



Helping You Bring the Joy  
of the Faith to Your Family

### ***Holy Heroes Works of Mercy card games***

We hope these cards can be a great way to introduce your family to the Works of Mercy and inspire you to practice them in your daily life!

There are 7 Corporal Works of Mercy (pertaining to the needs of our human bodies) and 7 Spiritual Works of Mercy (for the needs of our souls).

The Holy Heroes Works of Mercy deck consists of 59 cards:

- 14 pairs depicting Jesus and the Works of Mercy (28 cards)
- 14 pairs depicting a modern family performing the Works of Mercy (28 cards)
- 3 unique cards:
  - *Judgment Card* – depicting the Final Judgment when Jesus described how He will separate the “sheep from the goats” mentioning the Corporal Works of Mercy
  - *Devil Card* – who wants to prevent us from doing Works of Mercy
  - *Saint Michael the Archangel Card* – because he and the other angels inspire mercy in us and combat the evil of the Devil!

Follow these directions below for some fun games—and you can make up your own variations, too! ***There are even more game ideas at HolyHeroesFun.com!***

### **Works of Mercy “Go Fish”**

Which cards to use: Reduce the deck to the 56 Works of Mercy cards by removing the *Judgment Card*, the *Devil Card*, and the *Saint Michael card*.

Object of the Game: Complete the most “books” of cards, with each “book” consisting of the 4 cards for a particular Work of Mercy (the 2 Jesus and 2 modern family cards).

The Deal: Each player receives 7 cards (for 2-3 players) or 5 cards (if 4 or more players). The rest of the cards go face down in the center as the “stock.”

The Play: Taking turns, each player asks another player for the cards matching a card the asker has in his hand, for example, “Do you have any ‘Feed the Hungry’ cards?” The player who is addressed must hand over all the cards requested. If he has none, he says, “Go fish!” and the player who made the request draws the top card of the stock and places it in his hand.

If a player gets one or more cards he asked for, he is entitled to ask the same or another player for a card. He can ask for the same card or a different one. So long as he succeeds in getting cards (makes a “catch”), his turn continues. When a player makes a catch, he must reveal the

card so that the catch is verified. If a player gets the fourth card of a book, he shows all four cards, places them on the table face up in front of him, and plays again.

If the player goes fishing without "making a catch" (does not receive a card he asked for), the turn passes to his left.

If a player runs out of cards, he draws one card from the stock. If there are no cards left in the stock, he is out of the game.

Ending the game: The game ends when all fourteen books have been won. The winner is the player with the most books.

## **Works of Mercy “Old Maid”**

Which cards to use: Reduce the deck to the 57 cards by removing the *Devil Card*, and the *Saint Michael* card. Leave the *Judgment Card* in—it's the “Old Maid” that you don't want to have at the end!

Object of the Game: Not to be left with the *Judgment Card* when all the pairs have been made!

The Deal: Deal one card to each player until all the cards are dealt out, even if some players get more cards than others.

The Play: First, each player removes all pairs from his hand and places them on the table face up. Then players begin to take turns. The first player draws one card—sight unseen!—from any other player's hand. If he gets a card that forms a pair with a card already in his hand, he places that pair down and then continues by selecting another card from any other player. A turn ends when the player drawing the card does not get a card that enables him to form a pair. Then the turn passes to the player on his left, who takes a turn in the same manner.

Ending the game: Play proceeds in this way until all cards have been paired except one - the *Judgment Card*, which cannot be paired - and the player who has that card loses! The winner is the player with the most pairs.

### Variation:

- The *Judgment Card* does not determine the loser, but simply subtracts two pairs from the total of whichever player is left with it at the end.

## “Beat the Devil!”

Which cards to use: Use all 59 cards.

Object of the Game: To play all your Works of Mercy cards—and not to be left with the *Devil Card* in your hand at the end of the game if you don't!

The Deal: Deal one card at a time until each player receives 7 cards (for 2-3 players) or 5 cards (if 4 or more players). Place the rest of the cards face down (the “stock”). Turn the top card face up to form a discard pile. If the card turned up is not a Work of Mercy card, shuffle it back into the stock and turn over another card until a Work of Mercy card is exposed to begin the game.

The Play: The player to the left of the dealer begins by pulling a card from his hand and placing it face up on the discard pile to match either (a) the Work of Mercy depicted (it can be the “Jesus version” of the Work or the modern family version) or (b) the color of the card (either beige or blue). If a player cannot make either match, he must draw from the stock, and the turn passes to the next player. Play proceeds clockwise.

### Special Rules:

- If a player plays an exact match of the card on the discard pile, the order of play switches direction (if the play was clockwise, change to counter-clockwise or vice-versa).
- The three special cards must match the color of the top card on the discard pile to be played (blue for the *Judgment Card* and beige for the *Saint Michael* and *Devil Cards*).
- If the player plays the *Devil Card*, the NEXT player MUST DO ONE of three things:
  - Play the *Saint Michael Card*. If he does, the person who played the *Devil Card* must pick up 2 cards from the stock. The turn passes to the next player.
  - Play the *Judgment Card*. If he does, the person who played the *Devil* must take 2 cards from the stock. This ends the game (see below).
  - If the next player can do neither of the above, he must pick up the *Devil Card* and place it in his hand (and he loses his turn).
- If the *Saint Michael Card* is played, ANY player can immediately play the *Devil Card* and then play proceeds as usual. (Whew! What a relief to get rid of that old *Devil!*)
- Whenever the *Judgment Card* is played, the game immediately ends.

Ending the game: The game can end in two ways: (a) one player runs out of cards or (b) the Judgment Card is played on the discard pile.

Determining the winner: The winner is the person with the lowest score. Everyone but the person who ended the game (by either playing the *Judgment Card* or running out of cards) is given 4 points, then additional points are determined by counting the cards left in each player's hand. Each Work of Mercy card is worth one point, the *Devil Card* is worth 3 points, but the *Saint Michael* and *Judgment Cards* subtract 3 points from the total.

## **“Who ‘nose’ the Works of Mercy?”**

Which cards to use: Use all 59 cards.

Object of the Game: To be the first player to collect all 4 cards depicting one Work of Mercy (both “Jesus versions” of the Work and both modern family versions)—or not be the last player to notice when someone else has!

The Deal: Deal each player 4 cards. Place the rest of the cards face down in front of the dealer.

The Play: The players look at their hands. The dealer picks up the top card from the stock. Then, he must either pass the card facedown to his left OR keep the card and pass another card facedown from his hand. The next player picks up the card passed to him and does the same (passes it or keeps it and passes one from his hand). This continues with each player picking up the card passed by the player on his right. The last person before the dealer simply places the card he “passes” into a discard pile on his left. When the stock is exhausted, the dealer begins to pick up cards from this discard pile.

Each player is attempting to collect all four cards depicting one Work of Mercy by keeping only the cards he wants to collect and passing the cards he doesn’t need.

This passing continues as rapidly as possible so that players have a difficult time keeping up the pace!

Ending the game: As soon as any player gets all four cards depicting one Work of Mercy, he stops passing or picking up cards and puts a finger to his nose. As soon as other players notice that a player has stopped passing, they, too, stop passing and put their fingers to their noses.

The last person to do this loses—each person who beat him by getting a finger to his nose clearly “knows” better the Works of Mercy!