



*Game Rules*

*The Holy Quest™*



# Introduction

The Holy Quest is a brand-new Catholic board game, drawing inspiration from the ancient Hindu game of Pachisi yet expanded with rich, innovative gameplay. Designed for the entire family, this captivating and educational experience offers multiple ways to play that will engage children as young as five and thoroughly entertain teenagers alike.

The game board is filled with Action Tiles and Action Cards, complemented by a Directional Card, multiple Dice, Alliance Tokens, and Ice Markers. At its heart are Personalized Saint Pawns, each representing a beloved saint. Players select their favorite saints and embark on a sacred quest to reach Heaven. As you journey, you'll naturally discover fascinating details about the lives and distinctive appearances of the saints depicted on your chosen Pawns.

Visually, The Holy Quest is stunning. Its design incorporates authentic photos of stained glass windows from churches worldwide, creating a truly immersive and beautiful experience. While having fun, players will gain new insights into the saints and explore life's ultimate aspiration: reaching Heaven. Are you ready to achieve this holy quest?

## Components



### The Game Board

1 x extra large 24" x 24" 4-fold board

### Alliance Tokens

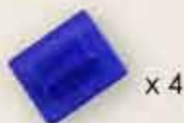
4 x token chips  
(1 of each color)



### Saint Pawn Bases



x 4



x 4



x 4



x 4

### The Dice



2 x golden metallic die

### Ice Markers



10 x transparent clear  
mini clips

### Booklets

1 x Religious orders Info Booklet  
1 x Rules booklet (this publication)  
1 x Quick Start Guide

### The Dice Tray



1 x leather dice  
tray



Velvet Storage Bag x 1



Saint Pawn Tokens

16 x punch-out tokens for the pawn bases

If you have the expansion pack, there are 16 additional saint pawn tokens for a total of 32.



Game Cards



1 x 2-sided direction card



36 x 2-sided action cards numbered from 1 to 12 (3 of each)



16 x 2-sided color-coded saint cards

If you have the expansion pack, there are 16 additional cards for a total of 32 saint cards.

## Components Explained

Saint Pawns



**The Holy Quest** features **16 Saint Pawns** in the standard game, comprising **16 Pawn Bases** (four each in blue, yellow, green, and red) and matching rectangular punch-out **Saint Tokens**. Each color represents a distinct **Religious Order**, with four unique saints per order. An **Expansion Pack** adds another **16 Saint Tokens**, increasing the total to **32**. For any single game, however, each player selects only **four Saint Pawns** of their chosen color to use.

Within each color, one **Saint Pawn** is marked with a "C" to designate it as the **Captain** of that order. It's recommended that players always select their **Captain** along with three other **Saint Pawns** when choosing their starting pieces.

**Captain Pawns** possess special privileges:

- They cannot be **Bumped** or **Frozen** by regular **Saint Pawns**. Additionally, **Captains** on their **Holy Ground** cannot be bumped even by other **Captain Pawns**.
- They are immune to regular **Bumping**; a **Captain Pawn** can only be **Bumped** or **Frozen** by another **Captain Pawn** or via the successful use of a **Freeze Tile**.
- When a **Captain Pawn** uses a **Saint Card**, they roll both **Dice**.
- Frozen **Captain Pawns** lose all immunity and can be bumped by any **Saint Pawn** anywhere, even on their **Holy Ground**.



## Using the Dice and Tray



**The Holy Quest** includes two golden metallic **Dice** and a leather **Dice Tray**. While most gameplay situations use a single die, certain actions or rules require rolling both **Dice**. These specific instances are clearly explained in the **Action Tile** section and directly on the **Action Cards** themselves.

Using the **Dice Tray** is entirely optional, but we highly recommend it. It makes passing the **Dice** between players much easier and effectively prevents them from accidentally rolling onto the game board, which could disrupt the setup or game pieces.

## Alliance Tokens / Teammate Tokens



**The Holy Quest** includes **four Alliance Tokens**, one for each **Religious Order**. The use of these tokens depends on the chosen Game Play Mode and whether Scoring is kept.

### Alliance Gameplay:

- If your chosen Game Play Mode permits Alliances and you choose to use them, each player places their Religious Order's Alliance Token on their Home Base at the start of the game.
- When Alliances are formed during gameplay, players exchange their Alliance Tokens with their ally. Each player

then places their ally's token on their own Home Base to signify the active alliance.

- Alliances can only be formed between two players; three-against-one alliances are not permitted. (Note: Alliances cannot be formed when only two players are playing the game.)

### Teammate Mode:

- In Teammate Play Mode, players exchange Alliance Tokens at the very beginning of the game to clearly indicate team pairings.
- No further Alliances can be formed or broken during Teammate Play Mode gameplay.

### Game Scoring:

- In Game Play Modes where Scoring is used, Alliance Tokens are not used in the conventional way to signify active alliances during gameplay.
- Instead, when Scoring is kept, Alliance Tokens are used solely for scoring purposes, awarded to players when specific scoring conditions are met. (Refer to specific "Scoring" sections for details).

