

Pilgrimage! Rules of the Game

Before you play

- Each person puts their counter on the starting square (DURHAM)
- Each person takes a SIN card and tells the other players what sin they have committed and where they will go on pilgrimage
- Decide who will go first.

How to win

- The player with the most points at the end will win the game
- You can win points by:
 - i. Arriving at your pilgrimage destination quickly
 - ii. Collecting holy relics along the way
- At the end of the game your score will be calculated

Playing the game

- Players take it in turns to roll the dice and move their counter forward
- If you land on a red space you must take a **PILGRIM ROAD** card, follow the instructions and then place it back on the bottom of the pile.
- If you land on a yellow space you must take a **HOLY SHRINE** card and keep it.
- When you reach a town you **MUST** stop moving there and take a **TOWN** card.
- The game continues until all players have reached their pilgrimage destination

Scoring

- Calculate who has won the game as follows:-
 - Add up the points each player has earned for their relic cards
 - Award the player who reached their pilgrimage destination first **60 points**
 - Award the player who reached their pilgrimage destination second **40 points**
 - Award the player who reached their pilgrimage destination third **20 points**
 - Award the player who reached their pilgrimage destination fourth **10 points**

Sin!

Last month you stole a silver candlestick from the church.

You must make a pilgrimage to **Jerusalem** in the Holy Land.

Sin!

Last week you got drunk and killed a man in a fight.

You must make a pilgrimage to **Jerusalem** in the Holy Land.

Sin!

You hit your neighbour after an argument.

You must make a pilgrimage to **Compostela** in Spain.

Sin!

You fed your pet dog meat, even though some peasants in your village are starving.

You must make a pilgrimage to **Canterbury** in England.

Sin!

You have been jealous of your neighbour for many years.

You must make a pilgrimage to **Canterbury** in England.

Sin!

You have not been to the Mass service for three weeks.

You must make a pilgrimage to **Rome** in Italy.

Sin!

You keep on gambling for money.

You must make a pilgrimage to **Compostela** in Spain.

Sin!

You sold rotten meat at the market and lied about it to the Priest.

You must make a pilgrimage to **Rome** in Italy.

Sin!

You have not confessed your sins to the Priest for four years.

You must make a pilgrimage to **Jerusalem** in the Holy Land.

Relic!

You stop to buy a **Piece of The True Cross**. Apparently it's the actual cross on which Jesus was crucified.

Worth: **100 points**

Relic!

You stop to buy a small **Flask of Holy Water**. It looks a bit cloudy.

Worth: **10 points**

Relic!

You stop to buy a **comb belonging to St. Teresa of Zaragoza**.

Worth: **40 points**

Relic!

You stop to buy the **fingerbone of St. Francis of Assisi**

Worth: **60 points**

Relic!

You stop to buy a **piece of cloth from the cloak of St. Padre Pio**.

Worth: **40 points**

Relic!

You stop to buy a small **Flask of Holy Water**. It smells sweet.

Worth: **10 points**

Relic!

You stop to buy the **tooth of St. Agatha**.

Worth: **60 points**

Relic!

You stop to buy a small **Flask of Holy Water** which has been blessed by the Pope.

Worth: **20 points**

Relic!

You stop to buy **three hairs from the head of St. Dominic**.

Worth: **60 points**

Relic!

You stop to buy a **Flask of the Blood of St. Edmund**. It looks brown.

Worth: **70 points**

Relic!

You stop to buy a small **Flask of Holy Water**. It looks a bit green.

Worth: **10 points**

Relic!

You stop to buy a **nail from Jesus's cross**.

Worth: **80 points**

Relic!

You stop to buy a **piece of St. Hilda's skin**. It's grey and feels like leather.

Worth: **60 points**

Relic!

You stop to buy a **piece of cloth from the coat of St. Beatrice**

Worth: **40 points**

Relic!

You stop to buy a small **Flask of Holy Water**. It tastes like seawater.

Worth: **10 points**

Relic!

You stop to buy a **piece of the blanket which St. Clare was buried in**.

Worth: **40 points**

Relic!

You stop to buy a small **bronze coin which belonged to St. Edith**.

Worth: **40 points**

Relic!

You stop to buy a **toenail belonging to St. Catherine**.

Worth: **60 points**

Pilgrim Road!

NEW FRIENDS

You meet some other pilgrims on the road and they persuade you to join their pilgrimage instead.

Swap your **SIN card** and get a new destination.

Pilgrim Road!

BAD FRIENDS

One of the pilgrims you are travelling with is a thief and steals one of your relics!

The player who rolled the dice before you can steal a **RELIC card** from you.

Pilgrim Road!

