

VICES AND VENGEANCE



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GAME INSTRUCTIONS

Vices and Vengeance Dice Game

Engage in this thrilling and strategic dice game and aim to give high scores to your opponents while keeping your score as low as possible. Each Defending Player (DP) takes turns rolling and scoring their dice, while other, Attacking Players (APs) also roll dice to try to disrupt a DP's low score. The ideal number of players is 3-6.

The Seven Sins have Colors!

- 7 larger 6-sided Sin dice (16mm): Lust (Blue), Gluttony (Orange), Greed (Gold), Sloth (Light Blue), Wrath (Red), Envy (Green), & Pride (Purple).
- 7 smaller 6-sided Sin Dice (14mm).
- 1 special 6-sided Pride Die: Purple metal.
- 7 "Nemesis" dice: 20-sided & sin-colored.
- 6 Mythical Match-up 6-sided dice pairs: Mirror & Medusa, David & Goliath (Maroon - 25mm & 12mm), the Silver Bullet & Werewolf.
- 3 Spoiler dice: 12-sided (black), 10-sided (gray), & 8-sided dice (white).
- 2 rolling trays with a removable foam insert.
- 7 sin-colored "tracker" tokens.

Assign the Sins

- Determine the first player by the highest roll on any 20-sided die (d20). Play goes clockwise.
- The first player rolls the "Mirror" die along with the 7 (16mm) sin dice. That player chooses from any sins matching the mirror die. If none match, roll again. The next rolls 6 sins, etc. until all players have a sin.
- Each player receives their 16mm sin die, the matching d20 (Nemesis die), and sin token.
- A player with Pride also gets the metal purple "Pride" die.

GAMEPLAY

Everybody Rolls!

- The player whose turn it is is called the Defending Player (DP). The DP rolls all 7 of the 14mm sin dice, the Mythical Match-up dice, the 12, 10, 8-sided dice, and their d20 Nemesis die to start a turn (* See the example below).
 - The DP **does not** roll their 16mm Sin die on their turn.
 - All other players (Attacking players-APs) roll their 16mm Sin die and their d20 Nemesis die every roll. APs are trying to match the DP's 14 mm sin die of the same color as well as trying to match any Nemesis dice the DP rolls. Upon a match, the DP faces an **Effect** roll detailed below.
 - At least one die must be removed/scored each roll. The DP repeats rolls until the end of their turn. Their turn ends after all dice have been scored/removed.
- † APs only need to roll dice they can still match to DP's!

* Example Rolling Scenario:

- Defending Player has been assigned Wrath.
- Attacking Players' Active Sins: Pride, Greed, and Gluttony.

Defending Player (DP):

Roll Active Sins
(14mm) & Nemesis
dice in one tray.



Attacking Players (APs):

Roll the other dice
in the 2nd tray.
(Red 16mm Sin die
is set aside)



Each rolls their
Sin (16mm) &
Nemesis die



Die Removal & Scoring

- The DP **must** remove and score **at least** one die each roll.
- When they have removed all the dice they want to score on a roll, they roll unscored dice again, and the APs roll their dice, too.
- Mythical Match-up pairs **must** be scored in pairs. (See below)
- A Matching Nemesis die from any AP **must** be taken by the DP and rolled next roll. It **cannot** be scored the turn it matches. The DP **may** still remove **any** nemesis die/dice that **they** rolled. For example, if an AP rolls any 19, and the DP rolls 19, the DP can only remove the 19 that they rolled.

Scoring

- The DP wants to score the **lowest** total in each turn. The way to score low is to roll Max Rolls on dice or match specific dice.
- **Max Roll:** Any die that rolls its maximum number can score 0.
- **Non-Max Roll:** Points add up by 1 for each pip less than the max roll. For Example, an 8 on a 12-sided die scores 4.
- **Mythical Match-up:** If a Mythical Match-up pair matches (e.g., Medusa and Mirror), they both score 0 points! If the bullet lands upright, it is **wild** and matches any number on the Werewolf die.
- **DP's Matching Nemesis or Sins:** Any DP **rolled** Nemesis d20s that match, or any matching **penalty** Sin dice score 0 points.

When the Sin Dice Match

If an AP's large (16mm) Sin die matches the DP's (14mm) same color Sin die, the DP **must** reroll the (14mm) Sin, the (16mm) Sin, and roll extra dice for Gluttony and/or Pride (see **Sin Effects**). The DP takes the dice score immediately, then the DP performs the **Sin Effects** that apply (e.g. taking an additional sin) described on the next page. An impossible Sin Effect (e.g. the reserves are empty) is ignored. The APs' sin reassignments or destruction detailed on the next page stay in effect the entire game.

The Effects of Each Sin Match

- **Lust (Dark Blue):** Take a sin, **not** the DP's, from any AP or the reserves!
- **Gluttony (Orange):** Take a sin from the reserves, the DP **must** roll it too, scoring either 3, or 4 dice in the case of Pride because of the extra Pride die!
- **Greed (Gold):** Take the DP's Sin die and matching token.
- **Sloth (Light Blue):** AP loses their Nemesis die (it goes out of play).
- **Wrath (Red):** Destroy the DP's Sin die. If they have more than one, the AP with Wrath chooses which sin to destroy.
- **Envy (Green):** AP switches to another Sin die from the reserves.
- **Pride (Purple):** The AP rolls the metal purple "Pride" die and the DP scores it with the DP's roll from the other two matched pride dice.



- Refer to the tracking tokens to reassign the sin dice (16mm) to the correct players after each turn. Then, return the Nemesis (d20) dice to the appropriate players, except for a destroyed Sloth, by checking the players' original sins on the Scoresheet (see below).

Winning

When any player reaches 70 points or more, finish the round. Each player must take their roll for that round. The player with a 70 or the **lowest score** wins! In case of a tie, the players each roll a mythical pair; e.g. Medusa & Mirror vs. Silver Bullet & Werewolf. The Highest roll wins! In the next game, the winner goes **last**.

Game Variations

Two Players: You can each have 2 sins. Play with 2 ghost players.

Seven Players: Instead of destroying sins with Sloth or Wrath, put those sins back into the reserves.

Scoresheet

† Pro tip: Use the bullet hole to remove foam insert!

†† Party tip: On any match take a party favor!!



Scoresheet Instructions

Use the scoresheet by scanning this QR Code or clicking on the link on your mobile device to keep track of scores easily!

1. Use the up/down arrows on the right to move the sins up or down so that you can put them in order:
2. Enter each player's handle/name where it says, "Player".
3. Hide the sins not in play by clicking the trash symbol next to it.
4. Penalties for missing Sins will appear below the players scores.
5. Click the "New Game" button to play again.
6. Use a pen and paper if you prefer, but the app is handy!