## Ice Markers



**The Holy Quest** includes ten transparent, spring-loaded mini-clips, called **Ice markers**. These markers indicate when a **saint pawn is frozen** and unable to move.

If all ten **Ice markers** are in use, no further **saint pawns** can be frozen. While unlikely, if a player attempts to freeze a pawn when no markers are available, they **forfeit their turn**, and play proceeds to the next player.

**Saint pawns** are **frozen and unfrozen** in various ways (see **Freeze Tile**, **Fire Tile**, and **Wild Tile** on page 6, as well as **Action Cards 7 and 11**). A frozen saint pawn remains clipped with an **ice marker** until unfrozen or bumped. When unfrozen, the **ice marker** is returned to the game box or a designated area on the table.

Any **frozen pawn** can be bumped by any other pawn regardless of their location, even if they are a **Captain**.



## The Board Explained

The game board features four large, color-coded areas, each representing a player's home base. Before starting the game, each player chooses a color (or religious order) and uses all game components matching that color. Similarly, other color-coded spaces and indicators on the board correspond to specific players. For example, all red spaces and indicators belong to the Dominican order and affect only the player who chose red.

### Home Bases



**Franciscans**



**Carmelites**



**Dominicans**



**Jesuits**

### Card Areas



The game board includes three designated areas for the three card types. Each card type is placed in its corresponding area. Depending on the chosen game mode, some or all of these card areas may not be used. If a particular card type is not used in a given game mode, those cards remain in the box, and the corresponding area on the board remains empty.

### Board Tiles



#### Start Tile

Each player has two color-coded **Start Tiles**, each with an arrow indicating a **direction of play**. One tile points **clockwise**, the other **counterclockwise**. Players must place or start their **saint pawns** on the **Start Tile** matching the current **direction of play**.



#### Regular Tile

**Regular Tiles**, which are unmarked, simply form part of the **game board's path**. Landing on a **Regular Tile** has no special effect.



#### Heaven Tile

Each player has four color-coded **Heaven tiles**, serving as the final destination for their **saint pawns**. The primary goal is to bring all four of your saints to these **Heaven tiles**. In **Standard Mode**, the first player to occupy all four of their **Heaven tiles** with saints wins. In **Advanced Mode**, players first bring their saints to their **Heaven tiles**, then proceed to the **Throne Room of God** to win. An **exact die roll** is required to move a **saint pawn** onto its corresponding **Heaven tile**. An exception applies when **scoring is used**: it is then possible to win the game without all four **saint pawns** in **Heaven**, as the player with the **highest score** wins.





### Holy Ground Tile

Each player has three **Holy Ground Tiles**, positioned just before the entrance to their **Heaven Tiles**. While a **saint pawn** occupies a **Holy Ground Tile**, it is **immune to attacks** from other players. The only exception is a **Freeze Tile**: an opponent landing on and successfully using a **Freeze Tile** can freeze a **saint pawn** even on a **Holy Ground Tile**. This is a rare occurrence, adding an element of **surprise** to the game.



### Fast Forward Tile

The game board includes four **Fast Forward Tiles**. Landing on a **Fast Forward Tile** immediately grants advancement to the next **Fast Forward Tile** in the current direction of play. If the landed-on **Fast Forward Tile** is the last one before a player's **Heaven Tile** entrance, it functions as a **Regular Tile**, and the pawn does not advance. If the next **Fast Forward Tile** is occupied by an opponent they are legally bumped.



### Cross Over Tile

The game board features four **Cross Over Tiles**, each marked with an arrow pointing toward the board's center. When a **saint pawn** lands on a **Cross Over Tile**, it immediately moves to another **Cross Over Tile** across the board's center. This move can be either **helpful or harmful**, potentially advancing the pawn closer to its **Heaven entrance** or moving it further away. It is possible to bump two opponents in one move.



### Freeze Tile

Landing on a **Freeze Tile** allows a player to freeze one of an opponent's **saint pawns**. However, successfully freezing a pawn requires a specific die roll: the player must roll both dice and achieve **any double**. This is the **only way** for a **regular saint pawn** to freeze an opponent's **Captain saint pawn** or any pawn currently on their **Holy Ground Tiles**, as **no immunity applies** when a **Freeze Tile** is successfully used.



### Fire Tile (Melt the Ice Tile)

The game board features two **Fire Tiles**. Landing on a **Fire Tile** allows a player to **unfreeze** one of their own frozen **saint pawns**. Additionally, if an **alliance** exists, players may unfreeze a **teammate's** or **ally's saint pawn**. This tile provides one way to counteract the effects of **Freeze Tiles**. Once a **saint pawn** is unfrozen, the current player's **turn ends**. If the player has no pawns to unfreeze, their **turn simply ends**, and play proceeds to the next player.



