

God's Mercy

Mini-expansion for:



In the deepest depths of despair, wandering through the labyrinth of woeful and dreadful incarnations endlessly and without hope to reach any redemption by yourself, you have finally turned to God, with all your heart and all the last shards of sanity. You prayed like no one before, you resorted into the austere solitude of the monastery, the next life you were the most ascetic pilgrim in the desert, then you led groups of flagellants whipping their backs through plague-ridden towns, in the Old Rome you have suffered the most painful martyrdoms, dying for your God again and again. In the other incarnations, you tried the other way, sacrificing people to him, persecuting heretics, burning so-called witches, torturing whole crowds to death. And after that, finally, God responded. His mercy has come to you, bringing new strengths for the journey of your soul. With them, you will be able to break free from the never-ending cycle of reincarnations more likely. Glory to God in the Highest!

The hope is here, but the journey is tough still. Why he did not do better, why he did not break you free by only one mighty deed immediately? They say He is the mightiest, He is the omnipotent!

Maybe all this journey is a kind of test? Maybe it is His game? Maybe He likes to watch the suffering and misery of lost souls, writhing like worms in their various embodiments. Or maybe, and most likely, the creator of whole this world is just a wretch too. Only a little more powerful than the wretches from flesh and bones, not able to help much in the end...

This expansion brings 8 new cards (one more card for each tone and one new keeper) to be implemented immediately into the deck. These cards make the game easier, though still demanding. You will still need a lot of effort to win the game, using most or even all the Desperate Moves, taking thoughtful, though sometimes risky steps.

All work under the mechanics of the original game, with **no new rules**, though there are new features:

- The new keeper, Blind Executioner, for the first time brings a possibility to dive into the abyss through **discarding two keepers**, as he shares signs even with all of them.
- There are 3 cards now that have **0 in the "draw card(s)" part** – playing them diminishes the number of cards in your hand which may be harmful, but on the other hand, they are a good option as the closing card of the sequence. You yourself will figure out why.
- There is **more card-drawing and card-discarding now**, powerful, though risky cards.

All the cards have the symbol of the cross in the bottom right corner, which has no impact on the game mechanics but distinguishes the cards from the original game for the case you like to set these cards aside again, increasing difficulty. (But try to beat the Level 2 first.)

Huge thanks go to my friend **Fahim Latif** for bringing me the idea of making such a difficulty-diminishing expansion and to my friend **Jérémy Mercier** for creating the one-sided print layouts.