

The Road to Canterbury



Game Components:

- 1 Game Board
- 1 Parson Pawn
- 75 Corruption Cubes
- 84 Illustrated Cards: 7 Pilgrims, 12 Relics, 44 Sins and 21 Pardons
- 5 Last Rites Tokens
- 90 Coin Tokens & 3 Coin Bags
- 3 Pardoner Reference Cards
- Rules Booklet

Greed, Pride, Gluttony, Wrath, Luxury, Idleness, and Envy—the infamous “Seven Deadly Sins.”

For the faithful, they instill horror. For you, on the other hand, they present a wonderful business opportunity!

In ***The Road to Canterbury***, each player is “the Pardoner,” traveling with seven of Chaucer’s pilgrims from London to Canterbury. Each Pilgrim is afflicted with one of the seven deadly sins, thus having need of your indulgences. Using relic, sin and pardon cards, each Pardoner tries to “save” the pilgrims from their sins and the eternal consequences.

For you to succeed as a pardoner, you’ll need to do more than just sell forged pardons for quick cash. To keep your services in demand, you will actually need to lead these Pilgrims into temptation yourself! Perhaps some phony relics might help? There is also one big catch. The Seven Deadly Sins live up to their name: each sin that a Pilgrim commits brings Death one step nearer, and a dead Pilgrim pays no pardoners!

So much to forgive, so little time...

Will you be able to outwit your opponents?

Game Designed by Alf Seeger

Game Rules & Development by Rick Soued

Art from the Bridgeman Art Library, NYC

Published by Gryphon Games

Made in China

Players:	2 – 3
Playing time:	45 – 60 minutes
Age:	Family 10 +
Case Size:	6 (4.4 lb. or 1990 grams/unit)

Product Code:	101305N
UPC:	718122565498
Size:	12.25" x 8.75" x 2"
MSRP:	\$59.99

Target Audience:

- Gift, museum, game and book store patrons
- Educators and fans of Medieval history, literature and art
- Both casual and serious gamers

Core Information:

- Features art from: “The Seven Deadly Sins and the Four Last things” by Dutch artist Hieronymus Bosch; the *Ellesmere Manuscript of Chaucer’s Canterbury Tales* and the *Troy Book and the Siege of Thebes* by John Lydgate
- Reinforces strategic planning, basic math, memory and social skills
- Exposure to history, literature and art of the Middle Ages



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