

# COLLECTOR'S EDITION Inferno

## NEW COMPONENTS

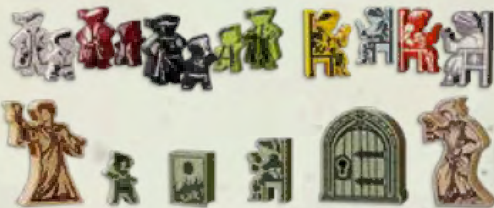
- 2 Guardian miniatures: Phlegyas & Plutus.
- 17 Guardian-specific miniatures: 9 Bells and 8 Desks.
- 2 Ravenna Pacts.
- 2 Family Cards.
- 4 Edicts of Restraint and 4 Edicts of Penance.
- 2 Alliance Cards.
- 2 Walls of Dis: a 4-tower piece for 1–2 players and a 5-tower piece for 3–4 players, with 9 optional stickers.

## NEW MINI-EXPANSIONS

- Papal Bulls: 14 cards.
- The Kingdom of Rats: 8 cards.
- Temptations: 8 tiles.

## UPGRADED COMPONENTS

- 8 wooden Drowning Soul meeples replace the Phlegethon cubes.
- 30 Rat miniatures in 3 different models and 3 colors replace the 30 wooden Rats.
- 54 meeples are now double-sided and screen-printed: 16 Nobles, 16 Urchins, 16 Guests, Dante, Virgil, 1 *Podestà*, 1 Passage, 1 Book, and 1 Cutpurse.



- 4 wooden meeples replace the Wild Shield tiles.
- The Guardian standees and the 49 Guardian-specific tiles are replaced by miniatures: 9 Pits, 9 Bones, 9 Petrified Souls, 4 Labyrinths, 4 Tails, 4 Chains, 9 Frozen Souls, and 1 River Jetty.



- 8 screen-printed wooden Rats replace the Colony tiles.
- 3D Spires replace the 20 wooden Discs in the 4 player colors. The Discs are now used with the 2 new Alliance Cards.



# THE KINGDOM OF RATS

This module can only be played with *The Great Pestilence*.

**SETUP:** Players must decide whether Rat types are determined by shape or by color.

1. Place all Rat miniatures in the black bag. The bag is now the Rat supply.
2. Once you have completed The Great Pestilence setup, shuffle the Kingdom of Rats deck and draw 1 card at random. Keep it face up and visible to all players during the game.

If the card has an arrow in its top section,



take the bottom card of the deck and tuck it face down under this card, leaving its Rat-type strip visible. The arrow points to the Rat type affecting the card.

**HOW TO PLAY:** When a location becomes infected, draw the Rats at random from the bag. As usual, each player with family members there takes 1 of the drawn Rats for their Scaffold, in turn order.

The visible Kingdom of Rats card is active for the whole game. If it grants or removes Infamy points, score it after The Great Pestilence. If several players are tied for a card's condition, each tied player gains or loses the full amount.

**CARD EFFECTS AND SCORING:** In the case of cards with arrows on top, "the indicated type" refers to the Rat type shown by the tucked Rat-type strip.



When you send a family member to a location infected with Rats of the indicated type, pay 1 Florin for each such Rat there. If you cannot pay in full, pay what you can.



The player with the fewest Rats of the indicated type on their Scaffold gains 5 Infamy points.



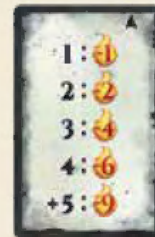
Each player gains the listed Infamy points for their number of complete sets of 3 different Rat types on their Scaffold.



The player with the longest consecutive run of Rats of the same type on their Scaffold gains 2 Infamy points per Rat in that run. If they have several such runs, they score only one.



When you place a Rat of the indicated type next to a Misfortune symbol, ignore that symbol's effect.



Each player loses the Infamy points shown for the number of Rats of the indicated type on their Scaffold.



The player with the most Rats of the indicated type on their Scaffold gains 4 Infamy points. At least 1 Rat is required.



The player with the most Rats of the indicated type on the left side of their Scaffold gains 6 Infamy points. At least 1 Rat is required.

# TEMPTATIONS

This module can be added to the *Inferno* base game or combined with any other *Inferno 1348* module.

**SETUP:** Place 4 random Temptation tiles on the 4<sup>th</sup> position of each of the first 4 Sin Tracks, covering the ½ Diploma icons.

If a tile shows a **key** (Merchants of Ravenna) or a **rat** (The Great Pestilence), and you are not playing with that module, discard it and draw another random tile.

**EFFECT:** When your Skull reaches the 4<sup>th</sup> position on a Sin Track with a Temptation tile, you may claim either the Temptation tile **OR** the ½ Diploma token:

- » If you choose the Temptation tile, pay any cost shown, remove it from the Sin Track and resolve it immediately; it is not replaced.
- » If you choose the ½ Diploma token, leave the Temptation tile on the track. It remains available to the next player to reach that position. You cannot claim that Temptation tile later, even if you advance again on that Sin Track.



