



Tolerance

Tolerance

During the 16th century, England separated from the folds of papal authority. Unlike many other countries experiencing reformation, in England this was driven by monarchs who wanted more wealth and authority over their own private affairs. Removing the papal yoke was an important part of this ambition.

This period also brought enlightenment from many creative minds throughout Europe, and technological and scientific progress blossomed, following a more tolerant theological atmosphere.

Queen Mary I (1516-1558) was a devout catholic who aimed to turn England back to catholicism at any cost, and reverse the English Reformation begun by her father Henry the VIII. All subjects of the crown were required to be catholic by royal decree, yet the seeds of reformation were there and growing. She reigned for five years during which she executed around three hundred religious dissenters, earning her the soubriquet 'Bloody Mary'.

Queen Elizabeth I (1533-1603) half-sister to Mary, was known to be more 'Tolerant' than recent monarchs and avoided systematic religious persecution or demand conversion. She established and became supreme governor of an English Protestant church which later evolved into the Church of England and during her long reign, people were allowed some latitude with their beliefs. Elizabeth had no obvious romantic suitors and produced no heir, earning her the soubriquet 'The Virgin Queen' and ending the reign of the House of Tudor.



James I (1566-1625) effectively united the kingdoms of England and Scotland and also governed Ireland becoming the self-styled 'King of Great Britain and Ireland'. James continued with the reformation and heavily patronised the arts. Though he was a peaceful man and avoided religious wars, he faced many conflicts with the English parliament and survived the Gunpowder Plot.



Overview



Tolerance is a thematic trick-taking game for three to five players which follows these tumultuous years as Britain cuts adrift from the Catholic church, carving out a new national church, the Church of England, with the monarch as its supreme head. The Reformation also led to the unforeseen redistribution of wealth and land and allowed a resurgence of a 'middle class' of non-ennobled merchants. For the vast majority of the people, the peasants, however, life was miserable, unfair, and filled with little prospect of improvement. The faith that something better awaited after the hard toil on Earth was for some the only spark of hope.

The game is played over three rounds, spanning the reigns of Queen Mary I, Queen Elizabeth I, and King James I, with each round covering the reign of one of these influential monarchs.

To mark the shifting religious allegiances:

During Mary's reign (round 1) all  are considered to be .


During Elizabeth's reign (round 2) all  are considered to be neither  nor .

During James' reign (round 3) all  are considered to be .

During the game each player assumes the role of a character with their own motivations and scoring goals. There are seven of these unique fictional characters each constructed to represent the ideals and views prevalent during the time. Bertram the Balanced is the name given to the symmetrical role used for the basic game where all players have the same goals.

The Role descriptions can be found in the Almanac section on pages 11-12.

Contents

73 cards - 14 each of four Suits and 17 Wild Suit which includes three Monarch cards and 2, 1  Plague cards (you may play with one or both of these Plague cards).

5 Player Boards, containing scoring tracks (identical).

- 1 Living Catholic Pile
- 2 Living Neutral Pile
- 3 Living Protestant Pile
- 4 Deceased Catholic Pile
- 5 Deceased Neutral Pile
- 6 Deceased Protestant Pile
- 7 Suit Order Reminder
- 8 End of Round Reminder



7 Role Cards (two sided). Each card has one side showing the Basic symmetric scoring (Bertram the Balanced). This is intended for the easy, or learning game where all players have the same Scoring goals. On the reverse is a unique Role which adds extra variety for the advanced game. Each of these Roles have unique Scoring goals for each of the three Reigns and for the End Game Scoring.

1 Pad of Score Sheets






Set-up

Each player takes a Player Board, a Score Sheet and a Role Card. For the first game it is recommended that all players choose the symmetric side of the Role Card (Bertram the Balanced). For later games players may either choose Roles or deal them out randomly. Return unused Roles to the game box, they will not be needed this time.

Hidden Agendas (optional): When all players are familiar with the game, you may choose to keep your Roles secret so that players don't know their opponents' goals and agendas. (Players are free to look at their own Role Card at any time, of course.)

Card Anatomy

1 Religious Affiliation

-  Catholic
-  Protestant
-  Prevailing

2 Rank

Card value (1-14)

3 Suit







-  Nobles
-  Clergy
-  Townsfolk
-  Peasants
-  Wild

4 Piety Value ()

5 Money Value ()





6 Effect / Guild Membership




-  Kill
-  Condemn
-  Convert
-  Collect Taxes
-  Collect Piety
-  Guild Member

Effect in which something happens TO something are displayed on an arrow background to suggest this. Effects which simply happen independently are displayed on a rectangle background.

