

VITA MORS

Rulebook

The night is dark, and the moon is bright. The town seems to be deserted, but the sobbing sounds drift from one place to another. Far away from a shabby building comes a bizarre silhouette of a human's body with a crow's head. As the figure approaches, its face becomes clearer. It's a plague doctor, wearing a beaked mask, visiting patients around the kingdom and trying to steal them back from the Grim Reapers. The survivors always kneel down before him with full gratitude and admiration; however, most of the time, wherever he goes, there are only melancholy weeps, or pure silence.

Welcome to Vita Mors. There is nothing but plague and despair.

"..... There were moments when I thought I heard some jingling sounds, as if coins were dropped on the table, I wish from my heart, that the Lord of Death takes human lives not by flipping coins..... though all of us are born to die." - from A Plague Doctor's Journal

Contents

► 15 Character Cards



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Back



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► 7 Mission Cards



Back

► 2 Mission Tokens



► 2 Vita-Mors Tokens



Vita Mors

► 1 Round Token



► 24 Privilege Tokens (6 sets; 4 in each set)



Back

► 7 Party Tokens



Back

► 6 Vita-Mors Coins



Vita Mors

► 1 Plague Doctor Figure



Game Parts Highlight

Privilege Tokens

 Counterfeit: Place in front of another player to duplicate his/her Vote .	 Lock: Place in front of another player to prevent him/her from Voting .
 Reverse: Place in front of another player to reverse a his/her Vote .	 Grim Reaper's Will: Place next to the Plague Doctor to make its Diagnosis to a valid vote.

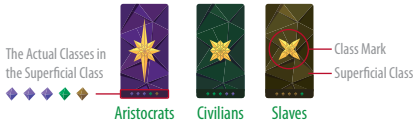
Round Token

A reminder to use the **Privilege Tokens** from right to left, and to pass the **Plague Doctor** from left to right.



Character Cards

The characters in Vitamors are classified into: **Aristocrats**, **Civilians**, and **Slaves**. There is at least 1 **Pretender** in each class.



Example of Pretender

(Superficial) Class Mark

Actual Class

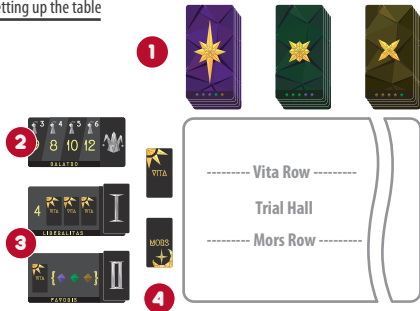
A Pretender's Actual Class and Superficial Class are different, and they all wear masks.



All Characters has abilities except for Pretenders. (Character's Ability is written on the back page.)

Game Setup

Setting up the table



- 1 Shuffle each **Character Card** deck separately, and then place them face-down.
- 2 Pick out **Mission Card BALATRO** (Joker) and place it face-up.
- 3 Shuffle the remaining Mission Cards, reveal 2 cards, and cover the mask part with the **Mission Tokens**.
- 4 Place the **Vita-Mors Tokens** right to Mission Cards.

Each player takes:



1 set of **Privilege Tokens** (place face-up)

1 **Vita-Mors Coin**

Assigning parties

Take as many of the **Party Tokens** as the following list, and shuffle them. Each player draws 1 token, look inside secretly to check which party he/her is in, and place it face-down in front of himself/herself.

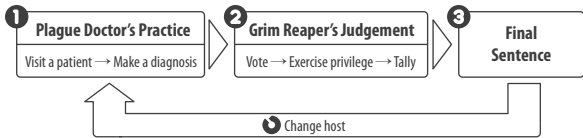
- 3 Players:  x1  x1  x1
- 4 or 5 Players:  x2  x2  x1
- 5 or 6 Players:  x3  x3  x1

Summary

In this game, everyone plays as a Grim Reaper and takes turn to be the host to manipulate the **Plague Doctor**. The host on turn leads the Plague Doctor to visit a patient and make a diagnosis, and then all players judge the patient by voting and exercising their privilege. When a player completes the **mission** of his/her party, they can claim victory immediately.

Game Flow

The player who has visited a doctor lately becomes the first host, takes the **Round Token** and the **Plague Doctor Figure**. The game is round based, and each round includes 3 phases: **Plague Doctor's Practice**, **Grim Reaper's Judgment**, and **Final Sentence**. The game proceeds for several rounds until someone completes his/her party's mission and claims victory.



1 Plague Doctor's Practice

Visit a patient: The host reveals 1 **Character Card** from any of the deck top and places it in the Trial Hall.

Make a diagnosis: The host places the **Plague Doctor Figure** on the **Vita Token** or the **Mors Token**.

2 Grim Reaper's Judgement

Vote: All players (including the host) place the **Vita-Mors Coin** in their palm, and clench their fist.

(Place the sun side face-up to vote for Vita, and moon side for Mors.)

Exercise privilege: The host asks other players (individually, from left to right) whether they would like to use a **Privilege Token**.

The host decides whether to exercise privilege only after other players has made their decision.

NOTE

- ▶ Each player can use only 1 Privilege Token per round, and should discard it at the round's end.
- ▶ Each player and the Plague Doctor can only be targeted once per round. (You can't target yourself)

Tally: All the players reveal their palm to show the **Vita-Mors Coin**, sum up the privilege's influence and tally the votes.

