

INQUISITIO

A card game for 2 to 5 players by Jani Rönkkönen

It is the year 1609 in Logroño, northern Spain. The Spanish Inquisition has undertaken a campaign to root out witchcraft and massive examinations are about to start. You are a suspect. Will you be able to assure the interrogators of your innocence through cunning, resilience and skillful use of bribes? Or will you break under torture and end up being burned at the stake as a witch? In Inquisitio players try to find balance between enduring the horrors of brutal interrogations and not confessing to too many crimes of witchcraft. The player who manages to avoid being sentenced to the stake and is freed from the dungeon with the best combination of health, sanity and innocence will be the winner.

Game contents

- 18 Interrogator cards
- 18 Torture cards
- 18 Confession cards
- 27 Feature cards
- 5 Player cards
- 10 Help cards
- 42 Money cards
- 10 Wooden markers

Preparation

Setup the game board as in the picture below. Feature, Interrogator and Torture card decks are shuffled first. The evidence row and the discard piles are empty at the beginning.

Game board setup at the start of the game

Interrogator cards
Topmost face up

Money cards
Face up

Confession cards
Face up

Interrogator
Discard Pile

Torture
Discard Pile

Torture cards
Topmost face up

Feature cards
Face down

Evidence row.
Starts empty.
Add cards like this
during the game.



Each player receives at the start of the game



Each player should also take the two different help cards which contain summary of the rules and list of the available feature symbols.

Game overview

The starting player is selected randomly. A game round begins by turning the top cards of interrogator and torturer decks face up. A single game round lasts until an examination is resolved. The game ends when the interrogator deck runs out of cards.

Game round

Player in turn is faced with examination and torture indicated by the revealed interrogator and torture cards. To avoid torture, the player may bribe the interrogator. Bribing passes the turn to the next player who then faces the examination. The cost of bribing starts as two money and increases by one each time bribes are paid. It is possible for the same player to bribe the interrogator more than once in the same turn. The money is paid to the bank.

When bribing a player may pay two extra money on top of the normal cost to discard the current interrogator card and turn the next one from the deck. After seeing the new interrogator card, the player may also change the torture card similarly for free. This additional cost does not affect the bribing cost of the next player. Discarding the last interrogator card this way ends the game instantly.

Once a player decides not to bribe, the examination is performed and the round ends. New interrogator and torturer cards are revealed. Next player from the tortured player becomes the starting player for the next round.

Example of bribing

In a three player game Laura is the starting player for the turn. She uses two money to pass the examination to Jouni.

Jouni does not like the interrogator and decides to use the option to change it by paying five money (three for bribing and two extra for the change). He discards and replaces the interrogator card and also the torture card. Turn passes to Jussi.

Jussi is in no mood to get tortured and decides also to bribe. He pays four money to give the turn back to Laura.

It is getting expensive, but the examination would be a nasty one for Laura, and she still pays five money to pass it to Jouni.

Jouni is low on money and does not bribe anymore. After Jouni's examination, Jussi will be the starting player for the next round.

Examination

The interrogator card indicates the crime the player is accused of as well as the features which this particular interrogator considers as witch's marks. At the beginning of the investigation the player must reveal from hand all feature cards that match the symbols on the interrogator card. The revealed cards are set face up on the table in front of him.

Confession

Before resolving the torture, the examined player needs to decide whether he confesses to the crime to lessen the effects of the torture or not. A confession is mandatory, if it is the only way to prevent the player's health or sanity reaching zero and forbidden if health or sanity will reach zero regardless of the confession.

The symbols at the bottom of the torture card indicate the negative effects of the torture as well as the amount of money the examined player will gain. The money is always gained regardless if the player confesses or not.

If the player gains feature cards as a negative effect, the cards are drawn from the feature card deck. The player draws twice the indicated number and selects half to add to his hand. The rest are placed at the bottom of the deck without showing them to the other players.

If the player does not confess, he suffers all the negative effects of the torture card. The interrogator and torture cards are discarded and the round ends.

