

A Game by Konstantin Seleznev



Cult

CHOOSE YOUR GOD WISELY

GAME RULES

CRYPTOZOIC
ENTERTAINMENT



ages
12+



2-5
players



90
min



IGROLOGY

Cult: Choose Your God Wisely

There are powerful entities that reside in the dark recesses of our world. Choose your God wisely and summon him or her faster than your rivals!

To accomplish your mission, you must stop at nothing. Send your Priests to Locations in the Eternal City so they can recruit Followers, perform dark rituals, bribe officials, and inspire uprisings of Fanatical Mobs.

In **Cult: Choose Your God Wisely**, your God can win over the minds and souls of the whole world!

Game Contents

Game board

The game board shows the Eternal City and its 13 Locations. During the game, you will place your Priest tokens in these Locations, trying to gain support from local dwellers.

75 Priest tokens

(15 of each color: red, yellow, green, blue, and black)

For each color, there are 3 Priests of each strength of persuasion, ranging from 1 to 5. The stronger the Priest, the more Influence it has. The other side of each Priest token depicts an Altar; all Altars have a strength of 4.

5 Patriarch figures

(bases in the colors red, yellow, green, blue, and black)

The Patriarch is the High Priest of a Cult. It has a strength equal to the current number of Followers the Cult has. Abilities that increase or decrease the strength of Priests do not affect Patriarchs. The Patriarch may never be destroyed.

45 Followers

(9 of each color: red, yellow, green, blue, and black)

Common citizens are reluctant to let the agents of the dark deities into their districts. With the help of their Followers, however, the Priests can get into even the most wealthy and protected Locations. The more Followers a Cult has, the more powerful it is.





33 Miracle cards

Miracle cards allow you to improve your own situation by relocating your Priests, increasing your Influence, building Altars, and gaining Followers, coins, and Fanatical Mobs. When a Miracle card is played, it is placed on the bottom of the Miracle deck.



33 Intrigue cards

Intrigue cards allow you to harm your opponents by stealing their cards or coins, weakening rival Priests, or destroying Followers, Fanatical Mobs, and Altars. You may also sell Intrigue cards for coins. Played or sold Intrigue cards are placed on the bottom of the Intrigue deck.



33 License cards

License cards on offer can either be bought with coins, or gained for free at the Palace Location. Each License card grants its owner a unique permanent ability and increases the strength of their Patriarch. License cards are never put into your hand; whenever you gain one, it is placed face up in front of you.



Supremacy card

This card is given to the player whose Priests won the most recent public dispute at the Forum Location. While you own this card, your Patriarch adds 7 to its strength. In the round after gaining the Supremacy card, you may use one of its effects.



8 Cult sheets

Each Cult sheet features the name and illustration of one of the dark deities, as well as the special abilities given by this deity to its worshippers. Each sheet has a light and a dark side.

16 Fanatical Mobs

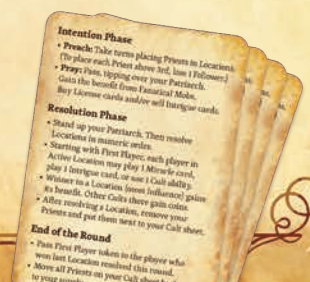
These mobs form the fearless armies of the dark deities. If a Cult gains 4 Fanatical Mobs, it can gain control of the city and win the game.



100 coins

First Player token

5 Reference cards



Game Setup



1. Place the Game board in the middle of the table.
2. Shuffle the deck of Miracle cards and place it face down in the Ruins (Location 1).
3. Shuffle the deck of License cards and place it face down in one of the slots in the Palace (Location 10). Draw 3 cards from this deck and place them face up in the other three slots in the same Location.
4. Shuffle the deck of Intrigue cards and place it face down in the Nobility District (Location 11).
5. Each player chooses a color and takes the Patriarch and 3 Priest tokens (one each with strengths 1, 2, and 3) of the chosen color. Put the remaining tokens in the reserve.
6. Each player takes a Cult sheet, either at random or by letting players choose, and places it, light-side up, in front of themselves next to their Priests.

7. Each player places 2 Followers of their color and 5 coins next to their Cult sheet. Put the remaining Followers and coins in the reserve.

For your first game, we recommend using the following Cults:

- In a 2-player game: Fafnir and Tiamat
- In a 3-player game: Arachne, Cthulhu, and Nirriti
- In a 4-player game: Anubis, Atheism, Cthulhu, and Janus

We do not recommend playing your first game with 5 players.

Determining the First Player

Each Cult has a Divine Might value indicated in the upper right corner of the sheet. In the first round of the game, the player with the highest Divine Might becomes the First Player. In subsequent rounds, the player who wins in the highest-numbered Location becomes the First Player (see Resolution Phase, page 7).



