

Welcome to *Battle For Souls*, a card and dice game pitting the forces of hell against the forces of heaven in a fight for the eternal souls of humankind!

COMPONENTS

7 Angel Cards
7 Devil Cards
21 Soul Cards
10 Reap Cards
45 Temptation Cards
45 Virtue Cards
20 Victory Point Cards
10 Sin Cards
10 Intercession Cards
10 Holy Relic Cards
10 Unholy Relic Cards
20 Marker Cubes
4 Reference Cards
1 Rulebook

SET UP

Each player should decide whether they will play the side of Heaven, or the side of Hell. The player(s) on the side of Heaven should shuffle the Archangel cards and randomly select one, the player(s) on the side of Hell should do the same with the Devil cards. Players should then place the card they have drawn face up on table in front of them, while leaving the remaining Archangel or Devil cards face down in a stack in front of them. This card will stay in effect the whole game as well as any other Archangel or Devil cards revealed during the game. In a four player game, two players will play as a team on the side of Heaven, and two players will play as a team on the side of Hell with all players flipping over one Archangel or Devil card. Three player games are not recommended.

Each side should then create a deck of 50 cards containing all 45 Virtue (Heaven) or Temptation (Hell) cards and 5 reap cards (do NOT include Victory Point cards). This deck should be shuffled and placed face down on the table in front of the player. Each player should draw a starting hand of 5 cards from the top of their deck being sure not to reveal them to any other player. In four player games, each deck should be accessible to each set of partners.

Create the following areas on the table by placing the cards listed, being sure to shuffle each stack before placement:

EARTH

1. Soul cards (face down in a stack)
2. Three soul cards (face up in a row)

3. Place a single die set to “1” in the middle box on the soul card’s scoring track (found on the left side of the card)

PLAYER’S AREA (HELL)

From left to right:

1. Devil cards (face down in a stack with one revealed face up)
2. Victory Point Temptation cards (face up in a stack)
3. Sin cards (face down in a stack)
4. Unholy relic cards (face down in a stack)

PLAYER’S AREA (HEAVEN)

From left to right:

1. Archangel cards (face down in a stack with one revealed face up)
2. Victory Point Virtue cards (face up in a stack)
3. Intercession cards (face down in a stack)
4. Holy relic cards (face down in a stack)

HEAVEN

All cards used or gained by the side of light that are removed from play and have a victory point value are placed here.

HELL

All cards used or gained by the side of darkness that are removed from play and have a victory point value are placed here.

PURGATORY

This is where reaped souls go that have not earned the minimum amount of holy or unholy points to be claimed by heaven or hell. This area should be off to the side, but accessible to both sides.

THE VOID

This is an area where cards should go when they are taken permanently out of the game for any reason.

VICTORY POINTS

A card has a victory point value if it contains a number in a gold shield in the top right corner of the card

Soul cards are worth 3 victory points each

Archangel and Devil cards are worth 3 victory points each

Holy/Unholy Relic cards are worth 2 victory points each

Victory Point cards are worth 1 victory point each

Some Sin and Intercession cards are worth 1 victory point each

Special and/or promotional cards may have different VP values, so always refer to the number shown on the card in the victory point shield

COSTS

The currencies used in *Battle For Souls* are Holy Points (HP) and Unholy Points (UP). Holy and unholy points are tracked on Soul cards in play using the die placement markers on the left hand side of each Soul card. The top square marker tracks Holy Points (HP), if the die is on the middle square marker it indicates the soul is neutral, and the bottom square marker tracks Unholy Points (UP).

Please note, only one die should be used on any one Soul card as a soul must either be holy, neutral or unholy.



