



The Seven Deadly Sins

BATTLE OF DISCORD

RULEBOOK



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Like every beautiful day that begins in the Boar Hat, an argument breaks out between the Seven Deadly Sins. Meliodas then reminds everyone of his 5th rule:

“Any discord between two members must be resolved with a fight!”

Thus, a general battle is organized between the members of the Seven Deadly Sins in order to resolve this conflict.

Roll & clash system



This game uses the Roll & Clash System. During the game, you roll your dice as fast as possible and activate Techniques using the results without interrupting the game or taking turns. Everyone plays at the same time in a frenetic battle where you need to be the last character standing!

Contents

In addition to this rulebook, here's what you'll find in the box:

- ① 8 double-sided Character boards
- 4 double-sided Hawk tiles
- ② 8 injury cubes
- ③ 4 black & white dice and 16 colored dice
- ④ 1 large central tile
- ⑤ 50 damage tokens ♦



Setup

- 1 Each player chooses 2 Character boards and a Hawk tile. The Character boards are placed next to each other face up (8), the Hawk tile is placed face down (1) below it.
- 2 An injury cube is placed in the space with the heart symbol (2) of each Character (leftmost space at the top of each Character board).
- 3 Each player takes 1 black & white die and 4 colored dice.
- 4 The central tile is placed in the center of the playing area, within reach of everyone.
- 5 Damage tokens (3) are added near the central tile.



Gameplay

In this game, everyone plays at the same time without waiting for their turn.

Players take their 5 dice (1 black & white and 4 colored) and roll them at the same time, trying to be the first to obtain the faces requested by one of their Techniques.

For each roll, players can reroll all or part of their dice, and as often as necessary. They can place the dice on their Techniques to better identify which faces they are missing to activate that technique.

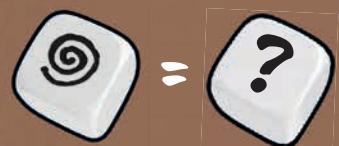
When a player is in a position to activate a Technique using their dice, they must place the corresponding dice on the Technique they are using and distribute the corresponding damage tokens ♦ in front of the target players' boards.

Meanwhile, the other players continue to roll their dice !

After the Technique is resolved, the player must take back all their dice and reroll them as before, until another Technique can be used or a player hits the central tile.

SPECIAL RULE:

The spiral symbol on the black & white die is a “wild card” that can replace any die face (black & white or colored).



HAWK TILE AND THE CENTRAL TILE :

The Hawk tile offers a Power that works differently from the other Techniques.

If a player obtains the 5 symbols corresponding to their Power, they must hit the central tile with their hand.

All the other players must immediately stop what they were doing and put their hand on the central tile.

The game is then paused to resolve the following 3 steps:

① Damage, ② Injuries, then ③ Power.





1 - DAMAGE:

The player who touches the central tile last must take 2 additional damage tokens ♦.

2 - INJURIES:

Each player except the one who activated their Power must check if their characters suffer injuries, based on the number of damage tokens ♦ in front of them.

A character receives an injury if there are at least as many damage tokens ♦ in front of them as the value listed below the injury cube on their Character board. They must discard that many damage tokens ♦ and move their injury cube 1 space to the right. The player must check both of their characters to see if there is enough damage to cause them an injury. The player chooses the order in which their characters suffer injuries. If they still have any damage tokens ♦ left, they must repeat the process, possibly suffering another injury! If there are not enough damage tokens ♦ to cause an injury to either character, the player discards all the damage tokens ♦ they have.

EXAMPLE:

Meliadas and King have 9 ♦ in front of them. Meliadas suffers the first injury by moving his injury cube to the next space.

The 3 ♦ corresponding to this injury are discarded.

The remaining 6 ♦ are not enough to inflict a 2nd injury on Meliadas (8 ♦ are needed), but are enough to injure King.

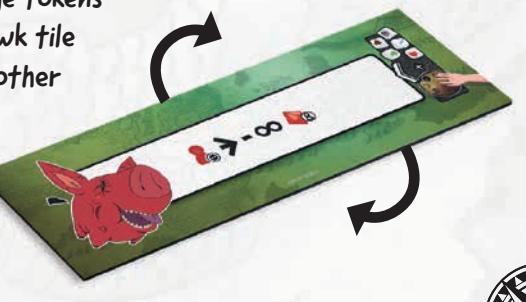
Then all ♦ corresponding to this injury are discarded.



3 - POWER:

The player who activated their Power discards all their damage tokens ♦ without suffering any injuries. Then they flip over their Hawk tile (⟳) so it is face up. They can now use their Hawk's ability. All other Hawk tiles must be turned face down (⟲). There can only be 1 Hawk (⟳) active at a time.

The game now resumes normally: everyone rolls their dice simultaneously and tries to activate their Techniques until a player hits the center tile.



Other rules

CHARACTER K.O.

If a player moves their injury cube to the last space on their Character board (with the black banner) during the Injuries Step, that character is K.O.'d. They must flip over their Character board .

A K.O.'d character continues to play with a new Technique and a Regeneration Power.

As soon as the player activates their Regeneration Power, they must hit the central tile with their hand. All other players must immediately stop what they are doing and place their hand on the central tile. The last player to touch the central tile takes 2 additional damage tokens .