Game Objective

To win the game, you must fulfill at least one of the following conditions at the end of a game round:

- **Have 5 Altars of your Cult in the city**
- **Own 4 Fanatical Mobs**
- **Perform the Summoning of your deity twice**

If you fulfill at least one of the victory conditions, your deity takes over the world; the game ends and you win the game. If several players fulfill at least one of the conditions, the winner is the tied player with the highest Divine Might.

Game Flow

The game consists of a number of rounds. Each round has two Phases.

- In the **Intention Phase**, players place their free Priests into Locations on the board.
- In the **Resolution Phase**, each Location is resolved and the winner of each gains the benefit of the Location. Also during this Phase, players may play cards and use their Cult abilities.



Intention Phase

During this Phase, Cults have two options: **Preach** or **Pray**. If a Cult decides to Preach, it sends Priests to a Location to persuade the locals to support its cause. Each Priest in a Location increases the Cult's Influence in that Location equal to the strength of the Priest. To gain the benefit of a Location in the subsequent Resolution Phase, you must have more Influence there than any of your opponents.

If a Cult chooses to Pray, it does not send out any more Priests during the Intention Phase, instead choosing to call out to its deity for help. Once a Cult Prays, it can no longer Preach or Pray again during a round.

Preach

When a player decides to Preach, they are allowed to place a Free Priest (or their Patriarch, if they are free) in any Location that they have enough Followers to access.

At the beginning of the game, each Cult has just 2 Followers, so you may only place your Priests in Locations 1 to 6. In order to send your Priests to Locations 7 to 13, your Cult must have the required number of Followers, as shown in the table below and depicted on the right side of the game board. Note that this rule is only relevant during the Intention Phase, not the Resolution Phase.

	Ruins		Thieves District		Slums		Any number of Followers
	Forum		Temple District		Trade District		At least 1
	Artisan District		Academy		Port		At least 3
			Palace		Nobility District		At least 5
			Guard Quarters		The Rift of Darkness		At least 7

Priests are placed 1 at a time, starting from the First Player and going clockwise. On your turn, if you decide to Preach, you place 1 of your Free Priests in 1 of the Locations available to you.

A **Free Priest** is one that belongs to you and is next to your Cult sheet. Once a Priest is placed in a Location or placed onto the Cult sheet, it is no longer free and may not be used as a Free Priest. Priest tokens in the reserve do not belong to any player.

Remember: Your Patriarch is also a Priest!

Each round that you Preach, the first 3 placements of your Priests cost nothing. However, to place each additional Priest above 3, your Cult must lose 1 Follower, placing it back into the reserve. If your Cult does not have a Follower to lose, you cannot place a Priest and must Pray instead. Note that this rule is only relevant during the Intention Phase, not the Resolution Phase.

Pray

If you choose to Pray, you cannot Preach or Pray again during this Phase, meaning you can't place any more Priests. You may even Pray without Preaching at all in a round.

When a player Prays, they tip over their Patriarch. Any player with a tipped over or "Praying" Patriarch cannot do any additional actions in the current round's Intention Phase and are, in effect, passing with some benefits.

When you Pray, you may immediately gain the benefit of 1 Location, depending on the number of Fanatical Mobs you have:

				At least 1 Mob
				At least 2 Mobs
				At least 3 Mobs

You gain the benefit of the chosen Location strictly according to the text of the Location, as if you were the winner in that Location during the Resolution Phase.

Note: For the Thieves District, you must have a Priest of any value at the Location to gain the benefit (even if you have the requisite Fanatical Mob), as the Thieves District requires you to move a Priest from that Location as part of its benefit.

Also, once you have Prayed, you may make any number of deals. Deals let you gain or spend coins. The two kinds of deals are:

- Sell 1 or more Intrigue cards from your hand. Place these cards at the bottom of the Intrigue deck and gain the amount of coins indicated on these cards from the reserve.
- Buy 1 or more face-up License cards from the Palace by paying the indicated cost in coins. Place these cards face up in front of you.

After each player has Prayed—receiving the benefit of a Location and making any deals—the Intention Phase is over.

Resolution Phase

At the start of the Resolution Phase, all Patriarchs are stood back up.

During this Phase, each Location is resolved one at a time in numerical order, starting with Location 1. The Location that is being resolved is called the Active Location. Only Locations with at least 1 Priest or Altar are resolved; unoccupied Locations do not become active, and there are no winners in such Locations.

When resolving a Location, the Cult with the most Influence wins and gains the benefit of that Location. All other Cults with any Influence there gain coins as alms (the number of coins is printed on the Location). Only proceed to the next Location after the Active Location has been fully resolved.

