

THE DEADLIES™



RULES

Greed, Pride, Wrath... just three of the 7 Deadlies you will encounter in this devious little card game. Do your best to rid yourself of them all, as soon as you can - while your opponents do their damndest to fill your hand with more. Empty your hand three times to win, and become the envy of all your friends!



OVERVIEW AND GOAL OF THE GAME

Play as many cards as you can each turn, trying to empty your hand as quickly as possible, while at the same time preventing your opponents from doing the same. Each time you successfully empty your hand (and manage to keep it empty until the end of the turn), your new starting hand will be two cards smaller than the previous time,

as tracked by your Wickedness dial (6, 4, 2, 0).

Empty your hand three times, and you win!





CONTENTS



52 CARDS



49 cards numbered 1 - 7 in seven suits



1 Corruption card



1 Purity card



1 Halo card

6 WICKEDNESS DIALS



SETUP AND GAME ELEMENTS

1. Each player chooses a **Wickedness dial** and places it in front of them, with the "6" visible.



Note: In a 6-player game, the "4" should appear instead.

The number represents your starting hand size of 6 cards (the art/color shown has no game effect).

2. Place the **Halo card** in the center of the table. **Shuffle the remaining 51 cards** and place the deck next to the Halo card.



The cards represent the 7 deadly sins. Cards of the same sin have the same suit and the same effect. Each suit has seven copies, numbered 1 to 7. Corruption and Purity cards are numbered 8 and 0 respectively.

3. Each player draws as many cards as indicated on their Wickedness dial.

Only you can see the cards in your hand.

4. The most angelic player will be the starting player, otherwise the owner of the game or host begins. **They draw an additional card.**

GAMEPLAY

The game plays in an undetermined number of turns until **a player empties their hand for the 3rd time**.

On your turn, apply these steps in the following order:

1. PLAY ONE OR MORE CARDS FROM YOUR HAND
2. RESOLVE THE EFFECT ON THE TOPMOST CARD YOU PLAYED
3. DISCARD PLAYED CARDS
4. CHECK YOUR WICKEDNESS

1. PLAY ONE OR MORE CARDS FROM YOUR HAND

Play one or more cards of your choice, face up. If you play more than one card, apply one of the following rules:

- All cards you play must have the **same suit** ;
- All cards you play must have the **same number value** ;
- All cards you play must have **consecutive values in ascending order** (straight).

Note: Numbers values go from 0 to 8.



Place played cards in front of you in a pile, **with the card of your choice topmost**. However, if you **play a straight**, you must place the highest value card topmost.

Example: You have the following hand.



You may:

- *play the four pink cards; choosing the topmost card is not important, because they all have the same effect;*
- *play the two 3-value cards by placing the one of your choice topmost;*
- *play the three cards which values are consecutive, by placing the highest value card topmost (yellow 3 or blue 3).*



2. RESOLVE THE EFFECT ON THE TOPMOST CARD YOU PLAYED

Each suit has a unique effect, which is written on the cards. **Resolve the effect on the topmost card you played.**

Cards' description and effects are listed page 9.

At any time during the game, if you would draw a card while the deck is empty, shuffle the discard pile to form a new deck.

3. DISCARD PLAYED CARDS

Discard played cards to a central discard pile near the draw deck.

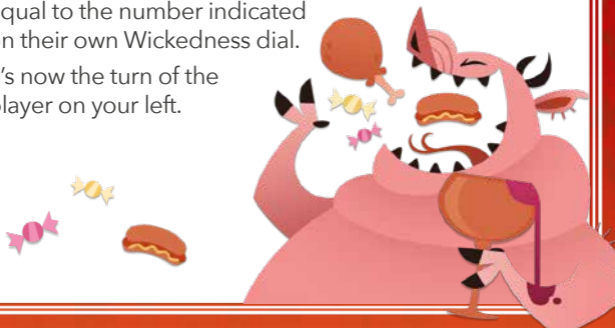
Note: Don't discard your topmost card if it is a SLOTH card.

4. CHECK YOUR WICKEDNESS

During this phase, each player who has **no cards in hand** lowers their Wickedness dial by 2.

Those players then draw a number of cards equal to the number indicated on their own Wickedness dial.

It's now the turn of the player on your left.



