

# Saved

- THE GAME -

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## SAVED IN A NUTSHELL

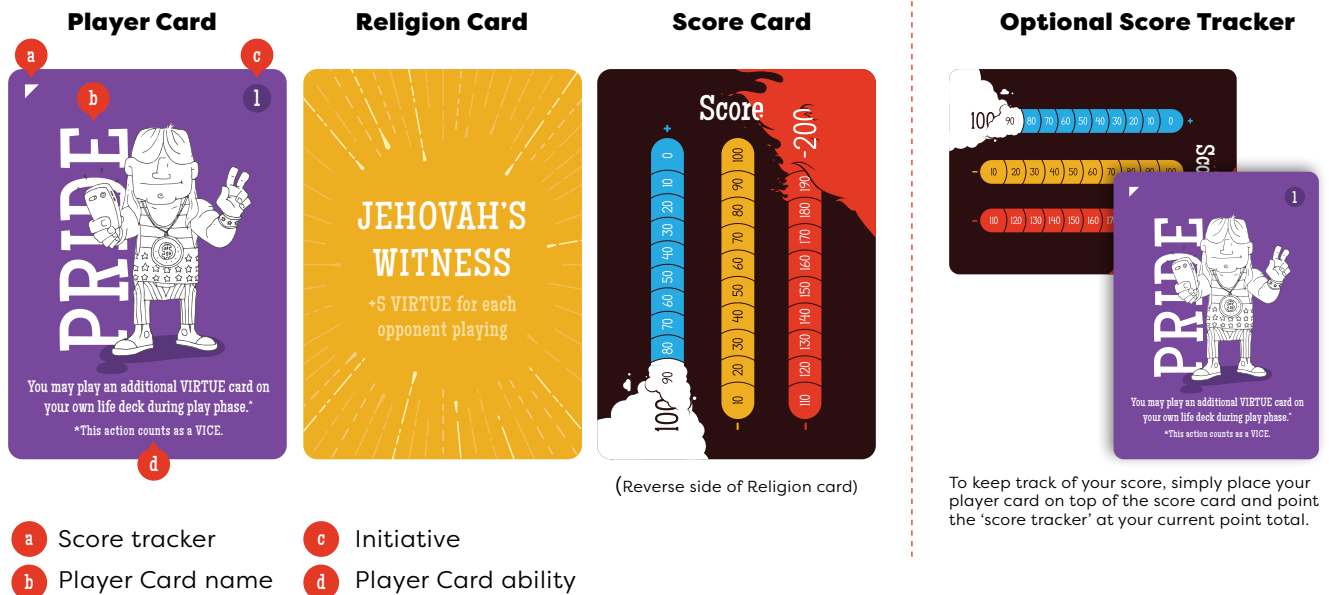
Armageddon has arrived and there is only one spot left in proverbial Shangri-la. Saved is an easy to play “screw your opponent” card game with an indecent touch of religious parody. When Armageddon comes, pray that you’re the player who led the least “sinful” life, but that’s not always easy when your opponents keep bringing all your past mistakes to the table. Lucky for you (or maybe not), sooner or later everyone draws the cold hand of karma. So use your morals wisely, hope you chose the right religion and you just might find victory in the afterlife.

### Contents

- 8 Player Cards
- 12 Religion Cards
- 2 End Cards
- 30 Morality Cards
- 10 Karma Cards
- 82 Life Cards

### Objective

The goal is to have the highest Virtue by the end of the game in order to ascend. If you don’t, you will join the other unlucky souls destined for a more sobering fate.



## GAME SETUP

1. Randomly deal one Player Card (face up) and one Religion Card (face down) to each player. Players may look at their own Religion Cards.
2. Shuffle all Vice, Virtue, Karma and Morality Cards together.
3. Deal each player seven cards, if they receive a Karma Card, randomly put it back into the deck and draw another card.
4. Cut the deck and shuffle the End Cards (Armageddon and Apocalypse) into the bottom half, then recombine.

**NOTE:** For a shorter game shuffle the End Cards into the bottom three-fourths of the deck.

5. The player with the lowest initiative on their Player Card begins. Play proceeds clockwise.

## ON YOUR TURN

Your turn consists of a 'play phase' and a 'draw phase'.

### Play Phase :

You may play one Vice or Virtue Card on any player's life deck.

- Life decks are each player's collection of Vice and Virtue Cards in play.

### Draw Phase

Draw a card and end your turn (there is no hand limit).

- If a Karma Card is drawn, play it immediately. After resolving the Karma Card, draw a replacement card.
- If an End card is drawn, the game ends (see The End is Here).

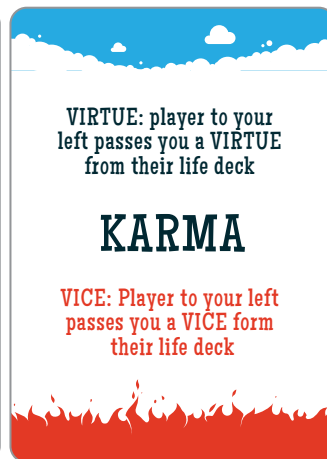
## Vice



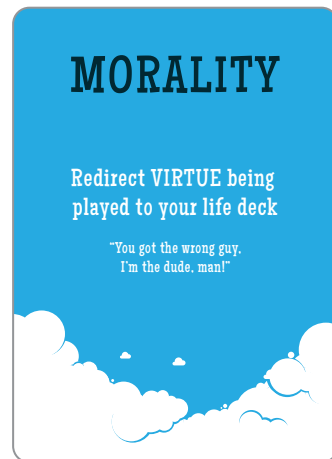
## Virtue



## Karma



## Morality



There are both Vice (red) and Virtue (blue) Morality cards

## VICE & VIRTUE

1. Vice Cards (red) are negative points and are the “abominable” things people have done in their lives. The intent is to play them on others to drag them through the mud.
2. Virtue Cards (blue) are positive points and are “pleasing” things people have done with their lives. These are intended to be played on yourself, embarrassing as they might be.
3. Your life deck is the collection of Vice and Virtue Cards you have in play.
4. When you play a card worth 5 points you draw two cards at the end of your turn instead of one (even if that card is played on someone else).

## KARMA

1. Karma immediately affects players who draws it and cannot be redirected or interrupted.
2. The effect is based on the last card played (Vice or Virtue) this round. If no card was played this round, discard the Karma and redraw.
3. Karma has no effect on lust if their last card was placed face down.

## MORALITY

1. Morality Cards can be played at anytime, on any turn before either the Armageddon or Apocalypse cards are drawn.
2. Morality cards can interrupt other cards as they are played (even other Morality cards), if this happens, resolve the most recent Morality first.
3. Morality cards cannot redirect or void Karma or Player Card abilities.

## THE END IS ~~NOT~~ HERE!

1. When an End Card (Apocalypse or Armageddon) is drawn, the game is at its end. No further cards can be played.
2. Players reveal their Religion Cards and resolve them.
3. Players resolve The End Card (discard or play).
4. Players tally their life total by adding all Vice and Virtue cards in addition to any applicable Religion bonus.
5. The player with the highest Virtue at the end of the game wins and ascends while everyone else is left to their fate.

**NOTE:** If a player has the Narcissist Religion, they win if they have the highest Vice (this overrules the normal win condition).

## EXAMPLE PLAY AREA



YOU'RE STILL HERE? IT'S OVER, GO HOME ... GO.