

Medieval Torture

Overview

The king has fired the royal torturer and is looking for a replacement. Players are competing for the job and must impress the king with their fancy torture devices and amount of punishment they can cause to the felons in the prison.

Players

2-4/(5?)

Time

????

Components

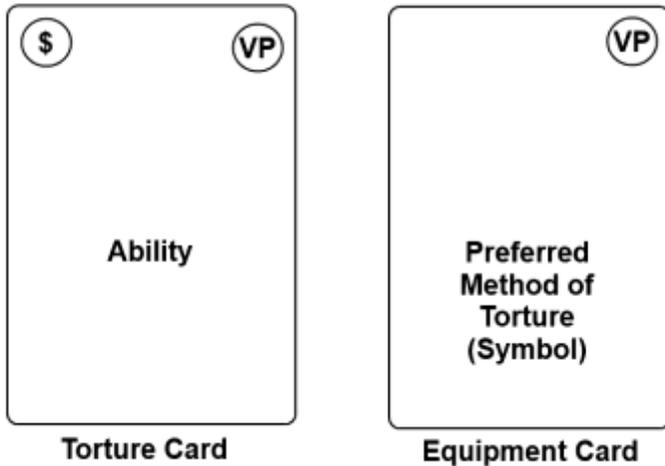
- 32/40 custom 6-sided dice (8 per player)
- 20/25 equipment cards
- 25/30 felon cards
- Money counters
- Start player marker
- 4 (5?) player screens

Set-up

Players take all of the dice of their color and set them aside in their supply pile. Each player selects 6 dice to start the game. Each player also starts with 5 gold coins.

Shuffle the equipment deck and place face-up as many cards equal to one less than the number of players next to the equipment deck. Shuffle the felon deck and place face-up as many cards equal to the number of players. Place the bank card between the two decks as shown in the diagram.

Cards



Object of the Game

The object of the game is to obtain the most fame points. Players will use their dice to bid on equipment cards that will provide additional abilities during each round. After bidding on equipment, players will bid for the opportunity to cause the most pain to the available felons which will create more fame for them.

Game Rounds

Each round is divided into two phases: equipment and torture. During each phase, players will bid on the appropriate cards for that phase. Play a number of rounds equal to the number of players.

At the start of every round, each player rolls 6 of their dice (plus any dice acquired through equipment cards) behind his/her player screen. Players may choose to re-roll any of their dice up to 2 times before the equipment phase starts.

During the equipment phase, bidding will start with the start player. During the torture phase, bidding will start with the player that did not win a bid for an equipment card. In both phases play will continue clockwise until all players have passed.

Equipment Phase

Beginning with the start player, each player may bid on an equipment card or pass. To bid on equipment, the player places dice on the equipment card. The player must place at least a pair of dice on the equipment card and all dice placed on the card must be the same value. Players may out bid other players by placing more dice or the same number of dice of a higher value on the card. The dice for the losing bid go to their owner and are placed behind the player's screen. These dice can be used to bid on another equipment card or saved for use during the Torture Phase. If a player passes, he/she may no longer participate in the current Equipment Phase.

Once each player has passed, players may purchase the equipment card claimed by their winning bid. The purchased card is placed face-up beside the player screen. All dice used during the Equipment Phase are returned to the respective player's supply.

Torture Phase

Beginning with the player that did not place a winning bid during the Equipment Phase, players may use their remaining dice to bid on torture cards or visit the bank. If multiple players did not have winning bids, start with the player closest to the start player's left.

The same rules for bidding and passing in the Equipment Phase apply to the Torture Phase with the following modifications. The preferred method of torture displayed on the card is considered a trump. A player may play one or more dice showing the trump symbol. One die of the trump symbol can beat any non-trump bid. Once a bid has been trumped, players may only outbid other players by playing a higher quantity of trump dice. If a player is outbid, the losing dice are returned to their owner to be used to bid on other torture cards or to go to the bank.

Instead of bidding on a torture card, players may place one die on the bank card and receive that much gold.

End of the Round

After both phases are completed, discard any torture or equipment cards not claimed. Return all dice to the respective player's supply.

End of Game

Play a number of rounds equal to the number of players in the game. Once the last round ends, the game is over and fame points are calculated.

Each player adds up the fame points on all equipment and torture cards. Each coin is also worth one fame point.

Winning the Game

The player with the most fame points wins the game and is hired as the new Royal Torturer. In case of a tie, the player with the most coins is the winner.