

# BURN THE HERETIC

3-6 players. 10 minutes. Age 10+.

You have joined a sinister cult. To do well, you must correctly greet the senior figures, called the Keepers, and be swift to condemn Heretics. Whoever has committed the fewest mistakes after two rounds wins.

## Contents.

Four Keeper Place Cards, Four Heretic cards, 22 Revelation Cards, 42 Acolyte cards, these rules.

## Set-up for your first game.

Put the grey Keeper Place cards in a line running left to right Keeper of Mysteries, Keeper of Sacraments, First and Second Keeper of Scrolls. Take the Revelation cards showing the Acolytes called Portal, Nebula, Gird and Dibber and, going left to right, put them partially covering each Keeper Place so that the wording is visible.



Also place face-up the Revelation cards showing the Sign with the right hand over the heart and the Salutation "Wise One".



Shuffle the remaining Revelation cards. Shuffle the top four Revelation cards into the Acolyte deck, and place face-down in the centre of the table.

You won't need the rest of the Revelation cards until round 2.

Put the purple Heretic cards to one side.

## Round 1: Condemnation

Choose a start player. Going clockwise, players flip the top card on the Acolyte deck onto a face-up pile. When doing so, hold the card from the far edge so you don't get an unfair early glance at the underside.

When a card showing an Acolyte who is a Keeper is turned up all players must respond like this:

\*For the 1st and 2nd Keeper of Scrolls: say the Salutation on the face-up Salutation card.

\*For the Keeper of Sacraments: make the Sign on the face-up Sign card.

\*For the Keeper of Mysteries: say the Salutation and make the Sign.

Example. At the start of your first game, Gird is the 1<sup>st</sup> Keeper of Scrolls, so if an Acolyte card showing Gird is turned face-up, players should make the response for the 1<sup>st</sup> Keeper of Scrolls, which is to say "Wise One".

The responses will change as the game progresses.

The first player to make an incorrect response (this means the slightest twitch or stutter of an incorrect response) collects the face-up Acolyte pile.

If several players give an incorrect response and it cannot be decided who blundered first, divide the face-up Acolyte cards as evenly as possible between the tied players, leaving any excess on the face-up Acolyte pile.

If no one blundered when a Keeper is flipped up then the last player to make the correct response takes the face-up pile.

If no one blundered and the correct responses are so close that players can't decide who was last, then no one takes the face-up pile. Continue play clockwise.

If an Acolyte card is turned up that should not be responded to (initially this will be all cards apart from Keepers) and a player responds even slightly, that player collects the face-up Acolyte pile.

See **Revelation Cards** for what do do when one of the Revelation Cards that was shuffled into the Acolyte deck is turned face-up.

Also, each time a Revelation card is turned up, one random Heretic card is placed face-up on the table. Players should now respond when the matching Acolyte character is turned up by pointing at the Acolyte card and shouting "Burn the Heretic" (see: **Heretic Cards**). As before, the penalty for being the first to blunder or, if no one blunders, the last to make the correct response, is collecting the face-up Acolyte pile.

The round ends when the Acolyte deck is exhausted. Note the number of Acolyte cards collected by each player.

## Round 2: Redemption

Collect the Acolyte cards and shuffle in the top four Revelation cards.

Continue play, with this change: when a Revelation card is drawn, one face-up Heretic card is discarded. A Heretic has been pardoned! Players should no longer demand a burning when the matching Acolyte is turned up.

Discard Heretics cards in the reverse order to which they were drawn, ie the last one drawn is the first one discarded.

The game ends when the Acolyte deck is exhausted a second time. The winner is the player who collected the fewest Acolyte cards over both rounds.

### Revelation Cards.

\*Ten cards promote an Acolyte to a Keeper position. Four start the game on Keeper Place cards. Others drawn during the game replace an existing Keeper.

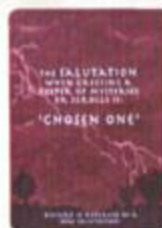
To decide which Keeper is ousted, look at the top card on the Acolyte face-up pile. It will have a quotation that indicates that the Revelation card just drawn becomes the new Keeper of Mysteries, Sacraments, 1st or 2nd Scrolls.

If there isn't a face-up Acolyte pile, the Revelation card becomes the new 2nd Keeper of Scrolls.

Discard the ousted Keeper. The Keeper Place cards do not move.



\*Five cards name the Salutation that should be used. One starts the game face-up on the table. If a new one is drawn, leave it face-up and discard the old one.



\*Four cards show the Sign that should be used. One starts the game face-up on the table. If a new one is drawn, leave it face-up and discard the old one.

\*Three cards cause two Keepers to swap roles (the Keeper Place cards do not move). Discard after carrying out the instructions.



### Heretic Cards.

Four cards condemn an Acolyte for heresy. They are drawn one at a time in Round 1 when Revelation cards are drawn, and discarded one at a time when Revelation cards are drawn in Round 2. When an Acolyte card is drawn that matches a face-up Heretic all players must point at the Acolyte card and shout "Burn the Heretic".



### ADVANCED SET UP.

Instead of taking Portal, Nebula, Gird and Dibber as the start Keepers, randomly select four of the ten Acolyte character cards from the Revelation deck. Also randomly select a starting Sign and Salutation card, then continue as before.

## BURN THE HERETIC: THE LIGHTNING VARIATION

On each Acolyte card there is background lightning that varies in colour. In the basic game this is just an unhelpful distraction.

In this version, one colour of lightning is nominated before the game starts from green, blue or red. Any Acolyte card with the chosen coloured background is considered to be the friend of all players.



Do not choose white lightning, because white is more common than the other colours and you don't have that many friends.

When an Acolyte with lightning matching the chosen colour is turned up, all players should say the name of that Acolyte (it's on the top of the card).

However, it would be disrespectful to greet an Acolyte by name if they are a Keeper. You should greet all Keepers with the appropriate correct Keeper response, even if they are your friend.

You should never say the name of an Acolyte who is a Heretic. Heretics are not your friends, whatever the colour of the lightning. Respond to all such Acolytes with "Burn the Heretic".

There's the usual penalty of collecting the face-up Acolyte pile for the first player to make a blunder or, if no one blunders, the last player to make the correct response.

*For added excitement, play BURN THE HERETIC in a library, exam room, courthouse or during any solemn official ceremony.*

[www.burntheheretic.co.uk](http://www.burntheheretic.co.uk) for video run through.

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