### Saint Tile

When a player lands on a **Saint Tile**, they draw the top **Saint Card**. If the saint is unfamiliar to any player, or the card hasn't been read previously, another player or an adult reads the card aloud. Otherwise, any other player may ask a question based on the **Saint Card's** information (e.g., "What did St. Dominic receive from the Blessed Mother?"). The player who landed on the **Saint Tile** must then answer.

A **correct answer** allows the player to roll the die (or both dice, if they are a **Captain** or **matching saint**) and move that many spaces. If **scoring is used**, the player also **earns the Saint Card**. Otherwise, or for an **incorrect answer**, the **Saint Card** is placed at the bottom of the deck. An **incorrect answer** also forces the player to **move back four spaces**. If the card is simply read aloud (no question asked/answered), the player's **saint pawn** remains on the **Saint Tile**, and the **Saint Card** is placed at the bottom of the deck. In all cases, play continues with the next player.



### Action Card Tile

Landing on an **Action Card Tile** requires a player to draw the top card from the **Action Card deck**. The deck contains three sets of 12 shuffled action cards, so the action to be performed is always a **surprise**. Players must follow the instructions on the drawn **Action Card**. Some **Action Cards** instruct players to draw a **Saint card**.



### Wild Tile

Landing on a **Wild Tile** grants a player four strategic options. The player must choose one of the following:

- 1. Draw an Action Card:** Draw the top card from the **Action Card** deck and immediately follow its instructions.
- 2. Roll Two Dice:** Roll both Dice and move your **Saint Pawn** the corresponding number of spaces. If you roll **Double 6s**, you take an additional turn.
- 3. Bump Any Opponent:** Choose any **opponent's Saint Pawn** to attempt to bump. (*Exclusions: Captains, ally/teammate Pawns, or Pawns currently on their matching Holy Ground tiles cannot be targeted*). To successfully bump, you must declare your target, then roll a **6** on a single die. If successful, the targeted **Pawn** is immediately returned to its **Home Base**, and your current **Saint Pawn** moves to occupy the space it just vacated.
- 4. Unfreeze a Saint Pawn:** If you, an ally, or a teammate have at least one Frozen Pawn, you may choose to unfreeze one of them.





## Main Tile Path

The game board features a **Main Path** comprised of various **Board Tiles** (see "Board Tiles" on pages 5 and 6). This path guides players' Saint Pawns from their starting positions, around the board, and ultimately to their **Holy Ground** tiles, which mark the entrance to Heaven.

Each player has **two color-coded Starting Tiles**. When placing a new Saint Pawn on the board, the player must use the Starting Tile that aligns with the current **Direction of Play**.

Additionally, each player has **three Holy Ground Tiles**, color-coded to match their player color, positioned directly before their Heaven entrance. A Saint Pawn occupying a Holy Ground Tile is **immune to attacks** from other players. The sole exceptions to this immunity are: Being frozen by a **Freeze Tile** (see "Freeze Tile" on page 6), and being bumped by a **Captain Saint Pawn**. To win, players must navigate their Saint Pawns along the Main Path from a Starting Tile, traversing the entire board, to reach their Holy Ground Tiles. If the Direction of Play changes during the game, all Saint Pawns must reverse their movement accordingly. This element of directional unpredictability can be strategically advantageous or disadvantageous, ensuring each game of The Holy Quest is unique and full of surprises.

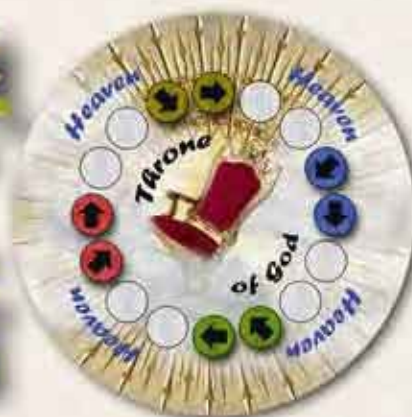


## Heaven Tile Area

Each player has a color-coded **Heaven Tile Area** containing four **Heaven Tiles**. To win the game, a player (or team) must fill all four of their Heaven Tiles with their Saint Pawns.

An **exact die roll** is required to move a Saint Pawn onto any corresponding, unoccupied Heaven Tile, whether entering from the Main Path or moving within the Heaven Tile Area.

If a player has no other legal moves available, they **are required** to move a Saint Pawn within their Heaven Tile Area, if such a move is possible. In games where **Score is Kept**, a player or team with all their Saint Pawns in Heaven can still lose the game based on their accumulated points.



## Throne Room Area

The **Throne Room Area** is utilized exclusively in **Advanced Game Mode** (see page 14). In this mode, once a player (or team) has successfully moved all four of their **Saint Pawns** onto their **Heaven Tiles**, a second mini-quest begins: advancing all four Saint Pawns into the Throne Room of God. Saint Pawns cannot enter the Throne Room Area until all of a player's pawns have first reached Heaven.

All four of a player's Saint Pawns must occupy the Throne Room to complete this mini-quest. An **exact die roll** is required to move a Saint Pawn into the Throne Room. Movement within the Throne Room Area is always **clockwise**, starting from the color-coded **Entry Arrow Tile** and proceeding sequentially along the designated path to the **Final Arrow Tile**.