To use holy currency a soul must have 1 or more Holy Point(s) (HP)

To use unholy currency a soul must have 1 or more Unholy Point(s) (UP)

HP and UP can be used to buy Sin/Intercession and Holy/Unholy Relic cards

Intercession cards cost 2 HP and Sin cards cost 2 UP (or free with card combo)

Holy Relic cards cost 3 HP and Unholy Relic cards cost 3 UP (or free with card combo)

TURN ORDER

In *Battle For Souls* all steps of the turn order are optional except for step #3 and step #8, and the turn order must be followed.

See the **Backtracking** section of this rulebook for rules on missed steps.

1. Use one revealed Archangel or Devil card that you have in play
2. Purchase card(s) by subtracting holy or unholy points from souls in play to pay the cost of the card(s)
3. Play a set of Virtue/Temptation cards, [include Sin/Intercession cards if applicable, color only] See "*Hand Rewards*"

Or

Discard any number of cards in your hand

Or

Draw one new card to your hand
(Hand limit of 8 cards applies)

4. Use one Intercession or Sin card ability
5. Use one Holy or Unholy Relic ability
6. Play a Reap card
7. Draw back up until you have five Virtue/Temptation cards in your hand for the next turn
8. End your turn

See the PLAY! section of this rulebook for details on each of the turn order steps.

BACKTRACKING

If you miss a step in the turn order you are not allowed to backtrack without the formal permission of your opponent(s).

If you wish to backtrack to a missed step, you must do the following:

1. Make your opponent(s) aware that you have missed a step and that you wish to backtrack to complete the step
2. Make a case for why you should be allowed to backtrack
3. When your plea is complete your opponents shall approve or deny your request with a thumbs up or a thumbs down. In a four player game you must receive thumbs up from both of your opponents to backtrack, or your request is denied.
The approval or denial by your opponent(s) is final. Your only recourse is how you decide to treat your opponent(s) when a backtrack request comes your way.

4. If permission is granted, you must undo all steps you have taken back to the missed step one at a time, and your opponent must approve each step along the way.
5. If at any point during the backtracking there is any debate, permission can be revoked. In this case, redo any steps backtracked and continue with the turn order as normal.

HAND REWARDS

One Pair: Allows a player to take a Victory Point card, the Victory Point card earned must be placed in the player's discard pile

Two Pair: Allows a player to take a free Sin/Intercession card, immediately draw back up to a full hand (5 cards), and play another hand in the current turn (You may only play two pair ONCE per turn)

Set of 3 different colors: Allows the player to add 1 Holy/Unholy point to a single soul with a spiritual strength/mortal weakness of the same color as any one of the cards played

Set of 4 different colors: Allows the player to add 2 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of the same color as any one of the cards played

Set of 5 different colors: Allows the player to add 3 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of the same color as any one of the cards played

3 of a kind: Allows the player to add 3 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of the same color OR remove 1 Holy/Unholy point from any soul in play

Full house (3 of a kind and 1 pair): Allows the player to add 3 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of either color OR remove 1 Holy/Unholy points from any soul in play AND gain a free Holy/Unholy Relic

4 of a kind: Allows the player to add 4 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of the same color OR remove 2 Holy/Unholy points from any soul in play AND gain a free holy/unholy relic

5 of a kind: Allows the player to add 5 Holy/Unholy points to a single soul with a spiritual strength/mortal weakness of the same color OR remove 3 Holy/Unholy points from any soul in play AND gain a free Holy/Unholy relic card

Please note, you can still play a full house or better even if you cannot add or subtract points in order to receive the free Relic.

If you have a Sin/Intercession card with a Victory Point shield in the top right corner, you can use it as if it were a card in your hand. Sin/Intercession cards in play with a Victory Point shield must be used on your current turn. When your turn ends they should be placed in Heaven or Hell for end of game scoring.

PLAY!

In *Battle For Souls* players work to win the game by scoring the most Victory Points. This is done by playing hands of cards to gain Holy or Unholy Points (HP or UP) on the soul cards in play.

In a standard two player game, one player will choose the side of Heaven and one player will choose the side of Hell. For a four player game two players will play as a team on the side of Heaven and two as a team on the side of Hell, please see the **TEAM PLAY** section of this rulebook. For solo play, please see the **SOLO PLAY** section of this rulebook.