BAD LUCK

The bridge over the river is broken. You have to wade through the water instead.

Miss a turn while you dry off.

Pilgrim Road!

LOST MAP

You have lost your map and can't find the right direction.

Go back the last town you went through.

Pilgrim Road!

CARELESS WITH YOUR LUGGAGE

There's a hole in your bag. One of your relics has dropped out.

Lose one of your **RELIC cards**.

Pilgrim Road!

SHORT CUT

You meet a friendly pilgrim who shows you a shortcut.

Roll the dice again.

Pilgrim Road!

ROBBED BY THIEVES

As night falls, you are attacked by thieves on the road.

Lose one of your **RELIC cards** and **miss a turn** while you recover.

Pilgrim Road!

CATCH A LIFT

A merchant on the road offers you a lift on his cart. You accept, even though a pilgrim should always walk.

Move **straight to the next town.**

Pilgrim Road!

LOST IN THE WOODS

You take a short cut through the woods and get lost.

Miss a turn while you find your way again.

Pilgrim Road!

SIGHT-SEEING

One of the pilgrims you are travelling with insists on going back for a second look at one of the shrines.

Go back to the last shrine you passed.

Pilgrim Road!

SLOW COACH

One of the pilgrims you are travelling with is so old, he needs to stop for a rest.

Miss a turn while you wait for him.

Pilgrim Road!

LOST FRIENDS

Two of the pilgrims you are travelling with have disappeared. Are they lost?

Go back three spaces and search for them.

Pilgrim Road!

FORGOTTEN FOOD

You forgot to pack food for this part of the journey.

Go back the last town you went through and get some more.

Pilgrim Road!

LOVELY WEATHER

The weather is just right for walking today. Your journey goes very smoothly.

Go forward three spaces.

Pilgrim Road!

SOMETHING TO DRINK

One of the pilgrims you are travelling with offers you a refreshing drink. You feel ready to walk faster.

Go forward three spaces.

Pilgrim Road!

SORE FEET

You have walked so far today, your feet are sore.

Miss a turn while you recover from the soreness.

Pilgrim Road!

A DIFFICULT CLIMB

You are travelling through very steep hills. This really slows you down.

Miss a turn while you climb the slopes.

Pilgrim Road!

GOING ROUND IN CIRCLES

You take a wrong turn and end up going round in a circle.

Go back four spaces.

Pilgrim Road!

A MESSAGE FROM THE SAINTS

You dream about one of the saints. This must be a sign that God is pleased with you.

Go back to the last shrine you passed and buy a relic.

Pilgrim Road!

TERRIBLE WEATHER

A terrible storm begins and the rain starts to pour. You need to take shelter.

Miss a turn while you wait for the storm to pass.

Pilgrim Road!

IN NEED OF A DRINK

Your water bottle has run out. You need to refill it.

Go back four spaces to the river you passed earlier this morning.

Pilgrim Road!

TERRIBLE SICKNESS

You have been sick and have a fever. You need to buy some medicine.

Go back the last town you went through so you can buy a herbal remedy.

Pilgrim Road!

A BAD NIGHT

You didn't sleep at all last night and today you feel really tired.

Miss a turn while you take a quick nap.

Pilgrim Road!

WAIT FOR ME!

You spot a group of friendly pilgrims ahead. You rush forward to join them. It's safer to travel together.

Go forward two spaces.

Pilgrim Road!

WORTH WAITING FOR

The group you are travelling with decides to stop off in a little village nearby. You decide to stay with them.

Miss a turn while you wait.

Pilgrim Road!

INSPIRED BY GOD

You dream that God is pleased with your pilgrimage. You wake up early and keen to move on.

Roll the dice again.

Pilgrim Road!

IN NEED OF SHELTER

The weather has suddenly turned stormy. You need to go back and find shelter somewhere.

Go back to the last town you passed.

Pilgrim Road!

YOU ARE A THIEF

One of the pilgrims you are travelling with has some interesting relics. You steal one.

Take a **RELIC card** from any player of your choice.

Pilgrim Road!

NIGHT FALL

It gets dark early today so you don't get quite as far as you expected.

Go back one space.

Pilgrim Road!

USEFUL DIRECTIONS

One of the pilgrims you are travelling with knows this area really well. He gives you good directions to speed your journey.

Roll the dice again.

Pilgrim Road!

WRONG WAY

You take a wrong turn and end up going in the wrong direction.

Roll the dice and move backwards.

Pilgrim Road!

TIME FOR MASS

You are passing a small church and you hear the priest doing mass. You rush in and watch the elevation of the host.

Miss a turn while you attend the service.

