

NINE CIRCLES

*Nel mezzo del cammin di nostra vita,
mi trovai in una selva oscura,
che la diritta via era smarrita..*

*In the midway of this, our mortal life,
I found me in a gloomy wood, astray
and gone from the path direct..*

In Nine Circles, you play as Dante Algieri, determined to navigate the nine levels of the inferno on your journey to rescue your one true love - Beatrice. Each circle poses its own challenge, but your guide, the poet Virgil, will be alongside to provide you sage advice and wisdom. The battles themselves, however, are yours alone..

To play you will need:

- these rules
- a gamesheet
- 9 six-sided dice
- a pen or pencil

Each level requires a specific roll in order to move further down into the inferno. You will roll groups of dice to try and achieve the required totals. On each turn, you will choose how many dice to activate from your dice pool (1, 2, 3, or 4) and mark off one pip from the corresponding group row. You must have the required number of dice to mark off a group pip – i.e. if you only have 3 dice in your pool, you may not use the pips from the 4 group. Then, roll your dice, and see if you have met the challenge. Certain circles require a specific total (shown in a circle) which can be made up of as many dice as you like, while others require a specific roll. (shown as dice). See circle rules, below, for more specifics.

If you are not immediately successful, you may either:

- set aside one or more dice to keep, and roll another group (this could include new dice from the dice pool, re-rolling original dice, or both). Either way, mark off the appropriate group pip.
- re-roll all the dice again (marking another pip of the same number)
- mark off one (or more) 'Virgil' pip to manipulate one (or more) of the dice. When utilising a Virgil pip, you may either + or - 1 from a dice (e.g. turn a 5 into a 4) or flip it to the opposite side (e.g. turn a 5 into a 2).

Note: once you have decided to roll a die, it stays 'activated' until the end of the turn (i.e. it does not go back to the dice pool).

Once you have achieved the target roll, remove any rolled dice that you **did not use** from the game, and move onto the next challenge.

Example Turn:

In circle 3 (Gluttony) you need to roll 3 x 2s, in order to fill Cerberus' mouths with putrid mud, and safely pass. You choose to roll 4 dice from your dice pool in order to achieve this. Mark off one pip in the 4 dice row.

Your roll results in 2, 2, 4, and a 6. You keep the 2s, and decide to re-roll the 4 & 6. This counts as another group roll, so mark off one pip in the 2 dice row.

This roll gives you a 3 and a 5. You decide to use a Virgil pip, and minus 1 from the 3 (equaling 2). Mark off a pip on the Virgil track. (Note: you could have also used the Virgil pip to flip the 5 to a 2, giving you the same result).

You now have 3 x 2s - the target roll. Mark off the circle 3 pip, and remove the 5 dice from the game. Move the 3 x 2s back into your dice pool, and move onto circle 4.

Game End:

The game ends in a loss when either:

- a. you have no more dice to roll
- b. you have no more dice group pips to mark off

You are destined to wander the caverns of the inferno for eternity, a mortal soul surrounded by immortal suffering. Ouch.

You win the game if you are able to make it past Lucifer's snarling jaws and beat circle 9 of the inferno. For your final score, add together the total number of dice you have left (including the three successful 6s), plus the number of empty pips (including Virgil pips).

- 3-5 Survivor. Broken spirited and despairing, you crawl from the inferno a husk of your former self. What joy can be found when such suffering exists?
- 6-8 Traveler. With Virgil's guidance you have traversed the very depths of hell. The screams of the dead haunt your every waking moment.
- 9-11 Poet. You exit this accursed place, weary yet steadfast in your determination to share your experiences with the world.
- 12+ Exalted. Paradiso beckons. Beatrice's sweet embrace awaits. You have risen.

Circle Rules

1 VIRTUOUS PAGANS - born to a time of knowledge, yet void of faith - roll a 1

2 LUST - in order to pass, all must be judged by Minos - which of the nine circles shall ye be condemn'd to? - roll a total of 9

3 GLUTTONY - to avoid it's furious bites, Virgil casts handfuls of reeking dirt and slime into Cerberus' three mouths - roll 3 x 2s

4 GREED - the greedy are left to perpetually wrestle over unbearable weights - roll a total of 12

5 WRATH - to journey 'cross the River Styx, you climb aboard the demon's skiff - roll 2x total of 10

6 HERESY - arriving to the city of Dis, you cast away the many demons lining the walls – roll 4 consecutive numbers

7 VIOLENCE - avoid a violent goring at the horns of the minotaur - roll 5 numbers that are not 5. You may use any combination of dice groups, either separately or together (e.g. roll a group of 4, then a group of 1, or check off both and roll all the dice simultaneously). Immediately discard any 5s (you may not use Virgil pips to alter them).