Before determining the winner in the Active Location, each player (including those not present in the Location), starting from the First Player and going clockwise, may do one of the following:

- Play 1 Miracle card from their hand
- Play 1 Intrigue card from their hand
- Use 1 Cult ability

Note: All Cult abilities have either a Ritual Cost requiring a Free Priest of a certain strength or a Sacrifice Cost requiring Followers, Priests, coins, or Fanatical Mobs to be returned to the reserve. There is more about Cult abilities starting on the bottom of page 14.

These three possible actions may dramatically change the situation in the Active Location. Note that even players who are not present in the Active Location may perform one of the actions, possibly affecting the outcome.

End of the Round

Once all Locations with Influence have been resolved, the Resolution Phase is over and it is the end of the round. Check to see if any player has fulfilled one of the victory conditions (see page 5). If not, prepare for the next round by replenishing the License cards (see page 12). Any Priests on Cult sheets are moved back to the player's supply, becoming Free Priests. The player who won the highest-numbered Location that was resolved becomes the new First Player and gets the First Player token. A new round begins.

After all players have had an opportunity to take an action, each Cult calculates their Influence in the Active Location by adding the strength of all their Priests and Altars in the Location, as well as any modifiers from other effects. The Cult with the most Influence wins the Location. In case of a tie, the tied Cult with the highest Divine Might wins.

The winner may gain the benefit of the Location. If they cannot or do not want to use the benefit, they get nothing. All other players with Influence in the Location gain up to 3 coins as alms (as printed on the Location).

Once the benefit and alms have been awarded, each player removes all their Priests from the Active Location and puts them next to their Cult sheet. These Priests are now Free Priests and may be used to pay the Ritual Costs for Cult abilities resolving in other Locations. Altars are not removed from the Eternal City, staying in the same Location.



Locations



Ruins

The ancient ruins are inhabited by exiles, hermits, mystics, and lunatics. This place is home to rumors, gossip, and divine signs.

Benefit: Draw 1 Miracle card from the top of the Miracle deck.

Alms: Each other player present gains 1 coin.

See page 11 for more details on Miracle cards.



Thieves District

Thieves, swindlers, smugglers, and other criminals inhabit the poor outskirts of the city. The jingling of coins solves any problem here.

Benefit: You may pay from 3 to 13 coins. If you do, you become the winner in the Location with the number equal to the paid amount (when that Location resolves).

Alms: Each other player present gains 1 coin.

After winning in this Location and paying the coins, move 1 of your Priests from the Thieves District to the target Location. Stack the paid coins under the Priest token or Patriarch figure. When determining the winner in the target Location, the owner of the Priest with coins becomes the winner. Return the coins to the reserve. If the Priest with coins leaves (or is removed) from its new Location before the winner is determined, return the coins to the reserve and determine the winner as usual.

If the winner in this Location has no coins or Priests present (e.g., if the player has an Altar there or plays an Intrigue card), they cannot gain the benefit and get nothing.

It is possible that several players can gain the benefit of the Thieves District during the same round. If, at any moment of the game, there are 2 Priests with coins in the same Location, both Priests are immediately returned to their owners, and the coins are put into the reserve.



Slums

This shanty town is densely built up with huts and shacks and is a place where a dark Cult may easily recruit new Followers among the poor, needy, and desperate.

Benefit: Gain 1 Follower.

Alms: Each other player present gains 1 coin.

Take 1 Follower of your color from the reserve and place it on your Cult sheet. You may not have more than 9 Followers.



Forum

The place for meetings, discussions, public debates, and performing wonders. The Cult that wins the confrontation becomes more popular and influential ... for now.

Benefit: Take the Supremacy card.

Alms: Each other player present gains 2 coins.

After winning in this Location, take the Supremacy card either from the reserve or from its previous owner and place it face up next to your Cult sheet.

See page 14 for more details on the Supremacy card.



Temple District

Priests and acolytes inhabit this neighborhood, which is full of ancient and modern temples. This is the best place to find new Priests for your dark Cult.

Benefit: Either gain a Priest with strength 1, or increase the strength of 1 of your Free Priests by 1.

Alms: Each other player present gains 2 coins.

If you choose to gain a new Priest, take the Priest token of your color with strength 1 from the reserve and add it to your pool of Free Priests. If there is no such Priest in the reserve, you cannot gain a new Priest.

(Temple District Continued)

If you choose to increase the strength of 1 of your Free Priests, return it to the reserve and then take from the reserve the Priest token of your color of the next strength value, adding it to your pool of Free Priests. If there is no such Priest in the reserve, you cannot increase the strength of that Priest. (Reminder: You can always swap Priest tokens in the reserve with Altars that you have already placed on the board.)

