

MEACULPA

14+ 2-4 ca. 90



by Rüdiger Kopf & Klaus Zoch

Historical Background

The year is 1517. The Dominican monk Johann Tetzel travels through Germany selling indulgences to raise funds for St. Peter's Basilica in Rome. The Pope promises to forgive the sins of anyone who buys such an indulgence:

'As soon as the coin in the coffer rings, the soul from Purgatory springs.'

Luther nails his Theses to the church door in Wittenberg, railing against this practice.

A group of influential merchants was sitting in **The Wild Boar Tavern**, staring deeply into their drinks. Suddenly, from nowhere, a fortune teller appeared, proclaiming to their table: "You sinful drunkards, I see your souls burning in Purgatory! But I also see two magnificent cathedrals! Come Judgement Day, when your souls strive to enter Heaven, just one of you will be admitted to Paradise, the others will burn in Hell"

Fear struck the hearts of those wicked sinners.

"Just one of us will go to heaven? Then I must be that one. I will bribe papal and imperial dignitaries, as well as merchants and petty sinners. They will buy me indulgences, and thus ensure that my miserly colleagues are the ones to go to Hell."

Introduction

At the end of the game, the soul closest to the Pearly Gates is the winner, and only indulgences can raise a soul to Heaven. In this game, the Pope, the Emperor, a Merchant and a Petty Sinner will act on your behalf. You must try to donate more than your opponents towards the building of cathedrals. Whenever a cathedral is finished, the most generous donor receives Letters of Indulgence. But before you can donate money, bread, wine, fine cloth or jewels, you must first acquire them, and an occasional sin makes this much easier ...

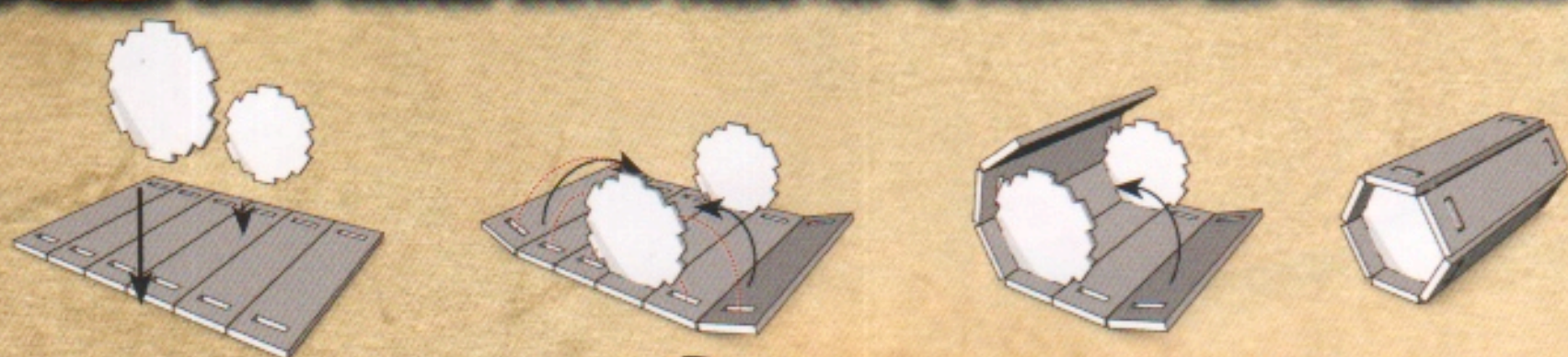
Components

- 1 board
- 3 wooden cathedrals (3 naves and 3 spires)
- 4 character cards (Pope, Emperor, Merchant, Petty-Sinner)
- 3 Pope stones
- 4 building crews
- 1 Pope die
- 1 black goods bag
- 35 goods
 - (Wooden cubes: 10 loaves of bread (brown), 9 bottles of wine (red), 9 rolls of cloth (pink), 7 jewels (white))

- 6 indulgence stones (light grey wooden cubes)
- 1 "Suite 5" card
- 24 House of Pleasure cards
- 51 Letters of Indulgence (10 yellow, 11 blue, 15 red, 15 green)
- 4 poor souls (in the four player colours)
- 4 etched posts (in the four player colours)
- 4 player screens (in the four player colours)
- 28 sin stones (4 x 7 discs in the four player colours)
- 4 chests (in the four player colours)
- 65 coins (18 x 1 taler, 18 x 2 taler, 18 x 5 taler, 12 x 10 taler)

Preparation

- I.** Before your first game assemble the etched posts (as shown below) and chests. The assembly instructions for the chests can be found in the punch-out sheets.



- II.** Place the following near the board:
- ◆ the cathedral elements (3 naves and 3 spires)
 - ◆ the coins (forming the bank)
 - ◆ the Letters of Indulgence (separated by colour)



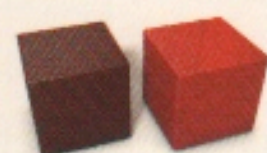
- III.** Each player takes the following pieces in his colour:
- ◆ 1 etched post (A)
 - ◆ 7 sin stones (B)
 - ◆ 1 chest (C)
 - ◆ 1 player screen (D), behind which he places
 - ◆ 25 taler (E), taken from the bank.



VIII. Before the first round: A little bonus for everyone...

Each player starts the game with a small bonus. Place the following 4 bonuses near the board:

Starting Bonus 1:



1 loaf and 1 bottle

Starting Bonus 2:



1 jewel

Starting Bonus 3:

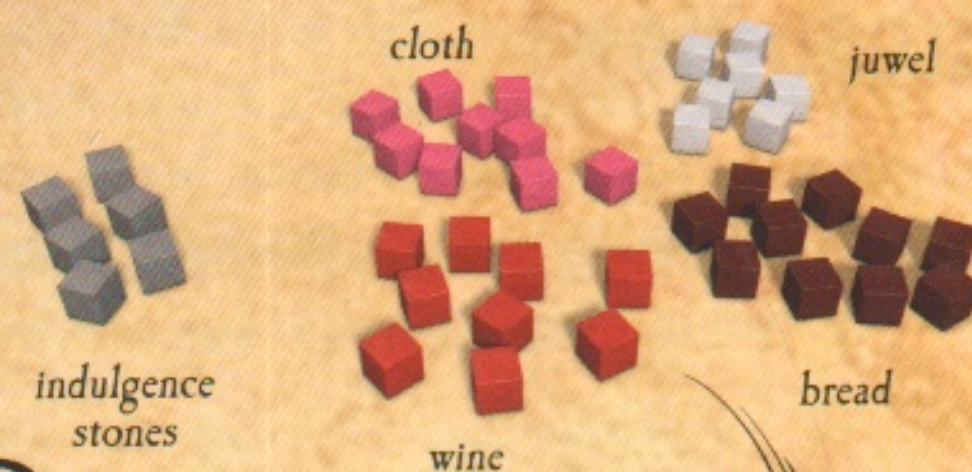


10 taler

Starting Bonus 4:



blue Letter of Ind.



- IX.** The remaining goods and indulgence stones are placed in the goods bag.



