

ARUSPEX

TIES

Card action: place a Deus Card in the middle of the table

Scene: must change location

Narration: narrate how a lack of fun and thrills at the current location precipitates your departure from the current location. Describe the new location

ACCUSATOR

Card action: get a Miles Deus Card. Place Accusator in the middle of the table

Scene: must change location

Narration:

- **0 or 1 Parcae appearances:** Foreshadow the threat of the Accuser and/or Miles. Their influence is haunting you. You see them but they don't see you, or they see you but you outrun them. Change location: this one is no more safe.
- **2 or more Parcae appearances:** describe the Accusator confronting you, and reveal or elaborate upon your crime.

AMANS

Card action: none.

Scene: must change location

Narration: describe your flight from the Empire. This is your Amans Ending scene.

BACCHUS

Card action: Keep the Bacchus Deus Card

Scene: don't change location

Narration: describe an escalation of decadence at the current location. Bacchus remains with you.

MILES

Card action: if you have the Accusator Deus Card, place it in the middle of the table.

Scene: must change location

Narration:

- **0 or 1 Parcae appearances:** foreshadow the threat of the Accuser and/or Miles. Their influence is haunting you. You see them but they don't see you, or they see you but you outrun them. Change location: this one is no more safe.
- **2 Parcae appearances:** You confront Accuser and / or Miles. They catch (or corner) you but somehow you manage to run away. You are hurt / wounded / beaten and/or you have lost something precious. If you were with the Amans (in fiction) you are now forced to split (if you own the Amans Card you still keep it).
- **3 or more Parcae appearances:** describe your character's apprehension. And your next scene is your Miles Ending scene.

MINERVA

Card action: Place Minerva Deus Card in the middle of the table.

Scene: don't change location

Narration:

- If (in the fiction) you are already with the Amans, narrate how you discover something new about him/her.
- If you are not with the Amans, narrate what's up with your significant other. You've had a vision/you see him (or her) from far away/somebody gives you news.

PLUTO

Card action: get a Miles Deus Card. Place Pluto in the middle of the table.

Scene: must change location

Narration: describe how the scene resolves itself with a violent crime. You are implicated, whether you participated or not. You move to another location.

SATYRUS

Card action: none

Scene: must change location

Narration: Move to a new location and describe sexual decadence.

VENUS

Card action: If Amans Deus Card is in play, get it and place Venus Deus Card in the middle of the table.

Scene: must change location

Narration:

If the Amans Deus Card is not in play, you remember some nice and warm memory of your lover. Else

- If (in the fiction) you are already with the Amans, narrate how you bound closer together.
- Else describe how a mysterious and attractive woman or lovely boy leads you to a new location where your Amans is present.

VINUM



If at least one Vinum Umbra Card has this symbol

Card action: get a Deus card from the table or, if there is none there, from another player

Scene: may change location

Narration: Narrate the presence of that new character into your current location, and the details of a surge in thrills and excitement. You may change location, if you wish

else

Card action: -

Scene: don't change location

Narration: Describe an escalation of decadence

GAME SET-UP

Place in the middle of the table the following Deus Cards.

- 1 x Bacchus
- 1 x Pluto
- 1 x Accusator
- (half the players rounded up) x Satyrus
- (half the players rounded up) x Miles
- 1 x Minerva
- 1 x Venus

Proceeding from the youngest player clockwise, each player gives another player a Deus Card of his choice. Proceed until everybody has two Deus Card or there are no more cards. No player may give a card to himself.

Then each player is dealt a Vinum Deus Card.

All Umbra Cards are shuffled and placed in the center of the table (they become the Deck). Keep apart the Amans Deus Card; it's placed with the other Deus Cards on the table only the first time Parcae are drawn.

GAME DURATION

Now we can decide how long to play. We can choose to:

- explicitly determine the game duration (as in "let's play two hours")
- wait to have Parcae Cards drawn a certain number of times (as in "the game will end the 6th time Parcae are drawn")
- play until all players reach their Ending Scene

If no other limits are decided, the game ends anyway when all players reach their Ending Scene.

WHAT TO DO IN YOUR FIRST TURN

We take turns going around the table starting from the player who leads the most hedonistic life and proceeding clockwise.

When it is your turn, you begin introducing your character to the other players. Just answer the following questions to give them an idea of who her is (if you wish for a little help coming up with names, you'll find a list on www.bacchanaliategame.com):

- Who are you?
- What do you see in the mirror?
- Who is your significant other (your Amans)?
- Why are you on the run? What's your crime against the Empire?
- Who is accusing you of this crime (your Accusator)?
- Where are you now? What are you doing now? Remember you must be in a place in Bertinoro or really close nearby, and you must not be with your Amans at the moment.

Both your character's Accusator and Amans are characters that you conceive and express through play. You should conceptualize them in an open conversation as players, in which you take and offer suggestions to each other.

