

# HOLY CARDS.

a strategic card game of biblical characters, events, places & objects!

## GAME MANUAL





# GOAL.



**THE GOAL OF HOLY CARDS IS TO BE THE FIRST PLAYER TO SUCCESSFULLY GET RID OF ALL THE CARDS IN YOUR HAND!**

# SET-UP.



**1. SHUFFLE & DEAL SIX CARDS TO EACH PLAYER. PLACE THE REST OF THE CARDS IN THE CENTER OF THE TABLE, THIS IS THE DRAW PILE.**

**2. THE DEALER WILL TURN OVER THE TOP CARD & PLACE IT FACE-UP NEXT TO THE DRAW PILE, THIS IS THE DISCARD PILE! THE PLAYER TO THE LEFT OF THE DEALER GOES FIRST!**

**3. IF A "FRUIT OF THE SPIRIT" ACTION CARD IS TURNED OVER BY THE DEALER AT THE START OF THE GAME OR IS THE TOP CARD IN THE DISCARD PILE AT THE START OF A PLAYERS TURN, THAT PLAYER CAN PLAY ANY CARD FROM THEIR HAND! WHEN PLAYING A BIBLICAL CHARACTER, EVENT, PLACE OR OBJECT CARD ON TOP OF A "FRUIT OF THE SPIRIT" ACTION CARD, YOU MAY PLAY ALL IDENTICAL CARDS OF ONLY ONE BIBLICAL CHARACTER, EVENT, PLACE OR OBJECT CARD FROM YOUR HAND IN THE SAME TURN.**

**4. IF YOU RUN OUT OF CARDS IN THE DRAW PILE DURING THE GAME SHUFFLE THE DISCARD PILE & PLACE THEM BACK INTO THE DRAW PILE!**



# RULES.



**A PLAYER WILL TAKE THEIR TURN BY DOING ONE OF THREE THINGS...**

**1. PLAYING THE SAME BIBLICAL CHARACTER, EVENT, PLACE OR OBJECT CARD THAT IS FACE UP IN THE DISCARD PILE! YOU MAY PLAY ALL IDENTICAL CARDS IN YOUR HAND THAT MATCHES THE TOP CARD IN THE DISCARD PILE IN THE SAME TURN!**

**2. PLAYING A DIFFERENT CARD THAT CORRESPONDS WITH THE BIBLICAL STORY THAT'S FACE UP IN THE DISCARD PILE. THOSE CORRESPONDING CARDS ARE LISTED ON PAGES 5 & 6 OF THIS GAME MANUAL! WHEN PLAYING A CORRESPONDING CARD YOU MAY PLAY ALL IDENTICAL CARDS OF ONLY ONE BIBLICAL CHARACTER, EVENT, PLACE OR OBJECT CARD FROM YOUR HAND IN THE SAME TURN.**

**3. OR PLAY A "FRUIT OF THE SPIRIT" ACTION CARD! A "FRUIT OF THE SPIRIT" ACTION CARD CAN BE PLAYED ON TOP OF ANY OTHER "FRUIT OF THE SPIRIT," BIBLICAL CHARACTER, EVENT, PLACE OR OBJECT CARD! YOU MAY NOT PLAY ALL IDENTICAL "FRUIT OF THE SPIRIT" ACTION CARDS FROM YOUR HAND IN THE SAME TURN, PLAY ONLY ONE!**

**4. IF YOU CAN'T COMPLETE ONE OF THE FIRST TWO MOVES LISTED ABOVE BUT YOU DO HAVE A "FRUIT OF THE SPIRIT" ACTION CARD YOU MUST PLAY IT NO MATTER WHAT! UNLESS IT'S THE PEACE CARD, THIS CARD CAN ONLY BE PLAYED ON TOP OF ANOTHER "FRUIT OF THE SPIRIT" ACTION CARD! IF YOU CAN'T COMPLETE ONE OF THE THREE MOVES LISTED ABOVE THEN YOU MUST DRAW A CARD & YOUR TURN IS OVER!**



# ACTION CARDS.

## FRUIT OF THE SPIRIT



**LOVE.** - THIS CARD ALLOWS YOU TO ROTATE PLAY IN THE OPPOSITE DIRECTION! IF PLAYING THE GAME WITH ONLY TWO PLAYERS TAKE THESE CARDS OUT OF THE GAME!



**JOY.** - THIS CARD ALLOWS YOU TO GIVE ANY PLAYER ONE CARD FROM YOUR HAND!



**PEACE.** - THIS CARD CAN BE PLAYED BY ANY PLAYER AT ANY TIME, BUT ONLY WHEN ANOTHER PLAYER HAS LAID A "FRUIT OF THE SPIRIT" CARD! THIS CARD STOPS THE EFFECTS OF ANY "FRUIT OF THE SPIRIT" CARD!

PLAYING THIS CARD ENDS THE CURRENT PLAYERS TURN AND PLAY RESUMES WITH THE NEXT PLAYER. A PLAYER MAY NOT PLAY THIS CARD ON A "FRUIT OF THE SPIRIT" CARD THAT THEY THEMSELVES HAVE LAID! IT CAN ONLY BE LAID ON A "FRUIT OF THE SPIRIT" CARD THAT ANOTHER PLAYER HAS LAID!

#NOT TODAY



**PATIENCE.** - THIS CARD SKIPS THE NEXT TWO PLAYERS. \*IF PLAYING WITH ONLY TWO PLAYERS THE OPPOSING PLAYER MISSES TWO BACK-TO-BACK TURNS!



