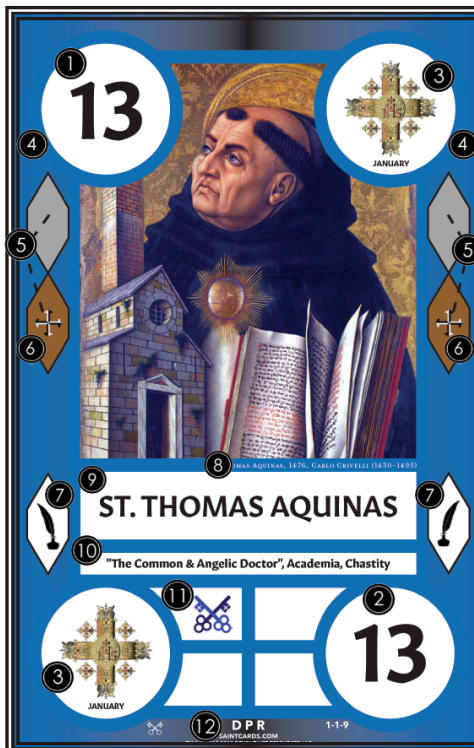


ANATOMY OF A SAINTCARD



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 for Matches during gameplay

STARTING LAYOUT FOR 4-PLAYER GAME

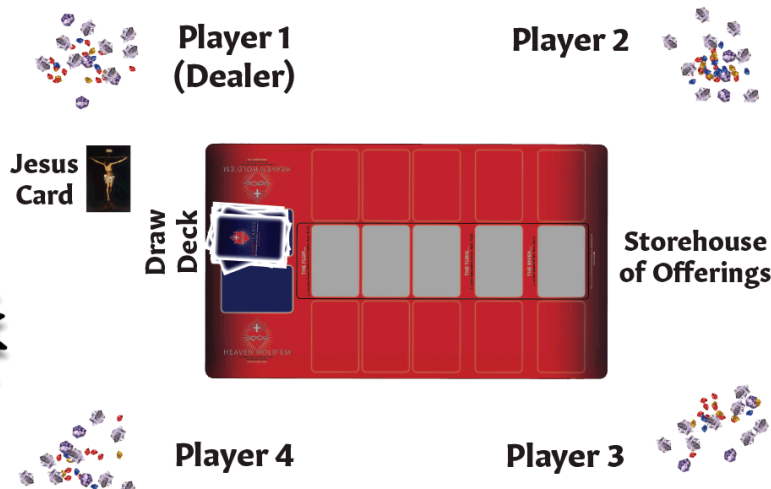


TABLE SETUP: The game should be played on the official SaintCards Heaven Hold'em Mat at a table which will accommodate at least two (2) and up to ten (10) players. Each seated position at the table will have the same minimum and maximum offering limits during each round of play and each player has a distinct space to for placing their offerings (Five spaces on each side of the Game Mat). The amount of offerings for the small and big blinds (explained on the next page) should be pre-determined before play begins. We recommend beginning with an offering of 1 Treasure for the small blind and 5 Treasures for the big blind for your first game.

ROUNDS OF PLAY:

The game of Heaven Hold'em is played in four distinct Rounds:

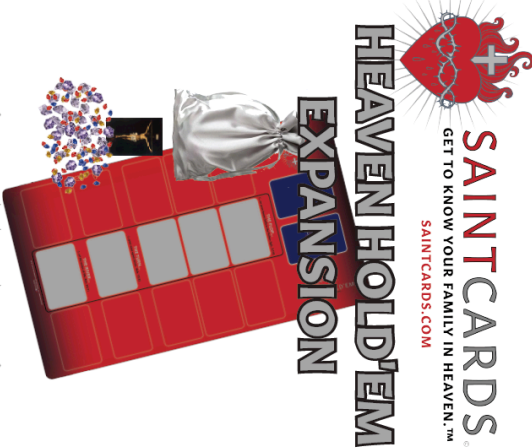
1. The Prodigal Round
2. The Conversion Round
3. The Beatitude Round
4. The Paradise Round

(Continue to the next page for Dealing procedures and Round Play)

WARNING: CHOKING HAZARDS
PLAYING PIECES CAN BE SHARP
E-3
AGES: 10+
PLAYERS: 2-10
TIME: 60+ MINS.
info@saintcards.com

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, catholicaints.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

WARNING: CHOKING HAZARDS
E-3
INCLUDES:
(REQUIRES A BASE/STARTER SET)
1 DELUXE RED GAME MAT
1 ALL-NEW JESUS CARD
132 TREASURES
1 SILVER SATIN STORAGE BAG
1 RULEBOOK
ALL-NEW GAME!



HEAVEN HOLD'EM is a matching and offering game. The more matches you make (mixed with some strategic offerings), the more Treasure you receive. The player who gains all of the Treasure at the table wins and places all of the Treasures 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 the gameplay of SaintCards and Heaven Hold'em. It is recommended to play Heaven Hold'em with the Deluxe Base/Starter Set from the 2018 Collection although any starter set or combination of at least 53 SaintCards will be enough to play.



