

# AFFLICTION: Salem 1692 Quick Start Guide

1. Each player takes the following:



2. **Game Board Setup:** (Pictured to the right)

- Keeping them separate, shuffle the Prominent Colonists (Red) and Colonists (Blue) decks. Remove 6 cards from the Colonist deck and shuffle in Mary Spencer Hill and Increase Mather. Return those 8 cards to the bottom of the Colonist deck.
- Deal out the top 4 Prominent Colonist cards to create a row under the Esteemed card.
- Deal out the top 4 Colonist cards under the row of Prominent Colonists.



3. Randomly determine 1st player. Take turns selecting actions by placing 1 token at a time on the Esteemed board. 1 token per space.
4. After all tokens are placed, remove them 1 at a time starting with the upper left-hand corner of the Esteemed board and resolve the action at that time, following the cobblestone path.



5. Accusations, Fear, and Spectral Evidence tokens are placed immediately when resolving their action.
6. Influence is gained and saved to be spent on Arrests or bringing Colonists into your Circle.
7. Each accusation token on a Colonist reduces their Reputation (number in the upper left-hand corner of the Colonist card) by 1 for the purpose of arrest.
8. After all actions are resolved, replace the cards in the top row. Slide any cards in the bottom row to the right and replace using cards from the Colonist deck. If no cards were taken, place the card from the farthest right on the bottom of the Colonist deck, slide the remaining 3 cards and fill the empty space.



9. Arrested Colonists are placed to the left of your Faction Card and Colonists in your circle are placed to the right.
10. Play ends immediately when Mary Spencer Hill or Increase Mather appear.
11. Calculate the final score by referring to the Victory Points section on your Faction Card.

## EXAMPLE OF PLAY

*After players have placed their tokens...*

**Red Player (location 4)** He takes the First Player Token (he will be first player to place Messengers next turn) and he may place the Protection Token on any Colonist he wishes).

**Yellow Player (location 5)** She may use the Colonist Abilities of all the Colonists in her Circle. She also collects Influence Tokens equal to the number of Generate Influence Icons in front of her (Colonists in her Circle and 1 for her Faction card).

**Red Player (location 8)** He spends Influence Tokens equal to the Reputation of the Colonist (adjusted by Accusation Tokens on the Colonist) he wishes to arrest, takes the Colonist's card, and places it to the left of his Faction Card.

**Red Player (location 11)** He places a Fear Token on a Colonist in another player's Circle and takes 2 Influence Tokens.

**Yellow Player - (location 12)** She places 2 Accusation Tokens on any Colonist she chooses and gains 2 Influence Tokens.

**Yellow Player - (location 13)** She brings a Colonist into her circle by spending Influence equal to the Colonist's Reputation (*ignore the Accusation Tokens, but keep them on the card after bringing into Circle.*)

**Refill any Colonist cards into any open spaces.** If none were taken from the bottom row, place last card under deck, slide cards to the right and replace open space.

**Play proceeds to the next turn.**



## COLONIST ABILITY DETAILS

**Afflicted Girls** - labeled as "Afflicted" (Ann Putnam, Mercy Lewis, Elizabeth Parris, Mary Warren, Abigail Williams, & Elizabeth Hubbard). Other colonist abilities will refer to the "Afflicted Girls".

**Bridget Bishop** - Move an accusation from one colonist to another.

**Mary Black & Sarah Good** - These two are scapegoats in the game. If Mary or Sarah is in play (not in jail or in the deck) and not protected, or hampered fear, any player may declare that she is to be arrested instead of a Prominent Colonist (RED card back) when a player is attempting to arrest a Prominent Colonist. The declaration must be made within few seconds of the initial arrest attempt. She receives no Circle Defense Bonus, does not require an Accusation to be on her card and cost no Influence to arrest her in this manner. If arresting her directly, all normal arrest rules apply. If Mary or Sarah has 3 Fear assigned to her and George Burroughs is arrested (remove 1 Fear tokens), Mary's or Sarah's ability may not be used until the next arrest is resolved.

**Rev. George Burroughs** - Each player can choose which Fear token they would like to discard. Abilities that trigger from an arrest may not trigger until the next arrest if Fear tokens were reduced from 3 to 2 (enabling their ability) as a result of George being arrested.

