

PLAGUE

DIVINE RETRIBUTION

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BRIEF HISTORY

Europe was repeatedly terrorized by plagues throughout the 14th to 17th centuries. The Roman Catholic Church claimed it was God's punishment and called for prayers and religious marches. Rumors began to spread that people of the Jewish faith were responsible for the plague. Local governments and antisemitic Christians used the rumors to organize raids on several Jewish communities, massacring them by the hundreds and burning their homes to the ground.

PLAYER OBJECTIVE

You are a fledgling disease competing to become the most infamous plague in history. Your journey begins as a paltry deck of Rats and Filth used to infect citizens of the Kingdom. Your goal is to develop a deck contagious enough to Infect the powerful but reclusive Nobility. The game ends once the King of Nobility is Infected and the player with the most Infamy wins the game!

COMPONENTS

Total Cards (x216)

➤ Ale suit (x23)

- Peasant (x10)
- Knight (x8)
- Priest (x5)

➤ Daggers suit (x23)

- Peasant (x10)
- Knight (x8)
- Priest (x5)

➤ Bones suit (x23)

- Peasant (x10)
- Knight (x8)
- Priest (x5)

➤ Torches suit (x23)

- Peasant (x10)
- Knight (x8)
- Priest (x5)

➤ For Hire suit (x28)

- Body Collector (x15)
- Fool (x8)
- Plague Doctor (x5)

➤ Festering suit (x65)

- Filth (x15)
- Rat (x35)
- Rat King (x15)

➤ Nobility suit (x7)

- Bishop (x1)
- Cardinal (x1)
- Pope (x1)
- Prince (x1)
- Princess (x1)
- Queen (x1)
- King (x1)

➤ Penance* (x24)

- Penance I (x12)
- Penance II (x8)
- Penance III (x4)

* Penance are suitless

Title & Suit

A card's title implies its relative power in the game. A card's suit indicates the type of effects to expect.

Penance cards are suitless. Every other card will belong to a suit, indicated by its title and color.

Resistance

This represents how many Contagions must be used to Infect the card and add it to your discard pile.

At the end of the game, each card awards Infamy (AKA Victory Points) equal to its Resistance.

Notoriety

Exclusive to the Nobility suit. At the end of the game, cards award additional Infamy equal to their Notoriety.

Base Contagions

Most cards will give you Contagions regardless of its effect. Contagions are used to Infect new cards and add them to your discard pile.

Chronic Cards

These cards do not have Base Contagions. However, they will remain in your control between turns.

Chronic — Infect Phase

Effects

This is where most cards shine. Read the text carefully. Over time you'll learn how different effects interact.

Persecute Effects

Persecute effects attack other players and force them to confront their sins, predominantly with Penance cards.

Repent Effects

Repent effects protect you against Persecute effects, but for a price. Repent effects are always worse than the effect that activates if the card is played normally.



Persecute: Opponent must draw a Penance card and then Recruit it.

Draw two cards.
Repent: Draw a card.

TABLE SETUP

1: Kingdom Cards (The Lineup)

The Kingdom deck is made up of five (5) suits: Ale, Daggers, Torches, Bones, and for Hire. Shuffle the Kingdom cards VERY well and place them face-down near the center of the table. Draw eight (8) cards and deal them face-up onto the center of the table. This is the lineup.

Reccomended: If the initial lineup is mostly cards with six (6) or more Resistance, consider reshuffling and dealing a new lineup. This will improve early game flow.

2: Nobility Cards

Place the King of Nobility face-up near the lineup. On top of the King, place the remaining Nobility cards face-up in two separate stacks:

Stack 1		Stack 2
Prince	<i>(top)</i>	Bishop
Princess	<i>(middle)</i>	Cardinal
Queen	<i>(bottom)</i>	Pope

3: Penance Cards

Shuffle and place face-down near the lineup.

4: Festering Rat King Cards

Place face-up near the lineup.

5: Festering Rat & Filth Cards (Player Starter Decks)

Each player starts with a deck consisting of Festering Rat (x7) and Festering Filth (x3) for a total of ten (10) cards in their deck. Each player must shuffle their deck, set it as their draw pile, and then draw five (5) cards.