OBJECT OF THE GAME

The object of the game is to gather all of the treasure at the table to place at the feet of Jesus. During several rounds of play, players make offerings to position their chances of making the best set of matches at the table. Players must play the board by using their two "whole" cards and matching each of them with two distinct cards from the five community cards, to make the highest two-card match at the table.

TREASURE PIECE VALUE

	RUBY	1 TREASURE
	SAPPHIRE	5 TREASURES
	GOLDEN NUGGET	10 TREASURES
	DIAMOND	20 TREASURES
	AMETHYST	50 TREASURES

RULES (Continued)

SPECIAL ROLES DURING PLAY

1. The Dealer

The game utilizes a Jesus Card to visually designate which player is in the Dealer position for each hand. The Dealer will rotate from player to player around the table clockwise after each round of play. The player with the Jesus Card is the last to receive cards, and has the right of last action on all rounds of play with the exception of the Prodigal Round (1st Round). Before starting a game, all players should be dealt one SaintCard face-up continuing clockwise around the table. The player with the highest numbered Century card will receive Jesus Card to begin the game. In the case of a tie, the oldest player receives the Jesus Card to begin the game.

2. The Small & Big Blind

The game also utilizes two titles, one called the “small blind” and the “big blind”. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the Dealer. On all subsequent offering rounds (second, third, and fourth rounds), the action is started by the first active player to the left of the Dealer. The small blind and big blind will rotate from player to player around the table clockwise after each round of play. The player to the immediate left of the Dealer is required to place the small blind. Additionally, the player to the immediate left of the player in the small blind position will be required to place the big blind. Both blinds are predetermined by the table and mandatory for the players with the small blind and big blinds.

Both blind offers shall be placed in the designated offering area, referred to as “the Storehouse.” which should be next to the playing mat. Once the blinds have been placed in the Storehouse, the Dealer shall deal one card facedown to each player, starting with the player to the left of the Dealer (the player in the small blind position), and continuing clockwise around the table until all players have two cards face-down. These initial two cards are referred to as “whole cards.” Once each player has received their two “whole cards”, each player may secretly look at their “Whole Cards” and the first round of offering will begin.

ROUND ONE: THE PRODIGAL ROUND

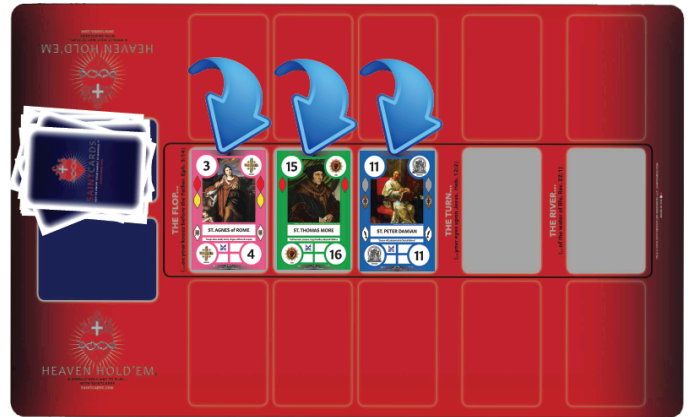
Once the Small and Big Blind are offered, the player directly to the left of the Big Blind player and all subsequent players in order must make one of the following actions:

1. Place an offer that is equal to the amount of the big blind or “call” an offer. (matching the amount offered by previous player.)
2. Place their two “whole cards” face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the Dealer who will then place them in the discard pile. (Note: A player that chooses to fold their hand will no longer participate during this particular round of play)
3. Place an offer equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”.
(Note: There is a maximum of three raises per round of offering, unless there are only two players participating during a round of offering, in which case there is no limit to the number of raises)

After all players have acted in turn and either called all offers, raised or folded their hand, the Dealer will move all player offers into the Storehouse.

ROUND TWO: THE CONVERSION ROUND

The Dealer will then take the top card of the deck and place it in the discard pile without exposing it (Often called a “burn”). The Dealer will then take the next three cards from the top of the deck and place them face-up on the playing mat simultaneously. This is referred to as **THE “FLOP”**:



These are community cards and are shared by all players and should be positioned in the first three gray community spaces. Once the first three community cards have been placed face-up on the table, the second round of offering will occur. All active players that called all offers and did not fold their hand in the previous round, will be given the following options, starting with the first active player to the left of the Dealer :

1. Place an offer according to the established table limits.
2. Do not make an offer, referred to as a “check”, with the option to call or raise an offer given to the next player.
3. Call an offer according to the rules and guidelines used in the previous round of play.
4. Fold their hand according to the rules and guidelines used in the previous round of play.
5. Raise the offer according to the rules and guidelines used in the previous round of play.

After all players have acted in turn and either called all offers, raised, or folded their hand, the Dealer will move all player offers into the Storehouse.