- VII.** The players' poor souls start the game in a random order in space 0 of the Record of Sins. Therefore, they will each be different distances from Heaven and Hell. For example, here purple is closest to Hell, next closest is black. Green is farther from heaven than yellow is.

HELL

40

- IV.** Place one Pope stone on each Den of Sin.

DENS OF SIN

Den of Lust
Den of Petty Sins
Den of Greed

RECORD OF SINS

Suite 6

E

Suite 5

F

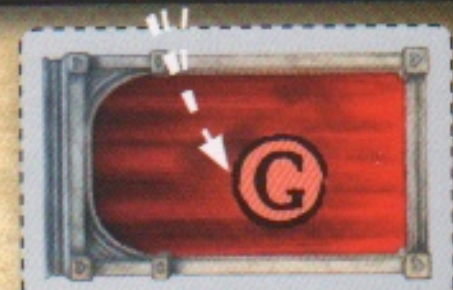
Room 4

Room 3

HOUSE OF PLEASURE

Room 2

Room 1





Goal of the Game

Whoever gets their poor soul to Heaven, or comes closest to doing so, wins the game.

Pay particular attention to the **IMPORTANT NOTE** and the **TACTICAL TIP** on page 19 in the chapter on **Movement Rules**.

Here follow the rules for 4 players.

The changes made when playing with 2 or 3 players are described on page 22.

Game Play

The game takes place over several rounds. Each round consists of 4 phases:

1. Prepare the round
2. Choose a character and perform Preliminary Action
3. Take an action or two
4. Adjust scores

1. Prepare the round

A Example



Market

A Take 7 stones at random from the goods bag and place them in their respective areas of the market.

Character cards

- B** Place the character cards face up in their respective character areas on the board.
- C** Place the Pope die on the Pope card.
- D** Take one building crew from the builders' hut and place it on the Emperor card.



House of Pleasure cards

- E** If there is no yellow Letter of Indulgence in Suite 6, place one there.
- F** Make sure that the Suite 5 card is in Suite 5 with its "Welcome" side face up.
- G** Remove from Rooms 1-4 any cards remaining from the previous round and place them face up in a discard pile beside the board.
- H** Place the top four cards of the House of Pleasure deck face up in Rooms 1-4.



Welcome side

Occupied side



If the House of Pleasure deck runs out, shuffle the discarded House of Pleasure cards to form a new one.

See page 22 for rules changes when playing with 2 or 3 players

Etched post set to desired notch count with added **coins**

(Notches + coins = bid)



Bids are revealed simultaneously

The **winning bidder** is first to select a character:

- ♦ All money bid is lost (**except** for that of the player who revealed the most notches)
- ♦ Choose character cards
- ♦ **Immediately** carry out Preliminary Action

2. Choosing characters and performing their Preliminary Actions

Choosing a character

At the start of each round, the players try to win over the 4 characters:

- ♦ Pope
- ♦ Emperor
- ♦ Merchant
- ♦ Petty Sinner

To do this you each make a **simultaneous offer**, which you prepare in **secret** thus:

- ♦ You rotate your **etched post** so that your desired number of notches faces up.
- ♦ You may add to this number by placing **any amount of taler** on top of the etched post.
- ♦ All etched posts and taler are then **revealed simultaneously**. Your bid equals the sum of the notches showing and any added taler (e.g. 3 notches and 5 taler make a bid of 8).

The **highest bidder** then takes the **character card** of his choice, places it face up in front of his screen and **immediately** carries out its **Preliminary Action** (see below).

Then, in **descending order of bids**, each other player chooses a remaining character card, carrying out its **Preliminary Action** immediately as above.

Hold on to your chosen character card **until the end of the round**.

The player who revealed the **most notches** keeps any taler he bid. All other players must pay any taler they bid to the bank.

Leave your **etched post** unchanged in front of your screen with the notches you bid showing, as this number will matter throughout the round.



If any bids are tied, the bid of the tied player whose poor soul is **closer to Hell** is considered higher.
Tied numbers of notches are resolved in the same way.



Example:



Dominik:

4 notches + 7 taler = 11



Johanna:

2 notches + 7 taler = 9



Paula:

3 notches + 12 taler = 15



Gregor:

1 notch + 8 taler = 9

Paula chooses a character card first, followed by **Dominik**. **Gregor's** poor soul is closer to Hell than **Johanna's**, so he chooses next. **Dominik's** etched post shows the most notches, so he keeps his taler.

Preliminary Action ...

Preliminary Actions:



POPE: **May** move a Pope stone



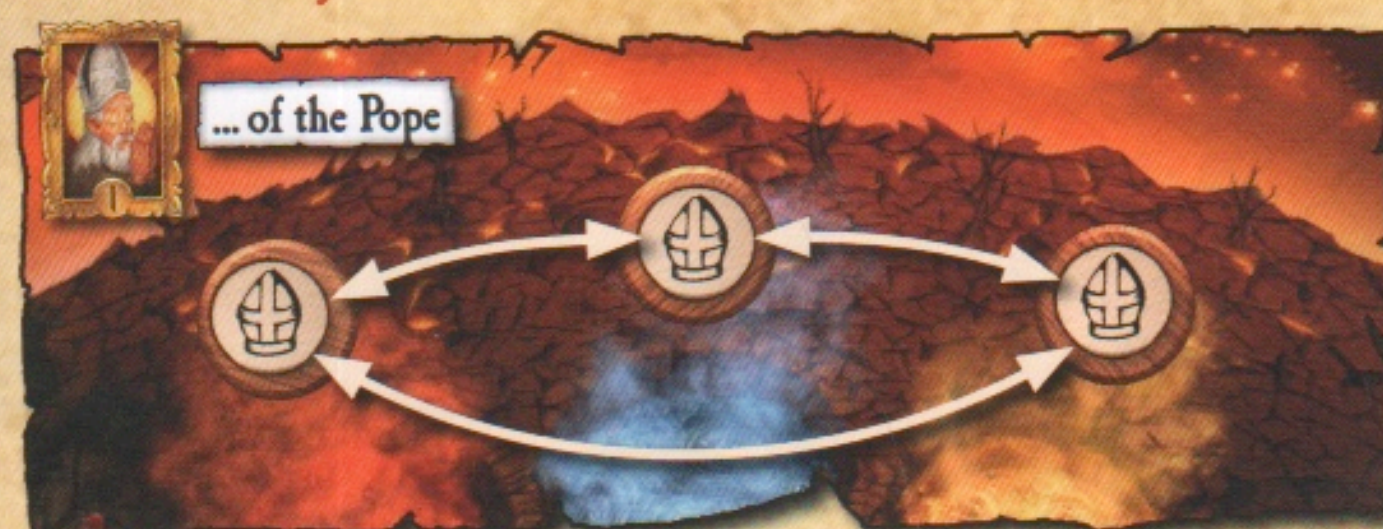
EMPEROR: **Must** place his building crew on a cathedral site



MERCHANT: No Preliminary Action



PETTY SINNER: **Must** place 2 sin stones in the Den of Petty Sins and **may** visit the House of Pleasure immediately



Move **one Pope stone** from any Den of Sin to another. (Full rules concerning the three Dens of Sin and the Pope stones can be found on page 21.)



