



# ENRICHMENT

CARDS

## OVERVIEW

**Enrichment Cards add a fun and strategic element to the game of SaintCards.**

Each Enrichment card has a particular focus and players can earn extra Treasure by collecting SaintCards that align with their Enrichment card(s). The more SaintCards a player collects that align with the Enrichment Card, the more Treasure they can collect. In any game of SaintCards, you can add Enrichment Cards to "enrich" your gameplay experience and your ability to give as much Treasure to Jesus as possible.

## GAMEPLAY

**(Shuffle the Enrichment Card Deck thoroughly)**

- 1)** At the beginning of any game, (after the initial SaintCards have been dealt to each player), select the Enrichment Card Deck and randomly distribute three (3) Enrichment Cards from the top of the Deck to each player in the game.
- 2)** Each player will then secretly look at the three (3) Enrichment Cards they were dealt and must then chose one to keep. (It is important for the players to look at the SaintCards they were dealt to see if they have any SaintCards that already align with one of the Enrichment Cards.)
- 3)** Once players determine which Enrichment Card to keep, they must then take the other two Enrichment Cards and place them under the Enrichment Card Deck. Each player will then place their Enrichment Card into their hand along with their SaintCards.

## ENRICHMENT CARD ANATOMY

- 1. Type of Enrichment Card**
- 2. Title of Enrichment Card**
- 3. Text of Fact Represented on Card**
- 4. Symbol of Fact Represented on Card**
- 5. Art Representing Emphasis of Card**
- 6. Art/Artist Information & Dates**
- 7. # of Cards that Align Column**
- 8. # of Treasures Awarded Column**
- 9. Enrichment Card Number for Sorting**



## PLAYING AN ENRICHMENT CARD

**On your turn, you may only play one (1) Enrichment Card instead of completing any other action on your turn** (unless allowed by another special ability. i.e. a Dominican on the Purple Game Mat). If you decide to use your turn in this way, you must take the Enrichment Card you wish to play and play it in front of you. Then, you must reveal one (1) or more cards in your hand that align with the fact listed on the Enrichment Card. Depending on how many cards you reveal, you will then receive an amount of Treasure shown next to the number of cards revealed.

**Example:** You can see to the right, the player has played the 3rd Century Enrichment Card "Persecution Ignites Conversion". The Player then reveals (3) three cards to all of the other players to show that each SaintCard is from the 3rd Century. The player then receives 19 Treasures because, as the Enrichment Card shows, three cards equals 19 Treasures. (If the player had 5 SaintCards from the 3rd Century, they would receive 31 Treasures.) The player will then leave the Enrichment Card turned up in front of them and will take the 3 cards used to align with the Enrichment Card back into their hand.



## WILDCARDS

**You may use WildCards as additional match cards.** However, if you decide to use a WildCard as an additional card, you must discard the WildCards at the time you play the Enrichment Card. If used this way, the WildCards are placed to the side of the play area and may not be used for the remainder of that particular game.

**Note:** If another player has played a WildCard and called a Century, and it's your turn, you may decide to play an Enrichment Card or draw three Enrichment Cards instead of playing or drawing a SaintCard. If you decide to do this, the other player will be able to gain a Treasure as normal but you will have the ability to make good use of your turn with an Enrichment Card action.

## GAINING ADDITIONAL ENRICHMENT CARDS

**On your turn you may also decide to draw more Enrichment Cards.** If you decide to do this, it is the only function you can complete for your turn. (Example: you may not play a SaintCard and then decide to draw Enrichment Cards on the same turn.) If you decide to do this, draw three new Enrichment Cards from the top of the Enrichment Card Deck and keep 1 or more of them. After choosing at least 1 to keep, you may return any remaining cards to the bottom of the Enrichment Card Deck.

**Reminder:** these new Enrichment Cards are added to your hand and you may not initiate the end the game until you play all of your Enrichment Cards.

## STRATEGY TIPS

**Strategy Tip #1:** You don't have to draw more Enrichment Cards to win the game, but players can draw extra Enrichment Cards as a strategy to gain more Treasure. Keep in mind, though, that gaining new Enrichment Cards takes an entire turn, and playing an Enrichment Card takes another entire turn.

**Strategy Tip #2:** Sometimes it is most beneficial to draw extra Enrichment Cards earlier in the game. This will allow you more foresight to select Enrichment Cards that match up well with your hand.

## CLARIFICATIONS

**Trading:** Some features in the game of SaintCards allow for trading. If a card allows for "any" card to be traded, you may trade an Enrichment Card. However, if the card only allows for "SaintCards" to be traded, you may not trade an Enrichment Card.

**Note:** The back of Enrichment Cards is different than the SaintCards and will allow each player to see how many Enrichment Cards each player has during the game. A player may not end the game if they still have an Enrichment Card in their hand. Each Enrichment Card you gain at the beginning or during the game must be included in your hand and counts as a "card" in your hand.