Pilgrim Road!

SHRINE TIME

A friendly pilgrim gives you directions to the next shrine on the road. Rush ahead to see it.

Move straight to the next shrine.

Pilgrim Road!

A BAD DREAM

You dream that God is angry with you for your sins. You wake up feeling hopeless.

Miss a turn while you wait for your motivation to improve.

Pilgrim Road!

SWAMP THING

It's been raining so much lately that this area is like a swamp.

Go back two spaces to look for a safer route.

Pilgrim Road!

ALONE AND AFRAID

You got separated from the other pilgrims. Go back and search for them, it's not safe alone.

Roll the dice and move backwards.

Town!

A GOOD NIGHT'S SLEEP

You find a lovely inn with a warm bed. You get a good night's sleep and make an early start the next day.

Roll the dice again.

Town!

INN TROUBLE

You visit an inn in town. One of the travellers in the inn steals a relic from you!

The player who rolled the dice before you can steal a **RELIC card** from you.

Town!

MURDER AT THE INN

A man dies at the inn where you are staying. The coroner comes to investigate.

Miss a turn while you answer his questions.



Town!

FIRE!

There is a fire at the inn where you are staying. One of your relics is damaged in the flames.

Lose one of your **RELIC cards**.

Town!

TOO GOOD TO LEAVE

The inn you are staying at has such good food, you do not want to leave.

Miss a turn while you spend an extra night there.

Town!

NO ROOM AT THE INN

You cannot find anywhere to stay in this town. It's full of so many pilgrims.

Roll the dice again and move straight on with your journey.

Town!

DRUNK AGAIN

You drank too much wine at the inn last night. You wake up with a headache, too sick to travel.

Miss a turn while you recover.

Town!

A USEFUL MEETING

You meet a pilgrim in town who knows this area well. He gives you good directions for your journey.

Roll again.

Town!

THIEVES IN TOWN

There are thieves in this town. One of them steals a relic from you.

The player who rolled the dice before you can steal a **RELIC card** from you.

Town!

LATE ARRIVAL

You arrive late at the town and find the gates are locked. You cannot enter.

Go back one space and try again tomorrow.

Town!

JUST INN TIME

You are lucky to get the last free room at the inn. You get a good night's sleep and wake up refreshed.

Roll again and make an early start.

Town!

LOCAL ATTRACTIONS

The town priest tells you about a nearby shrine which is very popular. You can't resist visiting it.

Go back to the last shrine you passed on the road.

Town!

OVERSLEPT AGAIN!

You find an inn to sleep at. You are so tired, you oversleep. When you get up, all the other pilgrims have left without you

Miss a turn while you look for new travelling companions.

Town!

EAT IT

The inn you are staying at has such good food, you do not want to leave.

Miss a turn while you spend an extra night there.

Town!

NO ROOM AT THE INN

You cannot find anywhere to stay in this town. It's full of so many pilgrims.

Roll the dice again and move straight on with your journey.

Town!

BAD ALE

You have a couple of drinks in the local ale house. You wake up with a stomach ache and sickness.

Miss a turn while you recover.

Town!

NOISY TRAVELLERS

The town is so noisy that you are woken up early in the morning. You decide to make an early start to your journey.

Roll again.



Town!

A QUICK SALE

You meet a travelling salesman in the town. He sells you an unusual relic to bring good luck on your journey.

Take a **RELIC card**.

Town!

LET THEM ENTERTAIN YOU

There is a group of travelling actors in town. You decide to stay for a while and watch their show.

Miss a turn while you watch their play.

Town!

STRANGER DANGER

The town watchman is on the look out for suspicious characters. He will not let you enter the town.

Go back one space.

Town!

LOST PURSE

You realise that your purse is lost. Go back down the road and hunt for it.

Roll the dice and move backwards.



Town!

HOLY DAY

There is a festival in the town in honour of one of the saints. You spend a day enjoying the fun.

Miss a turn while you celebrate.

Town!

NO ROOM TO SPARE

The town has no spare rooms. You will have to find a bed in the village down the road.

Move forward 1 space.

Town!

CHECKING

The town watchman is suspicious of you. He insists on searching your bags before you enter the town.

Go back one space while you wait.

Town!

TOWN GOSSIP

You hear a rumour in town that bad weather is coming up from the south. No time to lose. Your journey must continue.

Roll again.

Town!

BANDWAGON

You meet a baker in town who offers you a lift on his cart to the next shrine. You accept his offer and jump onboard.

Move forward to the next shrine.

Town!

WAKE ME UP BEFORE YOU GO

You ask a fellow pilgrim to wake you the next day so you can get your journey started early.

Roll again.