Place the **building crew** that is on this card onto the cathedral site of your choice. If this completes a cathedral, its **donations** are **evaluated immediately** (see page 20).



The Merchant has **no Preliminary Action**.



Place **two** of your sin stones into the **Den of Petty Sins**. You may **immediately** (before the Action Phase) visit the **House of Pleasure**. Do **not** rotate your etched post. (The rules for the Petty Sinner can be found on page 18).

3. Action Phase

The **Pope** (1) starts the round, followed by the **Emperor** (2), then the **Merchant** (3) and then the **Petty Sinner** (4). Then again in the same order the Pope, the Emperor and so on until the end of the round.



The Action Phase ends as soon as the last stone (good or indulgence) is taken from the market, regardless of whose turn it is.



The Actions

On your turn you may either **pass** (until your next turn) or take **one** of the following actions:

- ◆ Buy one good or Letter of Indulgence (if available)
- ◆ Sell one good
- ◆ Donate
- ◆ Visit the House of Pleasure

You may, optionally, take a **second action** on your turn by rotating your **etched post** one notch higher. This **second action** cannot be the same as your first. You may not take more than two actions a turn.



Merchant Privilege: At the end of each of his turns, the Merchant takes any one stone from the market free of charge. If he takes a **goods stone** this way, he places it behind his screen. If he takes an **indulgence stone**, he swaps it for a **red or green** Letter of Indulgence, putting the Letter behind his screen and the stone back in the goods bag.

◆ Buying

a) Letter of Indulgence:

Pay **4 taler** to the bank then take **one** indulgence stone **from the market** and swap it for a **green or red** Letter of Indulgence taken from the supply. Put the Letter behind your screen and the stone back in the goods bag. **If no indulgence stones are available, you cannot buy a Letter.**



b) Goods:

Pay the **purchase price** of any **one** available good to the bank (e.g. 2 taler for a loaf of bread), then take that good from the market and place it **behind your screen**.



Greedily buy two goods:

If the market contains **two or more** goods of a single type when you perform a Buy Action, you may buy **two identical goods for the price of one**. As this is clearly a greedy act, you must follow this by placing a **sin stone** in the **Den of Greed**. You may **not** buy two Letters of Indulgence in the same turn.

◆ Selling

Put **one** of your goods from behind your screen back into the goods bag and take from the bank its **sale price** (e.g. 6 taler for a loaf of bread).

Goods already donated and Letters of Indulgence **cannot** be sold.

◆ Donating

Show the other players the **single** good or **single** coin you wish to donate. Then put it in either of your chest's compartments, without showing the other players which compartment.

Coins can be changed with the bank at any time, but once a donation has been placed in a chest it **may not be removed again**.



The Privilege of the Emperor: The Emperor may make **two** donations, of one or two types, and may divide them between his chest's compartments as he likes.

Turn order is

- Pope (1) – Emperor (2)
- Merchant (3) – Petty Sinner (4)
- Pope (1) – Emperor (2) ...

Choose one of these four actions:

1. Buying
2. Selling
3. Donating
4. Visit the House of Pleasure

Take a **second action**: Rotate your **etched post** one notch **higher**

At the end of each of his turns the Merchant takes **one free stone** from the market.

Buying:

- ◆ A good (pay for it then take it) or
- ◆ A Letter of Indulgence (pay for it, take an indulgence stone and swap it for a Letter)



Greedy Purchase:

- ◆ Take two **identical** goods (**not** indulgence stones) from the market
- ◆ Place one **sin stone** in the **Den of Greed**



If there are no more stones in the market, **the round ends**.

Selling:

Put one of your goods in the goods bags and take its sale price from the bank.

Donating:

A single good (the Emperor may donate 2)

- ◆ reveal it
- ◆ **secretly** put it in one of your chest's compartments (the Emperor may secretly put his donations in one or both compartments)

The House of Pleasure has

4 rooms and 2 suites



Nr. 1-4



Nr. 5+6

Choose room or suite

Room:

- ◆ Carry out the room's card's action
- ◆ Rotate your etched post (except Petty Sinner and undiscovered Pope)

Suite 5:

- ◆ Carry out any room's action **without** rotating your etched post
- ◆ Place one sin stone in the **Den of Lust** (except undiscovered Pope)

Suite 6:

(Only if a yellow Letter of Indulgence is present)

- ◆ Take the yellow Letter of Indulgence
- ◆ Set your etched post two notches higher (except Petty Sinner and undiscovered Pope)
- ◆ Place one sin stone in the **Den of Lust** (except undiscovered Pope)

Pope goes incognito:

- ◆ Set the **Pope die** to your chosen room/suite
- ◆ The other players **guess** your room number
- ◆ **Correct guess:** Pope caught in the act! His poor soul moves **one step nearer Hell**.

It's forbidden to visit a room,

- ◆ that has **already** been visited
- ◆ that causes the etched post to be rotated past the limit of 6 notches.

'The courtesans always know something useful!' In the House of Pleasure, alongside acts of lust, valuable information and favours are exchanged. A true place of sin ...

◆ Visit the House of Pleasure

The House of Pleasure consists of 6 rooms: 4 ordinary rooms (spaces 1-4) and 2 suites (spaces 5 and 6).

If you visit the House of Pleasure, **choose one room not already visited this round** and enjoy the benefit of its card.

A player may not choose a room or suite whose action would cause his etched post to be rotated to higher than 6 notches.



Visit an ordinary room 1-4:

Visit a room of your choice and

- ◆ Rotate your **etched post** as many notches as the card there requires.
- ◆ Carry out the **card's action**.
- ◆ Place the card face up in the discard pile beside the board.



(Example)

Visit Suite 5

If you visit Suite 5,

- ◆ Place one of your **sin stones** in the **Den of Lust**.
- ◆ Flip the card in Suite 5 to its 'occupied' side.
- ◆ Choose one of **rooms 1 to 4** and carry out its **card's action**, **without rotating your etched post**.
- ◆ Place the card of your **chosen room** in the discard pile beside the board.



Visit Suite 6

If you visit Suite 6,

- ◆ Place one of your **sin stones** in the **Den of Lust**.
- ◆ Rotate your etched post **two notches higher**.
- ◆ Take the **yellow Letter of Indulgence** from the suite and place it behind your screen.



Privilege of the Petty Sinner: In the **House of Pleasure** the Petty Sinner does not have to rotate his etched post higher.



Privilege of the Pope: The Pope visits the House of Pleasure **incognito** and doesn't say which room or suite he is visiting. Instead, he announces that he has "**an urgent meeting**" and **secretly sets the Pope die** to his chosen **room or suite number**. Now the other players try to catch the Pope in the act:

- ◆ Advised by the other players, the player whose poor soul lies nearest Hell declares **where** he believes the Pope to be visiting.
- ◆ The Pope then **reveals** his **Pope die**, visits the chosen room and **carries out its action**.
- ◆ If the Pope's room was **correctly guessed**, he was **caught in the act**.
- ◆ If he is caught, his poor soul on the Record of Sins **moves one step towards Hell**. (Please note Movement Rules on page 19.)
- ◆ If he is **not caught**, he needs **neither to rotate his etched post higher nor place a sin stone** in the Den of Lust.