Players can **bump** opponent Saint Pawns within the Throne Room Area. Any bumped pawn is returned to any vacant Heaven Tile closest to the Throne Room. This strategic element means a player might be the first to reach Heaven, yet still be the last to advance all their pawns to the Throne Room.

## Cards Explained

The game includes four distinct card types, totaling 54 cards in the base game: 16 **Saint Cards**, 36 **Action Cards**, 1 **Direction Card**, and 1 **Scoring Card**. An **Expansion Pack** adds 16 additional Saint Cards. Each card type, except the Scoring Card, has a designated area on the game board. At the start of each game, shuffle both the Saint and Action Card decks and place them face-down on their respective areas.



## Direction Card

The game includes one double-sided **Direction Card**. At the start of the game, place this card on its designated "DIRECTION" space on the board with the "Clockwise" arrow facing up, indicating the initial direction of play. Throughout the game, **Saint Pawns** must always move in the direction currently indicated by the arrow on the **Direction Card**.



Certain game events can cause the Direction Card to be flipped, reversing the direction of play to counterclockwise; when this occurs, players must use the appropriate **Starting Tile** for their Saint Pawns based on the newly indicated direction. When physically flipping the card, rotate it along its short axis (width) to ensure the arrow remains continuously visible to all players.

Note that in **One-Way Game Mode**, the Direction Card is set at the beginning and never changes. Importantly, while the Direction Card affects Saint Pawn movement, player turns always proceed clockwise.



### Scoring Card

The **Scoring Card** outlines how to calculate scores, which applies at the end of each game played in **Competition** and **Easy** game modes. While detailed scoring methods are explained later in these rules (see pages 11 and 13), the Scoring Card serves as a quick, handy reference **at the end of play**. Keeping score adds an extra layer of engagement, especially in Competition Mode. For younger players, scoring is optional and should only be introduced once they're comfortable with counting and addition.



### Action Cards

The game includes 36 **Action Cards**, divided into three identical sets of 12 unique **Action Types**. Each of these 12 distinct Actions is represented by three identical cards, with each card bearing a number from 1 to 12 that identifies its specific action. For example, you'll find three cards marked "5" (all performing the same Action), three marked "6," and so on.

At the start of the game, shuffle all 36 **Action Cards** to form the **Action Card deck**. Place this deck face-down on the designated "ACTIONS" space on the game board. Once an **Action Card's** instructions are followed, place it face-down at the bottom of the deck.



### Saint Cards

The base game includes 16 **Saint Cards**, color-coded to match the religious orders and their corresponding **Saint Pawns**. The **Expansion Pack** adds another 16 **Saint Cards**, bringing the total to 32. While each player only uses four Saint Pawns per game, players can choose to play with either the initial 16 matching Saint Cards or all 32 (if the expansion is available). Using all 32 cards increases the game's difficulty.

Each **Saint Card** has a face (the side providing biographical information, including alternate names, feast day, dates of birth, death, and canonization, age, century, patronage, representations, and a short biography) and a back (the side featuring the stained-glass image of the saint, their name, and the crest of their religious order).

To prepare the **Saint Card** deck, shuffle the chosen Saint Cards (16 or 32) and place the deck face-down (biography side hidden) on the designated "SAINTS" space on the board. After shuffling, and with eyes closed, randomly draw one card from the center of the deck and place it face-down on top of the deck.

If the **Expansion Pack** is available and you are playing with only 16 Saint Cards, we recommend selecting the cards that match the **Saint Pawns** chosen for the game, especially if playing a game mode that involves scoring.







• **Frozen Pawns:** A **Frozen Pawn** can still be bumped. If this occurs, the **Ice Marker** is removed from the **Pawn** and returned to the game box.

• **Entering Heaven:** To move a **Saint Pawn** onto its corresponding **Heaven Tile**, an **exact die roll** is required. If a player cannot roll the exact number needed, they lose their turn.

• **Rolling a Six (No Legal Moves):** If a **6** is rolled and there are no possible legal moves for any of your **Pawns**, the player may roll again. (This specific rule applies only to a roll of **6**, not other numbers.)

• **Single Die Variant - Rolling a 6:** In the **Single Die Variant**, rolling a **6** allows the player to continue rolling and moving until a roll other than **6** occurs.

• **Single Die Variant - Starting a Pawn:** In the **Single Die Variant**, rolling a **6** or a **1** allows a player to start a new **Saint Pawn** from their **Home Base** onto the board path instead of moving an existing **Pawn**. After starting a **Pawn**, the player rolls again to advance it on the path.

• **Double Dice Variant - Rolling Double 6s:** When using two dice, rolling **Double 6s** allows the player to continue rolling and moving until a roll other than **Double 6s** occurs.

• **Double Dice Variant - Starting a Pawn:** In the **Double Dice Variant**, rolling any double allows the player to start a new **Saint Pawn** from their **Home Base** onto the board path.

