

SEVEN STEPS

*Quando n'apparve una montagna, bruna
per la distanza, e parvemi alta tanto
quanto veduta non avèa alcuna.*

*When there before us rose a mountain, dark
because of distance, and it seemed to me
the highest mountain I had ever seen.*

You are Dante, and you emerge onto the shores of a great island, accompanied by your poet companion, Virgil. Arising before you, Mt. Purgatory, a towering mass of twisted rock and narrow plateaus. A waiting angel informs you that the plateaus of the mountain each correspond to various sins that must be purged by the souls awaiting salvation. In *Seven Steps* you will work to unburden your sins and summit the great mountain – entering the garden of earthly delights and reuniting with your true love – Beatrice.

To play you will need:

- these rules
- gamesheet
- 10 six sided dice (d6) - preferably, nine of one color, and one of another
- a pen or pencil

Each plateau (or terrace) of the mountain requires a challenge to be met before ascending further. For each level, you will roll to set the terrace challenge. Pass, and your sins will be lifted. Fail, and further penance must be paid. Your goal is to pass the challenges and have the fewest number of dice remaining at the end of the game. Place 7 of your dice on the lower portion of the gamesheet, by the shoreline. This will represent your dice pool. 2 other dice stay to the side, and the remaining die will be your challenge die.

Turn Order

Take the single challenge die and roll it. This sets the value of the terrace (you may place the terrace die in the appropriate square, or write its total there). Take as many dice from your pool as you like, and roll them to meet the challenge. The result can be made up of multiple dice, or a single die.

Example: On terrace 4, you rolled a 6 on the challenge die. This means your results must be less than 4 (6-2). You decide to roll 3 dice from your pool, resulting in a 1, a 2, and a 3. Both the 1 and 2 dice can be used to meet the challenge, or the 3 by itself.

If you are not successful with your roll, take a die from above the gamesheet as punishment and place it in the sun phase space – you will have to wait a full turn to use the dice here.

Note: If there are no dice above the gamesheet (such as on the first turn), then take a die from the 2 spare you had set aside at the start of the game.

You may then roll again, utilizing the same dice rolled previously, or adding more from the dice pool. Continue until you are successful, or you have no more dice to take as 'punishment' (you lose!).

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).

If you are successful, cross off the matching challenge square (starting at the bottom, and moving up the mountain). Take the dice used toward meeting the challenge, and place them above the gamesheet (the scoring area). These are the sins you have unburdened – your goal for the game.

A Day Passes

Dice that did not go toward meeting the challenge are placed in the sun phase space to the right of the board – they cannot be used next turn.

Then, move dice currently in the moon phase space into your dice pool, and move any dice in the sun phase down to the moon phase (they will come into play next turn).

The next turn begins, by rolling the terrace challenge die.

Virgil

You start the game with three Virgil pips, (denoted by the initial in the circle) and can add up to four more throughout the game. You may, before any roll, elect to take a die as punishment in order to receive a 'Virgil pip' – mark an initial in the circle to show it is available.

Crossing off a Virgil pip allows you to manipulate one of the dice – either the challenge die at the beginning of the turn, or die you roll to pass the challenge.

Note: you may not alter the challenge die after rolling from your dice pool that turn.

When utilising a Virgil pip, you may either + or - 1 from a dice (e.g. turn a 2 into a 3) or flip it to the opposite side (e.g. turn a 2 into a 5). You may choose to use multiple Virgils on one turn, and/or on a single die.

Example: On level 6, upon a challenge roll of 2, you unfortunately have to roll a 1, with just one remaining dice. You decide to take a die as punishment to increase your chances for the roll. You add an initial to a Virgil pip, and take a die from the scoring area. You roll the two dice and receive a 6 and a 5, so decide to use that Virgil pip to change the 6 into a 1, and pass the challenge. The 5 is unsuccessful and moves to the sun space.

Game End:

The game ends in a loss when either:

- a. you are unable to roll a die.
 - This could be because you have dice stuck in the moon phase, or because you have scored all your dice before reaching the Seventh Step and have claimed all Virgil pips.
- b. there are no more dice to take as punishment after a failed roll.

This mountain does not cater to extended sojourns. You must try again, and leave this liminal realm.

You win the game if you are able to pass the final terrace challenge. Move the successful dice into the scoring zone, and rank as follows:

8+ Redeemed	You boldly step through the flames of love and fall to your knees, overcome at the sight of your true love.
7 Sanctified	You are reunited with your beautiful Beatrice in the garden of earthly delights. Stay a while, then return to speak of what you have seen.
4-6 Repentant	Your sins are lifted, oh faithful climber. Onwards, to better things.
1-3 Weary Ascendent	How many lifetimes has it been since embarking on this abominable climb?