Note: If the Pope accidentally chooses a room or suite whose action would cause his etched post to be rotated to higher than 6 notches, his poor soul moves one step towards Hell, his etched post is set to 6 notches and he does not carry out the action.

See the Chapter on Dens of Sin on p. 20 for rules concerning players who have run out of sin stones (that is, all of whose stones have already been placed in Dens of Sin).

4. Compare the Etched Posts

Once the Action Phase is finished (empty market), find the **difference** between the etched post showing the **most** notches and the one showing the **fewest**.

Whoever's post shows the **most notches** moves his poor soul as many steps **towards Hell** as that difference. If tied, only the tied player whose poor soul is **farther from Hell** moves. (Please note Movement Rules in the light box below.)

Examples:

- ♦ **Dominik** and **Gregor** have 2 notches showing, **Paula** 4 and **Johanna** 5. **Johanna's** poor soul descends 3 steps towards Hell, passing **Paula's** on its way.

- ♦ **Johanna** has 1 notch showing, **Gregor**, **Paula** and **Dominik** each have 5. **Dominik's** and **Gregor's** poor souls are closer to Hell than **Paula's**, so **Paula** moves hers 4 steps towards Hell.



The Record of Sins and Moving poor souls

Your poor soul's position on the **Record of Sins** indicates how well you are doing. The closer your Soul is to Hell, the more sinful you are, and the farther you are from achieving the game's goal of entering Heaven.

IMPORTANT NOTE:

During the game, your poor soul can **only move towards Hell**, how much it moves depends on your tactical skill. **Only at the end of the game** will you use your Letters of Indulgence to move your poor soul **towards heaven**.

TACTICAL TIP:

Judge carefully how many sins you are willing to commit to obtain Letters of Indulgence. If you sin a lot, you will need many Letters to save you from Hell. You can also try to win with fewer Letters, but then you will need to sin less than your opponents.

Resolving Ties:

Ties are always decided **in favour of the tied player nearer Hell**.

When choosing characters ...

- ♦ his **bid** is considered higher than other tied bids
- ♦ his **notch count** is considered higher than etched posts set identically

When comparing etched posts ...

- ♦ his poor soul does not move towards Hell if his notch count shares highest place with another player. Only the tied player **furthest away from Hell** moves towards Hell.

If more than one poor soul must move towards Hell at the same time, then ...

- ♦ **first move** the poor soul that is closest to Hell, followed by the others in order of **increasing distance** from Hell.

When resolving donations ...

- ♦ his **donation** is considered higher than any tied donations.

♦ Movement Rules

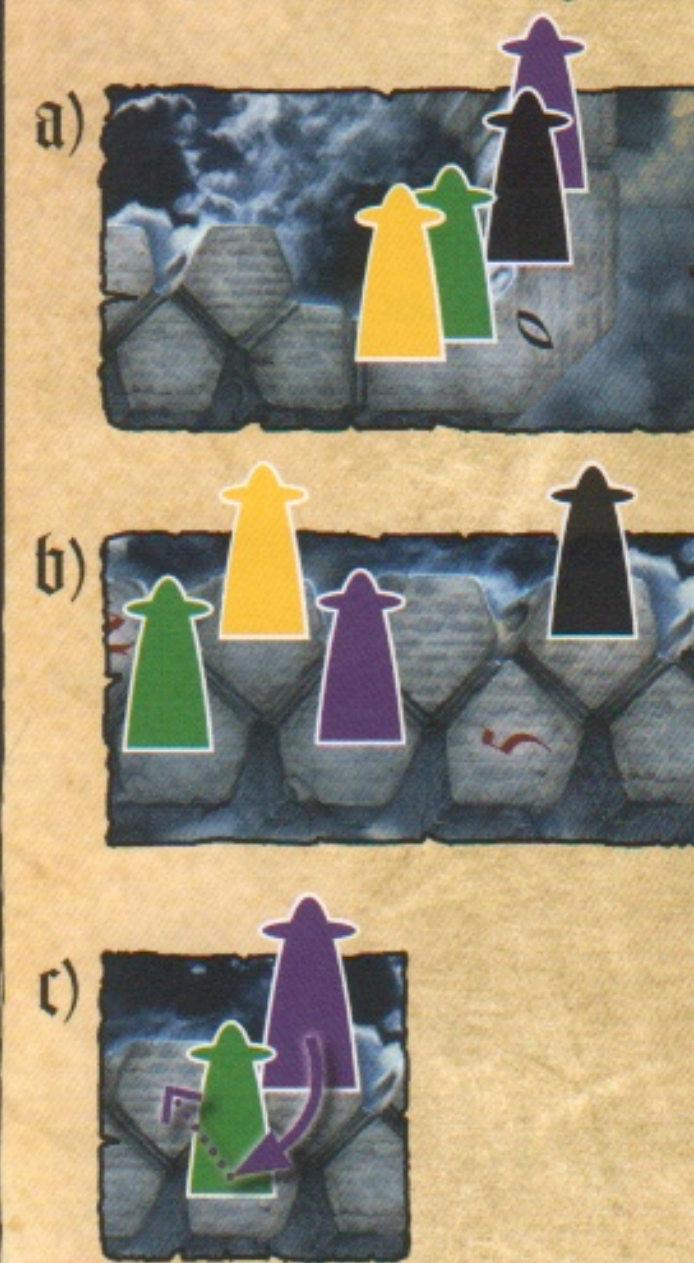
- All poor souls **start the game** in the **Start Position**.
- During the game, **no** other spaces of the Record of Sins can contain **more than one** poor soul.
- If a poor soul would ever end its movement in an **occupied space**, it instead moves to the **next free space**. This applies also (when resolving Letters of Indulgence at the end of the game) to the Start Position.
- A poor soul may **not** move beyond the **40th space**. There is where **Hell** begins. If a poor soul would ever reach Hell, it **doesn't move at all** and instead stays where it is.

Compare the etched posts:

The player with the **highest** notch count: Move his poor soul towards Hell as many steps as the **difference** between his notch count and the **lowest**.

During the game, poor souls only ever move **towards Hell**.

- ♦ Poor soul ends a turn in an occupied space? Move it to the **next free space**.
- ♦ The **40th space** (right before Hell) is the **last space**. No one can go farther.





Den of **Lust**: sin stone added when your visit a suite



Den of **Petty Sins**: Two sin stones added when you commit a petty sin



Den of **Greed**: sin stone added when you buy two goods

All 3 Pope stones at the same Den of Sin: Atone for the sins in the other two Dens of Sin

Player who placed the Pope stone:

- ◆ Take your sin stones back from the other two Dens of Sin
- ◆ Don't move your poor soul

Other Players:

- ◆ Take your sin stones back from the other two Dens of Sin.
- ◆ For each stone, move your poor soul one step towards Hell.