8 FRAUD - liars, thieves, cheats and manipulators - choose a number (1-6) and then roll a pair of them. You may use Virgil pips to alter one or more dice (a 3 & 5 could be altered to make a pair of 4s, for example)

9 TREACHERY - betrayers are sentenced to be torn apart by Lucifer's jaws for the rest of eternity - roll 3 x 6s

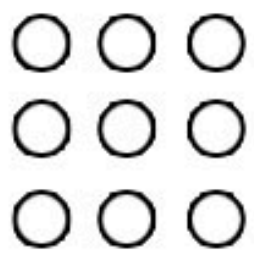
NINE CIRCLES



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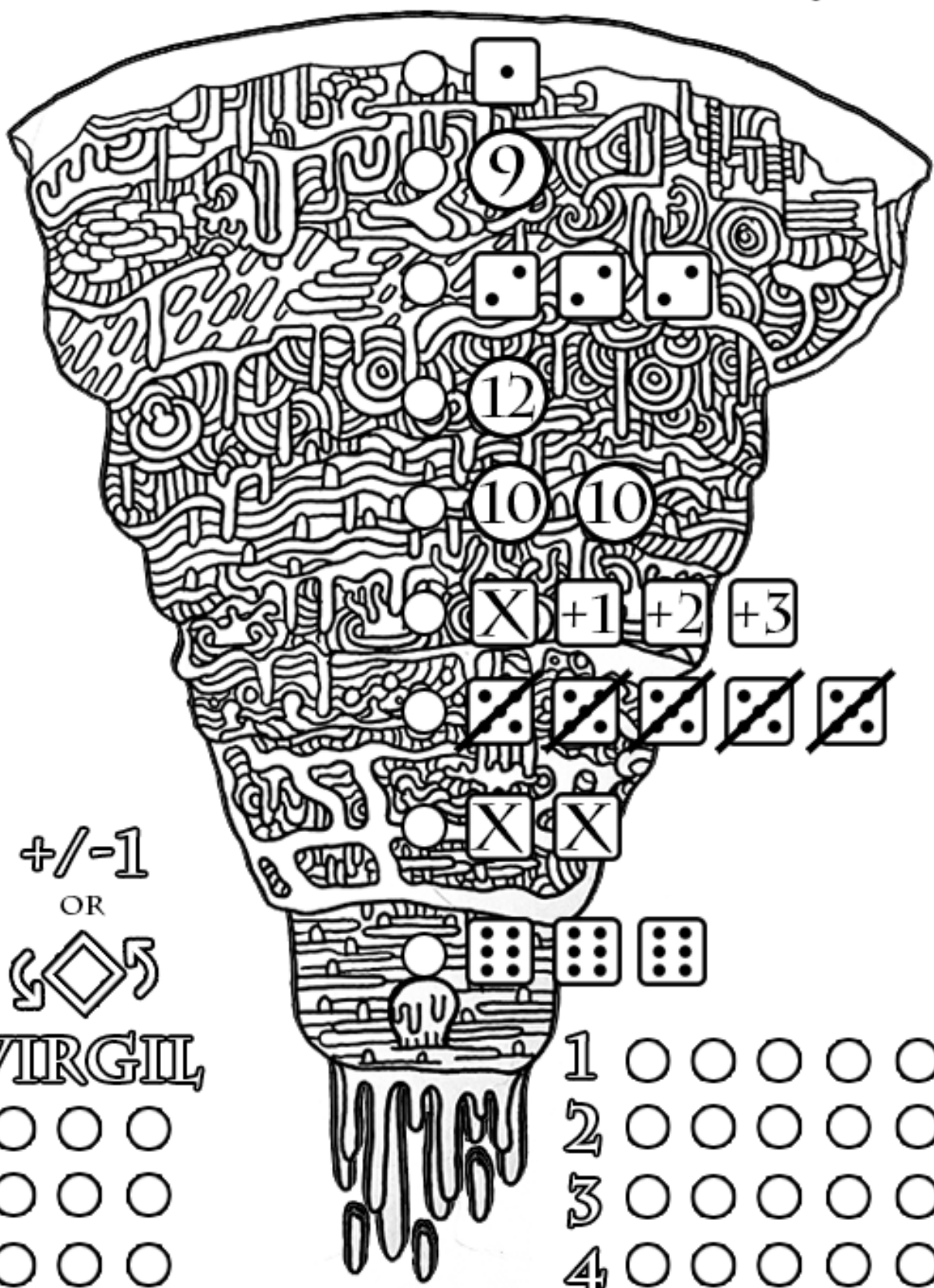


