

An influence manipulation game for 2 players.

The year is 1378, and your rightful claim to the papacy has been challenged by a usurper. You must gain influence among the people of Christendom in order to secure your legitimacy and the Throne of Saint Peter.

COMPONENTS

12 Character Cards
5 Map Cards
1 Reference Card

SETUP

Set up the Map Cards between the players in this order: Avignon, Nice, Genoa, Florence and Rome.

Shuffle the Character Cards. Draw five cards and place them face up in a row extending outwards from Genoa. Place

the remaining cards face-down in a deck, leaving space for a discard pile.

One player will play as Rome and the other as Avignon. The Roman player goes first.



Characters in Avignon belong to one of six factions: Bishop, Cardinal, Inquisitor, Knight, Noble, or Peasant. When a card references any of those names (for a Petition ability or Alternate Win), it is referring to any card in that faction. This will come into play when playing with expansion content.

ENDING THE GAME

The game ends when one player has three cards in his or her Congregation. That player wins the game.

Characters may have other conditions under which the game could end.

Example - The Noble: You (the player with the Noble in their Congregation) win if your Rival has the Knight in their Congregation.

Your Rival wins if you have the Peasant in your Congregation.

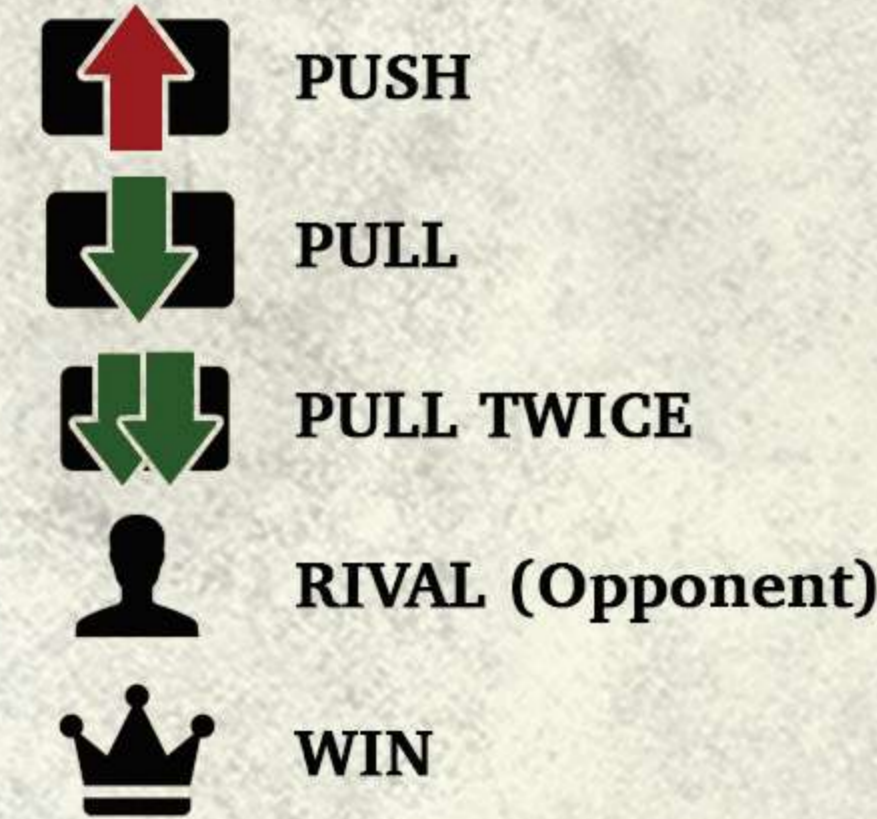
If two players would win the game at the same time, the player who took the game's final action wins.

GAME TERMS:

The game uses the following key terms:

When an action instructs a player to **PUSH** a card, that player takes a card and moves it the distance of one Map Card toward his or her opponent.

When an action instructs a player to **PULL** a card, that player takes one card and moves it the distance of one map card toward themselves.



TURN SEQUENCE

On his or her turn, each player takes exactly two of the actions listed below, and the same action may not be taken twice. Play then alternates between the players.

Special: The Selfless Rule

The player who has the first turn of the game takes only a single action.

BESEECH: Pull a character one space.

CHASTISE: Push a character one space.

EXCOMMUNICATE: Choose a character and place it in the discard pile. Draw a new character and place it in the exact position the removed card occupied. If the deck is empty, shuffle all discarded cards to form a new deck.

PETITION: Use the unique PETITION ability of one character in play.

Special: The Samaritan Rule

Players may not take actions that, at the end of their turn, have completely reversed the previous player's turn. Partial reversals are allowed.

SCORING

If any action causes a card to move past either the Rome or the Avignon card, it is placed face up in front of the player it was moving towards. This stack of cards is the player's Congregation. That player then draws a new character and places it in the same row as the removed card, equal to Genoa. If the deck is empty, shuffle the discard pile to form a new deck.

Cards in a player's Congregation are considered to be out of play and cannot be affected by actions. Also, these cards may be looked at by either player at any time.

NOTES

During their turn, each player may rotate the cards in play, so that the orientation of the card is facing them. As players get more familiar with the cards, this rotation will no longer be necessary.

Some may want to play with the Character Cards on their side. In that case, the Map Cards can be flipped over to display horizontally facing map cards.

COMPLETE CARD ABILITIES

For clarification on any of the card abilities, visit buttonshygames.com.

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