7 Target of Effect

-  /  Catholic / Protestant.

If there is a '1' beside the symbol it only affects 1 card. If there is no number it affects ALL cards of that type.

-  /  /  The card with Highest Suit Value / Most Money / Highest Piety.

IMPORTANT: The only cards that can affect another player's tableau (cards around their player board) are the Monarch cards. All other cards only affect a player's **OWN** tableau.

8 Card Name

9 Image

Playing the Game

The Deal

For each round, set aside the Monarch cards, and shuffle the 69 Suit cards. When playing with 3/4/5 players, count out 35/47/59 Suit cards, add the Monarch card for the current round to these cards, and shuffle this deck. Set the rest of the unused cards aside until the next round.

Deal **12** cards to each player (should be all of them).

Round	Monarch	Prevailing Religion
1	Mary	Catholic
2	Elizabeth I	None
3	James I	Protestant

The player who was most recently involved in religious activity chooses the starting player (they may choose themselves). On subsequent rounds, the player with the fewest Victory Points chooses the starting player. In the case of a tie, the tie is broken in favour of the first player clockwise from the starting player of the previous round.

The Play

Each round consists of **12** tricks.

For each trick, the starting player leads a card. The Suit of the card led determines the Suit of the trick. If a Wild Suit card is led, the player must declare which Suit the Wild card is representing and this becomes the Suit of the trick. The Wild card cannot be declared as a Suit in it's own right and must be stated to be one of the other four Suits.






Each other player in clockwise turn order must either:

- Play a card of the same Suit, if they have one. If they have no cards of the Suit led, they are free to play any card.
- Play a Wild Suit card instead. If so they must declare the Suit for it. They may choose the leading Suit but are not obliged to.

NOTE: A player may always follow with a Wild card even if they could otherwise follow Suit.

The highest card of the Suit led, which includes a Wild card declared to match the lead Suit, wins the trick.






NOTE: A Wild card does not have to be declared as following Suit, but then it cannot win the trick..

The winner of the trick takes the cards in the trick, applies any End of Trick effects, and then places the cards in their respective scoring stacks around their Player Board.  cards default to the prevailing religion, thus should be placed in the  pile on round 1, the  pile in round 2 and the  pile in round 3. This means there should only be cards in the  pile during round 2.

The winner of the trick then becomes the starting player for the next trick.

NOTE: Cards won in a trick are kept in piles on a player's board such that only the topmost card on each pile is visible to all. A player may only look at cards on their own board.

End of Trick Scoring







After each trick you have won, you must apply any End of Trick effects (see Effects Explanation). These should be resolved in order of Rank, highest (14) to lowest (1). Within this order, identical rank cards should be resolved in Suit order of Nobles () , Clergy () , Townsfolk () , Peasants () and Wild () . In this instance the Wild Suit should be treated as its own Suit.






No card can target itself for a Kill effect, but when collecting Taxes or Piety the card will include itself if it is appropriate.
















Scoring Example

In a four player game, Marcus wins the following trick and must now resolve each card's effect:






Starting with the highest numbers he looks at the 10s. As  is earlier in the suit order than , Preacher Gilbert comes first. Gilbert tries to convert the lowest Piety () Protestant () to Catholic (). As there are no  in this trick there is no effect.






Next the Bailiff triggers and claims taxes from the four listed suits. There are no  or  to tax but the Bailiff must include himself as a , so he and the two  are taxed. Marcus claims -1, plus 0, plus 3  for a grand total of 2 coins.

Next Catherine de Medici (9) acts and collects  from  and . She collects 6   from Preacher Gilbert, 2   from the Valiant Knight and 4   from herself. The Knight's   would be  on Round 1,  on Round 3 and would score nothing on Round 2 when the   remains neutral.




Marcus records the collected coins and Piety on his score sheet.

Lastly the Valiant Knight (8) acts. He must kill one  or , and as there are no  his only option is to kill poor Catherine, as he cannot target himself.

If the Knight had not been last to act he may well have been able to kill a card of lower rank who hadn't acted yet. In this case that other card would not get to do its effect. (This can sometimes be tactical if the other card's effect would be detrimental.)

At the end of the Knight's action the cards are placed on Marcus' Player Board tableau. Bailiff and Valiant Knight will go into the Living   or  area depending on the round, Preacher Gilbert to the Living  area, and Catherine de Medici to the Deceased  area.