VIRGIL



1	○	○	○	○	○	○	○
2	○	○	○	○	○	○	○
3	○	○	○	○	○	○	○
4	○	○	○	○	○	○	○

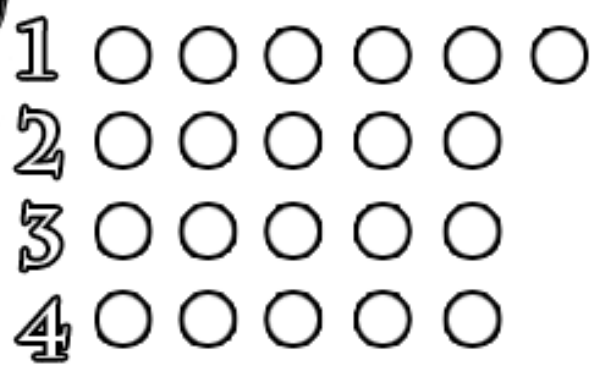
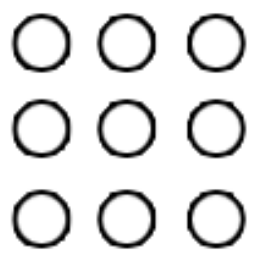
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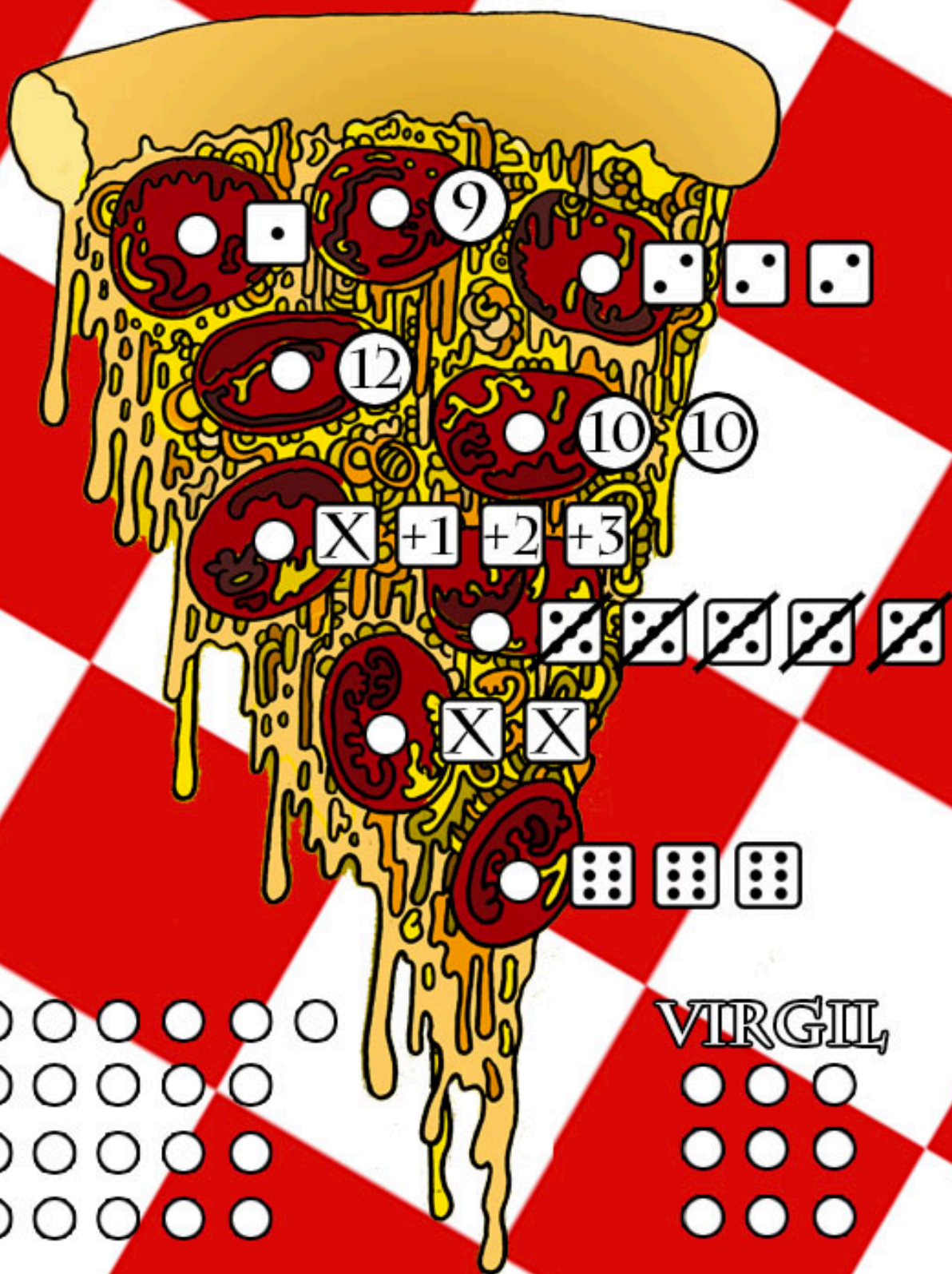
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VIRGIL



