

# Keine Sünden

*A cheeky card game  
for 2-8 players*

Players: 2 - 8 people  
Age: 8+ years  
Game duration: approx. 30 - 60 minutes

Game material: 54 playing cards  
1 game manual

Published by Perdix Spiele with illustrations by Yana Perovska.

## Game instructions

You can find more detailed instructions with sample rounds and lots of pictures on our website. Just go to [www.perdix-spiele.de/kleine-suenden](http://www.perdix-spiele.de/kleine-suenden) or scan the QR code with your smartphone.



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Players take on the role of little rascals up to no good at the royal court. But only those who behave in an exemplary and virtuous manner are in the favor of the king. Those who go too far are threatened with banishment. So the players are busy trying to cover up their deeds as quickly as possible before someone tells the king. Those who are lucky may even get help from the court magician.

The game is played with 54 playing cards, including 52 „sin cards“ and two „court magicians“. All players try to discard their sin cards from their hand. The higher the point value of the card, the more serious the deed in the eyes of the King. Players with 7 or fewer points in their hand may choose to report the other players to the King. The betrayed players then receive sin points for each card in their hand. If you successfully betray the others, you will get off scot-free and will not receive any sin points yourself. But be careful! If another player has the same number of points or less, you will receive an additional 30 points for the failed snitching. The player who covers up his deeds best and gets the fewest sin points wins the game.



*Court Wizard*



*Sin Cards*

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Before each round, all cards are well shuffled. Then each player receives five cards in their hand. The remaining cards are placed face down in the center of the table as a draw pile. As a last step, the top card is placed face up, opening the discard pile.

## **Gameplay**

The game is played in several rounds. The first round starts with the person who played a prank on someone else last. In the following rounds, the winner of the previous round starts. The player whose turn it is can choose between two actions:

### **First option: Cover up deeds**

The player discards one or more hand cards to the discard pile and then draws a new card. Discarded cards can be either:

1. A single card
2. Two or more cards with the same number of points
3. Three or more cards of the same color with consecutive numbers of points (e.g. 3, 4, 5).

The Court Wizard can generally replace any card when it is played.

After that, the player can choose to draw either a card from the draw pile or a card discarded by the previous player. If the previous player discarded more than one card, only the top or bottom card may be taken. For example, if the previous player discarded a 3, 4, 5 and 6 of the same color, only the 3 or 6 may be taken. If the draw pile is used up during a round, all cards of the draw pile, except for the last discarded card(s), are shuffled and made available as a new draw pile.

### **Second option: Report the others to the king**

If you have a total of 7 or fewer points on your hand, you can decide not to discard any more cards and instead report the other players to the king. To do this, the player lays his hand cards face up on the table and ends the round. If no other player has fewer or the same number of points on their hand, the snitching was successful. The other players each receive sin points equal to the sum of their card values in their hand - the Court Wizard counts 0 points. The player who successfully snitched receives 0 points and wins the round.

However, if another player has the same or fewer points in their hand, they can oppose and reveal their cards as well. In this case, the snitch has failed and the snitching player directly receives 30 sin points. If several players have opposed, he receives 20 sin points for each of these players instead. After that, all players receive sin points equal to the sum of the card values in their hand. The winner of the round and thus the starting player of the following round is then the player with the fewest points in their hand. In case of a tie, the winner is the player who last successfully reported the others to the king.

The sin points collected are added to the points from the previous rounds and then noted down. Then all the cards are shuffled and a new round begins.

## **Game end**

The game ends as soon as a player reaches the score of 200 sin points at the end of a round. For a shorter or longer game, players may agree on a score other than 200 before the game. The winner is the player with the lowest score. In case of a tie, there is more than one winner.

## **Variants**

The "Battle Royal" variant offers an alternative ending. Whoever exceeds a certain score (e.g. 200 points) is banished by the king and immediately eliminated from the game. The last player to remain at the king's court wins the game.

Additionally, as a special rule, a player's score may be halved whenever he reaches either exactly 100 or 200 points after a round.