Gain 4 Drachmas.



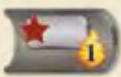
Gain 4 Infamy points.



Obtain 2 ½ Diploma tokens.



Pay 2 Drachmas to claim the bonus from any of the last 4 Sin Tracks.



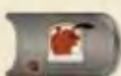
Claim the bonus from any of the first 4 Sin Tracks **AND** gain 1 Infamy point.



Pay 1 Drachma to play a Fraud card.



Pay 1 Drachma to advance 1 step in Ravenna.



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

# FACTS



**Charon:** When you take a loan, flip this tile to avoid moving your Boat or losing 5 Infamy points if it is on the last space.



**Safe Passage:** During your Hell phase, flip this tile to move 1 Soul across the Wall of Dis through a gate without one of your Safe Passages.

# ALLIANCES

*THE FALSE WITNESS: A bribed witness can turn any accusation into the sin your family needs.*



**Setup:** Place your 5 Discs formerly used as Safe Passages, above the purple Sin Track as shown.

(Rat) If you play with The Great Pestilence, use these alternate Disc positions.



**Ability:** When you accuse a sinner, you may advance your Skull on any Sin Track, regardless of the accused Soul's color. However, you still receive the bonus matching that Soul's color.

(Rat) If an accusation gives you 2 advances, both must be on the same Track.

**Advance on the Map when...** one of your Skulls reaches or passes a column with at least 1 Disc above it (1). To advance, immediately claim 1 of those Discs by moving it to the left of that Sin Track (2). Each Skull can trigger only 1 Map advance and a Disc to the left of a Sin Track marks that Skull as used.



You may **decline** to claim a Disc and advance in Ravenna, keeping that Skull available for a later Disc farther right on that Sin Track.

When you take this card, if one or more of your Skulls have already reached or passed columns with Discs, if several Discs are already eligible, you may claim only 1 of them and advance 1 step in Ravenna.

*THE FIVE SEALS: Five ancient favors, sealed away. The time has come to break them.*



**Setup:** Place your 5 Discs formerly used as Safe Passages on the Infamy track beside spaces 5, 12, 22, 35, and 50.

**Ability:** This card provides 5 single-use abilities. When your Infamy token reaches or passes a Disc, take it and place it on an empty space of this card marked with a Boot. This makes that ability available. To use an ability, move its Disc to the space on its right. Each ability can hold only 1 Disc and, except for the last one, may be used now or later. Ignore Discs reached during final scoring. These abilities cannot be combined with Fraud card endgame effects.



»When performing a River Styx action, treat it as if you had returned 1 additional Soul, to a maximum of 3.

E.g.: **ARACELI** performs a River Styx action at the **BONFIRE**. She returns 2 same-colored Souls from the Graveyard, moves this Disc to the right, and resolves a 3-Soul River Styx action.



»During your Hell phase, move 1 Soul across the Wall of Dis through a gate without one of your Safe Passages.



»Flip 1 spent Pact tile back to its available side. You may use it starting next turn.



»During Reputation in Florence or Edict scoring, you may use this ability to score a tied objective alone. If it awards negative points, only you would take that penalty.



»Move 1 Phlegethon cube 1 space right. Use this ability immediately after placing the Disc.

**Advance on the Map when...** you place a Disc on a Boot space. If your Infamy token reaches more than one Disc during your turn, including when you claim the Alliance, place all reached Discs on the card, but advance only 1 step in Ravenna.

## RED GUARDIAN

The god of wealth is blindfolded to ensure the equitable distribution of riches. But nothing stops you from whispering tempting proposals into his corrupt ears. With his consent, set up a customs office and charge exorbitant passage fees.



**SETUP:** Place Plutus' standee in the far-left shield of the **BROWN** circle. Leave the 2 Desks of your color in your play area.



**HOW TO PLAY:** Move the standee to an empty shield. Choose an adjacent shield, occupied or not, and place one of your Desks right below it. If both of your Desks are already on the board, reuse one of them.

**EFFECT:** When a player moves a Soul across another player's Desk (from A to B), they must pay 1 Drachma to that Desk's owner. Moving a Soul to (A) is free unless it passes over the Desk to (B).



Note: During the Adjust the River Phlegethon score step, ignore Desks when checking whether shields are empty.

E.g.: As part of her Hell phase, **ARACELI** wants to move the blue Soul.

If she takes it to (A), no payment is required, as the Soul does not pass over any Desk.

If she takes it through the shield with the gray Soul to (B), she must pay 1 Drachma to **PACO**.

If she takes it to (C), she then has to pay 1 Drachma to **PACO** and another one to **MONICA**.



## BLACK GUARDIAN

If you summon him by ringing the bell, Phlegyas the ferryman will navigate out of the muddy waters of the River Styx and come to your aid. There is room for one more soul in his boat.