**Martha Corey** - Gain 1 Influence each instance an Afflicted Girl uses her ability. If multiple Afflicted Girls use their ability from the same Circle as part of 1 action, 1 Influence is gained, not multiple Influence tokens.

**Reverend Deodat Lawson** - Each time you bring a colonist into your Circle, gain an Influence token.

**Margaret Jacobs** - At the end of the game, if a player arrested Margaret, check to see if George Jacobs Sr. has been arrested. If he has, Margaret's total value is -1, if he has not been she is worth 4 Victory Points.

**John Porter Sr.** - John allows a player to perform the Bring into Circle action during the Colonist Ability phase. Discard Influence tokens equal to the reputation of the Colonist plus 2 additional Influence tokens.

**Edward Putnam** - Edward allows a player to perform the Arrest action during the Colonist Ability phase. Discard Influence tokens equal to the adjusted reputation of the Colonist to be arrested plus 2 Influence Tokens.

**Thomas Putnam** - Allows 1 player to place 1 additional accusation token per space being resolved. If there are 2 Afflicted girls each placing 1 Accusation Token during the Colonist ability phase, place 1 additional Accusation Token, not 2.

**Dr. William Griggs** - He may use an Influence Token from the reserve of tokens and place it on any Colonist in his Circle (including himself). This will increase the colonist's reputation by 1 point per token, to a maximum of 3 on any given Colonist.

# AFFLICTION: SALEM 1692

Hysteria ripped through the region as many were convinced there were witches living among them. There were others that took full advantage of the situation to settle old scores and land disputes. A number of teenage girls known as the afflicted, gained power and influence, accusing undesirables and bold women of witchcraft. Those that objected were often targeted next. Eventually, public opinion changed and the afflicted girls accused the governor's wife of witchcraft. The governor shut down legal proceedings and ten months of terror began to wane. You have a chance to replay history. Maybe this time, things will turn out differently.

## GOAL

To gain social status and wealth by influencing Colonists to join your circle and arresting others.

## SETUP



## Player Setup:

- Determine the first player. Give them the First Player Token. Play will pass in a clockwise direction.
- Starting with the first player, each player randomly selects a Faction Card. (The number in the lower left of the card will indicate how many players need to be playing to use that Faction card, 2+ is 2 or more players)
- Each player randomly selects a Starting Colonist. Shuffle the remaining Colonists into the deck.
- Randomly select 1 Grievance Card.
- 2 Color Messengers that match the color of their Faction Card. (3 pawns in a 2 player game)
- Take 4 Influence tokens

## Game Board Setup: (Pictured to the right)

- Place the Esteemed board into the center of the play area.
- Keeping them separate, shuffle the Prominent Colonists (Red) and Colonists (Blue) decks. Remove 6 cards from the Colonist deck and shuffle in Mary Spencer Hill and Increase Mather. Return those 8 cards to the bottom of the Colonist deck.
- Deal out the top 4 Prominent Colonist cards to create a row under the Esteemed card.
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## FACTION CARD

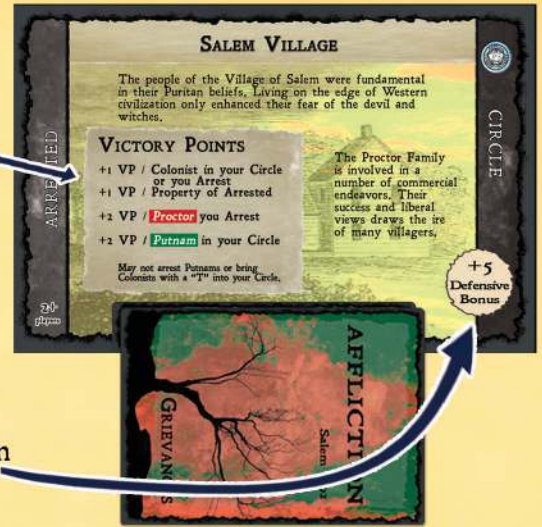
Players use their Faction Card to track Colonists they have Arrested or have brought into their Circle.

Victory Point bonuses are awarded for arresting certain family members (in this case +2 Victory Points for each Porter family member arrested) and for protecting other family members (Putnams in this example).

### Colonists in your Circle

Bringing Colonists into your Circle (set to the right of your Faction card) allows you to use their abilities and have them generate influence for you.

Colonists in a player's Circle will receive a +5 boost to their Reputation if another player attempts to Arrest or bring them into their Circle.