• **Player Turns:** Players always take turns in a clockwise direction, regardless of the direction of play on the board.

• **Starting the Game:** To determine the starting player, each player rolls one die. The player with the highest roll goes first. In case of a tie, the tied players roll again until a clear winner emerges. Alternatively, the youngest player may go first. Subsequent turns proceed clockwise.

• **Bumping Opponents (General Rule):** Whenever your **Saint Pawn** lands on an occupied tile, you bump that opponent's **Saint Pawn** back to their **Home Base**. You cannot bump **Saint Pawns** protected by their **Holy Ground** or **Captain Pawns**, unless your own **Pawn** is a **Captain**.

• **Unfreezing Saint Pawns:** There are three ways to unfreeze a **Frozen Pawn**.

1. Land on a **Fire Tile** (see page 6).
2. Land on a **Wild Tile** and choose Option 4 (see page 6).
3. **Unfreeze with a Die Roll:** On your turn, instead of moving your **Pawns**, declare which **Frozen Pawn** you wish to unfreeze. Roll both dice. If you get **any double**, you may remove the **Ice Marker** from that **Pawn**, and your turn ends.

• **Alliances:** Alliances cannot be formed when only two players are playing the game. If the game mode allows for alliances, remove card #10 from the **Action Card** deck before play.

• **Rolling a 6 / Double 6s on an Action Tile:** Whenever you roll a **6** (in the **Single Die Variant**) or **Double 6s** (in the **Double Dice Variant**) and land on an **Action Tile**, you perform the required action and then roll again. If an **Action Card** is drawn and it explicitly states that you lose your turn, that instruction overrides this rule, and the next player gets their turn.

• **Opponent Captain on Starting Tiles:** When an opponent's **Captain Saint Pawn** occupies your **Starting Tile**, the only way to start your own **Saint Pawn** from **Home Base** is to bump them with your own **Captain Pawn**. If you do not have your own **Captain Pawn** in your **Home Base**, you must wait until that opponent's **Captain Pawn** moves away before you can start any of your remaining **Saint Pawns**.

• **Legal Moves:** A **Legal Move** is any possible move that can be made with your die roll. If you have only one possible move, even if it seems harmful to your strategy, you are required to take it. If there are no possible **Legal Moves**, the player loses their turn.



## Modes of Play



### **Easy play mode - Approximate play time: 35 minutes (ages 8 to 12)**

*Recommended for children 5 to 8. Adult supervision is advised for younger players.*

Easy Play Mode is designed for younger players. In this mode, only four special tile types are used: Saint, Wild, Freeze, and Fire; all other tiles are treated as regular tiles. When a player lands on a Saint or Wild tile, they draw the top Saint card and keep it, regardless of its color. Landing on a Fire tile allows the player to take their Alliance token and place it on their home base. Conversely, landing on a Freeze tile requires the player to give up their Alliance token (if they have it). The game ends when one player has all their saint pawns in Heaven, and the player with the highest score wins.

**Items Used:** One die, Saint Cards, Action tiles (Saint, Wild, Fire, Freeze), Heaven tiles, Holy Ground tiles, Direction card, Alliance tokens.

**Unused Items:** Ice markers, second die, all other Action tiles/cards.

Using both dice is a variant that can be agreed upon before the game begins, to make the game progress faster.

### **Starting the Game**

Before starting the game, players should decide whether to play with one or two dice and whether the direction of play will be clockwise or counterclockwise. Place the Direction card on the board to indicate the chosen direction.

### **Playing with One Die**

To start a saint pawn, a player must roll a 1 or a 6. After placing the pawn on the appropriate starting tile (matching the chosen direction of play), the player rolls the die again. Each time a 6 is rolled, the player continues their progress until a number other than 6 is rolled ending their turn.

### **Playing with Two Dice**

To start a saint pawn, a player must roll any double. After placing the pawn on the appropriate starting tile (matching the chosen direction of play), the player rolls both dice again. Each time double 6s are rolled, the player continues rolling both dice until a roll other than double 6s occurs. If there are no other possible moves, and the only way to get the last saint pawn into Heaven is by rolling a 1, the player switches to rolling only one die.

### **Calculating the Final Score**

Scores are calculated as follows:

- 1 point for each saint pawn in Heaven
- 5 bonus points for having all four saint pawns in Heaven
- 1 point for each collected Saint card that does not match the player's color
- 2 points for each collected Saint card that does match the player's color
- 5 points for having the Alliance token

### **Advanced Mode Scoring:**

- 2 points for each saint pawn in the Throne Room
- 10 bonus points for having all four saint pawns in the Throne Room

### **Maximum Possible Scores:**

- Standard Game: 4 (Heaven) + 5 (Bonus) + 12 (Other Cards) + 8 (Own Cards) + 5 (Alliance Token) = 34 points
- Advanced Mode: 8 (Throne Room) + 10 (Bonus) + 12 (Other Cards) + 8 (Own Cards) + 5 (Alliance Token) = 43 points

The player with the highest score wins the game. It is possible to win without having all four saints in Heaven, due to a higher number of collected cards.





