ❖ If you play a card that has a special feature tied to the card (i.e. Where Two or More Are Gathered "2x" Cards to flip another top card, or Doctors abilities to Draw a card and either keep it, give it to another player, or put it back), you may gather the initial Treasure(s) for the matches you made, but if you use the SaintCard to qualify and advance your Liturgy Token, you will not be able to receive the bonus feature(s) of the card. The other players, however, may benefit from any bonuses tied to your play (i.e. Roman Canon Bonus or any Bonuses tied to Liturgy Cards). For Example, if you play a "" Card, you may receive the initial Treasures for the matches...but if you then decide to advance your Liturgy Token, you may not activate the "2x" ability of the card. Conversely, if you activate the "2x" ability, you could turn over a card that qualifies to move the Liturgy Token. If this is the case, you would receive the benefit of the "2x" bonus and you would also be able to advance your Liturgy Token once you offered to give alms, pray, or fast.
- ❖ You may not move your Liturgy Token backward on the Liturgy Game Mat.



# GAME END & FIRST PLAY

**The Game Ends when at least one player has moved their Liturgy Token into the November Feast Month space and the same (or another player) has exhausted their hand of Cards (SaintCards, Enrichment Cards, etc.)** In this way, once a Liturgy Token is in November, the normal Game End Conditions of SaintCards are activated.

It typically takes one play-through for a new player to absorb the rules of the Liturgy Expansion. Before the first game, we recommend at least one player familiarize themselves with these rules and each of the 26 Liturgy Cards so they can assist with strategy in the first play. Using only 26 Liturgy Cards, there are over 800,000 Different games possible. Each game is wholly unique! Make sure to set aside at least 30 Minutes per player to enjoy this strategic expansion from the SaintCards Treasury!





# THE FIVE PATRIARCHATES



ROME



CONSTANTINOPLE



ALEXANDRIA



ANTIOCH



JERUSALEM



**A primary focus of the Liturgy Expansion is the preeminence of the Popes and Patriarchs of the Five ancient Patriarchates.** (Patriarch (Gr. patriarches; Latin patriarcha) means the father or chief of a race (patria, a clan or family). This is denoted in the game of SaintCards with the Square Symbol around the geography icon which can be used for an extra match for more Treasure.

These five ancient churches (Rome, Constantinople, Alexandria, Antioch, and Jerusalem) formed the collegial hierarchy of authority in the Church with pre-eminence given to the see of Rome and St. Peter's Successors. It should be remembered that great importance was given to those who sat in the cathedras of these five ancient churches. Because of this, the Bishop of Rome is emphasized in this expansion along with the collegial union with the four other major ancient churches. (For more information on the Patriarchates, you can visit [saintcards.com](http://saintcards.com)). Without these important five sees of the Ancient Church, we would not have the great treasure of liturgical richness we pray today in the Catholic Church.

## VARIANTS

### GAME BEGINNING VARIANTS

- ❖ Keep Each Liturgy Card face down (Except the Starting Month) and only turn over the card when the first Liturgy Token Moves onto the Feast Month. This provides a fun random twist to the typical strategy of the game.
- ❖ Turn Every Liturgy Card upright Except for the Month of November until the first Liturgy Token moves into November. (Family Favorite!)

### OPTIONAL GAMEPLAY VARIANTS

- ❖ You may receive 5 Extra Treasures for every turn you begin with your Liturgy Token on the Feast Month that is the exact Month at the time you play the Game.
- ❖ You may receive 5 Extra Treasures for every turn you begin on the Feast Month matching the Feast Month of the Upturned Pope or Patriarch.
- ❖ Instead of choosing which cards are traded, players may secretly select cards from each others' hands, which adds a fun twist each time a player offers up a prayer (see Page 5 for more information on offering prayer).
- ❖ Trading--While your Liturgy Token is on the same space as another player, you may offer to trade cards with them (up to two cards each turn). This is in addition to offering up a prayer to advance your Liturgy Token.
- ❖ When any card is played that matches the feast month of your patron during gameplay, you receive Five Bonus Treasures from the Storehouse.

### GAME END VARIANT

- ❖ When 21 full rounds have been played (Utilizing the Number Track with a colored marker), the game is over regardless of the location of Liturgy Tokens.

### IDEAS FOR MORE SIMPLIFIED GAMES

- ❖ Playing with Liturgy Cards is optional. Players may begin on December and advance their Tokens along the board utilizing the movement rules from pages 4 and 5 without Liturgy Cards. This simpler approach can still help emphasize the feast months of the saints and provides an open visual for the correlation of the Feast Months with the color-coded liturgical calendar included on the Liturgy Game Mat.



