

RULEBOOK 7 - THE SINS



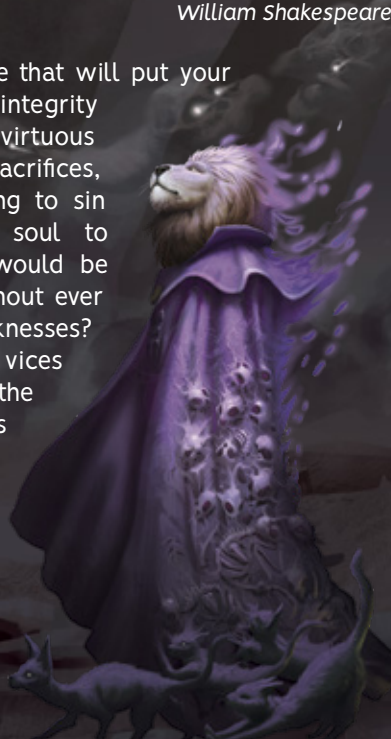


THE SINZ

Through tatter'd clothes small vices do appear; Robes and furr'd gowns hide all.

William Shakespeare

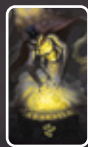
7 - The Sins is a card game that will put your memory and your moral integrity to the test. Leading a virtuous life entails a series of sacrifices, while systematically yielding to sin means condemning your soul to eternal damnation. Who would be satisfied with existence without ever succumbing to one's weaknesses? A life full of virtues and vices is coming to an end and the inevitable judgment weighs on your conscience. Bow your heads and wait for the verdict, sinners.



COMPONENTS



11 SUPERBIA
CARDS



11 AVARITIA
CARDS



11 LUXURIA
CARDS



11 INVIDIA
CARDS



11 IRA
CARDS



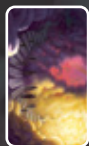
11 ACEDIA
CARDS



11 GULA
CARDS



3 LAST
JUDGMENT
CARDS



7
PENITENZIAGITE
CARDS
(ADVANCED)



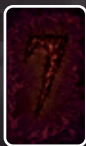
5 SCORE
CARDS



1 ABYSS
OF SOULS
BOARD



10 STONES OF
FORGIVENESS



I



II



III

All Deadly Sin card types are equally distributed: 6 Hell I cards, 3 Hell II cards and 2 Hell III cards.

The 3 different card backs are used to build the deck, as shown in the setup.

SETUP

A Divide the Deadly Sin cards based on their type. Choose a number of sin types to play with based on the number of players. The sin types can be chosen randomly or following the players' sinful tastes, since the card types won't have any effect on the game. Put any unused Deadly Sin cards back in the box.

NUMBER OF PLAYERS	DEADLY SIN TYPES
2	4
3	5
4	6
5	7

B Divide the chosen Deadly Sin cards in three decks based on their back, then shuffle each deck separately. Each player draws one card from the Hell I deck, looks at it in secret and places it face down in her reserve. Each player then takes a Score card and places it next to the player's reserve.

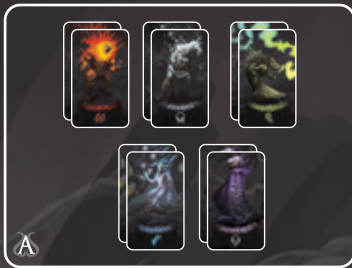
C Reveal the first five cards from Hell I deck and place it at the center of the table.

D Add one Last Judgment card to each deck, matching the card backs, then shuffle each deck separately again. Place the Hell III deck at the center of the table, then put the Hell II deck over it and finally the Hell I deck on top. This way you'll have created the Deadly Sins deck.

NUMBER OF PLAYERS	STONES OF FORGIVENESS
2	4
3	6
4	8
5	10

E Place the Abyss of Souls board and a number of Stones of Forgiveness based on the number of players close to the revealed Deadly Sin cards.

