

WARNING: CHOKING HAZARDS  
PLAYING PIECES CAN BE SHARP  
TIME: 10-15 MINS.  
PLAYERS: 1-6  
AGES: 4+

THE AUTHORS/DESIGNERS OF SAINTCARDS WOULD LIKE TO THANK THE MANY PLAYTESTERS WHO HELPED MAKE THIS GAME A REALITY, NAMELY THEIR CHILDREN. ALSO, MANY THANKS TO OUR WONDERFUL KICKSTARTER BACKERS WHO GAVE US THE BOOST WE NEEDED TO MAKE THIS 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 THIS GAME IN THE ARCHDIOCESE OF ST. LOUIS AND WE WERE INSTRUCTED TO PROVIDE THE MAIN SOURCES FOR THE MANY FACTS INCLUDED IN SAINTCARDS. WE 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, CATHOLIC SAINTS.INFO, NEWADVENT.ORG, AMONG A DOZEN OTHER HISTORICAL BOOKS TO VERIFY INFORMATION. IF YOU HAVE ANY QUESTIONS REGARDING SAINTCARDS, FEEL FREE TO WRITE TO US DIRECTLY AT INFO@SAINTCARDS.COM OR VISIT: WWW.SAINTCARDS.COM



**SAINTCARDS**  
GET TO KNOW YOUR FAMILY IN HEAVEN.™  
SAINTCARDS.COM

# RULES

(ORIGINAL SAINTCARDS GAME)



**THE SAINTCARDS BASE SET INCLUDES:**  
**106 SAINTCARDS**  
**1 JESUS CARD**  
**48 TREASURE COMPONENTS**  
**1 SATIN STORAGE BAG**  
**1 STORAGE TIN**  
**1 RULEBOOK**

WARNING: CHOKING HAZARDS  
0-3

**SAINTCARDS** IS A MATCHING GAME. THE MORE MATCHES YOU MAKE, THE MORE TREASURE YOU RECEIVE. THE PLAYER WITH THE MOST TREASURE AT THE END OF THE GAME GATHERS ALL OF THE TREASURE FROM ALL OF THE OTHER PLAYERS AND PLACES IT AT THE FEET OF JESUS. IT'S ALL FOR JESUS IN THE END!

**YOUR FIRST GAME**





AT THE START OF THE GAME, THE DEALER WILL DEAL OUT THE FOLLOWING NUMBER OF SAINTCARDS TO EACH PLAYER DEPENDING ON HOW MANY ARE PLAYING:

2 PLAYERS	7 SAINTCARDS
3 PLAYERS	5 SAINTCARDS
4 PLAYERS	4 SAINTCARDS
5-6 PLAYERS	3 SAINTCARDS


ONCE THE DEALER HAS DISTRIBUTED THE SAINTCARDS, PLAY CAN BEGIN (SEE EXAMPLE TO THE RIGHT). ON YOUR TURN, SIMPLY LOOK FOR A SAINTCARD IN YOUR HAND AND FIND AT LEAST ONE MATCH WITH THE FACE-UP CARD. THE MORE MATCHES YOU FIND, THE MORE TREASURE YOU RECEIVE. YOU CAN EVEN PLAY AN EXTRA SAINTCARD IF YOU CAN FIND AN ADDITIONAL SAINTCARD THAT HAS AT LEAST THREE MATCHES!

WHEN YOU PLACE YOUR SAINTCARD, SAY THE NAME OF THE SAINT, AND POINT OUT THE MATCHES YOU FOUND BETWEEN YOUR CARD AND THE UPTURNED CARD. YOU MAY THEN PLACE YOUR CARD ON THE TOP AND GATHER FROM THE STOREHOUSE THE NUMBER OF TREASURE EQUAL TO THE NUMBER OF MATCHES YOU FOUND. ONCE YOU COLLECT YOUR TREASURE AND SAY "PASS", IT IS THE NEXT PLAYER'S TURN.