As an exception to the normal rules, you may choose to increase the strength of your Priest in the Temple District instead of a Free Priest. You may not increase your Patriarch's strength this way.

The maximum strength of a Priest is 5. If you should increase the strength of a Priest above 5 due to this benefit, the strength stays at 5.



Trade District

The district of merchants, traders, moneychangers, lenders, and other prosperous citizens of low birth. Influential Cults may gain generous donations here.

Benefit: Gain 6 coins.

Alms: Each other player present gains 2 coins.



Artisan District

The district of craftsmen, builders, bricklayers, and other skillful workers. For a reasonable price, a dark Cult may arrange the building of an Altar.

Benefit: You may pay 5 coins to build an Altar in any Location currently occupied by 1 of your Priests.

Alms: Each other player present gains 2 coins.

To build an Altar, you must choose 1 of your Priest tokens in any Location and flip it to the Altar side. This Priest is lost (it becomes the steward of the Altar), but you gain 4 permanent points of Influence in that Location. This effect is immediate and may affect the resolution in the Location where you have just built an Altar.

You may not have more than 1 Altar in each Location. Altars are not removed from the board after determining the winner in a Location or at the end of the round, but may be destroyed by Intrigue cards or Cult abilities.

(Artisan District Continued)

Altars grant you a permanent presence in a Location. An Altar is not subject to the restrictions related to Priest placement during the Intention Phase. You may win in a Location where you have an Altar and no Priests, but an Altar is not a Priest and is not affected by cards and abilities that target Priests.

Since Priests are removed from a Location when it is resolved, you may only build an Altar in Locations 7 to 13 with this benefit. However, there are ways to build Altars in Locations by other means. For example, if you have 3 Mobs at the end of the Intention Phase, you may use the benefit of the Artisan District and build an Altar before any Locations are resolved. Certain Miracle cards and Cult abilities also allow you to build an Altar in the Active Location.

Whenever you build an Altar, you need to have at least 1 Priest in that Location, and the Priest token is flipped face down. You also may not build an Altar using your Patriarch. If you flip a Priest with coins (see Thieves District on page 8), return the coins to the reserve and the winner in that Location is determined as usual.

Note: At any time during the game, you may swap the Priest token representing your Altar for another Priest token of your color from the reserve. This may be useful if there are no Priest tokens of a certain strength in the reserve (see Temple District on Page 8 or the Academy below).

Having 5 Altars across Locations at the end of a round fulfills one of the victory conditions.



Academy

An ancient and prestigious establishment where students master science and scholars explore nature. For a reasonable fee, a dark Cult may educate their Priests here and gain respect.

Benefit: You may either pay 5 coins to increase the strength of 1 of your Free Priests by 2, or pay 11 coins to increase the strength of 1 of your Free Priests by 4.

Alms: Each other player present gains 2 coins.

The rules for increasing the strength of a Priest are the same as for the Temple District. You may increase the strength of a Free Priest or the Priest in the Academy, but not in a higher-numbered Location or on your Cult sheet.



Port

The neighborhood of taverns, brothels, gambling houses, and similar shady establishments. Wealthy Cults may easily find new Followers among sailors, pirates, bards, revelers, and merchants of all sorts.

Benefit: You may either pay 5 coins to gain 2 Followers, or pay 11 coins to gain 4 Followers.

Alms: Each other player present gains 2 coins.

Take the Followers of your color from the reserve and place them on your Cult sheet. You may not have more than 9 Followers.



Palace

The royal couple, as well as countless courtiers, ministers, and officials occupy this majestic edifice. In the Palace, an influential dark Cult may strengthen its position by obtaining new exemptions and advantages.

Benefit: You may take 1 of the face-up License cards from this Location at no cost.

Alms: Each other player present gains 3 coins.

There will be at most 3 face-up License cards in this Location. If you win here, you may take 1 of them, and place it face up in front of you without paying its cost. If there are no face-up cards in the Palace (because they were bought with deals in the Intention Phase), you get nothing.

License cards are replenished at the end of the round. See page 12 for more details on License cards.



Nobility District

The noble inhabitants of this neighborhood are immersed in vendettas, scheming, and fights for power. This place is the source of constant danger for a dark Cult unless it participates in the intrigue itself.

Benefit: Draw 2 cards from the Intrigue deck, then return 1 Intrigue card from your hand to the top of the Intrigue deck.

Alms: Each other player present gains 3 coins.

See page 13 for more details on Intrigue cards.



Guard Quarters

These barracks are occupied by regiments of the Royal Guard, which is tasked with watching over the Rift of Darkness and suppressing riots. An influential dark Cult may arm its worshippers here.

Benefit: You may lose 2 Followers to gain 1 Fanatical Mob.

Alms: Each other player present gains 3 coins.

