



This demo script does not contain the full rules. It is intended to showcase the basics of game play.

Set Up: For demonstration purposes, layout on the table the following cards, arranged as shown. Give each player a Wickedness token (with the "6" pointing to them) and deal each player six cards, face down.



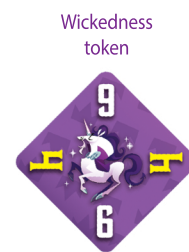
Same suit, all with the same effect.



Same number, with top most card's effect.



Straight, arranged from lowest to highest. The topmost (highest) card's ability takes effect.



Demo Script

The Deadlies is a dastardly card game themed on the seven deadly sins, where you are trying to get rid of ALL your cards as quickly as you can, while at the same time, using the special abilities of the cards to load your opponent's hand with more. There are seven suits, each with their own ability, and numbered from 1 to 7. You start with six cards in your hand, as shown by the "6" on your Wickedness token. Each time you empty your hand, and manage to keep it empty until the end of the turn, your new starting hand will be 2 cards smaller. For example, from 6 to 4. (rotate the Wickedness token to 4) Then from 4 to 2, (flip the token) and finally down to 0 to WIN.

Players take turns in a clockwise direction. On a player's turn, they:

1. Play one or more cards face up. 2. Resolve the effect on the topmost card they played. 3. Discard played cards to a central discard pile.

A player may play any number of cards of the same Suit (point to Suited cards)

OR a set of cards with the same Number value printed on them. In this case, a player may choose which card's ability to use by placing it on top (show how any could be top most)

OR a player may play a Straight of any length, even with just two consecutively numbered cards. It is always the ability of the highest value (topmost) card that takes effect.

All the card abilities are printed on the cards, but here are just a few: (show the cards as you discuss them)

PRIDE: Choose another player and ask, "Do you have any PRIDE?" If that player has no PRIDE cards in hand, they must draw a card from the deck. If they can show you a PRIDE from their hand, they will force you to draw a card from the deck instead.

WRATH: Choose another player and force them to draw 2 cards from the deck. After drawing cards, they may immediately discard a WRATH from their hand, forcing you to draw 2 cards. This continues until one player can no longer discard a WRATH, or chooses not to.

GLUTTONY: When played, choose to either take a card at random from another player's hand OR draw 3 cards from the deck. After doing so, take another turn. There is no limit to how many GLUTTONY cards can be played during a turn.

ENVY: Draw 2 cards from the deck. After that, if you have no ENVY cards in your hand, you may opt to trade hands with any other player.

These are only some of the dirty tricks to play as you try to empty your hand of cards.

If you empty your hand a third time, reducing your Wickedness token to 0 and your hand remains empty until the end of the turn, you WIN!

