

Object

In *Capital Vices*, you are a new resident of the Capital trying to coexist in a community where food and money are limited but the temptation to sin abounds. Careful distribution of these resources is the path to virtue, but beware: your actions are not without consequence. Every action may help the individual's spiritual progress at the expense of the whole... or *vice-versa*. Avoid the seven deadly sins and embrace the seven heavenly virtues. Be the first to score 7 Victory Points (VP) and you'll be victorious!

Contents

- 7 Action Cards
- 8 Resource Cards
- 4 Player VP Cards

3-Player Setup

Give each player a non-white VP card. The color of this card represents your **color** in the game. Each player rotates their VP card until the "0" is facing themselves. This card tracks your VP throughout the game. Give each player their two matching color **resource** cards. Every player flips one resource card to "**Food**" and the other to "**Money**" and places them next to their VP card. This is known as your player **coffer**. Give the card box to the player that most recently donated to charity. It will serve as the "**First Player**" marker. Give the other two players one each of the white resources. The player to the left of the first player flips it to "Food" and the player to the right of the first player flips it to "Money". Shuffle the **action** cards under the table and lay them in a row with the portrait face up. This is the **action row**. The first card in the row will be the **Sin** for the first round.

Gameplay

Capital Vices is played in rounds. Each round has three phases: **Action**, **Sin**, and **Virtue**.

Action Phase

The Action phase starts with the player holding the "First Player" marker and is played in turns. On their turn, a player performs the next face up action in the action row. This includes and starts with the Sin for the round. Sins are displayed in the upper left corner of the action side as a reminder.

You **must** play the action legally. If it is impossible to play the action then the action is skipped and your turn is over. For example it is impossible to play the Envy action if one player has all the resources.

After the action is taken, the card is flipped over to the side revealing the Sin and Virtue. The next player in clockwise order takes their turn. This continues until every card has been played and all seven sins and virtues are revealed. The Action phase then ends, and the Sin phase begins.

Sin Phase

The first card in the action row is now enforced as the Sin for the round. The player or players that have the most of the qualifying resources are eliminated from scoring for this round (except for Patience). For example, if Gluttony is the round sin and you have the most Food at the end of the round, you will not score any points. You need at least one qualifying resource to be considered for the sin.

Virtue Phase

Each player, including Sinners, checks for a **Vice Tally** after the seven actions have been flipped.

In order to calculate your Vice Tally, count the number of different colors in your player coffer, then add 1 if your coffer contains Money. Finally, add 1 if your coffer contains Food. For example, if you have two red Food resources and one blue Food in your coffer, you would add 2 for the two colors of red and blue. Then you would add 1 more for having Food for a Vice Tally total of 3. If you have a Vice Tally of 6, you score **+1** VP for Patience even if you are a Sinner in the round.

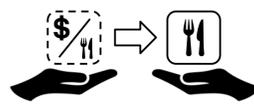
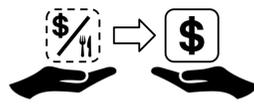
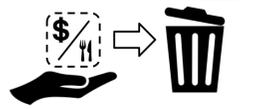
All players without Sin score **+1** VP. Of those players, the player or players with the lowest Vice Tally score an additional **+1** VP. Sinners could possibly have a lower Vice Tally than non-Sinners. Players rotate and flip their score cards to reflect their new scores. You can't score more than 7 VP and must score exactly 7 VP to win. If the VP earned for the round would have you go above 7 VP, your VP remains the same.

Starting a New Round

A round ends after the Virtue phase. Shuffle the action cards and lay out a new action row. The first card is now the new Sin card for the new round. Pass the "First Player" marker as well as the trashed resource from the previous round to the next player in clockwise order. The rest of the resources stay where they are and you begin the new round's Action phase starting with the new player holding the "First Player" marker.

Winning the Game

You win the game when you have exactly 7 VP after an entire round ends. If multiple players have 7 VP, then use the Sins on the action row cards from left to right as tie-breakers. Of those who tied, the first player to not Sin is the winner. If you make it through the entire row with no one Sinning then you are all virtuous and share victory!

	Move any one resource from one coffer to another and flip that resource to show Food.	Gluttony
	Move any one resource from one coffer to another and flip that resource to show Money.	Greed
	Choose any one resource to remove from the round. Place it on top of the First Player marker.	Wrath
	Choose an action that is still face up to perform and then flip both that action and this one face down.	Sloth
	Move two resources from any one coffer to two other separate coffers. Note: you must choose a coffer that has at least 2 resources	Lust
	Choose any one resource from two different coffers and move those resources to a third coffer. Note: the first two coffers must have at least 1 resource each	Envy
	Move any one resource from one coffer to another and from that coffer move a different resource to a third coffer. Note: the 1st and 2nd coffers must have at least 1 resource each	Pride

2-Player Game

A 2-player game is set up and played exactly like a 3-player game except no one takes actions for the 3rd player during the action phase. Actions instead rotate between the two human players and the inactive 3rd player is skipped. Players can still interact with the inactive 3rd player's coffer and it still counts when penalizing for Sins and calculating Vice Tally during the Virtue phase. If the inactive player has the lowest Vice Tally then the human players can only score 1 VP. Keep score for the inactive 3rd player. If that coffer reaches 7 VP before the humans, you both lose!

It is recommended to not keep score for the inactive coffer for your first 2-player game.

4-Player Game

Give the white VP card and resources to the 4th player. **Pride** becomes the player or players with the most color resources matching the player coffer across from them.

Solo Game

A solo game is set up and played exactly like a 2 or 3 player game except you take every action in the action row on your own. Keep track of which coffer is the "First Player" for determining where the trashed resource is placed at the beginning of new rounds. You win if every player coffer has a score of exactly 7 VP at the end of the round. If any coffer scores 7 or more VP before the others, then you lose. **Tip: use Sin to your advantage to slow down the leaders.**

More info can be found at
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