When you gain a Fanatical Mob, place the Mob token on your Cult sheet. When you pass in the Intention Phase, your Mobs let you gain the benefit of 1 of the Locations.

If at the end of the round, you have 4 Fanatical Mobs, you fulfill one of the victory conditions.



The Rift of Darkness

A mysterious crack where the ancient darkness finds its way to the world of living. By accumulating all its Influence here, a dark Cult may Summon its dark deity to rule the world.

Benefit: If you have enough Influence in this Location, you may perform the Summoning of your deity.

Alms: Each other player present gains 3 coins.

To successfully perform the Summoning of your deity, your total Influence in the Rift of Darkness should be at least equal to the Divine Might of your Cult. If you don't have enough Influence, the Summoning attempt fails and you gain nothing.

If you successfully Summon, and your Cult sheet is light-side up, flip it to the dark side. Your deity draws near to this world, the Divine Might of your Cult increases, and the abilities of your Cult change.

If you successfully Summon, and your Cult sheet is dark-side up, you fulfill one of the victory conditions.

Please note that any dark Cult has more Divine Might than any light Cult.

Miracle Cards

Miracle cards are normally gained from the Ruins Location. They can be played during the Resolution Phase, when resolving a Location.

Effects of Miracle cards

Place 1 of your Free Priests in the Active Location, as long as you have enough Followers to do so (see the table on page 6).

Move 1 of your Priests from the Active Location to any higher-numbered Location, if you have enough Followers to place Priests in that Location (see the table on page 6).

Increase the Influence of 1 of your Priests in the Active Location by 2/7 (its strength remains the same).

Remove 1 of your Priests from the Active Location to gain 7 coins.

Lose 3 of your Followers to build an Altar in the Active Location (flip 1 of your Priest tokens in the Location to the Altar side).

Lose 4 of your Followers to gain a Fanatical Mob.

Gain 1/2 Followers or 4/7 coins (your choice).



The most effective Miracle cards bear a dark seal in the upper left corner. You may play these cards only if your Cult sheet is dark-side up.

After you play (or discard) a Miracle card, place it face down on the bottom of the Miracle deck.

When you play a Miracle card, you must fully use its effect. If you are not able to use the effect in full (for example, you don't have enough Followers to lose or you don't have a Priest to move from the Active Location), you cannot play the card.



License Cards



License cards can be gained either by buying them with a deal or at the Palace Location. Unlike Miracle and Intrigue cards, License cards are never held in your hand; they are placed face up in front of you and are not considered to be in your hand. However, you may discard your License cards to power your Cult ability. Discarded License cards are placed on the bottom of the License deck.

In addition to its permanent ability, each License card you own increases the strength of your Patriarch by 1, 2 or 3, as indicated on the card.

At the end of the round, if at least one slot for face-up License cards is empty, return all remaining face-up License cards to the bottom of the License deck, then draw 3 cards from the deck and place them face up into the slots.

Effects of License cards



Approval (with number 4, 5, or 6). This License allows you not to lose a Follower after you place your 4th, 5th, or 6th (depending on the number) Priest in the Intention Phase. For example, if you have Approval 5, you don't lose a Follower when placing your 5th Priest in the Phase, but you still lose a Follower after placing your 4th Priest.



Community (of a certain Location). This License allows you to gain the benefit of the corresponding Location even if you have lost in the Location. To gain the benefit, you still need to have at least 1 Influence in the Location. You gain the benefit right after the winner, and if you cannot or do not want to use the benefit, you get nothing (no alms either). There are Community License cards for all Locations except for the Forum.



Title. This License grants you access to a certain Location in the Intention Phase, even if you do not have enough Followers:

- Minstrel gives access to the Artisan District (Location 7).
- Healer gives access to the Academy (Location 8).
- Admiral gives access to the Port (Location 9).
- Mentor gives access to the Palace (Location 10).
- Inquisitor gives access to the Nobility District (Location 11).
- General gives access to the Guard Quarters (Location 12).
- Oracle gives access to the Rift of Darkness (Location 13).



Tithe (of a certain Location). This License allows you to tax Priests of your opponents placed in the Location listed on the card. Each time an opponent places their Priest in 1 of these Locations during the Intention Phase, they must immediately pay you 1 coin. If they have no coins, they place the Priest without paying. Altars cannot be taxed.



Exiles. Whenever you play an Intrigue card, gain a Follower.

Novitiates. Your Altars have +1 Influence.



Aulic Magus. Whenever you play a Miracle card, gain 3 coins.



Intrigue Cards

Intrigue cards are normally gained from the Nobility District. They are played during the Resolution Phase when resolving a Location.

Scheming is prosecuted by the Crown. If you wish, you may expose a conspiracy to the authorities and gain the reward. In the Intention Phase, you may sell an Intrigue card for the amount of coins indicated in the middle of the card.