3 Final Sentence

If there are more Vita votes, the character is sentenced to live and should be placed on the Vita Row, and vice versa.

If the number of Vita votes and Mors votes are equal, the Plague Doctor's diagnosis should count as the final sentence.

After the 3 phases, the host handovers the Round Token and the Plague Doctor's Figure to his/her right to start another round.

Example

1	Plague Doctor's Practice	Visit a patient	Ming is the host. He reveals a card from the Aristocrat's deck. It turns out to be the King.
		Make a diagnosis	Ming places the Plague Doctor Figure on the Vita Token as his diagnosis.



2	Grim Reaper's Judgement	Vote	All the players vote secretly using the Vita-Mors Coin.
		Exercise privilege	Ming asks other players from his left to right, that if they wish to exercise privilege. —Howard refuses to exercise privilege. —Woolf exercises privilege "Reverse" to Howard, placing the token in front of Howard. —Ming exercises privilege "Grim Reaper's Will" to the Plague Doctor, placing the token next to its figure.
		Tally	All players reveal their palm and show the coin. —Ming and Howard vote for Vita, and Woolf votes for Mors. —There's a "Reverse" token before Howard, so his vote becomes Mors. —"Grim Reaper's Will" turns the Plague Doctor's diagnosis into a valid vote, so Vita plus 1. —Ming (Vita) + Howard (Mors) + Woolf (Mors) + Grim Reaper's Will (Vita). Vita : Mors = 2 : 2.



3	Final Sentence	When the votes are equal, the Plague Doctor's diagnosis (Vita) becomes the final sentence. The King is sentenced to live, so Ming moves the King to the Vita Row.
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All the judged **Character Cards** should be placed in the **Vita Row** or **Mors Row** from left to right, according to their final sentence and the order they are judged, as the illustration shows:



End of Game

Every time **before** changing host, check if you have complete your party's mission. If you do, reveal your Party Token and claim victory. If there is more than 1 party completing their mission at the same time, check if the host is among them. The party with the host wins. If the host isn't among them, the party with the next host wins. If all decks are empty and yet no mission is completed, no one wins.

Character's Ability



King: If the King survives, the actual class of the character revealed next becomes Aristocrat.



Knight: During the Grim Reaper's Judgement, the host votes and exercises privilege after other players have voted and exercised privilege.



Grafter: During Tallying, if Vita votes minus Mors votes equals 1 or 2, the Grafter lives; if both sides are equal, use the Plague Doctor's diagnosis as the final sentence. If $Vita - Mors \neq 1$ or 2, the Grafter dies.



Clergy: If the Clergy lives, no one can exercise privilege in the next round.



Merchant: (activates instantly)
All players secretly choose a privilege token and pass it to the player left to them simultaneously. (Skip players who have run out of privilege tokens)



Maid: If the Maid dies, there will be an extra Vita vote during Tallying in the next round.



Prophet: (activates instantly)
Reveal 1 card from the top of each Character Card deck, and leave them where they're revealed.



Beggar: During Tallying, if Mors votes minus Vita votes equals 1 or 2, the Beggar dies; if both sides are equal, use the Plague Doctor's diagnosis as the final sentence. If $Mors - Vita \neq 1$ or 2, the Beggar lives.



Assassin: If the Assassin lives, players won't have to discard the used Privilege Token during this round.

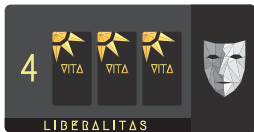


Prostitute: If a player doesn't exercise privilege, he/she can't vote during that round (same as the effect of privilege "Lock").

Missions

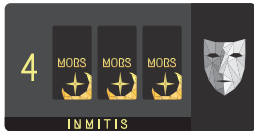
LIBERALITAS (Generosity)

3 characters live during 4 consecutive rounds.



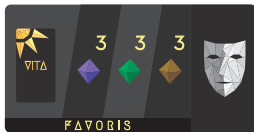
INMITIS (Cruelty)

3 characters die during 4 consecutive rounds.



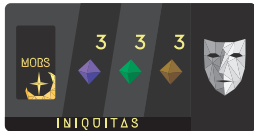
FAVORIS (Favor)

3 characters share the same actual class in Vita Row.

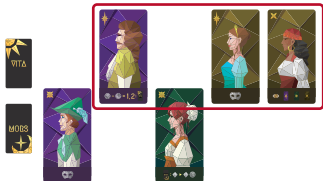


INIQUITAS (Inequality)

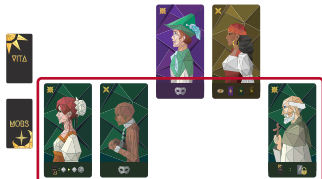
3 characters share the same actual class in Mors Row.



Example of LIBERALITAS:



Example of INIQUITAS:



ΔΕQUΘABILITAS (Equality)

In Vita Row, 3 characters of 3 different actual classes lie together. (Regardless of how many deads are in between.)



BALATRO (Joker)

If no party wins during designated rounds, the Joker wins. (3 players/9 rounds, 4 players/8 rounds, and so on.)

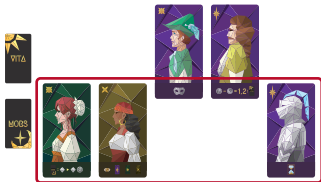


PIETAS (Duty)

In Mors Row, 3 characters of 3 different actual classes lie together. (Regardless of how many livings are in between.)



Example of PIETAS:



Crew

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