

A game of medieval meddling

FIDELITAS



Components:

- 5 Location Cards
- 1 Castle Card
- 1 Harbor Card
- 20 Missio Cards
- 50 Virtus Cards
- 1 Start Player Token
- 8 Manu Forti Expansion Cards 
- 3 Reference Cards

Welcome to Fidelitas!

A long time before you or anyone you know was born, there was a city you've never heard of that's too difficult to locate on a map. In this city, a cohort of faithful citizens gathered to put plans in motion to take the power back from the political elite. But instead of formulating a plan for revolution, they drank too much ale and forgot what they were gathering for in the first place.

Now it's your turn to pick up where they left off...before the over-indulgence, of course!

Objective

Players complete hidden objectives by wielding their influence and maneuvering citizens into key positions around the city. The first



player to a certain amount of victory points or to have the most points when the game ends has earned enough influence to lead the charge against the powers that be. Oh, and they also win the game.

Setup

1. Place the five location cards in a row on the table to form the City. Each location card contains two locations, one on each side.

Example: The Artisan Locations card shows the Bakery on one side and the Butcher Shop on the other side.



Use the numbered side of the location cards to aid in set up. The location cards should be placed in numerical order with the Castle and the Harbor cards next to the corresponding sign on each end. Cards will be played to locations on each side of the City during the game. Cards may not be played to the Castle or Harbor cards.

2. Shuffle the Virtus Cards and randomly place one face up next to each of the ten locations.
3. Deal two Virtus Cards to each player. These cards make up the player's hand.

4. Shuffle the Missio Cards and deal two to each player. These cards are the secret goals players are trying to achieve and should be kept separate from the cards in hand.
5. Set the remaining Virtus Cards and Missio Cards in separate piles near the City.
6. Choose a starting player and give them the Start Player Token to keep track of who starts the game.



Game Play

Generally, a turn will consist of three parts:

1. Play a Virtus Card and carry out the action triggered by playing the card.
2. Score one or more Missio Cards, if possible.
3. Draw replacement cards (*unless instructed otherwise*).

Play a Virtus Card

On a turn, the active player must play one card to a location in the City so that the Guild symbols of previously played cards are still visible.

Playing a Virtus Card to a Regular Location:

After a Virtus card is played resolve the listed action.



Guilds featured in the City have two locations and two associated action cards. A Virtus Card with a location matching a Guild in the City may be played to either matching Guild location.



Example: The Shopkeeper is a member of the Commerce Guild and can be played on either the Market or the Warehouse, both Commerce locations as indicated by the matching Guild symbol.

Virtus Cards with Guilds that do not have a matching location may be played on any location unless otherwise specified on the card.



Example: The Swindler may be played to any location as long as there is already another Virtus Card present at that location. The Swindler is a member of the Miscreant Guild and does not have an associated location in the City.



Playing a Virtus Card to a Special Location (Tavern):

Instead of playing a Virtus Card to a regular location and resolving the action on the card, a player may choose to play any Virtus Card from their hand to the Tavern which activates the Tavern's ability. The card action is ignored.



When a Virtus Card is played to the Tavern, the active player should discard one of their Missio Cards and replace it by drawing a new Missio Card. Place the discarded Missio Card on the bottom of the deck.



Virtus Cards may be played to either side of the Tavern. When a Virtus Card is played to the Tavern, draw the top card of the Virtus Deck and place it face up to the opposite side of the Tavern from where the other card was just played.

NOTE: *It's never a good idea to drink alone.*

Cards at the Tavern should be placed so that the Guild symbols of previously played cards are still visible. For the purpose of scoring Missio Cards, each side of the Tavern counts as a standard location.

NOTE: *Cards moved to the Tavern by carrying out a Virtus Card action do not trigger the Tavern's ability.*

Score one or more Missio Cards:

A player may then score one or more Missio Cards.

A player may score a Missio Card at the end of their turn only if the condition on the hidden card is fully met after a Virtus Card has been played.




Place scored Missio Cards face up on the table in view of all players.