After you play or sell an Intrigue card, place it face down on the bottom of the Intrigue deck. If you are not able to use the effect of an Intrigue card (for example, because there is no valid target), you cannot play the card.



Some Intrigue cards bear a dark seal in the upper left corner. You may play these cards only if your Cult sheet is dark-side up. Regardless, you may still sell the card with a deal.

Effects of Intrigue cards



Blackmail. Take half of the coins, rounded up, from the richest player. If you are the richest player, you get nothing. If several players tie for being richest, you cannot play this card.



Exorcism. Decrease the strength of any 1 Priest in the Active Location by exactly 2 (e.g., 5 to 3, 4 to 2, or 3 to 1). Swap that Priest's token for the token of the same color but with decreased strength from the reserve. If there are no such Priest tokens available in the reserve, you may not play this card.



Foiled Plot. The Cult with the most cards total loses 1 Fanatical Mob, 1 Altar, and 2 Followers.



Slaughter in the Streets. Each Cult with Influence in the Active Location loses 2 Followers. If they only have 1 Follower, they lose that Follower.



Disperse the Fanatics. Each Cult with Influence in the Active Location loses 1 Fanatical Mob.



Secret Search. Each opponent with Influence in the Active Location must give you 1 Miracle card or 1 Intrigue card from their hand.



Threat to the Crown. Take 1 License card belonging to the Cult with the strongest Patriarch. If you have the strongest Patriarch, you get nothing. If several players tie for having the strongest Patriarch, you cannot play this card.



Vandalism. If there are no Altars in higher-numbered Locations, return to the reserve all Altars in the Active Location.



Ambush the Fool. Remove a Priest with coins from the Active Location. You take the coins, and the Priest is returned to its owner.



Inquisition Raid. No benefits or alms are awarded for the Active Location.



Seize the Location. Return all Priests from the Active Location to their owners. You are the winner in this Location.

Supremacy Card



While you own this card, your Patriarch has +7 strength. This effect is immediate, so if the Location with your Patriarch has not yet been resolved, this may affect the outcome at that Location.

The Supremacy card is larger than other cards, but it still counts as a card, so you may discard it along with other cards to power the ability of a Cult. In this case, return the Supremacy card to the reserve.

If you own the Supremacy card at the start of the round, you may forfeit your usual actions for this

round and instead hold a celebration in honor of your God. Deciding whether to hold the celebration or not must be made at the start of the Intention Phase, before any player begins Preaching or Praying.

When you decide to celebrate, receive any **one** of the effects listed on the front side of the Supremacy card and then flip it face down. The effect is applied immediately, and then your Cult does not participate in the current round — your Priests and Followers are too busy celebrating. During this round, you cannot place Priests in Locations, make deals, play cards, or use Cult abilities. You cannot gain the benefit of a Location due to Fanatical Mobs (when you Pray). You cannot win or get alms in Locations, even if you have Altars there. The Locations with your Altars don't become active unless other players have Influence there. Opponent's Intrigue cards and Cult abilities affect you as usual.

If you lose the Supremacy card while your Cult is celebrating, you still forfeit the rest of the round. The new owner of the Supremacy card places it face up in front of them.

Cult Sheets

The Cult sheet features the name and picture of your dark deity. The Divine Might of the Cult is indicated in the upper right corner. On the right of the sheet are two unique abilities that the player may use during the Resolution Phase.

Each Cult sheet is double-sided: one side is light and the other is dark. The abilities and Divine Might are different on each side.

All abilities, unless otherwise stated, affect objects in the Active Location, or objects belonging to the Cult.

Before determining the winner in the Active Location, you may use one of the abilities of your Cult as your action. You may use these abilities any number of times during a round, but only once in each Location.

At the end of the round, return all Priest tokens on your sheet to your pool of Free Priests.

You may use your Patriarch when paying Ritual Costs. However, you cannot choose your Patriarch for Sacrifice Costs.

Cults and their Abilities

The following pages cover the abilities of each of the Cults. The abilities of the light side are printed on the light background, while the abilities of the dark side are printed on the dark background.



Anubis

Ritual of Passing

Sacrifice Cost: Return 1 of your Free Priests with strength of 2 or more into the common reserve.

Gain 1 Follower for each Priest in the Active Location.

Return 1 of your Free Priests with at least 2 strength into the reserve. Take from the reserve a number of Followers of your color equal to the number of Priests (of any Cult) in the Active Location. You may not have more than 9 Followers.

Hand of Death

Sacrifice Cost: Return 1 of your Followers into the common reserve.

Remove 1 of your Priests from the Active Location and increase its strength by 2. Gain 2 coins.