The Den of Sin where the third Pope stone was placed is unaffected.

- ◆ Two building crews at one site: Swap them for a nave!
- ◆ Nave and two building crews at one site: Swap the builders for a spire
 - Cathedral is finished
 - Immediately resolve donations



The Dens of Sin

Every sin stone in a Den of Sin represents an act of greed, an act of lust or a petty sin. Every sin threatens to hasten its soul's descent to Hell. Whether it will ever come to that depends on the Pope stones, which grant sinners grace and protect them from punishment.

As long as a Pope stone remains beside two or more Dens of Sin, nothing happens.

If all 3 Pope stones are beside one single Den of Sin, then the sins in the other two Dens of Sin are punished:

- ◆ For each sin stone in the two Dens of Sin without Pope stones, that sin stone's owner moves his poor soul one step towards Hell, beginning with the poor soul closest to Hell.
- ◆ The sins of the player who placed that third Pope stone are forgiven: his poor soul stays where it is.
- ◆ All players take back their sin stones from the two punished Dens of Sin.
- ◆ The Den of Sin in which the third Pope stone was placed is spared by the Pope's grace. Any sin stones there remain where they are and cause no poor souls to descend towards Hell.

Finally, the three Pope stones are returned to their starting spaces beside the three Dens of Sin.



Den of Lust Den of Petty Sins Den of Greed



Example: punishment!

Johanna moves a Pope stone. Now, all three Pope stones are above the Den of Greed. The sins of lust and the petty sins must be atoned. Paula has 4 sin stones in those two Dens, so her poor soul moves 4 steps towards Hell. Dominik has just one stone between the two, so his poor soul moves 1 step. Gregor moves his poor soul 3 steps. Johanna's sins of lust and petty sins are forgiven.

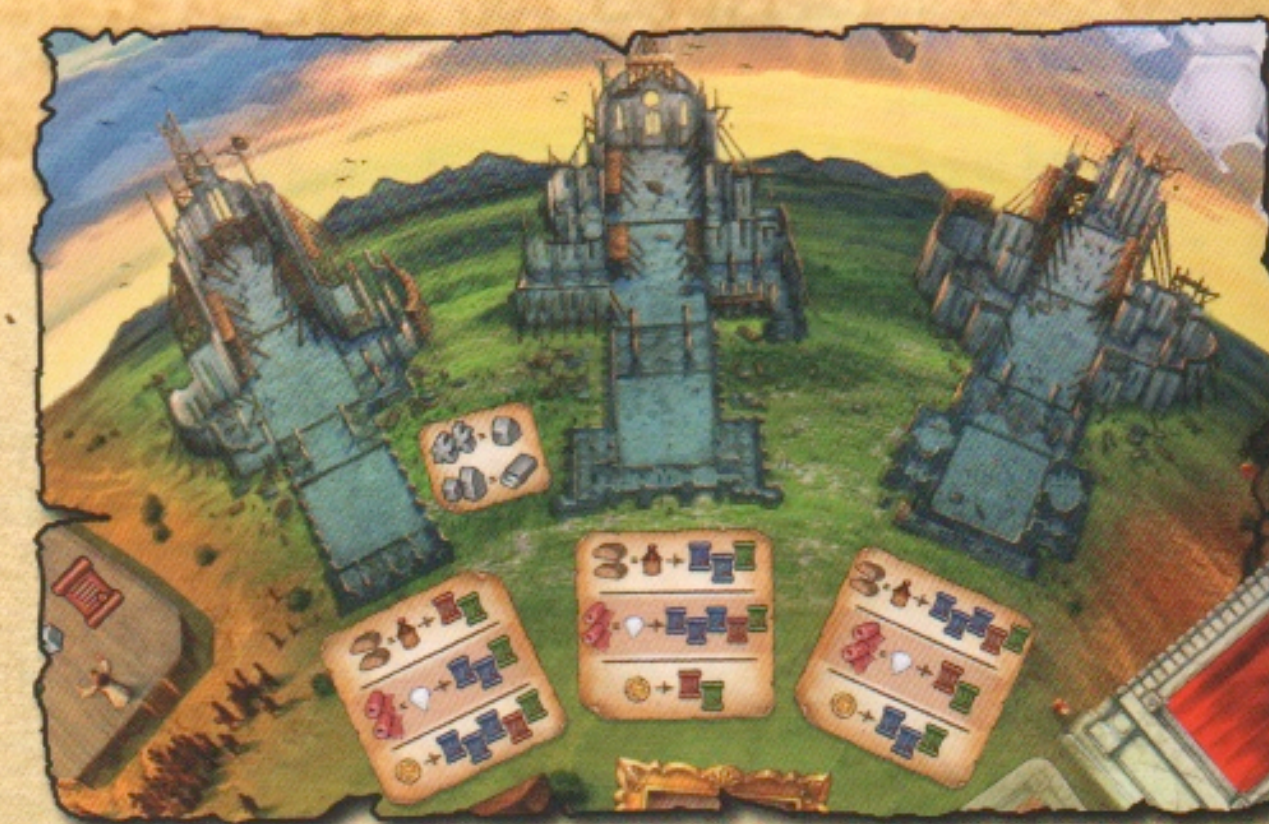
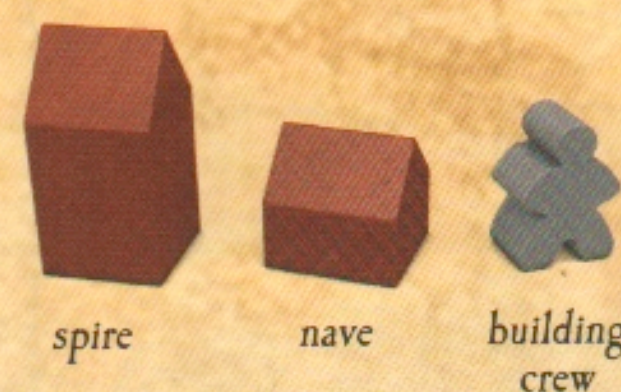
All four players take back all their sin stones from the Den of Lust and the Den of Petty Sins.

Run out of sin stones?

If a player must place a sin stone but doesn't have any left, he must immediately take back all sin stones from one Den of Sin of his choice, moving his poor soul that many steps towards Hell. He then must place the sin stone(s) that he originally lacked. If he still does not have enough, he must empty another Den of Sin in the same way.

The Cathedral Site

This is where the construction of the cathedral takes place. A finished cathedral consists of a nave and a spire. Placing a building crew here indicates that this cathedral is to be built. Placing a second crew here completes the nave. Return the two crews to the builders' hut and place a nave here. If there is already a nave here when a second building crew is added, return the two crews to the hut and add a spire. Now the cathedral is finished and donations are evaluated immediately, interrupting the normal flow of the game.



Evaluating Donations

When the first cathedral is finished the first **round of donations** is immediately resolved. Each player empties his chest's **compartment I**. **Compartment II** remains closed.



When the **second cathedral** is finished, each player empties his chest's **second compartment** and the second and **final** round of donations is resolved.



