



MONASTIC & CLERICS REGULAR EXPANSION

DESCRIPTION

The Monastic & Clerics Regular Expansion adds 53 new SaintCards to your collection along with 36 Treasures! It can be played on it's own but it is recommended to add the Base Game of SaintCards. Players can reference special abilities for each order with the Purple Game Mat rules below:

RULES WHEN USING THE PURPLE GAME MAT

Every game including the Purple Game Mat includes the following additional rules:

- 1)** Only cards with a religious order symbol represented in the game of SaintCards may be used to initiate play on the Purple Game Mat. Even if a card like St. John Eudes is played (there is no symbol), you must play on the top card of the discard pile (The Turned-Up Card)
- 2)** On your turn, you may play 2 cards; both either on the Purple Game Mat or on the Top Card [as long as your second card played on the top card has at least 3 matches (per the normal game rules)]. Players may also play 1 SaintCard on the Purple Game Mat and 1 SaintCard on the Top Card during each turn without limitation. As always, if player does not want to play a card on their turn, they must draw 1 card from the Draw Deck. Any player also can play 1 card and then say "pass" to end their turn.
- 3)** If a player activates a trigger with an Order icon (i.e. Dominican) that allows them to play a third card on their turn, they may do this and must follow the instructions for the trigger.
- 4)** Once a card is on the Purple Game Mat, it is out of a player's hand.
(A card laid is a card played, either on the Purple Game Mat or the Turned-Up card)
- 5)** If a card has multiple orders represented, you must choose only one to play.
- 6)** If a WildCard is the Turned-Up card, you may not play on the Purple Game Mat.
- 7)** The Cards you play on the Purple Game Mat only activate the Orders icon. You may not activate any other feature on the card (Bilocator, Stigmatist, 2x, Doctor, Holy Helper, etc.).
- 8)** At the end of the game, the winning player gathers all of the Treasures from the other players and also gathers the extra Treasure on the Purple Game Mat (if any) to give to Jesus.

THE PURPLE GAME MAT

Special Abilities Key

	GAIN CARDS
	PLAY CARDS
	GAIN/PLAY CARDS
	GIVE TREASURE
	RECEIVE # OF TREASURE
	UNKNOWN # OF TREASURE
	DONATE # OF TREASURE

Each Order has a unique series of special abilities during gameplay that highlights their role in the life of the Church!



Turn the page for the Special Ability Rules!



BENEDICTINES

Note: You will not place Benedictines on the Purple Game Mat.

Play a Benedictine Saint as normal on the Turned-Up card and receive Treasures from the Storehouse as normal for each match you make.

Then, receive the Treasure on the Benedictine space (if any). Then, take the amount of Treasure from the matches you made and place them on the Benedictine space.



CAMALDOLESE

Play a Camaldolese Saint on the Purple Game Mat space, then place at least 1 Treasure on the Benedictine space from your personal supply up to 3 Treasures.

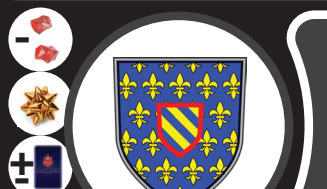
How ever many Treasures you give away is how many cards you may draw into your hand form the top of the deck. Then play one card (Can include other cards like Enrichment Cards) from your hand immediately regardless of how many cards you have played this turn.



CARTHUSIANS

Play a Carthusian Saint on the Purple Game Mat space, then draw 1 additional SaintCard from the Draw Deck and place it under the Carthusian card you just played. You receive the amount of Treasure from the Storehouse equal to the difference of the centuries from the drawn card and the Carthusian card. Then, from the Storehouse, place the same amount of Treasure you gained on the Benedictine Space on the Purple Game Mat.

Note: If a WildCard is drawn, the WildCard represents the 1st Century.



CISTERCIANS

Note: you must have at least 5 Treasures to activate this special ability.

Play a Cistercian Saint on the Purple Game Mat space, then place 5 Treasures on the Benedictine space from your personal supply. Then, draw 5 cards from the top of the deck into your hand. Give one SaintCard from your hand to another player and place one card on the top of the Draw Deck. Finally, (optional), you may "cloister" up to two additional cards under the Cistercian card you just played. For each card you cloister, you receive +3 Treasures from the Storehouse.



JESUITS

Play a Jesuit Saint on the Purple Game Mat space. Each player (including you) that has a Pope in their hand receives +3 Treasures. Then, you must look through the Draw Deck and select a Pope to add to your hand. (If a Pope is not available, then disregard this action.) Randomly reshuffle the Draw Deck. Then, you must give three (3) Treasures from the Storehouse to a single player. Finally, Draw one card from the top of the Draw Deck.



REDEMPTORISTS

Play a Redemptorist Saint on the Purple Game Mat space, then select a player. They must play one of their cards on the card you played (They may not play a WildCard). You both receive the Treasure for the matches they make and they leave their SaintCard on the Mat along with yours. Then, you may give any player any card from your hand. If you do, that player must give a card from their hand to you. **Note:** You may not look at each other's cards during the transfer.

HOW TO PURCHASE THE PURPLE GAME MAT

If you would like to purchase the Purple Game Mat, you can visit saintcards.com to order The Mendicant Orders Expansion w/Purple Game Mat To complete your collection of all of the Religious Orders from the 2020 Collection, also include The Religious (2020 Booster Deck).

Visit www.saintcards.com/rules for helpful tutorials and tips!

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