1. Set up the game according to the **SET UP** section of this rulebook
2. Decide the starting player by rolling a die. Whoever rolls highest goes first. Play passes clockwise.
3. On your turn follow the **TURN ORDER**, below are details of each step in the turn order

1. USE AN ARCHANGEL OR DEVIL CARD

Each Archangel and Devil card has a colored border, this color represents a Heavenly Virtue or a Mortal Weakness. If there is a soul in play that has a Heavenly Virtue which matches that of an Archangel card you have in play AND the soul does not have any Unholy Points, you may add one holy point to that soul. Conversely, if there is a soul in play that has a Mortal Weakness which matches that of a Devil card you have in play AND the soul does not have any Holy Points, you may add one Unholy Point to that soul.

Although you can acquire multiple Archangel or Devil cards during a game, you are only allowed to use one of them during step 1 of the turn order. You may only use this ability on one soul in play each turn.

2. PURCHASE CARD(S) BY SUBTRACTING HOLY OR UNHOLY POINTS FROM SOULS IN PLAY TO PAY THEIR COST

Once you or your team has one or more holy or unholy points on a soul in play you may spend these points to gain a Sin/Intercession card or a Holy/Unholy relic card. For each HP or UP spent you must subtract a point on a soul card that you have earned HP or UP on. The side of Heaven can only spend Holy Points and the side of Hell can only spend Unholy Points until the soul is neutral.

You may only do this once on your turn and may only spend points from a single soul in play. Combining points from different souls is not allowed.

So for example, if you are on the side of Heaven and want to buy a Holy Relic card, there must be a soul in play that has at least three holy points to spend. Use the dice to track the points on each soul in play.

See the **COSTS** section of this rulebook for more information.

3. PLAY OR MANAGE YOUR HAND

During this step, players will play or manage cards from the Temptation deck (for the side of Hell) or the Virtue deck (for the side of Heaven).

You must choose one of three actions during step 3, and only one: 1. Play cards for some benefit 2. Discard any number of cards in your hand 3. Draw one new card

There is an 8 card hand limit. So if you already hold 8 cards, you cannot choose to draw a card during this step, you must play cards or discard.

See the **HAND REWARDS** section of this rulebook for details on the hands you can play and the benefits each provides.

Please note, if you choose to play cards, you may only play the cards required to receive the reward. So for example, if you play a pair in order to receive a VP card reward, you may only play the 2 cards making up the pair. The rest of the cards remain in your hand for the next turn. If you do not want to play certain cards, but want to get rid of them (i.e.: Reap or VP cards) you must choose to discard them. Further, you may only claim one reward on a single play. (i.e.: you cannot play a Full House and claim both a Pair and Three of a Kind reward)



Sin/Intercession cards: If you have earned or purchased a Sin/Intercession card with a colored border on the current turn, you may use it as if it were a Temptation/Virtue card of the same color in your hand. Any Sin/Intercession card used in this way does not count toward your 8 card hand limit. Please note, that Sin/Intercession cards with a colored border must be used on the current turn.

VICTORY POINT VALUE → 1

CARD TYPE → Intercession

CARD TITLE → St. Francis of Assisi

VIRTUE COLOR → GREEN

INTERCESSION CARDS WITH A COLORED BORDER MUST BE USED ON THE SAME TURN THEY ARE DRAWN.

THEY MAY BE USED AS A VIRTUE CARD OF THE SAME COLOR DURING THE PLAY CARDS STEP.

ONE OF THE BONUS CHOICE ABILITIES MAY BE USED DURING THE USE INTERCESSION STEP.

