



8+



2-6



20'

**Game Rules**

In *The Legacy of the Reformers*, you are transported to a time of significant challenges and change, where every move is a step in the fight for truth and spiritual reform. Your goal is to collect the five “Sola” cards, which symbolize the fundamental principles of the Protestant Reformation. To achieve victory, you must not only be the last player standing in the round, but also skillfully use the abilities of historical figures who shaped the course of history with their courage and conviction. Each round offers a chance to relive the challenges faced by the reformers, applying your strategy and determination to influence the development of faith and society. Immerse yourself in this journey of faith, strategy, and transformation, and see if you have the skill and wisdom to continue the legacy and emerge as a true leader of the Reformation.



Setup

Character Cards: Shuffle the 20 character cards and remove the top card without revealing it, placing it aside, out of the game. In two-player games, remove and reveal three additional cards so that all players know which cards are not in play for this round. The remaining cards form the draw deck.



“Sola” Cards: Shuffle these cards and place them in a separate deck. They are the rewards for winning rounds.

Distribution: Each player starts with one character card in hand.

The rest of the cards form the draw deck.

Determine the First Player: The youngest player may start, or it can be chosen randomly.

Extra Cards

If playing with more than four participants, include the **William Tyndale** and **Oliver Cromwell** cards to add more dynamic effects that can alter players' strategies.

How to Play

During your turn, draw a character card and decide which of the two cards in your hand you will discard and activate its effect. Each card can either benefit you or challenge you, depending on the situation. The effect must be applied immediately and may include protecting yourself, swapping cards with another player, or forcing a player to discard their hand.

After playing a card and resolving its effect, the turn passes to the player on your left. The round ends when only one player remains, or when there are no more character cards to draw. In that case, the winner is the player who remained until the end or the one holding the card with the highest number. The winner will receive the first card from the “Sola” deck as a reward.

Note: If a player wins a “Sola” card that they already have, they may exchange it for a “Sola” card from another player (as long as it has not been used) or take the first card from the “Sola” deck.





Player Elimination

A player is eliminated from the round if:

- They are forced to discard their last card as a result of another card's effect.
- The effect of a card played by another player results in their elimination.

Sola Cards

The “*Sola*” cards represent the five fundamental pillars of the Protestant Reformation and are crucial to the strategy in the game. Each type of “*Sola*” card offers a unique power that can be used once per game, providing players with special abilities that reflect the theological principles they represent. When a player wins a “*Sola*” card, they must always keep it visible to the other players. After using the card, it must be turned to indicate that it has been used.

These cards are:

“*Sola Scriptura*” (8 cards): Look at another player's hand once per game, reflecting access to wisdom and knowledge through Scripture.

“*Sola Fide*” (7 cards): Ignore the effect of another player's card once per game, symbolizing the protection that faith provides against false doctrines.

“*Solus Christus*” (6 cards): Cancel all card effects played in a specific round, illustrating God's grace that surpasses all circumstances.

“*Sola Gratia*” (5 cards): Swap your hand with another player once per game, highlighting the role of Christ as the sole mediator between God and mankind.

“*Soli Deo Gloria*” (4 cards): You can assign this card the effect you choose; the one that gives the most glory to God.



Symbols of the Reformers



Hammer and Nail (Martin Luther): Represents the posting of the 95 Theses, the symbolic act that sparked the Protestant Reformation.



Tulip (John Calvin): Symbol of Calvinism, associated with the five points of Calvin's doctrine.



Trumpet (William Farel): Represents his vigorous preaching and call to reform.



Pulpit (Theodore Beza): Symbolizes his eloquence and leadership as a Reformed preacher.



Calvin's Cross (John Knox): Indicates his connection to Calvinism and his spiritual leadership in Scotland.



Chalice (Jan Hus): Represents the sacrament and his fight for liturgical reforms.



Anchor (Roger Williams): Symbol of hope and steadfastness in the fight for religious freedom.



Sword (Ulrich Zwingli): Represents his active participation in the Kappel Wars.



Fire (William Tyndale): Symbolizes his martyrdom and his role in translating the Bible.



Puritan Hat (Oliver Cromwell): Represents his leadership during the English Revolution and the Puritan era.

Components

- **18 Reformer Cards, each with a unique effect.**
- **2 Wildcard Cards, for games with more players.**
- **30 "Sola" Cards, of five different types, each representing one of the Reformation's core principles.**

Credits

Game Design: Vinicius A. Miranda
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Production and

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