

Undivine Comedy

The players are **Sir Henry** and **Lord Edgar**. Sir Henry is a penitent knight condemned to hell for his sins, while Lord Edgar is a righteous man who sold his soul to save his family from plague. They seek to reach Purgatorio (the 8th floor) and escape from hell. The first player to reach this level wins. You start in the center of the first floor (the lowest floor and lowest level of hell), and initially, you may choose your direction. Afterward, the dice of evil determine your path.

Salvation elevators are located in the corners, but all elevator doors are initially closed. The key to each elevator is located in the center of that floor. Moving between floors will cause you to lose any keys you've collected. Once you reach an elevator, it will transport you to the corner of the upper floor. If you have a key and reach an elevator, you may continue moving on the upper floor. If you don't have a key and reach an elevator, you'll turn around (change direction) and continue your movement. You and your opponent may occupy the same space. Roll two dice: the left die is the first, and the right die is the second.

1st Dice	2nd Dice	Action
1	1	move down one floor (if you were at the corner, you go down to the floor's corner)
1, 2, 3	2, 3	your key will be taken away (if you don't have key roll the dice again)
	4	a curse is upon you, which means that if you reach the elevators and do not have a key, you go down one floor and continue your movement.
	5	give the key to your opponent (If he already has a key just roll the dice again)
	6	turn away and walk the number of pips shown on the first dice.
4, 5, 6	1, 2	the curse will be removed
	3, 4	switch your location with your opponent.
	5	you recover your key
	6	you move up one floor.