BONUS CHOICE (SUBTRACT UNHOLY POINTS) → to Greed -2 or Envy

BONUS CHOICE (ADD HOLY POINTS) → to Charity +2 or Kindness

ART INFORMATION → Saint Francis (Detail) by Francisco de Zurbarán, 1658

If at any time, the side of Heaven earns Holy Points on a soul equal to or greater than 7, the soul is sainted and is taken straight to Heaven without the need for a Reap card. Additionally, the side of Heaven may then flip over another Archangel card (earning 3 VP). The new Archangel can now be used to influence future souls during step 1. The same is true for Hell, but reversed. If Hell earns 7 or more Unholy Points on a soul, the soul goes straight to Hell and a new Devil card is earned.

4. USE ONE INTERCESSION OR SIN CARD ABILITY

SIN AND INTERCESSION
CARDS (NO VP)

CARD TYPE

→ Sin

CARD TITLE

→ Gossip

NO COLORED
BORDER

SIN AND INTERCESSION
CARDS WITHOUT A VP
SHIELD OR COLORED
BORDER CAN BE KEPT
TO PLAY AT ANYTIME



SPECIAL ABILITY
TEXT

Once per game, Gossip can subtract up to 2 holy points from any soul in play and add up to 2 unholy points to any other soul in play.

ART INFORMATION

→ Christ Carrying the Cross (Detail) by Hieronymus Bosch, 1516

If you have purchased or won a Sin/Intercession card, you can use its special ability during step 4. These cards have text or bonus choices that explain what the special ability is.

If the Sin/Intercession card has a Victory Point shield, you must play the ability on the same turn in which you gained the card. If you cannot play it, you receive no benefit except for counting the Victory Point at the end of the game. If you have a Sin/Intercession card without a Victory Point shield, you should lay it face up in front of you, visible to all players. You may now use the special ability listed on this card on any turn you choose during step 4. If you have a Sin/Intercession card that can be used multiple times, place a marker cube on the card after each use to keep track of how many times the card has been used. Once a Sin/Intercession card that does not have a Victory Point shield is exhausted, it should be placed in the Void. Once a Sin/Intercession card that does have a Victory Point shield is exhausted, it should be placed in Heaven or Hell to be counted at the end of the game.

Sin/Intercession cards that have a Victory Point shield have two bonus choices, one of which can be used during step 4. For the side of Heaven, the first choice is to add two Holy Points to a soul in play. However, you can only use this ability on a soul that does not have any Unholy Points, and the soul chosen must have one of the Heavenly Virtues listed. (in the *St. Francis of Assisi* card example this would be Charity or Kindness). Your second option is to subtract two Unholy Points from a soul in play. However, you can only use this on a soul that has Unholy Points, and the soul chosen must have one of the Mortal Weaknesses listed. (In the *St. Francis* example this would be Greed or Envy). **You can never subtract Holy or Unholy Points past neutral on any soul.** The side of Hell works the same way, but you would be adding Unholy Points or subtracting Holy Points. If a card lets you add or subtract more HP or UP than you need or are available, you may still use the ability, but any extra points are “lost”. You may only use one Sin/Intercession card ability per turn during step 4.

You can gain a Sin/Intercession card by paying 2 HP/UP in step 2 of the turn order, or you can earn one in step 3 if you play two pair.

Any Sin/Intercession card identified as an *INSTANT* does not have to be played during step 4, but instead can be played at any time.

5. USE ONE HOLY OR UNHOLY RELIC ABILITY

Holy and Unholy Relic cards can be purchased by paying 3 HP/UP in step 2 of the turn order, or you can also earn one in step 3 if you play a full house or better. If you have purchased or earned a Relic card, you can use its special ability during this step. Each Relic card includes text that explains what the special ability is. If the text on a Relic card states that it can be used more than one, place a marker cube on the card each time its ability is used. Once exhausted the Relic card should be placed in Heaven or Hell so its Victory Points can be counted at the end of the game. If a Relic card is destroyed it should be placed in the void where its Victory Points will not be counted at the end of the game.

Any Holy or Unholy Relic card identified as an INSTANT does not have to be played during step 5, but instead can be played at any time.