**SETUP:** Place Phlegyas' standee in the far-right shield of the **BLUE** circle. Keep the Bells near the playing area.



**HOW TO PLAY:** **DO NOT** move its standee. Instead, take a Bell. This Bell can be used in the Hell phase of a later turn. You can accumulate more than one Bell.

**EFFECT:** At the start of a your Hell phase, instead of moving a Soul in the usual way, return a Bell to the reserve to summon the ferryman. Then, move the standee to an empty shield. Choose a standing Soul in that circle and place it on any empty shield in the same circle. Then, you must immediately move **that same Soul** lower into Hell, following all normal Soul movement rules. This second, regular movement is mandatory: You cannot use a Bell unless that Soul can make this regular movement afterward.



E.g.: **MONICA** returns a Bell to the reserve and places Phlegyas on an empty shield in the purple circle. She can now move the yellow Soul to any of the shields marked in green.



Then, she must immediately move that same Soul lower into Hell, following normal Soul movement rules, to one of the green-marked shields.

## NEW EDICTS



**Edicts of Penance** (x4):

Each card includes 1 negative scoring category that affects the player or players with the most of the specified element. In the example, the player with the most family members at home loses 4 Infamy points.



**Edicts of Restraint** (x4):

Each card includes 1 scoring category that affects the player or players with the lowest value in the specified condition. In the top example, the player with the fewest Guests loses 5 Infamy points. In the bottom example, the player with the shortest Tower gains 5 Infamy points.

## NEW FAMILY CARDS

If you are dealt one of these cards, draw another random Family card only to determine your neighbors' initial Sin Track advances.



**Medici** (🐀) Take the resources shown on this card, including 1 Rat from the reserve. If playing with *The Kingdom of Rats*, choose the Rat's type after that module's card is revealed.



**Amidei** (🗝️) In addition to taking the resources shown on this card, place your third Noble on the "Firenze" starting space on the Ravenna Map. As usual when entering the Map, gain 1 Florin and claim 1 Alliance card of your choice.

# PAPAL BULLS

*Papal Bulls are issued by His Holiness, the Pope. They grant the bearer special permissions, which can be useful to bypass rules.*

**SETUP:** After setup, deal 1 random Papal Bull card face up to each player, next to their play area.

A Papal Bull can be played at any time during your turn. Depending on its type, it grants an instant one-off effect, an effect lasting until your next accusation, or a permanent effect.

If you do **NOT** play your Papal Bull, **gain 2 Infamy points during final scoring.**



INSTANT EFFECT.

REMOVE IT FROM THE GAME ONCE RESOLVED.



Exchange any number of Florins into Drachmas, plus an additional 2.



Move 1 Barrel from your Tower to your supply panel. Gain its reward, as if performing a **WALL** action.



Transfer any number of family members from the Tower to your home.



Accuse a sinner as you would in a Florence phase. Play before your Hell phase or right after your Florence phase. You cannot combine this with another effect to accuse twice this turn.



Move along an adjacent road to a new town.



Take 1 Pact tile from the reserve and place it in your play area. You may use it as any other Pact tile during the game.



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



Take 1 Guest or Barrel you don't already have from the **PALACE/ MARKET**, and place it in your Tower. (Rat) You may take the element from the discard pile.



REMAINS ACTIVE UNTIL YOUR NEXT ACCUSATION. THEN, REMOVE IT FROM THE GAME.



Play this card when you are about to accuse a sinner at a Special location. Ignore the Guest requirement: you do not need the matching Guest in your Tower, and you may place the accuser in any empty space in your Tower.



Ignore access requirements when sending a family member to a Special location. (E.g.: You could send a Noble to the **MARKET** or save a Florin at the **PALACE**.)



Place this card adjacent to the Graveyard. Whenever any player, including you, pays 1 Drachma to make a Soul cross the River Acheron, place that Drachma on this card. The next time you accuse a sinner, take all Drachmas from this card, then remove it from the game.



PERMANENT BENEFIT.

ONCE PLAYED, IT REMAINS ACTIVE FOR THE REST OF THE GAME.



Play when you play a Fraud card. Place this Bull beneath it to ignore that card's Barrel (Rat) or Rat requirements for both its instant and endgame effects.

This Bull can be used with **only 1 Fraud card**.



When you decide to play this Bull, place it over your supply panel. Move any Barrels there onto this new panel, keeping their positions.

During a **WALL** action, place a Barrel from your Tower on any empty space of this Bull and gain that reward, regardless of color.



To play this Bull, place it next to your player board. When you take a Barrel from the **MARKET**, you may place it on an empty space here instead of in your Tower. When you reorganize your Tower during a **COURTYARD** action, you may move Barrels between your Tower and this card. During a **WALL** action, you may move Barrels from this Bull to your supply panel.

(Rat) Barrels here are unaffected by Misfortune effects.

## CREDITS

The screen-printed meeple designs and the Sin symbols laser-cut into the Soul meeples are based on art concepts created by backers of the Inferno and Inferno Collector's Edition Gamefound campaigns. We would like to thank them for their amazing contributions:

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