

Contents

- 4 Role Cards
- 4 Mode Cards
- 3 Effect Cards
- 2 Action Cards
- 3 Resource Cards
- 2 Coffer Cards

More info can be found at conceptmedley.com

Capital Vices is ©2019 Concept Medley LLC.
All rights reserved

Bonus Resources

These cards are treated like normal resources with some special rules. They move between coffers and can affect Sin and Vice Tally. They have no color.

Feast or Famine (1 - 4 players)

This card starts the game with the First Player as Feast. Flip it to Feast when the Sin is Gluttony. Flip it to Famine when the Sin is Greed. At the end of a round, it's worth two Food as Feast and two Money as Famine. It cannot be Flipped or Trashed using actions.

Forbidden Fruit / Dirty Money (1 - 4 players)

At the beginning of the game, shuffle this card in with the actions. Place it as Forbidden Fruit on top of the Action that is dealt to its left. If it is the first card, then the First Player takes it. If it is your turn and this card is on top of the next action, then place it in your coffer. At the end of a round it is temporarily worth -1 VP if it is in your coffer. Forbidden Fruit (or Dirty Money, if flipped by actions) stays in play throughout the entire game.

Capital (1 - 4 players)

This card starts the game with the First Player. At the end of a round it counts as one Food and one Money regardless of side. It cannot be trashed using actions.

Bonus Coffers

These cards are treated similarly to player coffers except they have no controlling color and are therefore neutral.

Hoard (1 - 4 players)

Before the game, determine if you want to hoard Money or Food and flip to the corresponding side. Start each round with all of that type in this neutral coffer. Resources may move *from* the Hoard coffer but not *to* the Hoard coffer. The Hoard coffer does not count towards Sin or lowest Vice Tally.

Capital Market (1 - 4 players) *Requires extra resources*

Extra resources are in play. Place this card off to the side within reach of all players. Start with a random extra resource in the Market set to Food. At the beginning of each player's turn they may swap a resource from their own coffer with the resource in the Market—Money for Food or Food for Money. Between rounds, swap the Market resource with a different set-aside resource flipped to the same side.

Bonus Effects

Effects impact the controlling player. Effects have special rules on how they enter the game and move between coffers.

Sacrificial Lamb (1 - 4 players)

In a 4-player game, the player to the left of the First Player takes this card at the beginning of each round. For all other player counts, the player to the right of the First Player takes it. If the controlling player is a Sinner at the end of a round, they earn +1 VP for every player that does NOT sin. If the controlling player does not sin, they score 0 VP. Patience still earns +1 VP.

Beggar (1 - 4 players)

Start each round with the Beggar in the coffer with the least Money. If there is a tie, give it to the player closest to the First Player in clockwise order. If a player moves Money *from* their coffer *to* the coffer containing the Beggar, then that player takes the Beggar. At the end of the round, the player controlling the Beggar earns +1 VP.

Saint (2 - 4 players)

After actions are revealed, starting to the left of the first player, continuing clockwise, a player may take this card. If all pass, there's no Saint this round. The player controlling the Saint scores 1 VP at the end of the round regardless of Vice Tally, Sin, or Patience. If the Saint would be a Sinner, nobody is a Sinner for the round. A player cannot be the Saint two rounds in a row.

Bonus Actions

These cards are added to the 7 **action** cards. Shuffle them together and lay them down in the action row.

Scales of Justice (1 - 4 players)

If this card is next on your turn, add it to your coffer. Perform the next action in line. At the end of the Action Phase, shuffle this card with your resources face down and deal out your coffer into a row. Add +1 to your Vice Tally for each resource on the left. Subtract -1 from your Vice Tally for each resource on the right. Patience only scores for a Vice Tally of exactly **6**.

Troll (1 - 4 players)

Place this card in any player coffer with the resource side face up. The resource is a Wild that takes on any color and any type for actions. It does not flip. At the end of the round, the player controlling the coffer containing Troll determines its final color and type.

Bonus Roles

Roles give players special abilities in the game and sometimes unique win conditions. Your role does not ever change during the game.

Trickster (1 - 4 players) *Requires action variants*

The Trickster cannot score Patience. At the beginning of each round, the Trickster may swap any of the actions in the action row with an action variant not currently in use. The chosen action does not have to be the same Sin as the one it replaces.

Collector (2 - 4 players)

The Collector can only score VP with Patience. However, Patience scores the Collector 4 VP each time. The Collector can ignore the exactly 7 VP rule. Thus, the Collector needs to score Patience twice in a game to win. On the Collector's turn, that player may take one resource from another coffer in addition to performing their turn action.

Mayor (3 - 4 players)

The Mayor plays against all of the other players. If every other player scores 7 VP before the Mayor then they win. The Mayor can ignore the exactly 7 VP rule. Once per round, the Mayor may Rebuke—i.e. undo—an opponent's action. The Mayor flips this Role card as a reminder. When a new round starts, flip the Role card back over to reset Rebuke.

Tourist (4 players)

The Tourist visits other player coffers. The player with the Tourist Role uses a VP card only for scoring purposes but it does not hold resources like a regular coffer. At the beginning of each round, move the Tourist Role card to a new player coffer. For that round, the Tourist—rather than the owning player—scores all VP that coffer would have scored. The owning player still plays actions during the round.

Bonus Modes

These cards provide different rules of play. They change the game for all players by adding new game mechanics or conditions.

Capital Crisis (1 - 4 players)

Gameplay is reversed. All players start the game with 7 VP. At the end of a round, all non-Sinners earn 0 VP. All Sinners earn -1 VP and those with the highest Vice Tally earn an additional -1 VP. A Vice Tally of 0 earns -1 VP. Patience—a Vice Tally of 6—earns 0 VP. The first player to achieve a VP of 0 wins. You must reach exactly 0 VP and if you go below 0 VP for the round, your VP does not change. In the case of a tie, go through the Sins left-to-right, and the first player to be the lone Sinner amongst those tied is the Winner.

Inquisition (1 - 4 players)

Players must avoid the first TWO Sins of the round in order to earn VP. Players still score 1 VP for Patience.

Capital Divide (4 players)

Players sitting across from each other are teammates. Both players on a team must score exactly 7 VP in order to win. They don't have to do this in the same round: as soon as one player scores exactly 7 VP, a team can focus on the other coffer in future rounds. Trashed resources can go to the coffer of either player on the "First Team". Place this card in the center of the table and rotate 90 degrees each round to indicate the team that goes first.

Zealots (1 player)

Two AI-controlled coffers are your opponents in this variant solo play mode. Setup is the same as in a 3-player game. On a Zealot's turn, if there is an option to move at least one resource to your coffer in any way, you must take that option. If there is more than one option, you get to choose which resource. Flipping, Trashing, and Action selection (Sloth) is your choice. Slide this card across the top of the actions to keep track of the Zealots' turns.