## GRIEVANCES CARD

The Grievance Card is kept in secret from the other players until the end of the game. Players will receive bonus Victory Points for each named colonist they arrest, and will lose points if the Colonist at the bottom of the card has been arrested by anyone.

## COLONIST CARDS

**Reputation value.** This number can be lowered for the purposes of arresting a Colonist by placing Accusation Tokens on the Colonist card.

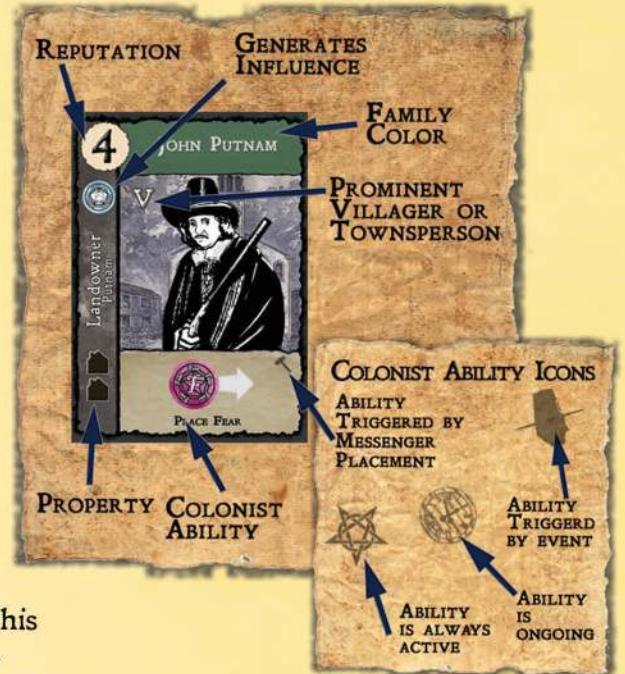
**Generates Influence:** Indicates that this Colonist generates influence when the Messenger is removed from either space that has the Influence Token Icon with the up arrow.

**V or T:** A Village faction may not bring a Town(T) Colonist into their circle. A Town faction may not bring a Villager(V) into their circle.

**Property:** The House Icon shows how much property this Colonist owns. 1 Victory Point per property if arrested.

**Colonist's Ability:** These abilities may be used in the following circumstances:

- Hammer Icon** ability may be used when a Messenger is removed from either space on the Esteemed Board with the hammer icon.
- Puritan Icon** ability is triggered by a specific event described on the card.
- Clock Icon** ability is ongoing as long as the Colonist is in a Circle and does not have to specifically be activated.
- Pentagram Icon** if the card is in play, the ability is in effect.



### Family Name Color:

The color behind the Colonist's name indicates their family relationship.

*Parchment*=Neutral, *Red*=Proctor, *Blue*=Porter, *Green*=Putnam

## TURN ORDER

**Place Messengers:** Starting with the First Player, each player will take a turn placing 1 Messenger on any space they choose, play passes clockwise until all players have placed all of their Messengers. No actions are taken until all Messengers are placed. Only 1 Messenger may occupy each space.

**RESOLUTION:** Spaces are resolved in order they appear on the Esteemed Card. Start in the upper left-hand corner and proceed along the path to the bottom right. (Listed here in order).



**1 Meet in Secret:** Up to 2 Messengers may select this option.

Gain 1 Influence Token and place 1 Accusation Token on any Colonist. These spaces are resolved top to bottom.



**3 Exonerate:** Remove 2 Accusation Tokens from any ONE Colonist.

\* You may remove additional accusations by spending 1 Influence per Accusation removed.



**4 Protection Token** - Place or move the Protection Token to any Colonist. This token stays in place until moved by another player. This Colonist cannot be arrested, but may be influenced into a circle and may have Accusation, Fear, and Spectral Evidence tokens placed on them AND take **First Player Token**. The player with the First Player Token will place their Messengers first. This player keeps the First Player token until it is moved again.



**5 Colonist Abilities & Generate Influence** - Use any or all of the Colonist's Abilities AND collect the number of Influence Tokens equal to the number of Influence Icons on the Colonist cards in your Circle and on your Faction Card. These actions can be taken in any order.



**6 Generate Influence**

Claiming this space allows you to gain Influence Tokens per Influence Icon in your circle and on your Faction Card.