Each of these cards will score Victory Points for Marcus at the End of the Round as according to the specific scoring conditions on his Role card.

Note also that Preacher Gilbert will score an additional 1 point of   at the End of the Round simply for being a living .

End of Round Royal Execution and Scoring

After the last trick is played and collected the End of Round effects trigger, and then the End of Round Scoring. This can be done player by player to check accuracy of scoring and allow for a narrative if desired, or alternatively, to speed up play, when players are familiar with the game it can be performed simultaneously. It is done in the sequence shown on the Player Board.

End-of-Round Royal Execution (🗡️)

Each Monarch card has an additional symbol 🗡️, which happens if the Monarch is still alive at the end of each 12 tricks (round). The Monarch must now execute (kill) one card in **ANY** player's tableau.

This can, obviously, only effect cards from the current round, because any previous rounds will have been scored and returned to the deck.

End of Round Scoring

Now score for the cards collected in your tableau.

Collect End of Round Taxes (👑): Score exactly 1 👑 (not the 👑 value of the card) for:

Mary I: Each Living card in your ♣️ pile.

Elizabeth I: Each Living card in your 🍷 pile.

James I: Each Living card in your ⚔️ pile.

This is automatic and does not require a 🏠 symbol to be present.

If, at this point, you have less than zero 👑, you must take a Loan (see the Almanac section on pages 11-12).

Collect End of Round Piety (👁️): Score exactly 1 👁️ (not the 👁️ value of the card) of the respective type for each Living card in your ♣️ and ⚔️ piles.

This is automatic and does not require a 🏠 symbol to be present.

Piety Scoring Example

Marcus will probably have won another trick or two and will now have a number of cards arrayed around his tableau. 👁️ scores for the four cards from the previous example will be 1 ♣️ 👁️ for Preacher Gilbert (just for being ♣️). Catherine de Medici would also have scored 1 ♣️ 👁️ if she were not now deceased. The Bailiff and the Knight will each score 1 ♣️ 👁️ if it is round 1, 1 ⚔️ 👁️ if it is round 3 and nothing for round 2. This is because 🍷 counts as the religion of the Monarch of the round and round two has no Prevailing religion.

Repay Loans: You may repay a Loan for 5 👑.

(See Loans which are explained later in the Almanac section on pages 11-12).

Score Victory Points (🌟): Your Role Card shows how many Victory Points you are now awarded for each category:

- Suits 🏠👤🎲🌿👤
- Guildmembers 🏰

For owning at least one and for owning the most or joint most.

- Dead Catholics ⚔️ and Protestants ⚔️

Total each of these sections separately and if your 🌟 total is less than zero at the end of any total, treat it as zero. 🌟 cannot finish any step of the scoring sequence below zero.

The green scoring bars are only applied at the end of all three rounds (see below for End of Game scoring).

New Round

Once all End of Round scoring is complete, if it is not the final round, repeat the process as explained earlier under 'The Deal'.

Using the Score Sheet

The Score Sheet is where you record your progress.

1 Continuous Tallies.

Ongoing Piety and Money amounts.

Note that you start with 5 👑.

2 Pennants.

Whenever any of your totals reach a full multiple of ten, mark the respective pennant as gained. Pennants do not get lost again if the totals subsequently drops below the multiple.

3 End of Round Scores.

Calculate your score for each of the End of Round categories and mark them in the boxes for the respective Monarch's reign. The 'collect' boxes are just reminders that you should now collect the relevant Piety and Taxes.

4 End of Game Scores

Calculate your final scores for your collected Piety and Money using the Pennant multipliers on your Role Card. Then add up all your total for a Final Total.

End of Game Scoring and Winning

After all three rounds are played and scored, finish the game by applying the End of Game scoring, which is the green section at the bottom of your Role Card.

You score additional Victory Points (✳) for Money (💰) and both Piety (👁) scores equal to the number listed on your Role Card multiplied by the number of Pennants you have checked off on your Score Sheet (🚩, 🚩 or 🚩) by reaching 10, 20, 30, 40, 50 and 60 points. If you haven't reached 10 your multiplier is zero, and so you don't get any victory points for that portion. 69 is the maximum amount you can have in any tally, so 6 is the maximum Pennant multiplier. Add your three Pennant bonuses to your current ✳ total.

If you have a Loan token score minus 3 ✳.

The player with the most ✳ is the winner.