**TREASURE PIECE VALUE**

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

# 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 RIBBONS
6	RELIGIOUS ORDER/ SECULAR FACT ICONS
7	SAINTCARDS EXPANSION ICON(S)
8	ART INFORMATION
9	NAME OF SAINT
10	PATRONAGE(S)
11	GEOGRAPHICAL LOCATION(S) ICON(S)
12	CALENDAR INFO/ COLOR BLIND AID

## STARTING LAYOUT FOR 4-PLAYER GAME

**PLAYER 4 (Dealer)**



**PLAYER 1**



**JESUS CARD**



**FACE-UP CARD**



**DRAW DECK**



**STOREHOUSE OF TREASURE**



**PLAYER 3**



**PLAYER 2**



**EXAMPLE:** ISAAC, ANDREW, HELEN, AND XAVIER ARE GOING TO PLAY A 4-PLAYER GAME. ISAAC IS PLAYER 4 (THE DEALER) AND SHUFFLES THE SAINTCARDS THOROUGHLY. HE THEN DEALS UNTIL EACH PLAYER HAS FOUR SAINTCARDS IN THEIR HANDS. ISAAC THEN PLACES THE REMAINING CARDS FACE DOWN TO CREATE THE DRAW DECK. HE THEN TURNS OVER THE TOP CARD OF THE DRAW DECK TO BE THE FIRST FACE-UP SAINTCARD. ALL OF THE PLAYERS THEN PICK THEIR SAINTCARDS UP INTO THEIR HANDS. PLAY THEN BEGINS CLOCKWISE WITH, HELEN (PLAYER 1), THE PLAYER TO ISAAC'S LEFT. HELEN CAN EITHER PLAY A SAINTCARD OR DRAW A SAINTCARD. SHE DECIDES TO PLAY A SAINTCARD AND SHARES THE MATCHES SHE HAS MADE WITH HER SAINTCARD AND THE FACE-UP CARD. ISAAC, ANDREW, AND XAVIER, ARE FREE TO CHECK TO MAKE SURE THEY AGREE WITH THE MATCHES HELEN FOUND AND CAN EVEN HELP HER FIND MORE MATCHES. ONCE THE MATCH COUNT IS DETERMINED, HELEN RECEIVES THE NUMBER OF TREASURE EQUAL TO THE MATCHES SHE FOUND. SHE THEN CHECKS TO SEE IF SHE CAN PLAY AN ADDITIONAL SAINTCARD AND CANNOT. SHE THEN SAYS, "PASS" AND XAVIER (PLAYER 2) IS READY TO PLAY.



# RULES (Continued)

## SEQUENCE OF PLAY

ON YOUR TURN YOU MAY DO ONE OF TWO ACTIONS:

1. **PLAY A SAINTCARD ON TOP OF THE FACE-UP CARD NOTING AT LEAST ONE (1) MATCH BETWEEN THE SAINTCARDS (SAME CENTURY, FEAST MONTH, GEOGRAPHICAL LOCATION, ETC.)**

-OR-

2. **DRAW A SAINTCARD FROM THE DECK**

### OPTION 1: PLAYING A SAINTCARD

**A. FIND MATCHES** (YOU MUST TRY TO FIND AS MANY SIMILARITIES AS YOU CAN BETWEEN ONE OF YOUR SAINTCARDS AND THE FACE-UP SAINTCARD.)

**B. COLLECT TREASURES** (ONCE YOU PLAY A SAINTCARD, YOU MUST COLLECT THE AMOUNT OF TREASURE FROM THE STOREHOUSE OF TREASURE THAT IS EQUAL TO THE NUMBER OF MATCHES YOU FOUND. YOU MUST/MAY ALSO RESOLVE ANY ADDITIONAL ACTIONS THAT MAY HAVE RESULTED FROM PLAYING YOUR SAINTCARD [THIS IS COMMON IN EXPANSION PLAY])

**C. PLAY A SECOND SAINTCARD** (IF YOU HAVE FULFILLED CONDITIONS A & B ABOVE, YOU MAY PLAY A SECOND SAINTCARD IF YOU CAN MAKE AT LEAST 3 MATCHES WITH THE SECOND SAINTCARD. ONCE YOU PLAY YOUR SAINTCARD, YOU MAY COLLECT THE AMOUNT OF TREASURE FROM THE STOREHOUSE THAT IS EQUAL TO THE NUMBER OF MATCHES YOU FOUND FOR THE SECOND SAINTCARD, THEN RESOLVE ANY ACTIONS THAT MAY HAVE RESULTED FROM PLAYING YOUR SECOND SAINTCARD. (NOTE: YOU MAY NOT PLAY MORE THAN TWO SAINTCARDS ON YOUR TURN. ONCE YOU HAVE RESOLVED THE SECOND SAINTCARD, YOU MUST SAY "PASS" AND THE NEXT PLAYER'S TURN MAY BEGIN.)