Terrace Challenges

- 1 PRIDE – one can love oneself too much – roll equal to or lower than the challenge die
- 2 ENVY –the envious pay penance with eyes wired shut - roll less than 9 minus the challenge die
- 3 WRATH – an acrid smoke blinds you like anger – roll equal to the challenge die plus or minus 1
- 4 SLOTH – a lack of love for life - roll less than the challenge die minus 2
- 5 GREED – immoderate love of good things - roll a total of 10, including the challenge die
- 6 GLUTTONY- love's disordered abundances - roll equal to the challenge die divided by 2
- 7 LUST – do you dare pass through the flames? - roll equal to 7 minus the challenge die

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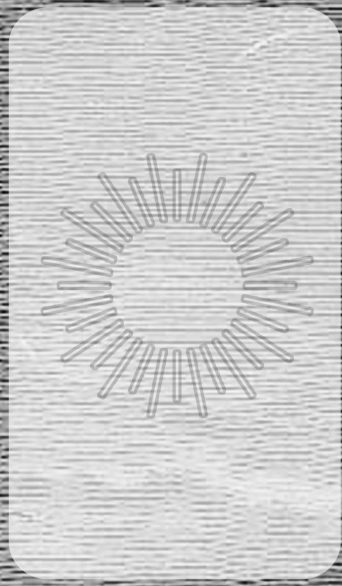
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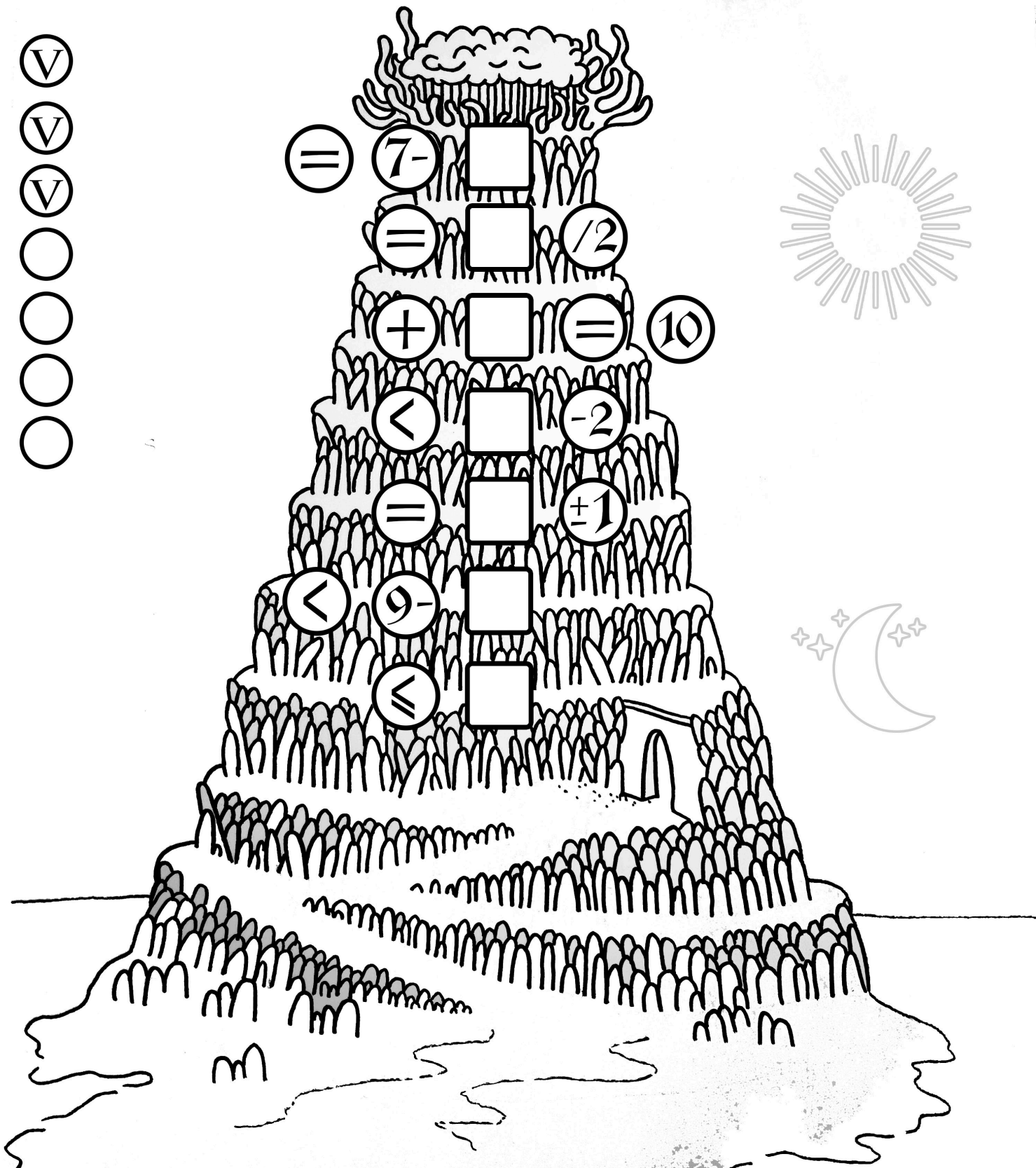
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