

✂ TURN SUMMARY ✂

1. HELL PHASE: Move 1 Soul from the Graveyard to Hell (paying 1 Drachma)
OR move 1 standing Soul already in Hell.



2. FLORENCE PHASE: Choose one of the following actions:

2.1 MOVE A FAMILY MEMBER FROM YOUR HOME TO A LOCATION

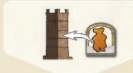


If it is a special location, you must meet its access requirements.

If there is at least 1 Rat in the Rat Hole, take 1 and place it on your Scaffold.



2.2 ACCUSE A SINNER AT A LOCATION



Move the accuser to your Tower (next to the Guest, if applicable).



Move the rest of your family from Florence to your home.



Add 1 Soul to the Graveyard. Its color must match that of the location where the accusation took place.



Move 1 space along the Sin Track matching the Soul's color, then receive the bonus for the sin.



Advance Dante 1 step. Perform the action shown at that stop: award the circle's Diploma, play a Fraud card or a Guardian, or move a pagan to the Graveyard.

If there is a Rat Hole in the location, apply rule variations when these symbols are present:



Add 2 Souls to the Graveyard instead of 1.



Move 2 spaces along the Sin Track and receive 1 bonus.

2.3 MOVE A FAMILY MEMBER FROM YOUR HOME TO THE MAP 



Gain 1 Florin for each family member on the Map.
Choose 1 Alliance card from its market.

You may only send 1 family member to the Map once per game.

2.4 FAMILY COUNCIL: If you can't take an action, **you lose 2 Infamy points +1 Pact** and choose between:



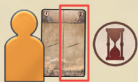
Move 1 family member to your home (from your Tower or from a location).



Return a Guest or Barrel to the Palace or Market, respectively.

FINAL SCORING

1. FRAUD CARD SCORING



2. ADJUST PHLEGETHON SCORE



3. GAIN ADDITIONAL DIPLOMAS



4. DIPLOMA SCORING



5. REPAYMENT OF LOANS



6. EDICTS / REPUTATION SCORING



1348

7. PACT SCORING



8. SCAFFOLD SCORING



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1348 LOCATIONS

Note: Whenever you place an element on an Alabaster floor of your Tower, you may immediately gain any reward shown.

Locations with Rats:

As your first action, take 1 Rat from the Rat Hole and place it on your Scaffold.

If a Misfortune effect is triggered, resolve it.

Then, you may perform the rest of that location's actions.



HAYSTACK

Adopt 1 Urchin.



Move 1 Urchin from your reserve to this location.

» If you go there with an Urchin, place the new Urchin in the Haystack, as usual.

» If you go there with a Noble, place the Urchin directly at home.



BANQUET

Add a floor to your Tower.



Choose one of the following options:

» Add 1 floor to your Tower.

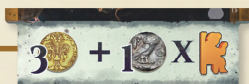
» Add 1 Alabaster floor (pay 1 Florin).

» Add 1 Alabaster floor to your Tower (for free).



BANK

Gain Florins.



Gain 2 Florins, plus one for each Guest in your Tower.

Gain 3 Florins, plus 1 Drachma for each Guest in your Tower.



COURTYARD

Perform up to 2 optional actions:



• Transfer up to 2 of your family members from the Tower to your home.

• Temporarily remove up to 2 elements from your Tower and then place them back.


• Transfer up to 2 of your family members from the Tower to your home.

• Temporarily remove up to 3 elements from your Tower and then place them back.



BONFIRE


Perform up to 3 optional actions:

- Exchange up to 3 Florins into Drachmas.
 - Choose one (for free):
 - » Move 1 Phlegethon cube 1 space to the right.
 - » Place 1 Safe Passage on the Wall of Dis.
 - Choose one (at cost):
 - » Play 1 Guardian (cost: 1 Drachma).
 - » Play 1 River Styx action (cost: 2 Drachmas).
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- Exchange up to 3 Florins into Drachmas.
 - Choose one (cost: 1 Drachma):
 - » Perform 2 Phlegethon advances.
 - » Place 1 or 2 Safe Passages on the Wall of Dis.
 - Choose one (at cost):
 - » Play 1 Guardian (cost: 1 Drachma).
 - » Play 1 River Styx action (cost: 2 Drachmas).



CITY WALL

Perform up to 3 optional actions:


- Exchange up to 2 Florins into Drachmas.
 - Choose one:
 - » Play 1 Guardian (cost: 1 Drachma).
 - » Move a Barrel from the Tower to your supply panel. Gain its reward.
 - Play a Fraud card (cost: 2 Drachmas).
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- Exchange up to 2 Florins into Drachmas.
 - Choose one:
 - » Play 1 Guardian (cost: 1 Drachma).
 - » Move a Barrel from the Tower to your supply panel. Gain its reward.
 - Play a Fraud card (cost: 1 Drachma).



MARKET

When flipped, discard half of the Barrels.

Take one Barrel and place it in an empty space in your Tower.


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- Choose one:
 - » Take one Barrel and place it in an empty space in your Tower.
 - » Move 1 Rat from any Rat Hole to your Scaffold.



PALACE

When flipped, discard half of the Guests.

Host a Guest in your Tower.

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- Choose one:
 - » Host a Guest in your Tower.
 - » Move 1 Rat from any Rat Hole to your Scaffold.

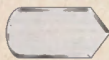


INSTANT EFFECTS

FRAUD CARDS



ENDGAME EFFECTS



Advance your Skull 1 step on the Sin Track of the indicated color.



Reposition Souls within a circle, excluding those affected by Guardians.



Take 1 Soul from the reserve and place it in an empty space of its same-colored circle. You don't earn Infamy Points.



Gain 3 Infamy points.



Take 2 Drachmas. Each opponent loses 1 Drachma (taking a loan if they have none). (Not available in solo mode.)



Pay 1 Florin and take 4 Drachmas.



Perform an immediate effect from one of your previously played Fraud cards (ignore its requirement).



Play 1 Guardian and apply its effects.



You may move up to 1 Safe Passage from each player, including one of yours. (Not available in solo mode.)



Take 1 Rat from any location and place it on your Scaffold.



Draw 4 Fraud cards to your hand and return 4 cards to the bottom of the deck.



Advance one step in Ravenna (pay any movement cost if applicable).



Move 1 Phelethion cube 2 spaces right, or move 2 of them 1 space each.



Add N Souls of the indicated color from the reserve to empty spaces in their circle. You don't earn Infamy points.



Gain one ½ Diploma.



Exchange up to twice: ½ Diploma for 4 Infamy points, or 4 Infamy points for one ½ Diploma.



Move 1 Phelethion cube 1 space right.



Move a Guardian to any empty space in Hell, without triggering its effect.



Pay ½ Diploma, take 1 Soul from the reserve, and place it in a space on its circle color. You don't earn Infamy points.



Gain 1 Infamy point for each you own:



Drachma (Max. 5).



Played Fraud Card (Max. 5).



Pact (Max. 5).



Diploma (Max. 5).



Pair of Rats.



Safe Passage.



Advance of your Skull on the Sin Track of the color shown.

INSTANT AND ENDGAME EFFECTS



Move one of your Skulls 1 space forward and another of yours 1 space back (you may move/remove them to/from space 1).



Perform a River Styx action.



Take 1 Guest or Barrel you don't already have from the discard pile or from the Palace/Market, and place it in your Tower.