Return 1 of your Followers into the reserve. Choose 1 of your Priests in the Active Location, return it into the reserve, then take from the reserve a Priest token of your color with 2 more strength and add it to your pool of Free Priests. Take 2 coins from the reserve.

Create a Mummy

Sacrifice Cost: Return 1 of your Free Priests with strength of 1 into the common reserve.

Each light-side Cult loses 1 Fanatical Mob. Draw 1 Miracle card.

Choose 1 of your Free Priests with exactly 1 strength. Return this Priest into the reserve. Each of your opponents whose Cult sheet is light-side up returns 1 Fanatical Mob to the reserve. Draw the top card from the Miracle deck and add it to your hand.

Resurrection of the Righteous

Sacrifice Cost: Return 2 of your Followers into the common reserve.

Gain a Priest with strength equal to the number of your Free Priests.

Return 2 of your Followers to the reserve. Take from the reserve the Priest token of your color with strength equal to the number of your Free Priests and add it to your pool of Free Priests. If there is no such Priest in the reserve, you cannot take 1, but note that you may swap 1 of your Altars for a different Priest token in the reserve at any time.



Cthulhu

Ritual of the Abyss

Sacrifice Cost: Return 1 of your Free Priests into the common reserve.

Increase the strength of 1 of your Priests in the Active Location by the sacrificed Priest's strength.

Return 1 of your Free Priests into the reserve. Choose 1 of your Priests in the Active Location, return it to the reserve, then take from the reserve a Priest token of your color with the corresponding amount of increased strength and place it in the Active Location. If the strength should be increased above 5, it stays at 5.

The Great Shrine

Sacrifice Cost: Return 5 of your Followers and all your Free Priests into the common reserve.

Build an Altar in the Active Location.

Return all of your Free Priests and 5 of your Followers into the reserve. Flip 1 of your Priests in the Active Location to the Altar side. If you have no Free Priests, you may still use this ability.

Furious Storm

Sacrifice Cost: Discard 2 cards.

Gain 2 Followers. Each Cult with 7 or more coins loses 7 coins.

Discard 2 cards. Each player with 7 or more coins (including you) returns 7 coins to the reserve. Take 2 Followers of your color from the reserve. You may not have more than 9 Followers.

Will of the Ancient

Sacrifice Cost: Return 5 of your Followers into the common reserve.

Each light-side Cult loses 1 Fanatical Mob and gives you 1 card of their choice.

Return 5 of your Followers into the reserve. Each of your opponents whose Cult sheet is light-side up returns 1 Fanatical Mob into the reserve and gives you 1 card (their choice).



Fafnir

Ode to Greed

Sacrifice Cost: Pay 6 coins.

Increase the strength of 1 of your Priests in the Active Location by 1 and then move it to the next Location.

Return 6 coins into the reserve. Choose 1 of your Priests in the Active Location, return it into the reserve, then take from the reserve a Priest token of your color with 1 strength higher and place it in the next Location. You may not choose your Patriarch or a Priest with strength 5 when using this ability.

Ode to Treachery

Sacrifice Cost: Discard 1 card and pay 2 coins.

Draw 1 Intrigue card and immediately sell it.

Return 2 coins into the reserve and discard 1 card. Reveal the top card of the Intrigue deck, gain the amount of coins indicated in the middle of the card, and return the card to the bottom of the deck.

Blood for Gold

Sacrifice Cost: Return 2 of your Followers into the common reserve.

Take up to 7 coins from each light-side Cult.

Return 2 of your Followers into the reserve. Each of your opponents whose Cult sheet is light-side up gives you 7 coins (or all their coins, if they have less than 7).

Army of Pillagers

Sacrifice Cost: Pay 15 coins.

Gain 1 Fanatical Mob and draw 2 Miracle cards.

Return 15 coins into the reserve. Take 1 Fanatical Mob from the reserve. Draw 2 top cards from the Miracle deck and add them to your hand.



Janus

Chalice of Clarity

Sacrifice Cost: Discard 2 cards.

Gain 1 Follower. The Cult with the least Influence wins in the Active Location.

Discard 2 cards. Take 1 Follower of your color from the reserve. When determining the winner in the Active Location, the player with the least Influence present in the Location becomes the winner. That player needs to have at least 1 Priest or Altar in the Location. If several players tie for the least Influence, the winner is the tied player with the least Divine Might. If a Cult has a Priest with coins in the Active Location, due to the benefit of the Thieves District, that Cult wins in the Location even if you use this ability. You still gain a Follower, though. You may not have more than 9 Followers.

Mystery of Virtues

Sacrifice Cost: Pay 7 coins.

Draw 1 Miracle card for each Priest in the Active Location.