### **Simple play mode - Approximate play time: 25 minutes (ages 5 to 8)**

In Simple Play Mode, Saint cards are not used. The Saint Action tiles are treated as regular tiles, and Action Card #1 is removed from the Action Card deck. The objective is simply to be the first player to get all their saint pawns into Heaven. The first player to achieve this wins the game; there is no score calculation in this mode.



### **One-Way Play Mode**

In One-Way Play Mode, the Direction Card usage is permanent, and Action Card #5 is removed from the Action Card deck. Players decide on a direction of play (clockwise or counterclockwise) before starting the game, and this direction remains fixed for the entire game. The Direction card is placed on its designated space on the board, indicating the chosen direction, and is not changed. Otherwise, the game is played according to the other mode selected (Easy, Standard, or Advanced etc.)



### **Full Play Mode - Approximate play time: 35 minutes (ages 12 to adult)**

Full Play Mode utilizes all game components except Alliance tokens. Action Card #10 is removed from the Action Card deck. This mode incorporates all Action tiles and cards, Saint cards, and the Direction card. Players may choose to keep score in Full Play Mode (see "Calculating the Final Score" on page 13). If score is kept, players retain Saint cards of their own color after correctly answering a question; these cards are used for scoring at the end of the game. The player with the highest score wins. If score is not kept, the first player to get all their saints into Heaven wins. In this case, after a question is answered (correctly or incorrectly), the Saint card is returned to the bottom of the deck. The game always ends when the first player gets all their saints into Heaven.



### **Multiplayer Play Mode**

Multiplayer Mode is designed for groups of more than four players, with an unlimited number of players allowed per team. Players form teams, with a maximum of four teams possible. Teams can have varying numbers of players. Within each team, players take turns rolling the dice, ensuring that a different team member rolls each time it is their team's turn. Alliances are not permitted in this mode; therefore, Action Card #10 is removed from the Action Card deck, and Alliance tokens are not used. This mode allows everyone to participate, making it ideal for parties and large gatherings.



### **Teamwork Play Mode**

Teamwork Mode requires four players or groups. Before the game begins, players choose their partners, forming two teams. Team members exchange Alliance tokens and then compete against the other team. Alliance Action cards are not used in this mode; therefore, Action Card #10 is removed from the Action Card deck. To win, each team must get all eight of their saint pawns into Heaven, onto Heaven tiles corresponding to the colors of their saint pawns. Each player can move their own pawns or those of their teammates. No harmful actions can be taken against a teammate pawn.





### **Alliance Play Mode**

In Alliance Play Mode, players do not form permanent teams. While alliances can be formed during the game, each player ultimately competes individually. Alliances can help players, or their allies, reach Heaven faster. To form an alliance, players exchange Alliance tokens. When an alliance is broken, tokens are returned to their original owners. While an alliance is active, players cannot harm the saint pawns of their allies. Alliances can enable weaker players to progress against stronger players. Scoring is not permitted in this mode and you can move pawns of your ally when you roll if it benefits your goal.

For example, if the Carmelite player is significantly ahead, the Dominican and Franciscan players might form an alliance to challenge the Carmelite player by working together. They could assist each other, such as unfreezing allied saint pawns or strategically moving pawns to bump opponents—actions they might not be able to accomplish individually.

Alliances are formed and dissolved solely through drawing the Alliance Action card. Alliances are proposed, accepted, and are entirely voluntary. This adds a strategic element, requiring players to carefully balance the benefits of cooperation with the ultimate goal of winning individually. It is possible to assist an ally but still lose the game.





### Competition Play Mode - Approximate play time: 35 - 90 minutes (ages 12 to adult)

Competition Play Mode uses scoring and is designed for multiple games played over time. This mode is ideal for players who enjoy tracking scores and long-term competition. The same players can participate in multiple game sessions to determine the overall competition winner. The first player (or team) to reach 100 points wins the competition. In Advanced Mode, the recommended threshold is 200 points. After each game, scores are recorded and tracked for subsequent games.

Competition Play Mode can be played with individual players or groups (as in Multiplayer Mode). For example, two players could form the Carmelite team and compete against a single red and blue player. If the Carmelite team reaches 100 points first, they win the competition.