If players are tied the winner is the one with the highest combined 👁.

In the unlikely event the winners are still tied, it is a joint win.

Credits

Game Design: Ren Multamäki

Game Development: Family Multamäki

Graphic Design: Tony Cotterill

Symbol Design: Jonathan Hernández Romero

Special thanks to Cleveland Art Museum for the state-of-the-art site of engravings.

Almanac

Loans

If, at the end of any scoring section, including an End of Trick score, your 💰 falls below zero, you must take out a Loan. Take a Loan Card to indicate this and return your 💰 total to 1.

You may only take one Loan Card per round, no matter how indebted you are. When you are holding at least one Loan Card your 💰 cannot fall below zero.

If you wish to return the Loan Card(s) you must repay 5 💰 per Loan Card, during a future End of Round scoring phase. You may pay off several at once.

If you still have a Loan Card at the end of the game you subtract 3 ✳ from your final score.

Prevailing Religion (○)

Each monarch inspires a prevailing religion. Any card showing the prevailing religion symbol (○) defaults to the religion of the round, which is ✚ for round 1 and ✚ for round 3. This applies in every instance, including scoring, so when adding a ○ card to your tableau you should add it to the appropriate section for the religion of the round.

Round two, Elizabeth I, has no strong religious bias and so ○ cards are considered to have no religious affiliation, and in this case are added to the ○ section of your tableau.

Converted cards, however, **overrule any religious affiliation**, including the prevailing religion.

Role Descriptions

Ned is a devout Protestant from a merchant family. He tries to connect with the nobles but is aware that the future lies with the Guilds. Ned is not a violent man but is, nevertheless, willing to employ some extreme measures to try to curb the spread of Catholicism.

Pierre is a nobleman with hard line Catholic views. He sees himself doing God's Good Work with every dead Protestant. For him the Guilds represent an unwanted liberalism and he prefers to rely on the conservative nobility.

George comes from a rural noble line of zealous Catholics. He sees the value of peasants as a commodity. With Protestant views spreading, the clergy offer welcome salvation and absolution. He is ready to do whatever it takes to protect the papal faith against heretics.

Juba bought his freedom from slavery and with arduous toil created a small merchant house. As a heathen, he is unconcerned about the finer differences of faith, yet the Protestant views allowing free trade are closer to his liking. He sees that townfolk and the Guilds are the future of the world and that death and violence are avoided whenever possible.

Margaret is a noble scion with Catholic views. She is a kind soul, averse to killing anyone and sees the value of any faith. She has no interest in worldly possessions, but prefers to help those in need - all to support the faith.


Gregory the Yeoman is a farmer from a rural area. He dislikes trusting those of higher status and believes that only kinsmen and rural folk can truly be relied upon. He tries to follow the law and the prevailing religion, but prefers to put his faith in more tangible things: money. Faith may earn you a better spot in heaven, but only money puts food on the table in the midst of winter.




Patchwork is the dissident who represents those who were forced to turn to lawless acts to sustain themselves. Every death is a source of gain for this highwayman. Allying with the Guilds decreases the likelihood of getting caught, but too many connections can be dangerous.








Bertram the Balanced (for the basic symmetric game) follows the faith endorsed by the crown and supports only government sanctioned violence. During the reign of Mary strong peasant support and weak Guilds are desired. During Elizabeth's reign nobles are the key, but the most powerful Guilds also have a use. And while James reigns the emphasis lies on the strength of the Guilds.






Effects Explanation





NOTE: Any effects that targets a "highest" or "lowest", targets all cards which are tied for the position.


Royal Execution (): This End of Round effect targets and kills one card on any player's tableau. Only the Monarchs have this effect.

Collect Taxes (): Collect the  value of each living card in the trick of the specified type. If there is no specified type mentioned on the card, collect from ALL living cards in the trick. Note that some  will be negative figures (Clergy are of the opinion that they have to be paid!)

Collect Piety (): Collect the  value of each living card in the trick of the specified type. If there is no specified type mentioned on the card, collect from ALL living cards in the trick. You must distinguish between   and   and collect and score them separately depending on which cards they came from. Cards with no religion, such as a  during Elizabeth I's reign, score nothing.

Condemn (): Targets the card of the specified religion with the lowest . If the  is lower than the condemning card's , the target is killed. If the  is the same or higher, there is no effect.

Convert (): Targets the card of the specified religion with the lowest . If the  is lower than the converting card's , the target is Converted. When the converted card goes to the tableau, place it in the new Affiliation's area.