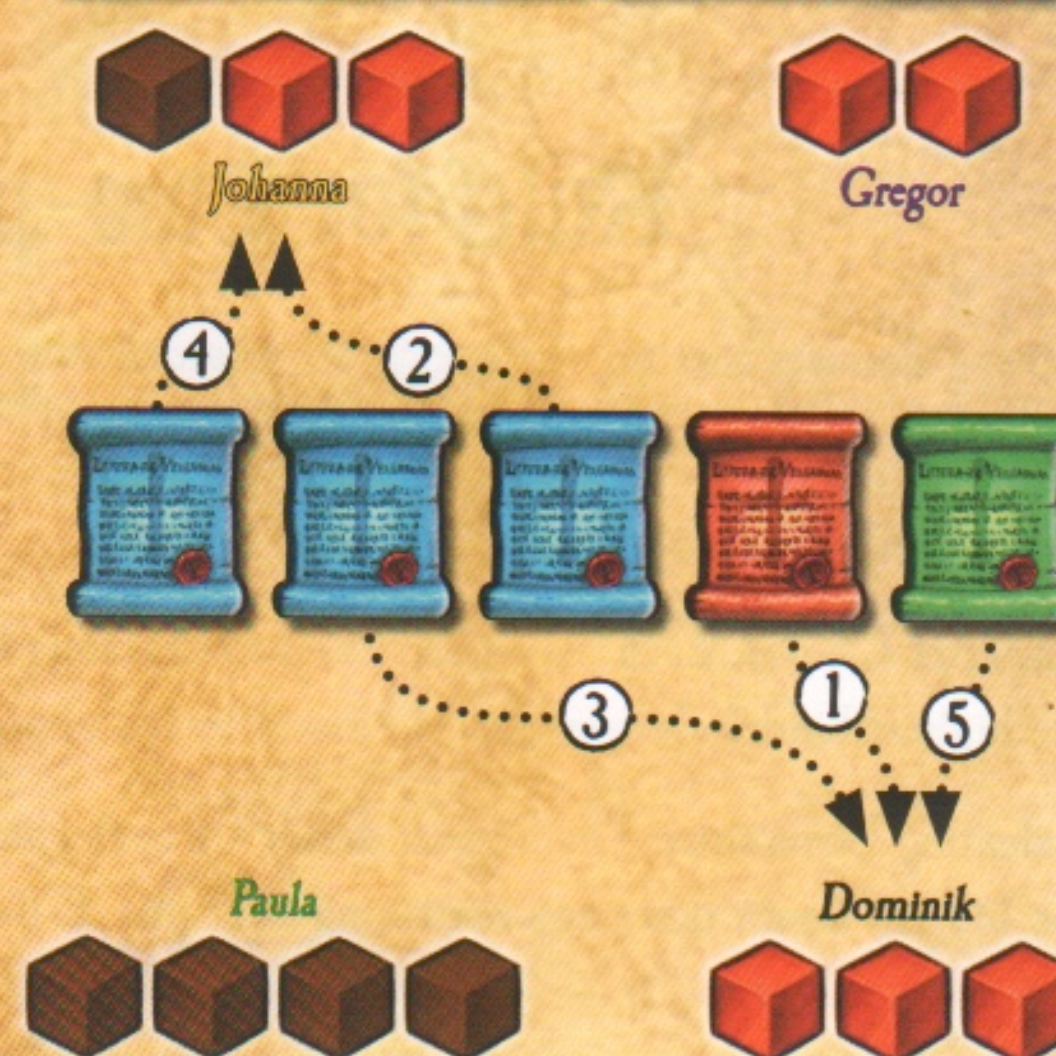
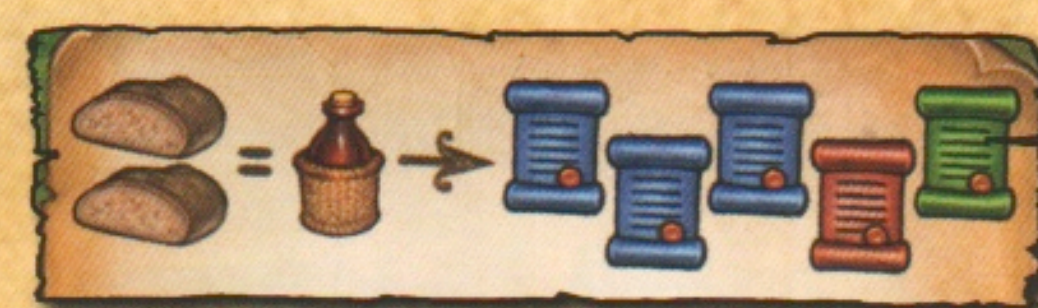
Note: To keep things clear it is recommended that donations be placed on their owner's resealed box when evaluating.



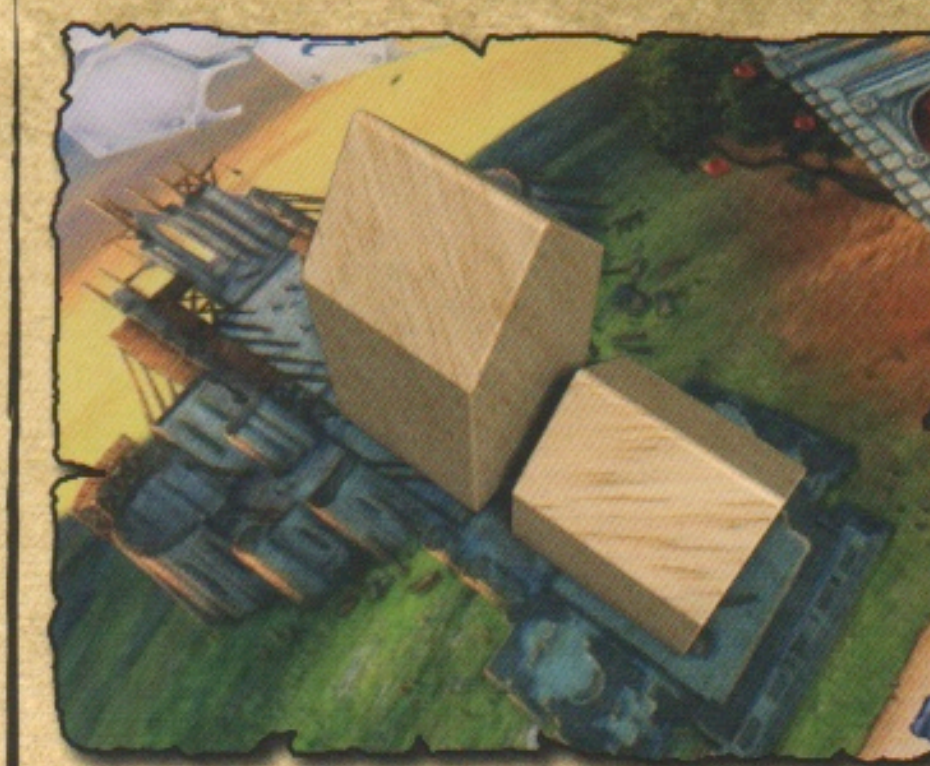
During the game only **two** of the three cathedrals will be **finished**. After the first evaluation of donations play continues where it was interrupted by the completion of the cathedral. After the **second** evaluation of donations the game ends.