### OPTION 2: DRAWING A SAINTCARD

**A. DRAW A SAINTCARD FROM THE DECK** (THIS CAN BE FOR NECESSITY OR STRATEGY. IF YOU DO NOT HAVE ANY MATCHES IN YOUR HAND, OR YOU WOULD LIKE TO ADD TO YOUR HAND FOR A BETTER CHANCE OF MATCHES IN A FUTURE TURN, YOU MAY DRAW (1) ONE SAINTCARD FROM THE DECK) ONCE YOU DRAW A SAINTCARD FROM THE DECK, YOUR TURN ENDS.

**NOTE: YOU MUST CHOOSE TO EITHER PLAY AT LEAST ONE SAINTCARD OR DRAW A SAINTCARD ON YOUR TURN**

### FURTHER EXPLANATION OF GAMEPLAY

WHEN IT IS YOUR TURN, YOUR GOAL IS TO FIND A SAINTCARD IN YOUR HAND THAT MAKES THE MOST POSSIBLE MATCHES WITH THE SAINTCARD THAT IS CURRENTLY TURNED UP. (IF YOU DON'T KNOW WHAT THE SYMBOLS MEAN, YOU CAN REFERENCE THE GUIDE ON THE BACK OF THESE RULES TO HELP YOU LEARN AS YOU GO.) **THE MORE YOU PLAY SAINTCARDS THE MORE YOU BECOME FAMILIAR WITH THE COLORS AND SYMBOLS TIED TO EACH SAINTCARD. ONCE YOU KNOW WHAT THESE SYMBOLS MEAN, YOU HAVE MEMORIZED IMPORTANT FACTS ABOUT YOUR FAVORITE SAINTS USING AN ANCIENT MEMORIZATION TECHNIQUE CALLED "THE LOCI METHOD" (ST. THOMAS AQUINAS AND ST. ALBERT THE GREAT USED THIS METHOD TOO!).**

WHEN YOU GO TO PLACE YOUR SAINTCARD, YOU MUST POINT OUT THE MATCHES YOU FOUND BETWEEN YOUR SAINTCARD AND THE FACEUP SAINTCARD. ANY COLORS ON YOUR SAINTCARDS CAN BE MATCHED WITH THE CARD TURNED UP. EVEN THE OUTSIDE COLOR OF THE SAINTCARD CAN BE MATCHED WITH THE SAME COLOR IN THE RIBBON SHAPE. WHEN YOU PLACE YOUR CARD ON THE FACE-UP SAINTCARD, YOU THEN GATHER (FROM THE STOREHOUSE OF TREASURE) THE NUMBER OF TREASURES EQUAL TO THE NUMBER OF MATCHES YOU FOUND. **FOR EXAMPLE, YOU CAN SEE IN THE EXAMPLE ABOVE AND TO THE RIGHT THAT YOU HAVE ST. PANCRAS OF ROME TURNED UP ON THE TABLE. IF YOU DECIDE TO PLAY ST. LUCY OF SYRACUSE, YOU WOULD RECEIVE A TOTAL OF FIVE (5) TREASURES. YOU WOULD RECEIVE TWO TREASURES FOR MATCHING THEIR BIRTH AND PASSING CENTURIES (SEE #'s 1 & 2 IN THE SAINTCARDS ANATOMY ON THE OTHER SIDE OF THIS PAGE), 1 TREASURE FOR MATCHING THEM AS MARTYRS, 1 FOR MATCHING THEM AS YOUNG PEOPLE, AND 1 FOR NOTING THEY BOTH LIVED AND SERVED IN WESTERN EUROPE (KEYS SYMBOL).**

### EXAMPLE:



EACH PLAYER MUST POINT OUT EACH MATCH THEY FIND AND THE TABLE HAS THE OPPORTUNITY TO VERIFY THEY ARE CORRECT AND CAN HELP THE PLAYER FIND MORE MATCHES. ONCE THE PLAYER SHOWS THE TABLE THEIR MATCHED ATTRIBUTES/FACTS, THEY MAY THEN COLLECT THEIR TREASURE.

**SPECIAL RULE REGARDING YOUR SECOND SAINTCARD: IF YOU HAVE ANOTHER SAINTCARD IN YOUR HAND THAT WILL GAIN AT LEAST 3 TREASURES, YOU MAY PLAY THIS ADDITIONAL SAINTCARD ON THE SAME TURN. FOR EXAMPLE, IF YOU RECEIVE 1 TREASURE FOR PLACING THE FIRST SAINTCARD, BUT THEN CAN GAIN 4 TREASURES FOR PLACING THE SECOND SAINTCARD, YOU MAY PLAY BOTH CARDS ON YOUR TURN FOR A TOTAL OF 5 TREASURES!**

## END OF THE GAME



WHEN A PLAYER GETS DOWN TO ONE (1) SAINTCARD IN THEIR HAND, THEY MUST SAY: "SAINTCARDS!"