- ❖ Utilizing the "Eras" on the Liturgy Game mat (see page 8), players can create custom decks of SaintCards that only line up with the centuries in that particular era. This affords opportunities to learn about the lives of the saints in important periods of history.

### SAINTCARDS SORTING WITH THE MAGNIFYING GLASS

SaintCards has multiple expansions in print. Players may find it important to re-sort their SaintCards into the original sets to streamline gameplay. Use the included magnifying glass to locate the set of three numbers at the bottom of every SaintCard.

The unique identifier has the following organization to aid your sorting:

**First Number:** The Version Number of the Card

**Second Number:** The Set/Expansion the Card Comes from

**Third Number:** The Stacking Order within the Set

4-1-40

**Fun Fact:** For Every Doctor of the Church in the game of SaintCards, the third number at the bottom right is in the order in which they were proclaimed Doctors of the Church



For More Rules





# REFERENCE CARD

## ANATOMY OF LITURGY GAME MAT:



- 1 POPE AND PATRIARCH SPACES FOR POPE & PATRIARCH CARDS & MARKERS
- 2 1ST – 5TH CENTURIES "THE ROMAN EMPIRE"
- 3 6TH – 14TH CENTURIES "THE MIDDLE AGES"
- 4 15TH – 18TH CENTURIES "THE RENAISSANCE & ENLIGHTENMENT"
- 5 19TH – 21ST CENTURIES "INDUSTRIALIZATION & THE MODERN ERA"
- 6 ADDITIONAL CALENDARS SPACES FOR MARKERS FOR EXTRAORDINARY FORM, BYZANTINE, & EASTERN CHURCHES

- 7 LITURGY GAME MAT TRACK Games including the Liturgy Game Mat ordinarily begin in the month of December and work along the track to the month of November. Each space is set aside to commemorate a month in the liturgical year also indicating the special emphasis the Church gives for that month.
- 8 LITURGICAL CALENDAR This calendar is an added feature to visually show the beginning and ending of the liturgical seasons in both the Ordinary and Extraordinary Form of the Roman Rite.

- BISHOP OF ROME/ ORDINARY FORM OF THE ROMAN RITE
- PATRIARCH OF CONSTANTINOPLE
- PATRIARCH OF ALEXANDRIA
- PATRIARCH OF ANTIOCH
- PATRIARCH OF JERUSALEM
- EXTRAORDINARY FORM OF THE ROMAN RITE
- BYZANTINE CATHOLIC CHURCH
- ALL OTHER EASTERN CATHOLIC CHURCHES
- DECEMBER THE IMMACULATE CONCEPTION & NATIVITY OF OUR LORD
- JANUARY HOLY NAME OF JESUS

## ANATOMY OF A LITURGY CARD:

- 1 SACRED ART OF LITURGICAL CELEBRATION
- 2 ARTIST INFORMATION
- 3 TITLE OF LITURGICAL CELEBRATION
- 4 ADDITIONAL TEXT TO HIGHLIGHT CELEBRATION
- 5 CENTURY WHEN FIRST OFFICIALLY CELEBRATED IN THE CHURCH
- 6 FEAST MONTH(S) IN WHICH THE CELEBRATION OCCURS
- 7 GAMEPLAY INSTRUCTIONS FOR CELEBRATION BONUS
- 8 TYPE OF CELEBRATION (SOLLEMNITY, FEAST, MEMORIAL)
- 9 NUMBER OF TREASURES GAINED EACH TIME ACTIVATED
- 10 LITURGY CARD NUMBER FOR SORTING

THE JERUSALEM CROSS ON SOME LITURGY CARDS INDICATES A HOLY DAY OF OBLIGATION OR THE FEAST IS ON A SUNDAY



- FEBRUARY HOLY FAMILY OF NAZARETH
- MARCH SAINT JOSEPH
- APRIL HOLY EUCHARIST AND THE HOLY SPIRIT
- MAY HOLY MARY, MOTHER OF GOD AND THE CHURCH
- JUNE THE MOST SACRED HEART OF JESUS
- JULY THE MOST PRECIOUS BLOOD OF JESUS
- AUGUST THE IMMACULATE HEART OF MARY
- SEPTEMBER THE SEVEN SORROWS OF THE BLESSED VIRGIN MARY
- OCTOBER THE HOLY ROSARY OF THE BLESSED VIRGIN MARY
- NOVEMBER THE HOLY SOULS IN PURGATORY

11 WE RECOMMEND USING INCLUDED MAGNIFYING GLASS TO SPOT HIDDEN FACTS ON EACH SAINTCARD. LOOK FOR HARD-TO-READ TEXT, ART & ARTIST DETAILS, AND HIDDEN FACTS!