

Churches of Gotland

A set collection game for 1-4 players that plays in 15 minutes.

Components

54 playing cards: 50 decorations, 4, 5 or 6 of each set. 4 jokers.

Object of the game

Players compete to decorate their church with magnificent ornaments. The player who adds the most impressive set of decorations to their church wins.

Setup

In a three player game, remove the 9's. In a two player game, remove the 9s, the 7s, one joker.

Remove six random cards. Each player draws 6 cards. Remaining cards form a face down draw pile. Make room next to the draw pile for discards.

Starting player

Players simultaneously reveal one card from their hand. Highest starts (jokers count as zero). If more than one player is tied for highest, these continue to reveal cards until one wins.

On your turn

1. Draw a card
2. Play sets
3. Pass cards

Draw a card

Draw one card from the draw pile or take one card from the discard pile.

Play sets

You decorate your church by playing a set of identical cards from your hand. The decoration card shows the number of cards needed in a set. You may use jokers to complete any set. One joker replaces one decoration card.

Place one decoration card from the set on the table in front of you and place the rest in the discard area. Draw cards after completing the set as stated on the decoration card.

You may play as many sets you can and want.

Pass cards

All players then choose one card to pass to the player on their right before picking up the card they receive from the player on their left. The player to the left then takes their turn.

Game end

Game ends when a player draws the last card from the draw pile. Players may then play sets from their hand to decorate their church but do not draw new cards and do not pass cards.

Total points and decide winner. If tied, play again.

Solo

Form a draw pile with 18 cards then deal six cards to yourself and place six cards face up in the discard area. Place remaining cards in a draw pile to your left.

Take turns as in a standard game, but draw cards received from the player on your left from the second draw pile and remove cards passed to the player on your right from the game.

To win you need to play one of each set before either deck runs out of cards. Once you have mastered the solo game, make it harder by removing one or more jokers from the deck.

Credits

Game design by Frederik Jensen. All images copyright Frederik Jensen 2025. This version Sunday, 6 April 2025.

List of images

Cover/joker, Eksta Kyrka. 1. Iron clad door, Västergarn kyrka. 2. Gothic portal, Sanda kyrka. 3. Baptismal font, Hejde kyrka. 4. Wall paintings, Lye kyrka. 5. Wall painting, Dalhem kyrka. 6. S:t Olof figurine, Väte kyrka. 7. Stained glass window, Dalhem kyrka. 8. Altar detail, Levide kyrka. 9. Triumphal crucifix, Eskelhems kyrka. 10. Triumphal crucifix, Lye kyrka.