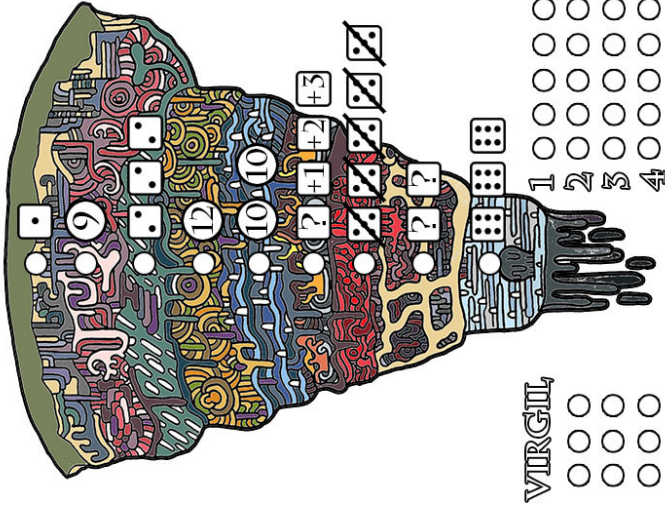
NINE SLICES



1 ○ ○ ○ ○ ○ ○ ○
2 ○ ○ ○ ○ ○ ○ ○
3 ○ ○ ○ ○ ○ ○ ○
4 ○ ○ ○ ○ ○ ○ ○

VIRGIL
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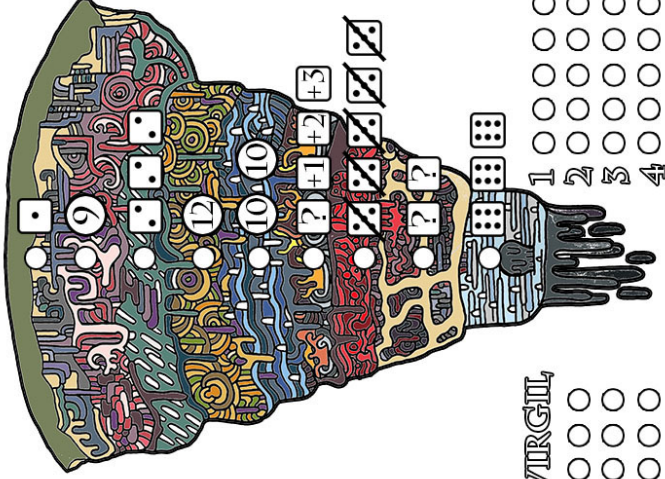
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VIRGIL