To evaluate donations:

- ◆ Take from the supply the Letters of Indulgence listed beside the **bread and wine** symbols below the **newly completed cathedral**. Display these Letters side by side beside the board.
- ◆ Determine who has made the most valuable donation of **bread and wine**. For each player, add that player's **donations of bread and wine together**, counting each loaf as one point and each bottle as two.
- ◆ The **biggest donor** of **bread and wine** takes **one** Letter of his choice from those displayed by the board. Next, the **second biggest donor** of bread and wine takes **one** of those remaining. If any Letters remain, these two players alternate picking **one** Letter until the entire display has been taken.
- ◆ If there is only **one** donor of **bread and wine**, he takes **all** the Letters in the display.
- ◆ If **no one** has donated any bread or wine, leave the Letters in the supply.
- ◆ Next determine, in the same way, who has donated the most **cloth and jewels**. Add each player's donation of each together, counting each roll of cloth as one point and each jewel as two.
- ◆ The two biggest donors share, as with **bread and wine**, the Letters of Indulgence listed by the icon for **cloth and jewels** below the finished cathedral.
- ◆ Finally determine the **two biggest donors of money**. These two players, as described above, receive the Letters of Indulgence shown beside the coin icon below the finished cathedral.
- ◆ If **donations are ever tied**, the tied player whose poor soul is closer to Hell is considered the bigger donor.



Example:
Paula's four loaves of bread are worth the same as Gregor's two bottles of wine. Johanna has donated more, but the largest donation is Dominik's, so he chooses first and takes the red Letter of Indulgence. Then Johanna takes a blue one. Again back to Dominik, who also takes a blue one. Johanna takes the last blue one, leaving Dominik the green. Paula and Gregor get nothing. Had Paula given another loaf, she would have been tied with Johanna. The bigger donor of these two would have been whoever's poor soul lay closer to Hell.



When the **first cathedral** is finished: Each player empties the **first compartment** of his chest and evaluates his donation.

When the **second cathedral** is finished: Each player empties the **second compartment** and evaluates his donation.

The following three categories are compared:

- ◆ Bread and wine
- ◆ Jewels and cloth
- ◆ Money



Two loaves of bread are worth one bottle of wine.
Two rolls of cloth are worth one jewel.

The **biggest** donor in each category gets **first** pick of the Letters shown below the cathedral, followed by the **second** biggest, the right to pick then **alternating** between those two.

For rules for two-player games, see page 22.

All players, even those that received no Letters, now **return** any goods they donated to the **goods bag** and any **money** they donated to the **bank**.

- ♦ **Second Donation Resolution** (for the second finished cathedral) empty the second chest compartment
- ♦ **Final comparison of etched posts**
- ♦ **Evaluate the Letters of Indulgence**

First the player whose poor soul is closest to Hell, then the others **in order of increasing distance** from Hell.

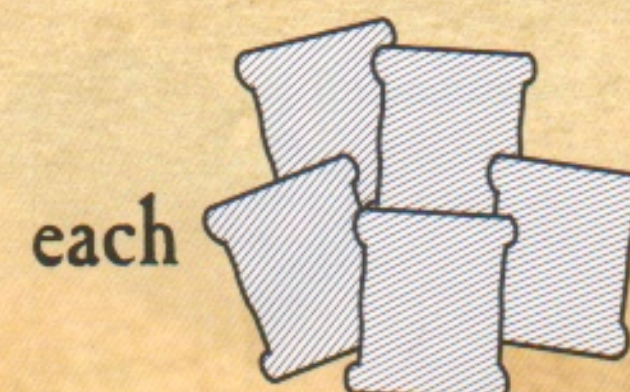
- ♦ poor souls move **towards Heaven**:
 - For each set of four Letters (**4 colours**): **8 steps**
 - For each **remaining Letter**: **1 step**



+8



- ♦ For each **set of four** Letters (one **red**, one **green**, one **yellow** and one **blue**), move your poor soul **eight steps** towards Heaven.



each

+1



- ♦ For each remaining Letter, move your poor soul **one step** towards Heaven.

Once all poor souls have been moved this way, the game is over. Whoever has reached Heaven has won. This may be more than one player. If no one has reached Heaven, the winner is the player who is closest to Heaven.

Halleluja! Hosanna! ...

Rules for Two-player and Three-player Games

Starting bonuses that no one selects are returned to the supply.

Two Players

Character Choice: Each player receives **two character cards**.

The highest bidder chooses first, followed by his opponent, then again the highest bidder and the last card goes to his opponent.

Evaluating Donations: The **biggest donor** (in each category) first **takes two Letters**, then his **opponent takes two** if any remain. The **biggest donor takes any remaining** after this. If there is just one donor he takes them all.

Three Players

Character Choice: Each player chooses a character as described for four players. One card will remain.

- ♦ If the **Pope** remains, the Emperor, in addition to his own Preliminary Action (use of builders) gets that of the Pope (placement of Pope stone). He chooses which to perform first.
- ♦ If the **Emperor** remains, the Pope, in addition to his own Preliminary Action (placement of Pope stone) gets that of the Emperor (use of builders), choosing which to perform first.
- ♦ If the **Merchant** remains, his Privilege goes to the player whose poor soul lies closest to Hell.
- ♦ If the **Petty Sinner** remains, nothing happens.

At the beginning of the next round, all four character cards can once more be chosen freely.

2 Character cards per player
Biggest donor takes two Letters of Indulgence

One Character Card remains unused.
If it's the ...
... Pope: The Emperor performs his Action
... Emperor: The Pope performs his Action
... Merchant: His Privilege is performed by the player who is closest to Hell at the end of his turn

The House of Pleasure Cards



The Emperor presents you with a Letter of Indulgence

If an opponent has the Emperor card and any Letters of Indulgence, he must give you one of his choice.

Etched post +/

2x



Pope presents you with a yellow Letter of Indulgence

If an opponent has the Pope card and one or more yellow Letters of Indulgence, he must give you one of them.

Etched post +///

1x



All others move 3 steps towards Hell

Each opponent moves his poor soul 3 steps towards Hell. Please note the Movement Rules on page 19.

Etched post +//

1x



All others move 5 steps towards Hell

Each opponent moves his poor soul 5 steps towards Hell. Please note the Movement Rules on page 19.

Etched post +///

1x



Place 2 sin stones in the Den of Lust

Each opponent places 2 of his sin stones in the Den of Lust.

Etched post +//

2x



Place 2 sin stones in the Den of Greed

Each opponent places 2 of his sin stones in the Den of Greed.

Etched post +//

2x



Move a building crew

Move a building crew from one cathedral site to another. (Naves or towers may not be moved)

Etched post +//

2x



Place a new building crew

Take a building crew from the builders' hut and place it in a cathedral site of your choice.