**7 Colonist Abilities**

Claiming this space allows you use any applicable Ability of the Colonists in your circle.



**8 Arrest a Colonist** - Colonists are arrested by spending Influence Tokens equal to the Colonist's current Reputation value. Each Accusation Token reduces this number by 1.

The 2nd Arrest Location (with the +1) costs the player an additional Influence Token to arrest a Colonist.



**10 Spectral Evidence** -

Place the Spectral Evidence Token on any Colonist.



**11 Place OR Remove Fear Tokens**

Place 1 Fear Token on any Colonist AND gain 2 Influence Token

OR

Remove 1 Fear Token from any Colonist.



**12 Accusations** - Place 2

Accusation tokens on any Colonist AND gain 2 Influence Tokens. Both Accusations do not have to be placed on the same Colonist.



**13 Bring Colonist into Circle** - Spend Influence Tokens equal to a Colonist's base Reputation, ignoring Accusation Tokens, to move them into the Influencer's Circle. Any tokens on the Colonist remain. Colonists can be influenced from the center of play or from another player's Circle.

The second Colonist into Circle functions in the same manner but it will cost 1 additional Influence Token.

## REPLACING COLONIST CARDS

After all spaces are resolved, slide remaining cards to the right, and refill the Prominent Colonist and Colonist cards taken from play. If no Prominent Colonist cards remain, use Colonist cards to fill the empty top row spaces.

If a turn ends and no Colonist on the bottom row (blue back) was Arrested or brought into a Circle, take the Colonist card farthest away from the deck and place it at the bottom of the deck. Slide the other 3 cards right and place a new Colonist card in the empty spot nearest the deck. This process never occurs in the top row of cards.

**TOKENS** - The number and type of tokens players have is public knowledge. Fear and Accusation tokens **MUST** be placed when resolving the space they can not be saved.

## SPECTRAL EVIDENCE



If a Colonist card has the Spectral Evidence token they:

- Do not receive a +5 Reputation Defensive Bonus for being in a Faction's Circle for the purpose of being arrested.
- Do not Generate Influence
- Are not able to use their Colonist ability.



## FEAR TOKENS

Fear tokens may be placed on Colonists to block their abilities. Once a Colonist has 2 fear tokens they no longer generate influence. If a Colonist has 3 Fear tokens, they are no longer able to use their Colonist Ability.

## ACCUSATIONS

Each Accusation Token will reduce a Colonist's Reputation by 1 for the purpose of Arresting them. Accusations have no impact on bringing a Colonist into your Circle.



## ARRESTS

Only 1 Colonist may be arrested for each Arrest action selected. A Colonist may only be arrested if they have at least 1 Accusation Token (or Spectral Evidence) on them at the time of their arrest. If a Colonist's Reputation is reduced to 0 (by the use of Accusations), no Influence need be spent to arrest. The arrested Colonist is placed to the left of the Faction card. Players may not use arrested Colonist's Abilities or arrest Colonists from their own Circle. Remove all tokens from the arrested Colonist. A Colonist's Reputation can be reduced below 0, but no Influence is "repaid" to the arresting player. Negative scores can be used to reduce the Circle Defensive Bonus. *Mary Warren (Reputation 2) with 3 accusations could be arrested from a Circle for 4 Influence Tokens.*

**Invalid Actions:** If you don't have enough Influence to perform an action or there are no Colonists with Accusations for Arrest, take no action.

## END GAME & SCORING

-The appearance of *Mary Spencer Hill* or *Increase Mather* will immediately end the game.

**RIGHTEOUSNESS:** 1 point for each Colonist in your Circle and 1 point for each Colonist you arrest.

**WEALTH:** 1 Point per Property Icon from Colonists you have arrested.

**STATUS:** Bonuses and Penalties listed on the Faction card.

**GRIEVANCES:** 2 additional points for arresting your targets, -2 points if your ally is arrested.



**Wealth:** 2 points (2 Houses from arrests - Edward Putnam)

**Righteousness:** 5 points (1 point per Colonist in Circle and Arrested [+5])

**Faction Card Bonus:** 4 points (arresting a Putnam [+2]) (Proctor in Circle [+2])

**Grievances (not displayed):** None of the targets were arrested.

**Total = 11 Victory Points**

In the event of a tie, each player will compare their highest value card (In Circle or Arrested). If they are the same reputation value, they will compare their next highest value card until there is a winner.