6. PLAY A REAP CARD

During this step you may play a Reap card if one or more of the following conditions is true:

- a.) At least one soul in play has at least four holy or unholy points
- b.) All three souls in play have one or more Holy Points
- c.) All three souls in play have one or more Unholy Points

If none of these conditions are true a Reap card cannot be played.

When a Reap card is played all souls in play must be resolved in the following manner:

- a.) If the soul has 4 or more Holy Points the soul goes to Heaven and will be scored for the side of Heaven at the end of the game
- b.) If the soul has 4 or more Unholy Points the soul goes to Hell and will be scored for the side of Hell at the end of the game
- c.) If the soul does not have at least 4 Holy or 4 Unholy Points, it goes to purgatory where it will score no points for either side at the end of the game

Make sure the Purgatory discard pile is somewhere accessible to the players as some special cards allow souls to be saved from Purgatory.

After a Reap card is played and the souls in play are resolved, deal three new Soul cards face up and place a marker on the middle gray box on the soul card's scoring track.

7. DRAW

If you have less than five Virtue (for the side of Heaven) or five Temptation (for the side of Hell) cards in your hand, draw back up until you have five. You cannot draw past 5 cards during this phase unless you use a Sin/Intercession or Relic that specifically allows you to do so. If there are not enough cards remaining in your deck, shuffle your discard pile, create a new draw pile, and continue drawing from this new pile until you have five cards.

8. END YOUR TURN

When you finish your turn you should announce aloud that you have completed your turn, play then passes clockwise

THE END GAME AND SCORING

The game ends immediately after all souls have been reaped and resolved. The player/team that has earned the most Victory Points wins. Be sure to count all the cards worth Victory Points you have earned, including cards in Heaven/Hell, in your Virtue/Temptation deck, in your Virtue/Temptation discard pile, and any Sin/Intercession and/or Relic cards you have in play when the game ends.

TEAM PLAY

In the four player version of *Battle For Souls* two players play as a team on the side of Heaven, and two players play as a team on the side of Hell.

The game works the same as a standard two player game with partners drawing from the same decks, all of which should be set up the same way, but with the following exceptions to the rules:

1. You may discard a maximum of 4 cards if you choose to discard during step 3
2. If you choose to discard during step 3, fan your discards on the table in front of you. Your partner can then choose to use up to two of your discards on his or her next turn (this includes Reap cards). Move any and all remaining discards to the discard pile when your partner finishes his/her next turn.
Note: Victory Point cards only count once at the end of the game, so there is no way for your partner to “use” them after you discard them.
3. When you gain a Sin/Intercession card with a colored border, it remains in play until the end of your partner’s next turn unless you use its special ability in step 4. The color of the card can be used as an additional Virtue/Temptation card by both you and your partner during step 3 of the turn order. However, once its special ability is used in step 4 of the turn order it must be discarded, and the card cannot be used further. If not used by either teammate in the current round, it must be discarded as normal.
4. Any Sin/Intercession cards without a colored border in play, and/or any Holy or Unholy Relics in play can be used by either team member regardless of who earned it. Uses should be tracked with cube markers as normal.

SOLO PLAY

Battle For Souls also allows for solitaire play. In this version of the game you can choose to play either the side of Heaven or the side of Hell. You should set up the side you choose just as you do in a standard game, as well as setting up the Soul cards as normal. Leave the side you did not select in the box. In the solo version you are working to maximize the amount of Victory Points you can score before you run through the Virtue/Temptation deck one time.

In the solo version of the game you play the same way as the standard version with the following exceptions:

1. During step 3 you may not choose to draw a card. You must either play cards or discard cards.
2. After you draw the last card from your Virtue/Temptation deck you can play one last set of cards (even if you could not draw to a full five card hand), the game then ends.
3. If you earn 40 Victory Points, you win. If you earn less than 40 Victory Points, you lose.