IF A PLAYER SAYS THIS THIS AFTER THEY SAY "PASS", AND ANOTHER PLAYER NOTICES, THE PLAYER WITH ONE SAINTCARD MUST IMMEDIATELY DRAW (ONE) 1 ADDITIONAL SAINTCARD INTO THEIR HAND. IF NO OTHER PLAYERS NOTICE, AND THE PLAYER PLACES THEIR FINAL SAINTCARD ON THE FACE-UP CARD, THEY DO NOT NEED TO DRAW AN ADDITIONAL CARD.

**THE GAME OF SAINTCARDS ENDS WHEN THE FOLLOWING TWO CONDITIONS ARE MET:**

1. **ONE PLAYER HAS PLAYED THEIR FINAL SAINTCARD**
2. **THE DEALER (THE ONE TO THE RIGHT OR ACROSS FROM PLAYER 1) HAS HAD A CHANCE TO PLAY**

(IT IS POSSIBLE THAT THE SAME PERSON CAN FULFILL BOTH OF THESE CONDITIONS IN ONE TURN)

**WHEN ANY PLAYER PLAYS HER/HIS LAST SAINTCARD, THEY RECEIVE THEIR TREASURES AS NORMAL AND ALSO + (3) THREE BONUS TREASURES FOR PLAYING THEIR LAST SAINTCARD!**

WHEN THE GAME ENDS, EACH PLAYER COUNTS UP THE TOTAL OF THE TREASURES THEY HAVE GATHERED IN THE COURSE OF THE GAME. THE PLAYER WHO GATHERED THE MOST TREASURE IS THE WINNER AND MAY GATHER EVERYONE'S TREASURE AND PLACE IT AT THE FEET OF JESUS (THE JESUS CARD) AS A SIGN OF HONOR FOR OUR SAVIOR.

IF THE GAME ENDS IN A TIE, THE VICTORY IS SHARED. BOTH WINNERS ARE ABLE TO GATHER THE TREASURE TO PLACE AT THE FEET OF JESUS.

**EXAMPLE REFERENCING THE GAME BETWEEN ISAAC, ANDREW, HELEN, AND XAVIER ON THE OTHER SIDE OF THE RULEBOOK: HELEN PLAYS HER LAST SAINTCARD AND FOUND TWO MATCHES. SHE WILL RECEIVE HER NORMAL ALLOTMENT OF TREASURES (2) ALONG WITH THE +3 TREASURE BONUS. HOWEVER, THE GAME IS NOT YET COMPLETED. XAVIER ALSO HAS AN OPPORTUNITY TO PLAY ONCE MORE AS WELL AS ISAAC (WHO WAS THE DEALER). ONCE ISAAC PLAYS HIS TURN (AND AT LEAST ONE PLAYER DOES NOT HAVE ANY SAINTCARDS) THE GAME IS OVER AND THE SCORING BEGINS.**

ADDITIONAL RULES/CLARIFICATIONS/EXCEPTIONS

DURING GAMEPLAY

- ALL PLAYERS MUST SHOW HOW MANY SAINTCARDS THEY HAVE IN THEIR HAND AT ALL TIMES. IF THEY ARE ASKED HOW MANY SAINTCARDS THEY HAVE, THEY MUST ANSWER TRUTHFULLY.
- ALL PLAYERS MUST SHOW HOW MANY TREASURES THEY HAVE GATHERED AT ALL TIMES. IF THEY ARE ASKED HOW MANY TREASURES THEY HAVE, THEY CAN EITHER COUNT THEM FOR THE OTHER PLAYERS OR ALLOW THE OTHER PLAYERS TO COUNT THEM.
- SAINTCARDS ARE DESIGNED FOR RIGHT AND LEFT-HANDED PLAYERS. DUPLICATE RIBBONS OR FEAST MONTHS DO NOT COUNT AS ADDITIONAL MATCHES.