#### Competition Mode Rules:

- **No Alliances:** Alliances are not permitted. Action Card #10 is removed from the Action Card deck.
- **Single Die Usage:** The game is played with a single die, except in specific situations when an Action card requires rolling both dice, or when the Freeze or Wild tiles are used.
- **Keeping Saint Cards:** Players only keep Saint cards matching their order and color when answering questions correctly.
- **Returning Saint Cards:** Saint cards from other orders are returned to the bottom of the deck after a question is answered, regardless of whether the answer is correct.
- **Alliance Tokens:** Alliance tokens are used for special bonus points, which can be earned or lost during the game.
- **Wild Tile Actions:** The Wild Action tile has two additional functions related to Alliance tokens:
  - ♦ **Gaining a Token:** A player landing on the Wild tile can declare their intention to gain the Alliance token for their order. They then roll both dice. If they roll a double, they are awarded the Alliance token and place it on their home base. A successful roll allows the player to roll again for this Saint Pawn's advancement.
  - ♦ **Stealing a Token:** A player can also declare their intention to take an Alliance token from another player. They roll both dice. If they roll any double, they can take the token from the other player and place it on their own home base. It is possible to collect all four Alliance tokens during the game for bonus points. The only way to acquire another order's token is by taking it from a player who already possesses it. A token cannot be obtained until it is in play (i.e., claimed by a player). A successful roll allows the player to roll again for this Saint Pawn's advancement.

#### Calculating the Final Score

Scores are calculated as follows:

- 1 point for each saint pawn in Heaven
- 5 bonus points for having all four saint pawns in Heaven
- 2 points for each collected Saint card that matches the player's order
- 5 bonus points for collecting all Saint cards of the player's order
- 5 points for having the player's own Alliance token
- 2 points for each Alliance token belonging to an opponent that the player has collected

**Maximum Possible Score:** 4 (Heaven) + 5 (Bonus) + 8 (Cards) + 5 (Bonus) + 5 (Own Token) + 6 (Opponent Tokens) = 33 points

A player could theoretically score 99 points after three perfect games.

#### Calculating the Final Score (Advanced Mode)

In Advanced Mode, scores are calculated as follows:

- 2 points for each saint pawn in the Throne Room
- 10 bonus points for having all four saint pawns in the Throne Room



- 2 points for each collected Saint card that matches the player's order
- 5 bonus points for collecting all Saint cards of the player's order
- 5 points for having the player's own Alliance token
- 2 points for each Alliance token belonging to an opponent that the player has collected

*Maximum Possible Score (Advanced Mode):* 8 (Throne Room) + 10 (Bonus) + 8 (Cards) + 5 (Bonus) + 5 (Alliance) + 6 (Opponent Tokens) = 42 points

A player could theoretically score 210 points after five perfect games.

### Competition Scoring

After each game is completed, player scores are recorded and added to their cumulative competition score. The first player (or team) to reach 100 points wins the overall competition.



### Custom Play Mode

This mode allows players to create their own unique game experience by setting custom rules. Players can combine elements from different game modes, accept or reject existing rules, and experiment with various combinations to develop a personalized playing style. The possibilities are endless! The following are just a few suggestions to inspire custom game creation:

1. **Adjusted Score Threshold:** The 100-point threshold in Competition Mode can be modified. For a longer competition, players might choose a higher target, such as 200 points.
2. **Modified Scoring:** Point values for various scoring criteria can be customized. For example, each Alliance token could be worth 1 point instead of 5.
3. **Keeping All Saint Cards:** Players could keep any Saint card after answering a question correctly, regardless of the card's color. This can influence card availability for other players.
4. **Using All Saint Cards (Expansion):** With the expansion pack, using all 32 Saint cards adds more variety, challenge, and scoring opportunities.
5. **Removing Fast Forward Tiles:** Players can choose to treat Fast Forward Action tiles as regular tiles, ignoring their special function.
6. **Treating Captains as Regular Pawns:** Captain saint pawns can be played as regular pawns, without their special abilities.
7. **Create Your Own Rules:** Players are encouraged to experiment and create their own custom rules to maximize their enjoyment of the game.

### Advanced Play Mode

Advanced Play Mode can be combined with any other play mode. In Advanced Play, after completing the initial objective (getting all saints into Heaven), players undertake a second challenge: being the first to move all their saints into the Throne Room of God.

This second "mini-quest" cannot begin until all of a player's saints are in Heaven. While this may sound easy, it can be quite challenging. To move a saint into the Throne Room, a player must roll the exact number required. Because the path around the Throne Room is shorter, rolling the precise number can be difficult. While waiting for the correct roll, other players may catch up and bump the player's saints, sending them back to their Heaven tiles. Once a saint is in Heaven, it cannot be removed from Heaven. If bumped while circling the Throne Room, the saint pawn is moved to the unoccupied Heaven tile closest to the Throne Room.



## Other Games Coming Soon



This is more than just a memory game! *The Triumph of the Immaculate Heart Memory Game* is a card-matching game featuring two decks and over 40 apparitions of Mary from around the world. But it offers even more: cards have varying point values based on their content. Apparition cards officially approved by the Vatican score higher, as do cards depicting Mary holding infant Jesus. Special cards featuring real miraculous images are worth the most points.

Race against other players to collect Immaculate Hearts, earning special Immaculate Heart tokens along the way. Use wild cards to take tokens from opponents. Play with one or both decks to adjust the difficulty. For an added challenge and an opportunity to learn about the apparitions, try the trivia mode with over 40 beautifully designed question cards. With so many ways to play, this game offers endless replayability and appeals to a wide range of ages.