Note that you *must be accused* of a serious crime against the Empire, but you *still can be innocent*. Maybe you are a slave who actually killed his owner, but maybe you are a roman citizen whose political enemies forged some bogus evidence.

The first player must also include in her scene the first signs of the bacchanal in town: drinking, loud laughter, music, people kissing and dancing in the streets and so on. This scene does not count as a starting point for that player's *debauchery level*.

WHAT TO DO IN YOUR FOLLOWING TURNS

1 Narrate how Bacchus comes to you

If you just received Bacchus during someone else's turn (see step 6), at the beginning of your turn, before drawing cards, briefly narrate how the god manifests in your location.

2 Draw cards

Draw Umbra Cards from the Deck until you have four. If you own a "odd" card (see step 7), draw only three. If there are not enough cards, shuffle the Discard Pile and form a new Deck.

When the Parcae Card is drawn, the player continues her turn as usual but, after she's finished and before the following player begins her turn, she takes the Deck and the Discard Pile and shuffles them together to build a new Umbra Cards Deck.

The first time Parcae are drawn put the Amans Deus Card in the middle of the table with all the unclaimed Deus Cards. Keep track of the number of time Parcae are drawn. It changes the effects of some Ruling Deus.

After getting your cards, confront them with the Deus you have before of you and check the steps below.

3 Sacrifice wine to Minerva

If you have the Minerva Deus Card, immediately discard one Vinum Umbra card. This card is simply discarded and cannot not be used in further steps of your turn. If you not have at least one Vinum Umbra card, discard you Minerva Deus putting her back in the middle of the table. You can't use a "odd" (see step 7) card as sacrifice.

4 Honor the gods

Place the Umbra upon the corresponding Deus (if any), in a way that clearly shows how many Umbra there are.


If you have two or more copies of the same Deus Card, split the corresponding Umbra Cards equally between the Deus Cards. Before placing a second Umbra Card upon a Deus Card – let's say a Miles Deus Card, for instance - all other Miles Deus Card you own must have at least a Umbra Card upon it. See picture.

5 Check the Ruling Deus

After placing all your Umbra, look for the single Deus with the highest number of Umbra upon it. That is the *Ruling Deus*.

- Vinum wins all ties if you own the Satyrus Deus Card.
- Vinum loses all the ties otherwise.
- If there's no Ruling Deus, Vinum is the Ruling Deus.

Ties are possible and treated in a special way in the Aruspex

6  **Bacchus moves in the Bacchanal**
 If you own the Bacchus Deus Card but Bacchus is not your Ruling Deus, you have to give Bacchus to another player. During your turn, the player who receives it will ask you a question (see step 7 below). The player receiving the Bacchus Deus Card should keep it bowed (90° rotated) until she has asked the question as a remainder to do so (and follow step 1 in her next turn).

Remember that from the moment that Bacchus comes into possession of a player, it will never go on in the middle of the table again. If you are instructed to discard the Bacchus Deus card, just give it to another player.

7 Consult the Aruspex

Consult the Aruspex and follow the instructions about the meaning of each Ruling Deus, including the case of ties.

First of all, *follow the Ruling Deus Card action instruction* (if any) and give or take Deus Cards as instructed, remembering that:


- ♦ You can never - ever - take or give the Vinum Deus Card. That one stays with you until the end.
- ♦ If you are told to take a Deus Card, you must first choose from the Deus Cards in the middle of the table.
- ♦ If there are no Deus Cards in the middle of the table, take one from a player of your choice.
- ♦ If there are Deus Cards in the middle of the table, but not the one you are instructed to take, take it from a player of your choice that has it.

Then *narrate a scene* showing what happens to your character following the instructions of the Aruspex.

At some point you'll probably find yourself narrating a scene that includes a character even if you don't own the corresponding Deus Card any more. You can have the character stay, or leave, or whatever you wish, within the confines of what the Aruspex say must happen. The only exception is the Amans: you can have him stay or leave as you wish in your fiction (if you are not instructed otherwise), but to reunite with him again you must own the Amans Deus Card or be instructed to do so.

You can *keep one Umbra Card* of your choice until the following turn by bowing it (rotating it sideways in relation to your other cards in play) and incorporating in your narration a *recognizable* character or a *peculiar* location or object previously described by another player. Not "a boy", but "the black haired boy with the orange dress". Not "a farm" but "the red farm with the huge oak". The character, location or object must not have appeared previously in one of your scenes and must not be associated with someone else's Deus Cards, like soldiers, satyrs, etc.

This card you are bowing and keeping is the "odd" card; to bow it is meant as a remainder as you can't keep the odd card a second turn, even if you keep incorporating elements. You can't have more than one odd card at a time. The odd card will be counted with the others in the next turn to determinate the Ruling Deus.