**KINDNESS.** - THIS CARD ALLOWS YOU TO MAKE ANY PLAYER DRAW A CARD!



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# ACTION CARDS.

## FRUIT OF THE SPIRIT



**GOODNESS.** - CHOOSE ANY PLAYER TO ROLL THE DICE! WHATEVER NUMBER THEY ROLL, IS THE NUMBER OF CARDS THEY MUST DRAW! UNLESS THE PLAYER ROLLS A ONE OR AN EIGHT. IF THE PLAYER ROLLS A ONE OR AN EIGHT THE PLAYER WHO LAID THIS CARD HAS TO DRAW TWO CARDS!



**FAITHFULNESS.** - SWITCH HANDS WITH ANY OTHER PLAYER!



**GENTLENESS.** - THIS CARD ALLOWS YOU TO ROLL THE DICE! ROLL AN EVEN NUMBER & TAKE ANOTHER TURN! ROLL AN ODD NUMBER & THE NEXT PLAYER GETS TO TAKE TWO BACK-TO-BACK TURNS!



**SELF-CONTROL.** - ROLL THE DICE AGAINST ANY PLAYER! THE PLAYER WHO ROLLS THE LOWEST NUMBER HAS TO DRAW ONE CARD! IF YOU BOTH ROLL THE SAME NUMBER YOU BOTH DRAW A CARD!



\*IF YOU LAY THE GOODNESS OR SELF-CONTROL "FRUIT OF THE SPIRIT" ACTION CARD AS THE LAST CARD FROM YOUR HAND, IN ORDER TO WIN THE GAME YOU MUST PLAY OUT THAT CARD TO MAKE SURE THAT YOU WON'T HAVE TO DRAW ANYMORE CARDS BEFORE YOU CAN WIN THE GAME! YOU MAY ALSO PLAY THE "FAITHFULNESS" CARD AS YOUR LAST CARD TO WIN THE GAME AS WHEN YOU PLAY THIS AS THE LAST CARD FROM YOUR HAND YOU WOULD HAVE NO OTHER CARDS TO SWITCH WITH ANOTHER PLAYER! ANY OTHER "FRUIT OF THE SPIRIT" ACTION CARDS CAN BE LAID AS YOUR LAST CARD TO WIN THE GAME WITH EXCEPTION OF THE PEACE "FRUIT OF THE SPIRIT" ACTION CARD. THAT CARD MUST BE PLAYED ON ANOTHER "FRUIT OF THE SPIRIT" ACTION CARD TO WIN IF IT IS THE LAST CARD IN YOUR HAND!



# CORRESPONDING CARDS.



**BELOW ARE THE CORRESPONDING CARDS  
THAT CAN BE LAID ON TOP OF ONE ANOTHER  
IN ANY ORDER!**

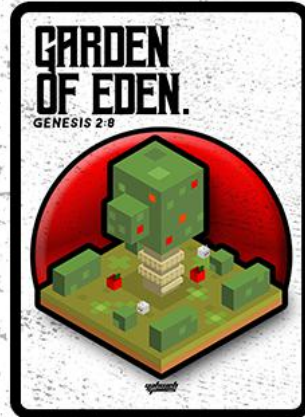
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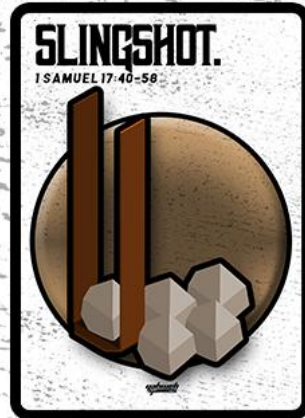
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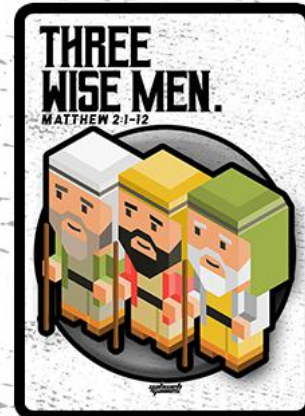
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# CORRESPONDING CARDS.

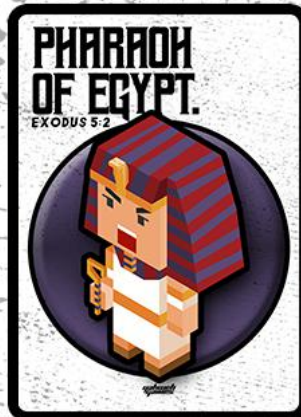


**ALL CORRESPONDING CARDS HAVE THE SAME COLORED BACKGROUND!**

4.



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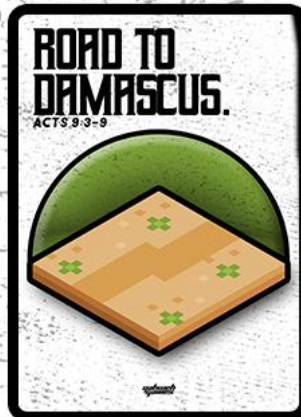
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5.



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**TAG US IN YOUR GAME  
PHOTOS ON SOCIAL MEDIA!**

**#HOLYCARDS  
@GAMEOFHOLYCARDS**



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CREATED BY BROOKS VAN AKEN  
YAHWEH GAMES, LLC

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