



CHURCH WINDOWS[©] — RULES —

2-4 Players • Ages 6 & Up

OBJECT: To get rid of all your cards.

Players repair and build church windows depicting the apostles Matthew (black), Mark (red), Luke (black), and John (red). Each card is a pane. Each window is made of 3 panes - head, middle and feet.

DEAL: Players are dealt a hand of 5 panes. Dealer lays 12 panes face up on the table - 3 each on the north, south, east, and west to form a square of 4 windows. The deck is placed face down in the center to form a stock pile. Players take turns. Play moves clockwise.



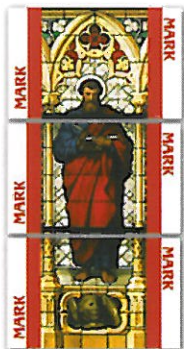
HOW TO REPAIR A WINDOW: The game begins by repairing the windows laid by the dealer. The goal is to get one set of Matthew, Mark, Luke, and John windows repaired around the square in *alternating color* (black, red, black, red) clockwise.

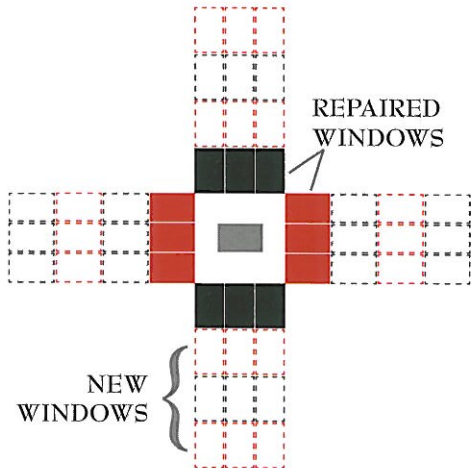
Repair windows by getting 3 panes to the proper position - head and feet panes on the right or left and the middle body pane in the center position on each side of the square.

On your turn, repair a window by swapping one pane from your hand with a pane on the table. When swapping panes, they must be laid in the proper position.

EXAMPLE: If a Mark (feet) card is in the center position, any middle body card can be substituted and the feet card is picked up.

Players take turns swapping and replacing panes until all 3 panes show one apostle. It may take several swaps to get the panes for each apostle into the correct position. The window is now repaired.





HOW TO BUILD A NEW WINDOW:

On your turn after repairing a window, start a new window by laying another pane. New windows start with either a head or feet pane. It must be an apostle of an opposing color.

The turn is over.

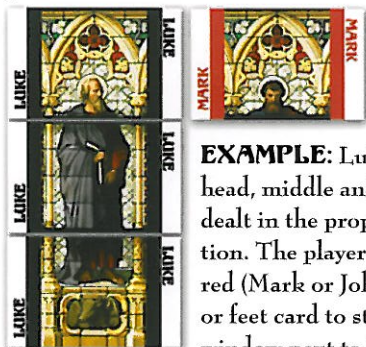
EXAMPLE: If Luke (black) is completed, start a new window next to it with a red apostle (Mark or John) head or feet pane.

Only one Matthew, Mark, Luke, and John window can be built out from each side of the square in alternating colors (black, red, black, red).

The second card played on any new window is always a middle card.



It may happen that the dealer lays a window that does not need repair. The player to the left of the dealer may start a new window, if possible.



EXAMPLE: Luke (black) head, middle and feet are dealt in the proper position. The player may lay a red (Mark or John) head or feet card to start a new window next to Luke.

The turn is over.

A player only draws from the stock pile when he has no cards that will play. If the drawn card cannot be played, he holds the card and *his turn is over*.

HOW TO WIN: The first player to get rid of all of his panes is the winner!

DID YOU KNOW? Each apostle has a symbol. Matthew is the winged man, Mark is the winged lion, Luke is the winged ox and John is the winged eagle. You can see each symbol in the pedestal they're standing on!



Talicor, Inc. • 901 Lincoln Parkway Plainwell, MI 49080
800-433-4263 • www.talicor.com • Made in USA