8  **Bacchus gives you something to think about**
 If you have lost Bacchus Deus card in step 5, the player who now owns it will now ask you a question. The question can be about how your character feels, what is he thinking about something or about some detail of his/her past. You can either answer directly ("He thinks this and that / He has done this and that in the past") or narrate an episode from his past.


9 Tidy-up the place

Place all your Umbra Cards in the discard pile (except the "odd" card, if any)

End of your turn

WHAT YOU CAN DO IN OTHER PLAYER'S TURNS.

A BEAM IN THE EYE OF GOD

 If you have the Minerva Deus Card, and someone narrates a particularly excessive and decadent sequence of events, you can, if you want, gift them with Minerva, as a recognition that the goddess would note and respond to the offense.

ASK QUESTIONS

Even if you are not given Bacchus, you can still ask questions to the active player. Be polite and don't steal the scene, but if you wish to have some clarification or some detail, or simply are curious about their story, just ask.

ENDING THE GAME

The game ends when all players reach their Ending. There are three types of Ending that you reach following the Aruspex prescriptions: Story Ending, Miles Ending or Amans Ending.

All remaining players will draw as if they were in their Story Ending in their next turn if

- ♦ only one player is left;
- ♦ only two players are left and Parcae is drawn from the deck;
- ♦ time limit is reached (if any);
- ♦ Parcae are drawn for the number of times you choose to end the game (if any).

ENDINGS

MILES ENDING

On your Miles Ending scene, discard the "odd" card (if any), then draw Umbra Cards discarding any Vinum until you have 4 in your hand. Then narrate the ending for your characters according to the resulting Ruling Deus:

- 1 If **Amans** or **Venus** are Ruling Deus, you have a happy ending! Describe your flight from Bertinoro and the Empire with your significant other;
- 2 Else you die at the hand of Accusator/Miles or as a direct consequences of their actions. If you have **Parcae** in your hand, you can narrate a twist in the plot where before you die you successfully get rid of the Accusator and/or save forever the Amans.

STORY ENDING

On your Story Ending scene, if you only own Vinum Deus Card, chose option 3 from the list below. Else discard the "odd" Card (if any), then draw Umbra Cards discarding any Vinum until you have reached 4 cards in your hand.

If you draw Parcae, you can narrate a big plot twist and chose your ending freely from the following table.

Else any Deus with at least one Umbra card is the Ruling Deus. There are no ties. If there's no Ruling Deus keep drawing 4 cards as described above until you draw Parcae or at least one Ruling Deus.

Then choose (and narrate) one ending from the available ones.

- 1 If **Amans** or **Venus** are Ruling Deus, you have a happy ending! Describe your flight from Bertinoro;
- 2 If **Pluto** is the Ruling Deus, your character dies as the fallout of a crime/violent act in the Bacchanal;
- 3 If **Bacchus** or **Satyrus** are a Ruling Deus, you are lost forever in the Bacchanal confused amidst Bacchus' followers;
- 4 If **Minerva** is the Ruling Deus, you must choose either to get rid of the Accusator forever but lose the Amans, or die at the hands of Miles/Accusator but save the Amans forever.
- 5 If **Miles** or **Accusator** are the Ruling Deus, you die at the hand of Accusator/Miles or as direct consequences of their actions.

AMANS ENDING

Describe your flight from the Empire. You reach safety with your significant other. Miles and Accusator can no longer reach you.

CLOSING AN ENDING SCENE

After narrating your Ending scene, put all your Umbra Cards in the discard pile. If you own the Bacchus Deus Card, give it to another player. Place all your remaining Deus cards (except Vinum) in the middle of the table.

BACCHANALIA

Furor Immanis vini et Deorum

Bacchanalia is © 2012 by Paul Czege & Michele Gelli
Game Edition © 2012 Shadow di Michele Gelli

Game Design

Paul Czege, Michele Gelli

Project Management, Art Direction, Game Text

Claudia Cangini, Michele Gelli

Text Check

Paolo Bosi, Claudia Cangini, Michele Gelli,
Moreno Roncucci, Luca Velluttini
Meguey Baker (English)
Katharina Froehlich (German)
Ludovic Papais (French)

Graphic Design & Illustrations

Claudia Cangini

Playtesters

www.bacchanaliagame.com/#!/team

www.narrattiva.it

NARRA t TIVA

"Narrattiva" is a publishing label of Shadow di Michele Gelli
via Nicola Sacco 39, 47122 Forlì (FC) - ITALY

Fax: +39.0543.579934

www.studioshadow.it

Links

www.narrattiva.it/bacchanalia (Italian)

<http://www.bah-editions.fr/> (Français)

www.bacchanaliagame.com (Italian and English)

www.gentechegioca.it (Italian)

This page is freely photocopied for private use.