Etched post +/

3x



Move a Pope stone

Move a Pope stone from one Den of Sin to another.

Etched post +//

3x



Take 1 Good from the Market...

... without paying for it.

Etched post +//

2x



Steal 3 Taler

Chose an opponent. If he has at least 3 taler, he gives you 3 taler. If he has less you get nothing.

Etched post +/

1x



Take 3 Taler...

... from the bank.

Etched post +0

1x



Take 5 Taler...

... from the bank.

Etched post +/

2x



Take 7 Taler...

... from the bank.

Etched post +//

1x

ME'A CULPA

A variant
for the sophisticated penitent

To play is to sin!

How often have we forgiven our opponents when, having changed their mind about a move, they take it back?

How often have we, with Papal forbearance, overlooked the fact that our neighbour took a good without first paying for it?

And have we not countless times asked that all players begin new rounds by placing all game materials on their correct positions – rather than always leaving it up to a conscientious friend?

Again and again have we graciously forgiven these shameful failings. But no more!



From now on, let a sin be called a sin!

Anyone who commits such a petty sin in **ME'A CULPA** must immediately place a **sin stone** in the **Den of Petty Sins**. The action, however, is not cancelled, though any associated costs that should have been paid must be paid.

This is the ME'A CULPA variant's one and only rule.



Privilege of the Petty Sinner: The **ME'A CULPA** variant's one and only rule **does not apply** to him! He may sin and only has to adhere to the regular rules, if one of the other players catches him committing a petty sin. He never has to place a sin stone in the Den of Petty Sins for being caught committing a petty sin.

Pay attention, watch your opponents closely. They will **atone** for their sins.

And how should we respond to a player who claims that he has not forgotten anything and that you merely interrupted him before he had a chance to do it? Well, to stop this, each player must declare when his turn is over. After this there can be no excuse – the sin is committed!

Remember that the **Petty Sinner** may deliberately 'forget' to pay money, to rotate his etched post and to place sin stones in a Den of Sin. He only has to do these things if an opponent 'reminds' him.

The **REGISTER OF SINS** to the right can of course be altered to suit your needs. The important thing is that the players agree before the game which acts should be considered sins.

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REGISTER OF SINS

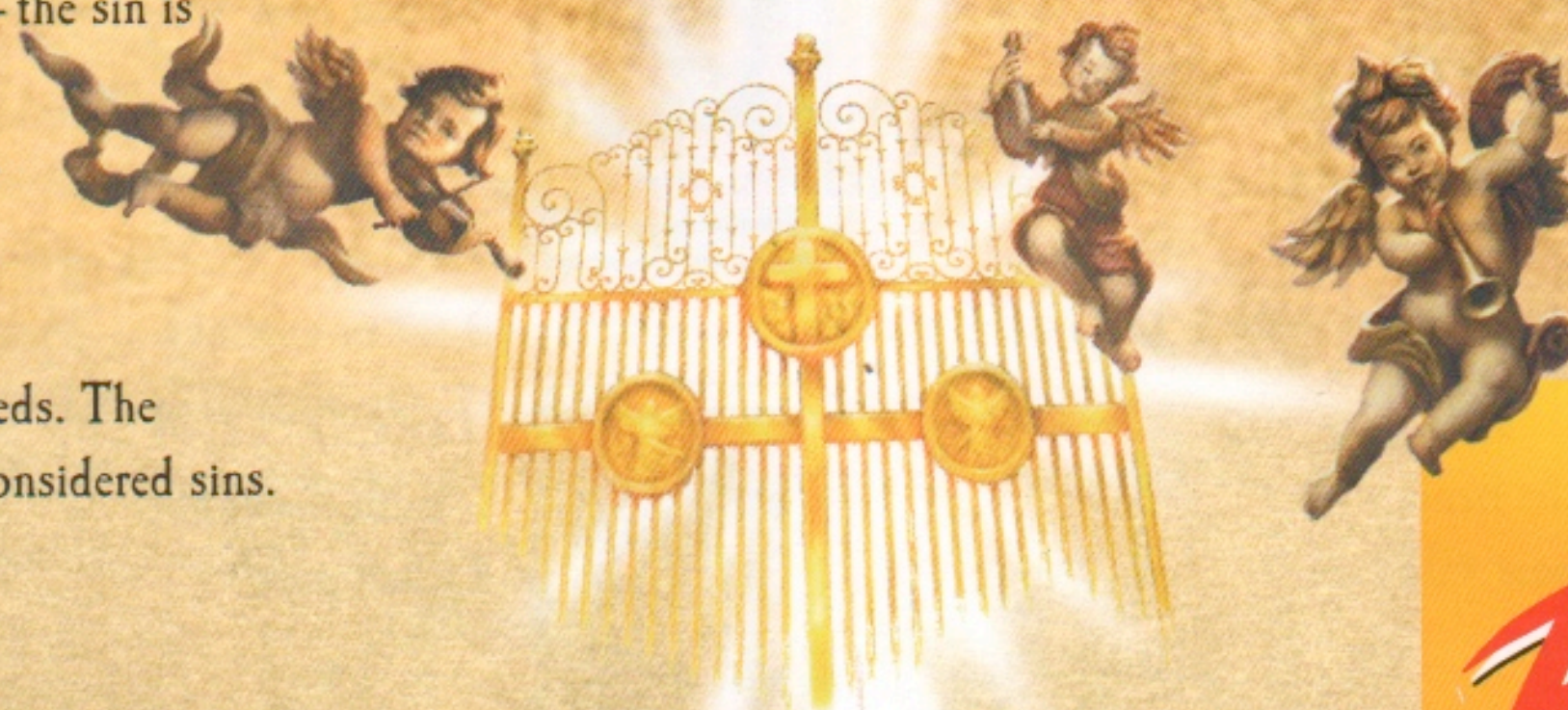
A **sin stone** must be placed in the **Den of Petty Sins** by any player, other than the Petty Sinner, who:

- ◆ Takes back (corrects) his turn, either in part or in full;
- ◆ Takes a character card before he has paid any coins he bid to the bank (or returned them to behind his screen, if he may);
- ◆ Doesn't rotate his etched post until he has started performing an action, or until after he has completed it;
- ◆ As the Merchant, forgets to take a good from the market at the end of his turn;
- ◆ Takes a good or a Letter of Indulgence before paying for it;
- ◆ As the Pope, takes a House of Pleasure action of his choice, forgetting that as the Pope he may only enter the House of Pleasure with the Pope die;
- ◆ Fails to return his character card to its place on the game board before the character choice auction of the next round;
- ◆ Forgets to perform his Preliminary Action;
- ◆ Places a sin stone in the Den of Lust only after performing the visited booth's action (for example, having already taken the yellow Letter of Indulgence from Booth 6);
- ◆ Places a sin stone in the Den of Greed only after taking two identical goods from the market;
- ◆ Doesn't reveal what he is donating;
- ◆ Doesn't realise that it is his turn when the player before him finishes his;
- ◆ Begins a turn, even though it is not his turn.



Have fun!

The Lord be with you!



Zoch zum
Spielen

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