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Seven Sins

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8+



3-5



~10 min

*“Man enters the world with a pure soul.
But right from day one, temptation lies at
every turn. Seven sins are in competition for
the purity of the soul – and each has a different
idea of how to win.”*

SETTING UP

The seven sin cards are shuffled and placed face down on the table. Each player draws one card and takes two dice from the box. The remaining cards are placed aside, still face down, and the remaining dice are left in the box. The players don't know which cards the others have drawn and therefore don't know which sins will be played in this round!

THE AIM OF THE GAME

Each sin card has a different objective that must be completed to win the game. These consist of different dice combinations, described on each card. The players take turns to roll their dice and create a pool of dice by adding to and swapping with the dice in the centre of the table. The aim is to reach your individual objective before any of the other players are able to do so.

The only exception is 'Envy', where the aim is to uncover one of the sins held by another player. Whoever draws the 'Envy' card should already be familiar with the roles for each sin, so this card shouldn't be used if you are playing the game for the very first time.

PLAYING THE GAME

At the beginning of the game there are no dice in the centre of the table. To decide who goes first, everyone rolls both of their dice. Whoever has the highest score starts the game. If you have already played a round, the winner of the last round starts.

When it's your turn, roll both dice. You then have the following options:

- Place one of your two dice in the middle of the table.
- Swap one of your two dice with one of the dice already on the table. (You are also allowed to swap dice that show the same number.)
- If you roll a double, you may roll both dice again.

If you have placed one of your dice in the middle of the table, take a replacement from the box. Play continues clockwise.

EXAMPLE



During the game four dice have already been placed in the centre of the table.

It is Pride's turn. They roll a 2 and a 5. Since they want the dice on the table to add up to exactly 21, they add the 5 to the pool of dice.



THE END OF THE GAME

The first person to achieve the objective on their card is the winner. The method doesn't matter: you can win by placing the dice on the table yourself or through the actions of the other players. If two people achieve their objective at the same time, the winner is the person who last placed one of their dice on the table.



AVARICE

Avarice is a penny pincher. They win when there are five numbers in a row on the table. This can either be 1 to 5 or 2 to 6.



PRIDE

Pride always plays with a high stake, by betting that the sum of the dice on the table will be exactly 21 before any other sin can win the game. And since pride comes before a fall, they must place the last die themselves in order to reach their total.



LUST

Lust is having an affair with the devil. Their only goal is to make the number 666 appear on the table to summon their loved one. This is the case when the dice on the table show three sixes – whereby one of the sixes may be achieved by adding together multiple dice.



GLUTTONY

A glutton can never have too many points. If the sum of the dice is at least 26, they win the game. And as gluttons just can't contain themselves, they may place both of their dice in the middle of the table to win the game.



WRATH

Enough is enough! If five dice of a kind are on the table, Wrath wins the game. These dice must show either five even or five odd numbers.



ENVY

Envy is more interested in what the other players are up to than their own dice. They win by correctly identifying another player's sin card. A wrong guess means they must stop playing and remain a jealous onlooker for the rest of the game. Envy may not guess another player's identity during that player's turn.



SLOTH

The sloth simply can't be bothered to do the maths. They win if there are 6 dice in the middle and no one else has already won.

OVERVIEW



AVARICE:
Five dice in a row



PRIDE:
Sum of all dice is exactly 21. You must place the last die.



LUST:
Three sixes. The third six can be a combination of dice.



GLUTTONY:
Sum of all dice is at least 26. You may place both of your dice in order to win the game.



WRATH:
Five dice show either all even or all odd numbers.



ENVY:
Find out which sin card is held by another player to win the game. You only get one guess!



SLOTH:
Six dice are on the table and no one else has won.