If the player decides to confess, he takes a matching confession card and sets it face up in front of him. A confession reduces the negative effects of the torture by two (player's choice which one effect to suffer). In addition he may make a single accusation against another player by naming a feature. The accused player must reveal all named feature cards from his hand. The interrogator card is added to the evidence row, the torture card is discarded and the round ends.

If a player's health or sanity drops to zero, he dies or goes insane and is removed from the game.

The final trial and scoring

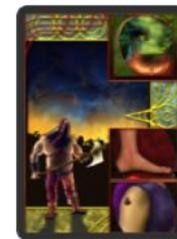
When the interrogator deck runs out, the final trial begins. Players calculate their guilt points by comparing their confession and feature cards to the symbols on the interrogator cards in the evidence row. Each card is calculated separately.

The number of guilt points gained for each matching symbol on the evidence row:

- Confession cards: 3 guilt points.
- Revealed feature cards: 2 guilt points.
- Hidden feature cards in hand: 1 guilt point.

The player(s) with most guilt points is burned at the stake and loses the game regardless of his health and sanity. This step is skipped if less than three players remain in the game (in a 2-player game no-one is burned).

Interrogator card



What crime the player is accused of

Features the interrogator is interested in

Torture card



Number of health points lost

Money gained

Number of sanity points lost

Number of feature cards gained

Final score and the winner

The remaining players subtract 3 points from their guilt points total for each health and sanity they have left. The winner is the player with the smallest final score. It is possible to have negative final score if the game went very well. In the case of a tie, the player with most money wins. If there is still a tie, the victory is shared.

Example of scoring

In the example below, the player would gain a total of 22 guilt points from his feature and confession cards. This is the number used to decide if he is going to be burned at the stake. Assuming he was not burned, the player's final score is 13 after the remaining health and sanity are taken into account.

Note the difference between the two "floating on water" cards: the hidden one gives only 3 guilt points, while the revealed card is doubly as bad. The "numb spot" gives no points even when it is revealed, as there is no matching symbol in the evidence row. The two "flying on a broom" confessions give a lot of points in this case. Confessing the same crime multiple times is often a poor idea.

Evidence row	Player's hand	Player's table
	 <p data-bbox="804 846 935 931">3 guilt points with three matches</p>	 <p data-bbox="1209 835 1350 954">0 guilt points (no matching symbols in the evidence row)</p>
	 <p data-bbox="804 1075 944 1160">One guilt point with a single match</p>	 <p data-bbox="1214 1075 1345 1160">6 guilt points with three matches</p>
Player card		 <p data-bbox="1206 1317 1353 1435">Both are 6 with two matches, together 12 guilt points</p>
Two health and one sanity deduct 9 points from guilt for the final score		

Acknowledgements

Thanks to Pasi Hirvonen for his hard work on improving the visual quality as well as the spelling of this new rulebook. Special thanks to the Finnish Board Game Society and especially to Anttoni Huhtala and Stefan Engblom for organizing the first game design challenge in Ropecon 2006 and all the people participating in the effort. Without the challenge Inquisitio might not exist. Big thanks also to the other judges of the challenge: Bruno Faidutti, Kati Heljakka and Tuomas Nyman for your faith in the game and valuable comments. Special thanks also to Laura Nuopponen for all her support in developing the game. Finally thanks to the game testers including Markus Nuopponen, Jussi Vittaniemi, Jyri Koistinen, Jani Huusansaari, Jouni Sampo, Lauri Lättilä, Ville Kyrki, Anna Kyrki, Piia Ruokonen, Vilho Väisänen, Janne Koramo, Mikko Pyy, Jani Havukainen, Katja talvirinne, Kalle Rannikko, Erkkö Puttonen, Sami Seppänen, Petri Äijö, Yrjö Hakkarainen, Jarkko Vartiainen, Heikki Jokinen, Petja Salmela, Teemu Virtanen, Jani Peusaari, Jaakko Saarinen, Lauri Laitinen, Ella Rönkkönen, Arttu Hänninen, Antti Iso-Markku, Janne Laaksonen, Olli Alkkio, Jussi Kasurinen, Hilikka Nuopponen, Susanna Holappa, other members of gaming club Louhi and all the rest whose names I forgot to list. Without you developing the Inquisitio would not have been possible.

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