PLAYER DECKS

Managing Your Deck

Each player is in charge of managing their own deck. During the game, cards within your deck will naturally flow between four zones:

- Draw Pile (face-down)
- Discard Pile (face-up)
- Cards in Your Hand
- Cards You Control (on the table after being played from your hand)

Reshuffling Your Deck

This refers to shuffling your discard pile and turning it into your draw pile. You will need to reshuffle your deck throughout the game to integrate new cards you Infect. When your draw pile becomes empty, do not immediately reshuffle. Wait until you need to draw a card (during your End Phase or by card effect), then reshuffle and continue to draw cards as needed.

GAMEPLAY

The player who coughed or sneezed most recently goes first. Then play will proceed in a clockwise direction. Each player's turn goes through three phases: Spread, Infect, and End.

1: Spread Phase

During your Spread Phase, you may play cards from your hand onto the table. You are not required to play every card from your hand. However, cards in your hand will not be saved for your next turn. Any unused cards will be discarded during your End Phase.

Cards with effects activate the moment they are played and must resolve before playing the next card. If the card has a conditional effect (I.E. *“If you control...”* or *“During your End Phase...”*) then you can play additional cards before the effect resolves. Chronic cards are an exception to this rule; more details available in the Card Effects section.

2: Infect Phase

During your Infect Phase, count every Contagion gained and lost from the cards you control. You may spend Contagions to Infect cards in the lineup, as well as the top Nobility card in each stack. Once both Nobility stacks have been depleted, you may Infect the King of Nobility.

Each card costs Contagions equal to its Resistance to Infect. You may Infect as many cards as you can afford. Cards you Infect go directly to your discard pile.

If you do not use any Contagions, you may Infect one (1) Festering Rat King for free. Contagions do not carry over between rounds; any unused Contagions are lost.

3: End Phase

End your turn by performing the following actions in order:

1. Discard all cards you control EXCEPT for Chronic cards.
2. Discard all cards in your hand.
3. Draw 5 cards from your draw pile.
4. When necessary, use Kingdom cards to refill empty spaces in the lineup.

CARD EFFECTS

Most cards have a special effect. Card effects activate independently of other cards, even copies of the same card. Most card effects are mandatory and must be resolved unless it explicitly states you “may” do something.

Some effects have conditional statements. I.E. *“If you control...”* or *“During your End Phase...”* Effects with a condition will resolve if and when their condition is met. The effect is lost if the card is discarded before it can resolve.

Most card effects simply activate when they’re played during your Spread Phase. However, there are three effect types with unique or additional functionality: Persecute, Repent, and Chronic.

Persecute Effects

This type of effect activates when the card is played during your Spread Phase. When it activates you must choose an opponent to Persecute.

The chosen opponent must either play a Repent card from their hand or suffer your card's Persecute effect. If they play a Repent card, your Persecute effect is negated (this does not negate your card's Base Contagions).

Repent Effects

Whenever you are Persecuted, you may respond by Repenting. Play a card with a Repent effect from your hand to negate the Persecute effect. The Repent effect activates immediately, but might not resolve until your next turn.

Cards used to Repent will remain in your control until they get discarded during your End Phase. This means that any card used to Repent will still count Contagions during your next Infect Phase.

Every Repent card has two effects: a weak Repent effect and a strong non-Repent effect. The non-Repent effect only activates if the card is played during your Spread Phase.

You are not required to Repent when you are Persecuted. You may choose to suffer the Persecute effect, even if you have cards with Repent effects in your hand.

Chronic Effects

Cards with Chronic effects must be played during your Spread Phase. Chronic cards you control are not discarded during your End Phase, allowing them to remain in your control between turns.

Chronic effects will indicate which Phase of your turn they can be activated. While in your control, you may choose if and when the Chronic effect activates. A card's Chronic effect can only be activated once per turn and during the indicated Phase.

KEYWORDS**Recruit**

The act of sending a card to the top of your draw pile.

Plague Pit

Permanently removed from your deck and the current game.

Infect

The act of spending Contagions to acquire new cards. Infected cards go to your discard pile.

Draw

The act of sending a card to your hand. Always draw from the top of your draw pile unless otherwise specified.

Lineup

The eight (8) face-up Kingdom cards that are available to Infect.

THE END TIMES

Once the King of Nobility is Infected or every Kingdom card is Infected, you've reached the End Times. The player initiating the End Times may complete their turn. After completing their turn the game is officially over.

Players must count the total amount of Infamy in their decks. Every card is worth Infamy equal to its Resistance. The Nobility cards are worth Infamy equal to their Resistance plus their Notoriety. The player who acquired the most Infamy wins!

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Please visit the website to share feedback about the game and rulebook.

Thank you for playing!