ROUND THREE: THE BEATITUDE ROUND

The Dealer will again take the top card of the deck and place it in the discard pile without exposing it. The Dealer will then take the next card from the top of the deck and place it face-up on the the next open gray space on the playing mat. This is referred to as **THE “TURN”**:



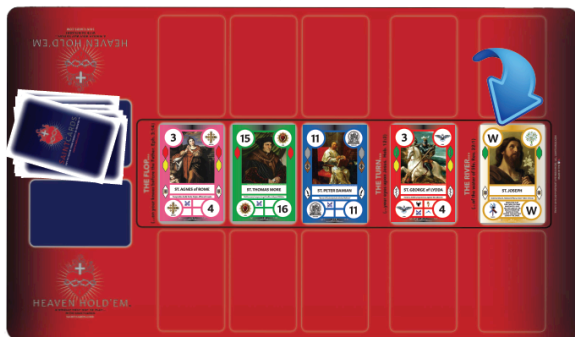
(Cont'd) All active players that called all offers and did not fold their hand in the previous round, will again be given the same 5 options (listed on the previous page), starting with the first active player to the left of the Dealer.

After all players have acted in turn and either called all offers, raised, or folded their hand, the Dealer will move all player offers into the Storehouse increasing the amount of the offering for the round.

ROUND FOUR: THE PARADISE ROUND

The Dealer will again take the top card of the deck and place it in the discard pile without exposing it. The Dealer will then take the next card from the top of the deck and place it face-up on the the last open gray space on the playing mat to begin the final round.

This is referred to as **THE "RIVER"**:



All active players that called all offers and did not fold their hand in the previous round, will again be given the same 5 options (listed on page 2), starting with the first active player to the left of the Dealer. After all players have acted in turn and either called all offers, raised, or folded their hand, the Dealer will move all player offers into the Storehouse increasing the amount of the offering for the round.

DETERMINING THE WINNER OF THE HAND

The following conditions determine which player wins all of the Treasure placed in the Storehouse in Rounds 1-4:

The Storehouse will be awarded to the player with the highest match total with their two "whole" cards, or will be awarded to the only player remaining if all other players have folded their hands.

If more than one player has the highest matched total, an overtime series will be played between the players (See overtime rules below)

GAME END AND RULE CLARIFICATIONS

Game End:

The game ends immediately when one (and only one) player has all of the Treasures at the table at the end of a round. The Player will then place all of the Treasure at the feet of Jesus (next to The Jesus Card).

Alternatively, you may determine to designate a winner who has the most treasure in their possession after a certain amount of time has passed (i.e. 60 minutes) or after a certain number of rounds (i.e. 20 rounds) In this case, the Treasure should only be counted after a completed round prior to declaring a winner.

Tie-Breaker Overtime:

In the case of ties (In the event two or more players are tied with the amount of matches they have made), a tie-breaker overtime series begins. The tied player closest to the immediate left of the Dealer will discard a card from the draw pile and then draw a card into their hand. They will then find the closest match with the remaining three openings on the table (he/she may not match with the cards already used with their first two cards). The next player to the left will then repeat the steps-discarding a card and then drawing a card to match. The player with the most matches after this round is declared the winner of the round. In the event another tie takes place, a second tie-breaker round ensues and the players place the drawn card in one of the two open spaces. In the unlikely event the tie-breaker series goes past a third round (when all 5 cards have matches), the Storehouse is split between the players who remain tied.

WildCards:

In the event a WildCard is turned up as a community card (or in your hand), the WildCard is worth a base of 3 matches with any SaintCard. Any additional matches you find on the WildCard are worth an additional match. When matching WildCards with WildCards, you would have a base of 6 matches (three for each WildCard) and any other matches are worth double. (i.e. St Joachim and St. Anne would be worth 10 matches. 6 for two WildCards and 4 for the two Matches for a Layperson and Feast Month of July)

Extra Notes:

-Remember: When scoring, once you place one of your "Whole" Cards on the playing area (and lift your finger), your play is locked for the remainder of the round.

-It is considered good etiquette to wait until each player has been dealt their cards prior to looking at your hand.

-If any real money is used in the offerings, all winning proceeds must be donated by the winner to a faithful Catholic charity.

To score your hand, Players may use any combination of their two "whole" cards initially dealt to them at the beginning of the game with two individual cards from the five community cards turned over throughout the course of the game. The goal of each player is to make the highest ranking two-card match total.

In the example below, a player has matched St. Joachim with St. Joseph (See WildCard match rules below) along with St. Cecilia with St. Agnes of Rome:

This match total is 14. The player is awarded 6 for placing St. Cecilia (3rd Century, Virgin, Martyr, Youth, Roman Canon, and Western Europe), and is awarded 8 for placing St. Joachim (6 for two WildCards and a double match for layperson) See WildCard match rules in the Game End/ Rule Clarifications Section Below:
















Each player will have an opportunity to place their two cards next to two individual community cards in an attempt to find the most matches. Once a player places their cards and lifts their finger from the cards, the play is final even if they discover later they could have received more matches if they matched their cards with a different community card. Once all players have made their selections, the Storehouse will be awarded by the Dealer to the player with the highest match total between their two "whole" cards.

GUIDE FOR MAKING OFFERINGS:

You can reference the table below to guide your discernment when making offerings. Depending on your hand, and the community cards, your chances of winning can vary from round to round.

TWO-CARD HAND	Common	Good	Great	Amazing
# of Matches	2-6	7-11	12-15	16-19

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
	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