

Dogma

Imagine a world that suffers daily from yet another scandal involving top figures of the church. People no longer trust the clergy and boil with righteous anger. To bring people back to the churches, Pope Clement XII decides **to burn the most sinful cardinal** in the main square of the city.

In **Dogma**, you will find yourself in the role of cardinals who are doing everything in their power to avoid being burned. You'll have to ruthlessly **lie, deceive, outwit** opponents, and pull off bold schemes to hide your sins. And if that's not enough, you can rewrite sacred dogmas, **turning vices into virtues!**

Why hide your crimes when you can **change the law?**

Components

Vices & Virtues

56 cards
(28 + 28 cards)



Rubies

18 pieces



Holy rulebooks

8 pieces



Altar

1 mat



Dogmas deck

14 cards



Seals of Conclave

+ 2 wax candles



The Objective

Each player's goal: to get rid of all cards in the hand.

Once left with no cards, cardinal exits the game to watch their less cunning peers' struggle with undisguised satisfaction and contempt.

The last player with cards in hand is declared **the loser** and is going to be burnt at the stake amidst the other cardinals' laughter.

Before the Game



Shuffle the deck of sins and virtues.

Deal all the cards to the players face down. If someone ends up with one card more than the others — accept it (life is not fair). **Keep your cards secret** from other players.



In the game for **2 players**, deal **20 cards** to each player. Put the remaining cards back in the box without looking.



Place the dogmas deck, altar, rubies, seal of the Conclave and one of the candles in the center of the table.



The player **who has sinned the most** this week **starts** the confession. If y'all damn saints, just play "rock-paper-scissors" to determine who goes first.

How to Play



On your turn, you **must confess**.

Place **1 to 3 cards** from your hand **face down** in front of the next player. Then, tell everyone what you're confessing to.

You must only name a **Virtue** and you have to choose **just one**. However, you can lay down **any cards**, as long as your deception isn't revealed.



"I have been thrice sincere recently!"

Brother Pius

The next player has a choice:

I **Believe**:

"I believe you, Brother Pius, your sincerity is unquestionable!"

II **Doubt**:

"You're lying, Brother Pius, this despicable pretense won't escape my notice!"

III **Join the confession**:


"I'm not sure how sincere Brother Pius was, but I've also shown sincerity today."



In the first two cases (**Believe** and **Doubt**), Brother Pius' cards are revealed.


Brother Pius wasn't lying



- If a player **doubted the truthful cards, he takes all the cards** as a penalty.
- If a player believed the righteous one, all the cards go to the discard pile. Player receives a **Ruby** as a reward. 

Brother Pius was lying



- If a player **believed the liar**, the player **takes all the cards** as a punishment for naivety.
- If a player **caught the sinner** in a lie, all the cards go to the discard pile. Player receives a **Ruby** as a reward. 
Brother Pius **takes all the cards**.

The game continues, and the next cardinal starts a **new confession**.

However, at the beginning of their turn (before the new confession), a player can spend **2 rubies** to change the rules and **introduce a new Dogma** into the game (page 7).



What if you don't want to check the honesty of your opponent?

Join the Confession. Place 1 to 3 cards face down on top of the previous player's cards and pass the turn.



“What a coincidence!
I have been sincere once
as well”

You (current player)



Now, the next person faces a choice:

- to **challenge the previous player** (believe|doubt),
- to **join in their collective confession.**

If they choose to **challenge** the player, they must **flip over only the cards of the previous player**, which means the honesty of Brother Pius will remain a secret. He is off the hook.



Thus, the collective confession can hide many lies under a stack of cards. However, those caught in a lie or those who trust the deceiver will have to **take the whole pile.**

IMPORTANT NOTE: If you have all **4 of identical Sin or Virtue** cards in your hand (for example, 4 Murders or 4 Mercies), **immediately announce it and discard them.**

Rubies

The wealth of the cardinals is their weapon in the struggle for influence. In the game, **rubies** are needed to introduce **New Dogmas**.

2 rubies = 1 Dogma.

You receive **1 ruby** each time you are correct, revealing your opponent's cards. **You cannot have more than 2 rubies.** You do not receive new rubies until you spend the ones you have already earned.

Proclaiming Dogmas

Before the start of a new confession, any player who has **2 rubies** can introduce a new dogma into the game:

- **Spend 2 rubies** and chooses the desired Dogma.
- Seal the card with the **Conclave Seal** and place it on the Altar.
- If there are already **3 Dogmas** on the **Altar**, the new card **replaces one of them**, and the old one is returned to the Dogma deck.

Congratulations!

You're so reprehensible and depraved that you've **rewritten the sacred Commandments!**

Sins lying on the Altar are now considered **Virtues**, which means players **MAY** start their confession from them.

Virtues lying on the Altar are now considered **Vices**, starting confession from them is **FORBIDDEN**.

Seal of Conclave

To give the Dogma its power and legitimacy, the cardinal must seal it with the **Seal of the Conclave**:

- **Ignite the wick** on the sealing wax candle.
- **Drip 15-20 drops** of sealing wax onto the Dogma card. Hold the candle horizontally, with minimal tilt.
- **Wait a few seconds** for the sealing wax to cool slightly.
- **Press the seal** firmly onto the sealing wax.



Lie, deceive and don't let anyone doubt your
righteousness!

Authors:
Boris Kurochkin
Kirill Egorov

Designer:
Julia Postnova

Manager:
Olga Egorova

Artist:
Evgeniya Sergeeva

Ask The Pope

- **Why do we confess in virtues instead of sins?**

Remember, the cardinals don't sincerely repent. With fake modesty, they praise themselves, trying to hide their real sins instead.

- **So, I can't start my turn with a confession of sin, can I?**

Yes, that's correct. You may talk only about your virtues. However, you can create new Dogmas that will turn sins into virtues to be able to confess to it.

- **Can I confess to multiple virtues at once? For example: "I was Generous and Sincere".**

No, you must choose only one virtue.

- **How many cards should I reveal to prove my doubts in the opponent?**

You have to flip over ALL the cards placed by the previous player.

If they placed 3 cards, you will see all 3.

If they continued an ongoing confession (there were more cards in a pile), you still can reveal only the cards of the last player.

- **So, after the next player joins my confession and places a card on top of mine, my cards won't be revealed at all and noone will accuse me of lying?**

Indeed, you think like a true cardinal!

- **I only have sins left in my hand. I can't confess to sins, right? How do I start confession then?**

Well... Lie and hope to be believed. Catch other players in lying to earn rubies.

Then, once you've got 2 rubies, introduce a new Dogma at the start of your turn and make new virtues out of you sins, allowing you and all players to confess to them freely.