The player who activated their Regeneration Power turns their Character board  over and places their injury cube in the last space (red banner) before the K.O. Then the game continues.

Each character can only regenerate once per game. If a character is K.O.'d again after regenerating, they are removed from the game and that player must continue playing with only a single character.

A player is eliminated from the game if both of their Characters are K.O.'d or eliminated at the same time.

EXAMPLE:

Even though it would take 9  to injure Merlin (who would be K.O.'d), it is preferable to do everything you can to get the 5 icons to activate Ban's Power of Regeneration.



End of the game

The game ends when only one player has a character that is not K.O.'d or eliminated. That player wins the game!

Duel mode

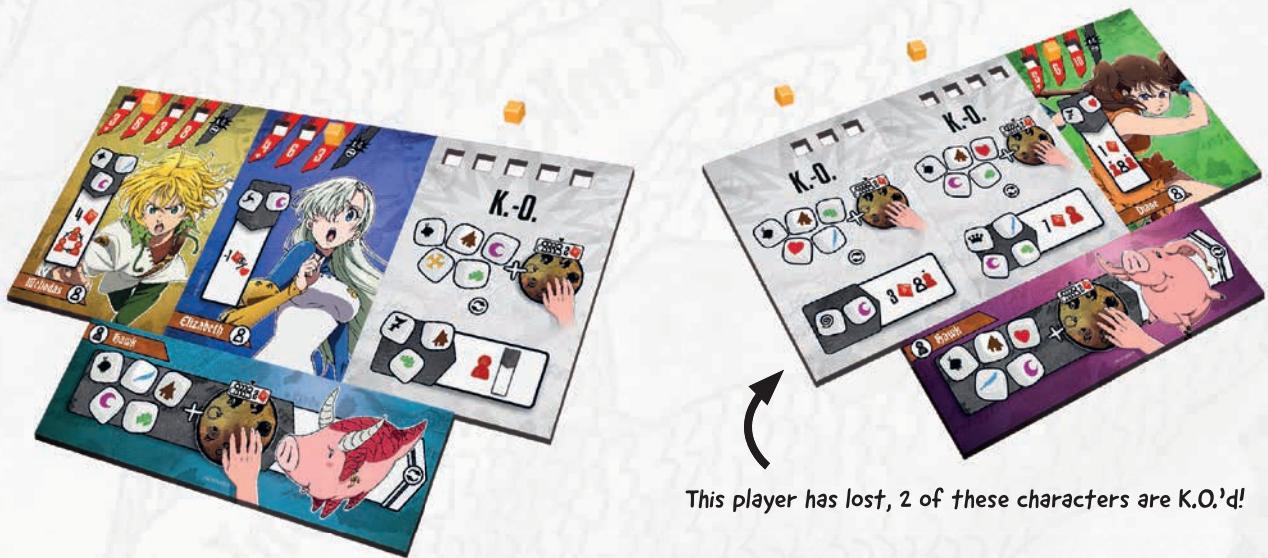
For more exciting 2-player games, we recommend using this variation:

- Each player takes 3 Character boards, which they place next to each other.
- An injury cube is placed on each of the Character boards.
- Each player takes 1 Hawk tile and places it below their Character boards.

When rolling the dice, the game proceeds as with more players, but with 1 additional Technique for each player, on their third Character board.

When a player activates their Hawk's power, the other player has the option of replacing their Hawk tile with another available one.

The game ends as soon as a player only has one character left in play, even if the other 2 characters in the trio are only K.O.'d. Their opponent wins the game.



Characters

Each character has 2 Techniques.

The first uses their weapon, the second accompanies the Power of Regeneration.

Please find below an explanation of the Techniques depicted on the tiles.

Meliadas

Demon Sword Lostvayne

Spread 4♦ equally between the other players.



K.-O. : Move 1♦ from your board to any player.

Diane

War Hammer Gideon

Deal 1♦ to each of your neighbors.



K.-O. : Move 2♦ from your board to any player.

King

Spirit Spear Chastiefol

Move 2♦ from your board to any player.



K.-O. : Deal 7♦ to any player.

Ban

Holy Staff Courchouse

Deal 4♦ to any player AND add 2♦ in front of your board.



K.-O. : Use the Technique of another character in the game.

Merlin

Morning Star Aldan

Spread 6♦ equally between the other players.



K.-O. : Deal 3♦ to 1 of your neighbors.

Gowther

Twin Bow Herritt

Move 3♦ from your board to any player.



K.O. : Deal 3♦ to any player, who must immediately reroll all their dice.

Escanor

Divine Axe Rhitta

Deal 3♦ to each of your neighbors.



K.O. : Deal 2♦ to each of your neighbors.

Elisabeth Liones

Heal

Remove as many ♦ from your board as there are ♥ showing on your dice.



K.O. : Spread 3♦ equally between the other players.

Hawk powers

Hawk

Add 1♦ from your board to the damage for all of your Techniques.



✗ +1 ♦ 8



Red Demon Hawk

When another character becomes K.O.'d remove all ♦ from your board.

✗ → - ∞ ♦ 8

Sand Crawler Hawk

Add 3♦ to all your Techniques, add 1♦ to all Techniques that inflict damage to you.



✗ +3 ♦ 8 / ♦ +1 ♦ 8



Dragon Tyrant Hawk

When you take damage, deal 2♦ to the player who damaged you.

✗ +2 ♦ 8





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