PATRONAGES & CATHOLIC ART

THE PATRONAGES & CATHOLIC ART FACTS (EXTRA FACTS PROVIDED ON THE SAINTCARDS) ARE NOT A PART OF THE GAMEPLAY OF SAINTCARDS BUT CAN BE USED FOR MEMORIZATION EXERCISES, COMPETITIONS, OR INCREASED DEVOTION IN PRAYER.



WILDCARDS

WHEN YOU PLAY A WILDCARD, YOU IMMEDIATELY RECEIVE ONE (1) TREASURE AND THEN RESOLVE THE EFFECTS OF THE WILCARD DETAILED IN WRITING AT THE BOTTOM OF THE WILDCARD. YOU THEN MUST SAY THE NUMBER OF ANY CENTURY ONE THROUGH TWENTY (1-20). THE NEXT PLAYER IS THEN REQUIRED TO PLAY A SAINTCARD THAT HAS THE NAMED CENTURY ON THE CARD. IF THEY DO NOT HAVE THE NAMED CENTURY, THEY MUST DRAW A CARD AND THE PLAYER WHO ORIGINALLY PLACED THE WILDCARD MAY RECEIVE AN ADDITIONAL TREASURE. PLAY THEN PROCEEDS TO THE NEXT PLAYER WHO MUST SEE IF THEY CAN PLAY THE NAMED CENTURY ON THE CARD. SIMILARLY, IF THEY CANNOT FIND A SAINTCARD WITH THE MATCHING CENTURY, THEY MUST DRAW A CARD AND ANOTHER TREASURE IS AWARDED TO THE ORIGINAL PLAYER. ONCE SOMEONE PLACES THE NAMED CENTURY (INCLUDING THE ORIGINAL PLAYER), THREE (3) TREASURES ARE AWARDED TO THE PLAYER. (IF A WILDCARD IS TURNED UP FIRST BY THE DEALER, THE FIRST PLAYER MAY PLAY ANY SAINTCARD ON THE WILDCARD AND RECEIVE 3 TREASURES FOR RESOLVING THE WILDCARD (NOTE: IF A PLAYER DECIDES TO DRAW ON THEIR TURN, THE PLAYER WHO PLAYED BEFORE YOU DOES NOT RECEIVE A TREASURE. WILDCARDS ARE THE ONLY CARDS THAT CAN GAIN A PLAYER TREASURES WHEN OTHERS DRAW A CARD.)

SUGGESTIONS FOR YOUR FIRST FEW GAMES

- WE RECOMMEND A SIMPLE APPROACH TO YOUR FIRST GAME SO YOU CAN GET USED THE GAMEPLAY. WE RECOMMEND STARTING WITH THE BASE SET (WITHOUT ANY EXPANSIONS) FOR THIS FIRST GAME. WE THEN RECOMMEND ONLY MATCHING THE FOLLOWING FOR EACH SAINTCARD TO START:
1. BIRTH & PASSING CENTURY
  2. FACT COLORS/RIBBONS
  3. FEAST MONTHS
- ALL OTHER SYMBOLS CAN BE ADDED IN LATER FOR MORE LEARNING AND STRATEGY.  
(WE ALSO RECOMMEND SHIFTING THE DEALER CLOCKWISE AFTER EACH GAME SO THE DEALER CAN BE A DIFFERENT PERSON EACH GAME)

ADDITIONAL IDEAS FOR EDUCATION

- USE SAINTCARDS AS INDIVIDUAL FLASHCARDS FOR QUIZZING AND TESTING
  - ASK STUDENTS TO NAME THE ATTRIBUTES OF THE SAINT WITHOUT SEEING THE SAINTCARD
  - PLAY MEMORY GAMES
  - HOST A SAINTCARDS BEE AT YOUR HOME, SCHOOL, OR PARISH. (EMAIL INFO@SAINTCARDS.COM FOR MORE INFORMATION)
- CONTACT US: MESSAGE US ON  FACEBOOK OR  INSTAGRAM AT @SAINTCARDS OR EMAIL US AT INFO@SAINTCARDS.COM. YOU CAN ALSO VIEW AND PURCHASE THE EXPANSIONS TO SAINTCARDS AT SAINTCARDS.COM/SHOP OR AT YOUR LOCAL CATHOLIC BOOKSTORE.