Setup example for a 3 players game:



GAME OBJECTIVE

During the game you'll try to gain the best score possible by collecting the various types of Deadly Sins. Try not to be seduced by excess, nor by complete indifference. Once in a while you should also feed the Abyss of Souls to influence the ending of the game and to gain the Stones of Forgiveness, which are really useful during the final scoring.

GAMEPLAY

Starting with the player that was most recently swayed by one of the 7 Deadly Sins and progressing counterclockwise, each player must choose in turn one of the following options:

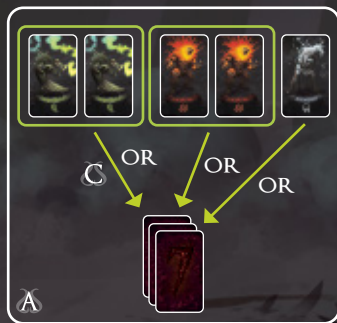
- ☞ the player takes all cards of a single type from the center of the table and adds them face down to her reserve;
- ☞ the player takes all cards of a single type from the center of the table and places them face down on the Abyss of Souls board. The player also takes one Stone of Forgiveness, if they're still available.

Players can't look at the cards they have in their reserve or on the Abyss of Souls board. At the end of each player's turn, that player reveals cards from the top of the deck until there are five cards available at the center of the table.

Last Judgment cards don't represent any Deadly Sin and can't be put into a player's reserve nor on the Abyss of Souls board. They simply stay on the table to reduce the number of cards available to the players.

EXAMPLE OF PLAY

A During her turn Margherita could add 2 Invidia cards, 2 Ira cards or 1 Acedia card to her reserve. **B** Alternatively, she could add the chosen cards to the Abyss of Souls and gain, if available, the Stone of Forgiveness. **C** Margherita chooses to add 2 Invidia cards to her reserve and **D** reveals 2 new cards that she adds to the available cards at the center of the table. The following player can choose between 3 Ira cards or 1 Acedia card. The Last Judgment card will remain at the center of the table until the end of the game and it will decrease the available choices for all players.



END OF THE GAME

The game ends immediately once the third Last Judgment card is revealed. Without taking any other turn, players divide the cards in their reserve by type and do the same for the cards on the Abyss of Souls board. Each Deadly Sin type will give an amount of points to each player based on how many cards of that type are in that player's reserve.

DEADLY SIN CARDS OF EACH TYPE	POINTS
1	1
2	3
3	6
4	-1
5	-3
6	-6
7+	10

To crown the winner, first you have to calculate the Abyss of Souls' points, without considering any Stone of Forgiveness still on the Abyss of Souls board. If the total amount of points collected in the

Abyss of Souls is greater than 7, the winner is the player with the most points; if instead the Abyss of Souls totaled 7 points or less, the winner is the player with the fewest points.

Before totaling the points of the cards in their reserve, players must place their Stones of Forgiveness on the various types of cards collected, maximum 1 Stone for each type. Each Stone of Forgiveness, if it's in a player's reserve, is counted as an additional card for the scoring of its type. It's not possible to consider one Stone as an entire Deadly Sin type by itself. Any Stones in excess are ignored.

In case of a tie, the player with the most cards wins. If it's still a tie, the tying player with the highest number of different deadly sin types wins. If it's still a tie, the tying players share the dissolution of their souls.

