

## Introduction

The action variants are cards that can replace the base actions for Capital Vices. Before you begin a new game, choose which action variants you will be using. These cards add new and exciting combinations to the base game. Resources can be moved and flipped in different ways based on the selected actions but end of round scoring remains the same.

## Contents

- 14 Action Cards
- 4 Resource Cards

	Pick 2 different resources: 1 Money and 1 Food. Flip the Money to Food and move the Food to another coffer.	Gluttony v1
	Pick 2 different resources: 1 Food and 1 Money. Flip the Food to Money and move the Money to another coffer.	Greed v1
	Trash all resources of any one color from a single coffer. Place them on top of the First Player marker.	Wrath v1
	Stash one resource of your color under another resource in the same coffer and flip over an unused action. <b>Note: Do not perform the flipped action. Always flip an unused action even if you can't Stash.</b>	Sloth v1
	Choose a player. That player moves a resource of their choosing from your coffer to their coffer. <b>Note: This action variant requires 3 or more players.</b>	Lust v1
	Move a resource from a coffer to your coffer. Move matching type resources in your coffer to other coffers.	Envy v1
	You choose: either flip one resource of every color that is NOT your color OR move a resource that IS your color.	Pride v1

## Action Variants

The action variants have been designed to be introduced in any combination. The only restriction is that the 7 deadly sins must all be represented. That is, there must be one of each Sin action: Gluttony, Greed, Wrath, Sloth, Lust, Envy, and Pride. Once you have selected your combination of 7 base and variant actions, you are ready to play using the traditional game setup.

There are two sets of variants. The variant set number is displayed in the lower right corner of the card, either 1 or 2. When referring to a variant action card, these rules will use the Sin along with the variant number. For example "Wrath v2" is the Wrath variant action from set 2.



## Action Variant Notes

**Sloth v1:** The stashed resource moves with the resource on top of it, but it is not flipped or trashed with that resource. At the end of the round, unstash the resource in the coffer where it lies.

**Lust v1:** This action requires that you have resources for another player to take. If there are no resources in your coffer, this action has no effect.

**Lust v2:** In a four-player game, the player sitting across from you is not your neighbor.

**Glutton v1, Greed v1:** If you cannot pick 1 Money and 1 Food at the beginning of the action, this action has no effect.

**Gluttony v2, Greed v2:** Gather means moving all target resources into the same coffer with one or more resources of the same type already in that coffer.

## Suggested Combinations

### Death By Taxes

**Variants:** Greed v2, Wrath v2 **Base:** Gluttony, Sloth, Lust, Envy, Pride

Greed v2 allows you to gather Money together. Combine this with using Wrath v2 to trash Money and many resources can be removed from a round. This may sound tempting but it reduces your options with future actions and potentially eliminates the opportunity to be Patient. Is it worth it?

### Winter Rations

**Variants:** Gluttony v1, Sloth v1 **Base:** Greed, Wrath, Lust, Envy, Pride

Gluttony v1 allows you to produce more Food. Combine this with using Sloth v1 to stash and a lot of Food can remain in one coffer by the end of the round. Show your Diligence by making sure your neighbors stay stocked up for winter.

## Extra Resources

This action variant pack comes with 4 additional resources, one for each color. Some or all can be added to base or action variant games to enhance gameplay.

## Suggested Combinations

### Utopia

Add an extra white resource to the base 8 resources in a 3-player game. This way every player starts with their two matching color resources plus a white resource. The First Player determines the type of their white resource. **(3 Players)**

### Embarrassment of Riches

Add all 4 extra resources to the base 8 for a total of 12 resources. All players start with 3 of their own color resource: two money and one food. In 1-3 player games distribute the white resources evenly between coffers. With so many resources, can you avoid Sin or will you be more tempted to remain Patient?

	Pick a color. Gather all resources of that color into the same coffer. Flip those resources to all show Money. <b>Note: at least one Money does not move.</b>	Gluttony v2
	Pick a color. Gather all resources of that color into the same coffer. Flip those resources to all show Food. <b>Note: at least one Food does not move.</b>	Greed v2
	Trash all Food or Money from a single coffer. Place them on top of the First Player marker.	Wrath v2
	Choose an action that is still face up and flip both actions face down. You may perform the chosen action.	Sloth v2
	Arrange all of your own color resources to be in one or two of your neighboring coffers. <b>Note: if your color resources are already in neighbor coffers they do not have to move.</b>	Lust v2
	Swap your color resource from one coffer with two resources in another coffer that are not your color.	Envy v2
	Swap two resources in two coffers that are not the same color.	Pride v2

More info can be found at

[conceptmedley.com](http://conceptmedley.com)

Capital Vices is ©2019 Concept Medley LLC.

All rights reserved