Draw replacement cards:

Once the action has been performed and any Missio Cards have been scored, the active player then draws a new Virtus Card.



NOTE: Do not draw a new Virtus Card if the Virtus Card played this turn contains a  symbol.

A player may draw a new Virtus Card from the top of the Virtus deck or they may choose a face up card from either side of the Tavern. If a Virtus Card was played to the Tavern, or moved there, the active player may only draw a card from the opposite side of the Tavern from where the Virtus Card was played.

If Missio Cards were scored this turn, draw replacement Missio Cards. If a player already has 2 Missio Cards after scoring, no new Missio Cards are drawn.

NOTE: Newly drawn Missio Cards may not be scored until your next turn.

Play then proceeds in a clockwise manner.

Ending the Game

The game may end one of two ways:

1. When a player reaches a certain amount of points (depending on the number of players) the end of the game is triggered.

2 players: 10 pts

3 players: 8 pts

4 players: 6 pts

Play proceeds around the table until the player to the right of the Start Player Token finishes one last turn. This ensures that each player has had an equal numbers of turns.

2. If the Virtus deck is exhausted, shuffle the discard pile to form a new deck. **The second time the Virtus deck is exhausted the game ends immediately.**

How to Win

At the end of the game, the player with the most points wins the game, proving their ability to manipulate and cajole the commoners.

If there is a tie, the player with the least amount of completed Missio Cards is the winner.

Note: Manipulating and cajoling is only recommended for purposes of this game, not in real life. Seriously, though.



Guilds

There are nine guilds in the game. Each Guild is represented by a color and symbol. **See reference cards for Guild names and information.**

***Note:** The phrase "Guild pair" refers to any two cards with the same Guild symbol.*

Virtus Cards

There are fourteen different action cards, eight of which correspond to locations on the board. Cards with Guilds featured on the board must be played on a location matching its Guild. Actions must be completed if possible, even if the active player would not benefit. Actions (such as moving a card) may be applied to the card just played, the exception being the Solider who cannot move himself. **See reference cards for Virtus card definitions.**

Missio Cards

Each Missio Card lists a condition that must be met in order to score the card as well as a number of victory points awarded for achieving the goal. Missio Cards may only be scored by the active player at the end of his turn and may be scored even if another player's actions were responsible for meeting the requirements.



Manu Forti Expansion

Each new Virtus card offers a new action as well as a scoring condition that is based on cards held in players' hands. Players must choose to play each card as an action or hang onto them in order to meet the scoring conditions. Use the standard rules with the following changes:

- When scoring a Manu Forti Virtus Card do not play a card as an action first. Scoring counts as your action this turn.
- After scoring a Manu Forti Virtus Card you may also score regular Missio Cards.

Recommended Team Variant for 4 Players.

In a 4-player game, it is recommended that players play with a partner. Use the standard rules with the following changes:

- Each player should sit across the table from his partner.
- Players may talk freely about colors and locations as long as they do not state the specifics of their objectives.
- After playing a Virtus Card, both the active player and her partner may score any Missio Cards completed.
- Play to 8 points, giving each player an equal number of turns, or end immediately when the Virtus Deck is depleted the second time.

The New City Variant

Shuffle the 5 locations cards along with the Castle and Harbor cards and place them randomly during set up. The back side of the location cards are unnumbered and do not contain signs pointing to the Castle and Harbor for use in this variant.

Solo Variant

Use the standard rules with the following changes:

- During Setup, remove the Tavern from the game. Setup the rest of the locations directed.
- Whenever the Thief Virtus Card is drawn, play it. Instead of stealing from other players, if you have more than 2 Virtus Cards in hand discard one.
- The game ends when the Virtus Deck runs out.
- Play for a high score, seeing how many points you can earn before the end of the game.



Credits

Designed by Jason Kotarski & Philip duBarry
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Play-testers

Lisa Kotarski, Isabel duBarry, Mike Mullins, Andy Lenox, Jeremiah Isley, Jim Bottomley, Board Gamers of Greater Akron, Tom Gurganus, Jeff Large, and Kevin Emmons and his Principles of Engineering class.

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