Enjoy all your favorite card games with these beautifully crafted Catholic playing cards. Featuring the 12 Apostles in stunning stained glass artwork, with the Blessed Virgin Mary as Queen, each suit is represented by a different color. Two decks are packaged in an exquisite golden tin.

These double decks include four Jokers, each portrayed by one of the four Archangels. St. Peter, Prince of the Apostles, is featured as the Ace, with the other Apostles following in the order used in the Eucharistic Prayer and the Litany of the Saints. St. Matthias is the twelfth Apostle.

This premium deck of cards makes a wonderful gift for any Catholic. A short biographical booklet about the Apostles is also included, making it a fun and educational tool for children.



The Crown of Glory is the ultimate Catholic trivia game! Designed for up to nine players or teams, the game challenges you to collect precious jewels for your Crown of Glory. But be careful—as players strive to gather all nine jewels, they risk losing the ones they've already earned!

Once you've collected your nine jewels, it's time to secure the final crown jewel: the Pink Star Diamond. This priceless gem, valued at over \$71 million, is the key to victory. The first player to obtain the Pink Star Diamond wins the game. With over 3,000 questions spanning nine categories, The Crown of Glory offers endless replayability.

Featuring questions for all ages, from easy to challenging, and stunning artwork, the game includes real glass gems that players place on their crowns. The Crown of Glory also features a unique, oversized game board designed by Traditio Designs. Be the first to claim the Pink Star Diamond and earn your Crown of Glory!

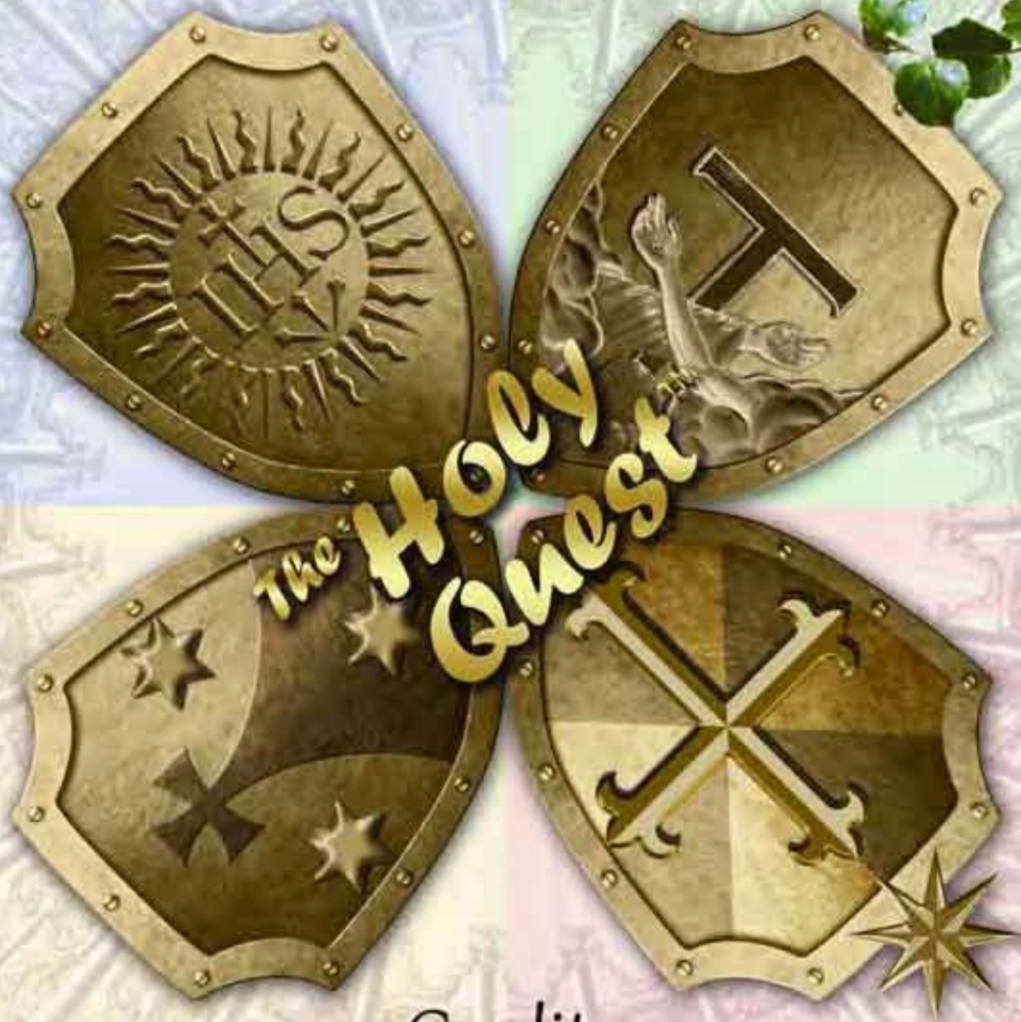


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## Credits

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Designed in USA



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