

POPE OR NOPE

His Holiness Pope Peter II lies on his deathbed. You are among the few Cardinals he trusts to serve as his successor, but you have to earn it by performing good deeds. To complicate things, the other Cardinals won't go down without a fight; they'll do everything they can to sabotage your every move.

Pay them back in kind.



Players: 2 - 6 Ages: 14+ 20 - 30 minutes

Do evil, that good may come in this fast-paced, take-that card game for 2-6 players

*Pope or Nope is played in quick rounds. Each round, players attempt to perform a good deed. Players then take turns sabotaging each other's deeds, redeeming their own, or using action cards for added strategy. The first player to complete 5 good deeds is the winner and may don the Papal Mitre.**

**sold separately*

COMPONENTS

24 DEED cards
24 CROSS cards
20 ACTION cards
2 POPE cards
2 NOPE cards
1 INITIATIVE TOKEN
30 POINT TOKENS



ORDER OF PLAY

Whichever player has arguably performed the "best good deed" in the past day is awarded the **INITIATIVE TOKEN**. Their turn will come first in the opening round. Pass the token clockwise at the end of each round.



1. Each player is dealt 5 cards.

EXCEPTION: In a 2-player game, deal 7 cards to each player.

2. Players are given the opportunity to play a **DEED** from their hand by placing it face-down in front of them. Once all players have played a **DEED** (if able), all players flip their cards face-up. Subsequent cards played during the round will be played on top of these initial DEEDS.

3. Players take turns playing one card at a time, starting with the player holding the **INITIATIVE TOKEN**, and continuing clockwise.

ROUNDS



Each player plays a DEED to begin the round.

A player's turn consists of one of the following:

- **SABOTAGE** - play a matching **CROSS** card on another player's **DEED**
- **REDEMPTION** - play a **DEED** of the next level on a **CROSS** card
- **USE OF AN ACTION CARD**
- **PASSING** - out of necessity, or strategically

See reverse side for in-depth card descriptions

4. When all players have passed in succession (or have run out of cards), the round ends. ALL cards from the round are discarded. The initiative token is passed clockwise. It is recommended that the deck be re-shuffled at the end of each round.

EARNING POINTS

At the end of the round, any **DEED** that is not **CROSSED** is worth 1 point to the player, regardless of its level.

Any DEED that is CROSSED or reduced to a level less than 1 is not worth a point.



WINNING THE GAME

The first player to 5 points wins the game.

In the event of a tie, the player who performs a **DEED** of the highest level is the winner.

TEAM PLAY

Pope Peter II may have ideas about who should succeed him, but His Majesty King Carlos II has his own list of papabili. Work collaboratively to defeat the opposition.

This is only an option when playing with an even number of players. Players should arrange themselves such that team affiliation alternates. A → B → A → B etc.

WINNING THE GAME

The first team to earn 7 points is the winner.

In the event of a tie, add up the values of each team's performed **DEEDS** for the round. The team with the highest total is the winner.

SPECIAL THANKS

Your name could be here!

Reserved for first 50 backers who select our **POPE TIER**.



CARD REFERENCE SHEET



DEED CARDS:

Numbered I-IV, these cards represent "good deeds" that each cardinal may perform.

DEEDS can be sabotaged by CROSS cards of matching level.

The higher the level, the greater the DEED. Higher level DEEDS (and their corresponding CROSSES) are rarer, making them less likely to be sabotaged.

DEEDS are played to begin a round.

Throughout the round, DEEDS can be played on DEED or CROSS cards whose level is equal to one less than their own.

CROSS CARDS:

Numbered I-IV, these cards give each cardinal the ability to sabotage the DEEDS of another.

CROSS cards can *only* be played on DEED cards of the same level.

CROSS cards can be played on by a DEED of the next level.



ACTION CARDS



DRAW 2:

Discard this card to draw 2 additional cards to your hand.



CANCELLO:

This card is used to "cancel" a card that is already in play.

Cards that may be cancelled feature the CANCELLO stamp.

Both cards are discarded.

REDUCO:

Play this card on a DEED or CROSS card in play to "reduce" its level by 1. The card below remains in play, at its new level.

Multiple REDUCOS may be played on a single card.

When REDUCO is played on a Level I DEED, the player is thrust into *Dante's Infernope*. This DEED is now Level 0 and is not worth a point.



OPPORTUNITAS:

When placed in front of a player, this card offers a new "opportunity" for the performance of a good deed.

It takes one turn to place, but another turn to fill with a DEED.

An OPPORTUNITAS allows a player to potentially earn multiple points in a single round

POPE:

The POPE card represents a "wild" DEED.

However, it cannot be played to begin a round or to fill an OPPORTUNITAS card.

The POPE may not be reduced.

When the POPE is played on Level IV card, *Papal Infallibility* is invoked. This DEED can now only be sabotaged by a NOPE.

When the POPE is played on a DEED below Level I, he lifts the player out of *Dante's Infernope* and acts as a Level I DEED.



NOPE:

A NOPE card is the ultimate sabotage.

NOPE can be played on any card in play and redemption is impossible.



Here, the POPE acts as a Level III DEED and can be sabotaged with a CROSS III