POINTS CALCULATION EXAMPLE

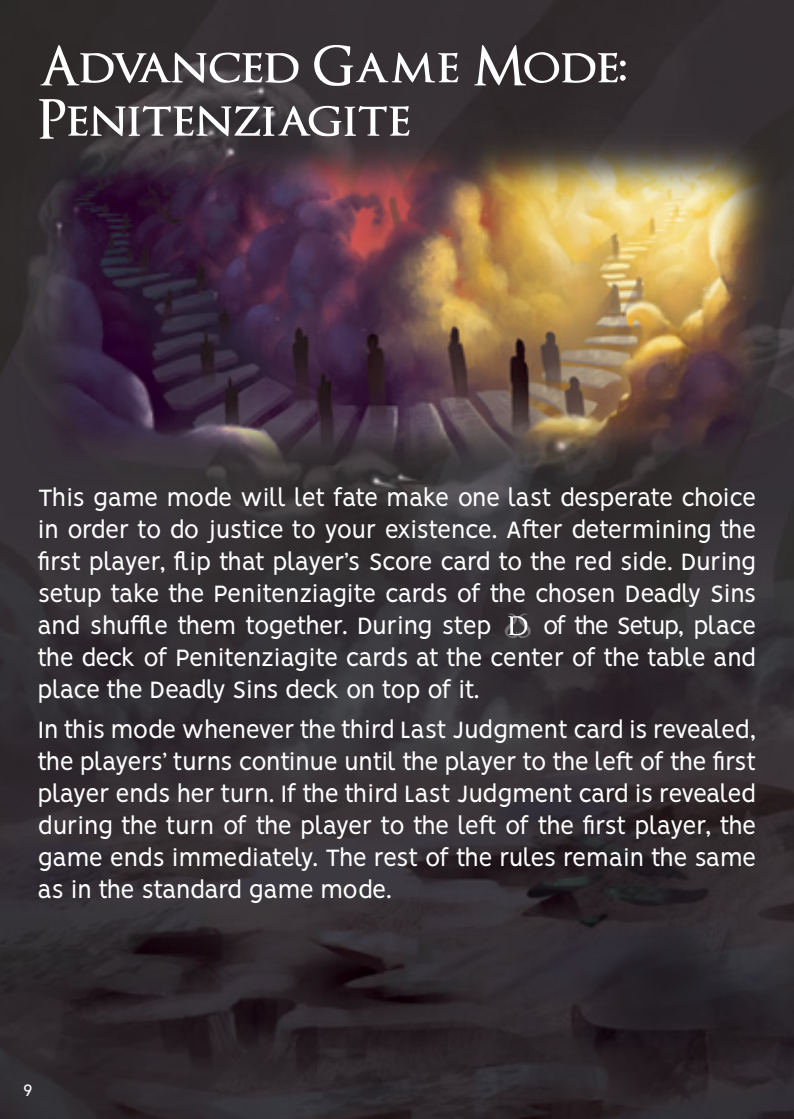
A In the Abyss of Souls there are 6 Invidia cards, 2 Gula cards, 1 Acedia card and 1 Ira card. It scores $-6 + 3 + 1 + 1 = -1$ points. Thus, the winner of the game is the player with the fewest points.

B Margherita collected 2 Invidia cards, 4 Acedia cards, 3 Luxuria cards and 1 Ira card, plus 2 Stones of Forgiveness. To bring her score down she decides to place 1 Stone on the Luxuria cards and another one on the Acedia cards, totaling $3 - 3 - 1 + 1 = 0$ points.

C If the Abyss of Souls instead had scored more than 7 points, Margherita could have placed 1 Stone on the Invidia cards and the other on the Ira card to score $6 - 1 + 6 + 3 = 14$ points.



ADVANCED GAME MODE: PENITENZIAGITE



This game mode will let fate make one last desperate choice in order to do justice to your existence. After determining the first player, flip that player's Score card to the red side. During setup take the Penitenziagite cards of the chosen Deadly Sins and shuffle them together. During step **D** of the Setup, place the deck of Penitenziagite cards at the center of the table and place the Deadly Sins deck on top of it.

In this mode whenever the third Last Judgment card is revealed, the players' turns continue until the player to the left of the first player ends her turn. If the third Last Judgment card is revealed during the turn of the player to the left of the first player, the game ends immediately. The rest of the rules remain the same as in the standard game mode.

GAME DESIGNER THANKS

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