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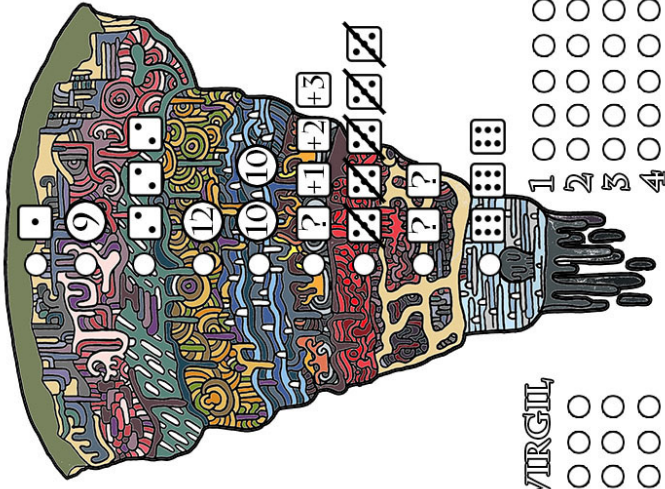
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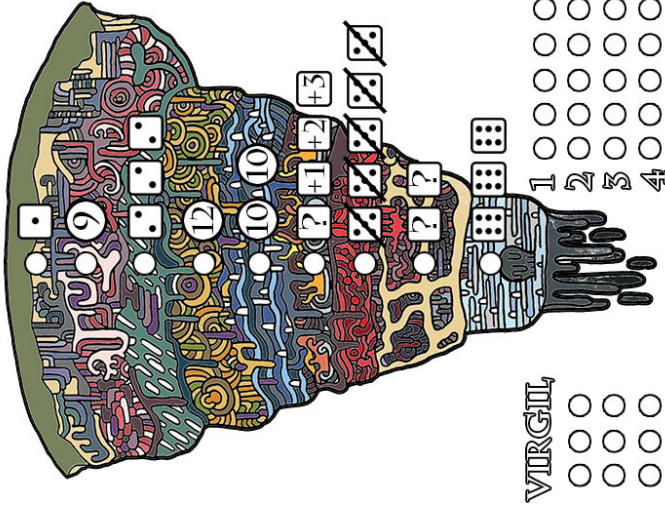
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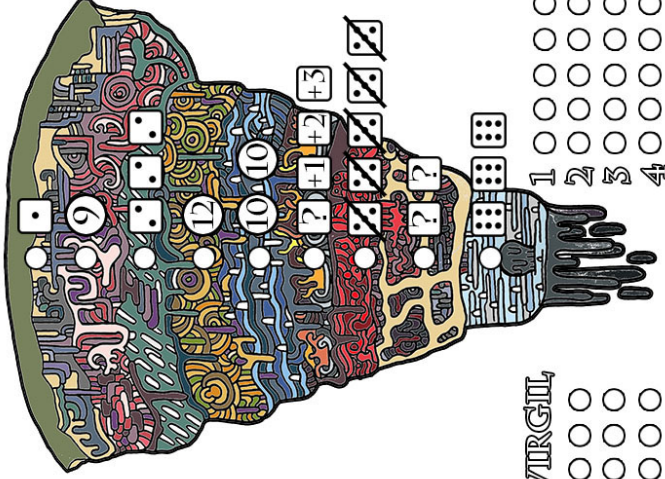
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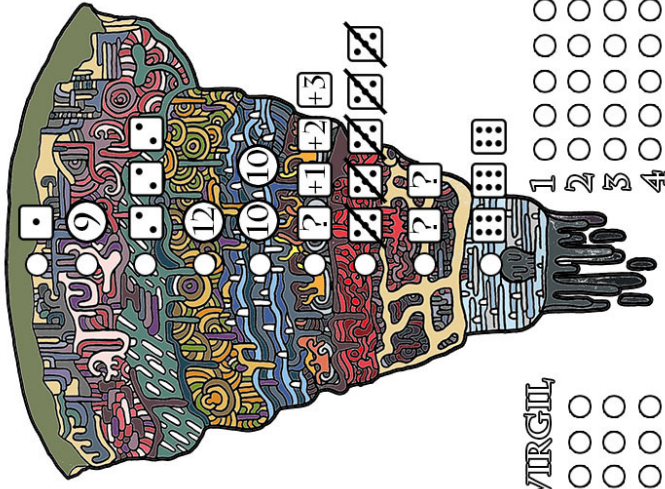
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