Kill (): Kills the listed number of specified cards (moving them to the bottom cemetery section of the Player Board). If there is no specified type mentioned on the card, kill any card or cards.




Number (1): Indicates the number of cards affected. If there is no number it affects ALL relevant cards. IF there are no relevant cards then there is no effect.

When looking for "highest value" or "lowest value", only living targets are checked. If there is a higher value in your cemetery area, it is ignored.

Card Effects Summary

Cards not listed have no effects.

Nobles

- 1 Lawyer : Collect Taxes () from all cards with the current monarch's religion
- 2 Executioner : Collect Piety () from Nobles () and Peasants ()
- 4 Standard Bearer : Collect Taxes () from Clergy () and Townsfolk ()
- 5 Humble Alain : Kill () all Catholics ()
- 6 Guy Fawkes : Kill () all Protestants ()
- 8 Valiant Knight : Kill () one Noble () or Peasant ()
- 9 Catherine de Medici - : Collect Piety () from Nobles () and Clergy ()
- 10 Earl Cecil : Collect Taxes () from Nobles () and Clergy ()
- 11 Duke of Guise : Kill () ONE Protestant () of your choice
- 12 Francis II : Collect Taxes () from Protestants ()
- 13 Gaspard de Coligny : Kill () ONE Catholic () of your choice
- 14 Henry of France : Collect Taxes () from every card










Clergy

- 1 Vicar Filemon : Convert () lowest Piety Protestant () to Catholic ()
- 2 Vicar Longleaf : Convert () lowest Piety Catholic () to Protestant ()
- 3 Vicar Penance : Condemn () lowest Piety Catholic ()
- 4 The Hermit : Convert () lowest Piety Protestant () to Catholic ()
- 5 Vicar Bottomsly : Collect Piety () from Protestants ()
- 6 Father Crossroad : Collect Piety () from Catholics ()
- 7 Father Highhall : Condemn () lowest Piety Protestant ()
- 8 Father Eggert : Convert () lowest Piety Catholic () to Protestant ()
- 9 Father Humbolt : Condemn () lowest Piety Protestant ()
- 10 Preacher Gilbert : Convert () lowest Piety Protestant () to Catholic ()
- 11 Preacher Lamb : Collect Piety () from one card of your choice
- 12 Bishop Marcus : Collect Taxes () from Clergy () and Townsfolk ()
- 13 Cardinal Charles : Collect Taxes () from Townsfolk () and Wild ()
- 14 Pope Leo : Collect Taxes () and Piety () from all cards


























Townsfolk

- 6 Apothecary - A Guildmember ()
- 8 Alluring Witches : Collect Piety () from Nobles () and Peasants ()
- 9 Carpenter - A Guildmember ()
- 10 Innkeeper - A Guildmember ()
- 11 Master Tailor - A Guildmember ()
- 12 Merchant Lord - A Guildmember ()
- 13 Merchant Matriarch : Collect Taxes () from Nobles () and Townsfolk ()
- 14 Mayor : Collect Taxes () from Townsfolk () and Wild ()

Peasants

- 9 Ploughman : Collect Piety () from Peasants ()
- 10 Parish Priest : Collect Piety () from every card
- 12 Village Reeve : Collect Taxes () from Peasants ()
- 13 Elder Council : Collect Piety () from Nobles () and Peasants ()
- 14 Manor Lord : Collect Taxes () from Peasants ()

Wild

- 1 Plaguebearer : Kill () one card of your choice
- 2 Tax Collector : Collect Taxes () from Nobles () and Clergy ()
- 3 Satyr : Kill () the highest suit value card(s) ()
- 4 Medical Scholars : Collect Piety () from every card
- 5 Unluck : Kill () the highest Money value card(s) ()
- 6 Bailiff : Collect Taxes () from all cards *except* Clergy ()
- 7 Witch Hunters : Kill () ONE Catholic () of your choice
- 8 Bandits : Kill () ONE Townsfolk () of your choice
- 9 Ravisher : Kill () the highest Piety value card(s) ()
- 10 Bailiff : Collect Taxes () from all cards *except* Clergy ()
- 11 Inquisition : Kill () ONE Protestant () of your choice
- 12 Courier : Collect Taxes () from Townsfolk () and Peasants ()
- 13 Flagellants : Lose 2 from both Piety scores
- 14 (all three Monarchs) : Royal Execution (). Kill one card of your choice in ANY player's tableau.



Threema. s. both