DEDICATION

SAINTCARDS IS DEDICATED TO TWO BEAUTIFUL MOTHERS: THE BLESSED VIRGIN MARY & MY BRIDE, MRS. WILLIAMS

SOLITAIRE SAINTCARDS

UP EARLY OR LATE AT NIGHT AND WANT TO SPEND TIME WITH THE SAINTS? NEVER FEAR! SOLITAIRE SAINTCARDS IS HERE! THE SOLITAIRE GAME OF SAINTCARDS IS PLAYED IN 5 ROUNDS. YOUR GOAL IS TO COLLECT THE MINIMUM AMOUNT OF TREASURES TO ADVANCE TO THE NEXT ROUND. IF YOU BEAT THE FINAL ROUND, YOU ARE THE SOLITAIRE SAINTCARDS CHAMPION!



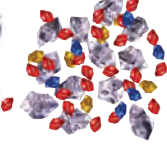
JESUS CARD



4 FACE-UP CARDS



DRAW DECK



STOREHOUSE OF TREASURE
















PLAYER 1

ROUND	SAINTCARDS	# IN DRAW DECK	# OF TREASURES TO ADVANCE
1	7	12	40
2	7	6	35
3	7	3	30
4	7	1	25
5	7	0	20

FIRST, DEAL YOURSELF (7) SEVEN SAINTCARDS AND THEN TURN UP (4) FOUR CARDS TO BE THE FACE-UP SAINTCARDS. BEGIN WITH ROUND 1. EACH ROUND YOU WILL HAVE A DESIGNATED AMOUNT OF SAINTCARDS IN A DRAW PILE. YOUR GOAL IS THE SAME AS IN EVERY OTHER GAME OF SAINTCARDS AND WITH EACH SAINTCARD YOU PLACE ON ANY UPTURNED CARD, YOU WILL RECEIVE THE EQUIVALENT TREASURES FOR MATCHES. IF YOU WOULD LIKE TO DRAW FROM THE SAINTCARD DRAW PILE, YOU MAY TURN IN ONE (1) TREASURE TO THE STOREHOUSE IN EXCHANGE FOR DRAWING ONE ADDITIONAL SAINTCARD. KEEP IN MIND THAT AS YOU PROGRESS THROUGH EACH ROUND, YOUR DRAW PILE BECOMES LESS POPULATED. IF YOU PLAY YOUR LAST SAINTCARD, AND AND DO NOT HAVE THE MINIMUM TREASURE FOR THE CURRENT ROUND, THE GAME IS OVER AND IT IS TIME TO TRY AGAIN STARTING IN ROUND 1. SEEK TO MASTER ALL FIVE ROUNDS IN-A-ROW AND BECOME THE UNDISPUTED CHAMPION!



## FACT COLORS/RIBBONS

	COLOR	SAINT FACT	COLOR BLIND AID
	<b>GOLD</b>	<b>HOLY FAMILY/ ANGEL (WILDCARD)</b>	<b>Wc</b>
	<b>CYAN</b>	<b>EVANGELIST</b>	<b>E</b>
	<b>ORANGE</b>	<b>APOSTLE</b>	<b>A</b>
	<b>RED</b>	<b>MARTYR</b>	<b>M</b>
	<b>BLUE</b>	<b>CHURCH DOCTOR</b>	<b>D</b>
	<b>GRAY</b>	<b>PRIEST</b>	<b>P</b>
	<b>PINK</b>	<b>VIRGIN</b>	<b>V</b>
	<b>BROWN</b>	<b>RELIGIOUS MAN</b>	<b>R</b>
	<b>PURPLE</b>	<b>RELIGIOUS WOMAN</b>	<b>W</b>
	<b>GREEN</b>	<b>LAYPERSON</b>	<b>L</b>
	<b>YELLOW</b>	<b>YOUNG PERSON</b>	<b>Y</b>
	<b>TEAL</b>	<b>DEACON</b>	<b>Dc</b>

## 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
	EUCCHARISTIC PRAYER I
	STIGMATISTS
	BI-LOCATORS
	APPARITIONS
<b>x2</b>	WHERE TWO OR MORE ARE GATHERED

### GEOGRAPHY

	WESTERN EUROPE
	EASTERN EUROPE
	SYRIA TO INDIA
	CAUCASUS
	AFRICA
	THE AMERICAS
	EAST ASIA/OCEANIA

### SPECIAL DESIGNATIONS

	POPE
	PATRIARCH
	LAY SOLIDER
	SECULAR ROYALTY

### RELIGIOUS ORDERS

	AUGUSTINIAN
	BENEDICTINE
	CAMALDOLESE
	CARMELITE
	CARTHUSIAN
	CISTERCIAN
	DOMINICAN
	FRANCISCAN
	JESUIT
	REDEMPTORIST
	SERVITE

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