WICKEDNESS DIAL ON 0

If the new value of the Wickedness dial of **one player** is 0, go to **End of the game**.

If the new value of the Wickedness dial of **more than one player** is 0, each tied player draws **1 card**. Continue playing until only one player empties their hand with a Wickedness dial on 0. In that case, go to **End of the game**.



END OF THE GAME

If you are the only player with a Wickedness dial on 0 and an empty hand, **you win the game!**

But don't be puffed up with pride over your victory...





CARDS DESCRIPTION



PRIDE: Choose another player and ask, "Do you have any PRIDE?" If that player has no PRIDE cards in hand, they must draw a card from the deck. If they can show you a PRIDE from their hand, they will force you to draw a card from the deck instead. Note: Showing PRIDE is never mandatory. If you have PRIDE but want to draw a card, you may., though this would be rare.



GREED: Deal cards face up from the deck to the other players, one at a time, starting with the player on your left and proceeding clockwise (always skip yourself). You may choose to stop after dealing at least two cards that are not GREED. If you stop before Busting, the other players must place the cards dealt to them into their hand. However, if any two, other than GREED, match suits, you Bust. Stop and place all the cards you dealt into your hand instead. Example: GREED, PRIDE, ENVY (you may now stop), GREED (can never stop on a Greed), PRIDE (Bust because it matches previously played Pride). To tempt you, if you are able to successfully deal five cards in this way, you may immediately discard your entire hand. The more GREED cards dealt, the better the odds of success.

Note: *CORRUPTION will always Bust, as it is all seven suits, whereas PURITY has no suit and would not.*



LUST: Pick a partner. They choose:
a. Nothing happens and your turn ends.

OR

b. You may BOTH discard a card from your hand. Choose that card and get it ready. Reveal the cards at the same time. Each player that discards LUST in this way forces their partner to draw 3 cards from the deck.

Note: No one is required to discard, even if "B" is chosen. HALO may not be discarded in this way.



GLUTTONY: When played, choose to either take a card at random from another player's hand OR draw 3 cards from the deck. After doing so, take another turn. There is no limit to how many GLUTTONY cards can be played during a turn. Note: if you take another player's last card, emptying their hand, they will reduce their Wickedness, drawing cards equal to the new value and will win the game if that value is 0.



SLOTH: When SLOTH is played, do nothing else. This makes it a great card to empty your hand with. Instead of discarding it with the rest of the cards you played this turn, keep it face up in front of you. Discard it only at the beginning of your next turn. However, if another SLOTH is played, all players with a SLOTH in front of them must draw a card.

Reminder: CORRUPTION counts as SLOTH.



WRATH: Choose another player and force them to draw 2 cards from the deck. After drawing cards, they may immediately discard a WRATH from their hand, forcing you to draw 2 cards. This chain continues between the two players until one player can no longer discard a WRATH, or chooses not to.



ENVY: Draw 2 cards from the deck. After doing so, if you have no ENVY cards in your hand, you may opt to trade hands with any other player.

Reminder: CORRUPTION counts as ENVY.



CORRUPTION: CORRUPTION is like a "Wild Card" but it counts as all 7 suits at all times. This is important in interactions with other cards. When you play it, choose one of the 7 suits (Purity is not a suit) and perform the actions / effects of that suit.



HALO: This card has no suit and no number. When you play HALO, discard your entire hand and move your Wickedness down 2. Do not discard HALO or shuffle it into the deck. Instead, return it to the center of the table.



PURITY: This card has no suit. When played, add the HALO card to your hand. Note: in the rare event that the HALO is in another player's hand, they must give it to you upon playing PURITY.



CREDITS

Game design: Paul Saxberg

Illustrations: Leah Fuhrman

Graphic design and development: Curt Covert

Graphic design (IELLO): Cindy Roth

Development (IELLO): Robin Houplier



© 2020 Smirk & Dagger Games

www.smirkanddagger.com

© 2021 IELLO for the translated version

The Deadlies is a trademark of Smirk & Dagger Games, used under license by IELLO. All rights reserved.

IELLO - 9, avenue des Érables, lot 341

54180 Heillecourt, France

Made in Jiaxing, China by Whatz Games



WWW.IELLO.COM