Return 7 coins into the reserve. Draw a number of Miracle cards equal to the number of Priests (of any Cult) in the Active Location.

Mystery of Vices

Sacrifice Cost: Return 1 of your Free Priests into the common reserve.

Draw a number of Intrigue cards equal to the sacrificed Priest's strength.

Return 1 of your Free Priests into the reserve. Draw a number of Intrigue cards equal to the strength of that Priest.

Chalice of Madness

Sacrifice Cost: Discard 9 cards.

Gain 2 Fanatical Mobs. Destroy all Altars in the Active Location.

Discard 9 cards. Take 2 Fanatical Mobs from the reserve. Return to the reserve all Altars in the Active Location.



Nirriti

Way of Loyalty

Sacrifice Cost: Return 2 of your Followers into the common reserve.

Draw 3 cards from the bottom of the Miracle deck.

Return 2 of your Followers into the reserve. Take 3 cards from the bottom of the Miracle deck and add them to your hand. Before using this ability, make sure that the previous player has completed their action, since it may involve playing or discarding Miracle cards.

Path of Temptation

Sacrifice Cost: Discard 2 cards.

Choose 1 of the face-up License cards at the Palace that you can afford, and take it for free.

Discard 2 cards. Choose any 1 face-up License card from the Palace Location with cost equal or less than the amount of coins you have. Place the card next to your Cult sheet. Do not pay any coins for it.

Path of Iniquity

Sacrifice Cost: Return 1 of your Free Priests with strength of 4 or less into the common reserve.

Draw and immediately play 3 cards from the top of the Intrigue deck.

Return 1 of your Free Priests with at most 4 strength into the reserve. One by one, reveal and play 3 cards from the top of the Intrigue deck. After each card is resolved, return it to the bottom of the Intrigue deck. If you cannot resolve the effect of a card, just place it on the bottom of the deck and proceed to the next card.

Way of Triumph

Ritual Cost: Place your Patriarch with strength of 16 or more onto your Cult Sheet.

Gain a Priest of strength 5 and place it in the Active Location. Gain 1 Fanatical Mob.

You may use this ability only if you have a Free Patriarch with at least 16 strength. Place the Patriarch on your Cult sheet. Take from the reserve a Priest token of your color with strength 5 and place it in the Active Location. Then take 1 Fanatical Mob from the reserve.



Tiamat

Change of Guise

Sacrifice Cost: Discard 1 card and pay 3 coins.

Play a card with a dark seal.

Return 3 coins into the reserve and discard 1 card. Play a Miracle or an Intrigue card with a dark seal from your hand, as if your Cult sheet were dark-side up.

Incarnation

Ritual Cost: Place 1 of your Free Priests with strength of 3 or more onto your Cult sheet.

Destroy 3 of your Free Priests. Gain a Priest with strength 5 and place it in the Active Location.

Place 1 of your Free Priests with at least 3 strength onto your Cult sheet. Return 3 of your Free Priests into the reserve. Take from the reserve a Priest token of your color with strength 5 and place it in the Active Location. You may use this ability even if you have no Free Priests.

Attack of the Dragons

Sacrifice Cost: Discard 3 cards.

Each Cult with Influence in the Active Location loses 1 Fanatical Mob.

Discard 3 cards. Each player with at least 1 Priest or Altar in the Active Location returns 1 Fanatical Mob into the reserve.

Harvest of Chaos

Ritual Cost: Place 1 of your Free Priests with strength of 5 onto your Cult sheet.

Play 1 Miracle card, then draw 2 Miracle cards.

Place 1 of your Free Priests with exactly 5 strength onto your Cult sheet. Play a Miracle card from your hand. Draw the top 2 cards from the Miracle deck and add them to your hand. You may not use this ability if you are not able to play a Miracle card.



Arachne

Ordination of a Priestess

Sacrifice Cost: Return up to 5 of your Followers into the common reserve.

Gain a Priest with strength equal to the number of sacrificed Followers and place it in the Active Location.

Return any number of your Followers (from 1 to 5) into the reserve. Take from the reserve a Priest token of your color with strength equal to the number of returned Followers. Place that Priest in the Active Location.

Charms of the Woman

Ritual Cost: Place 1 of your Free Priests with strength of 3 onto your Cult sheet.

Move 1 of your Priests in the Active Location to the next Location. Gain 1 coin.

Place onto your Cult sheet 1 of your Free Priests with exactly 3 strength. Choose 1 of your Priests in the Active Location and move it to the Location with the next number. Take 1 coin from the common reserve.

Spider's Grip

Sacrifice Cost: Discard 2 cards and pay 2 coins.

Place 4 or more of your Free Priests in the Active Location.

Return 2 coins into the reserve and discard 2 cards. Place at least 4 of your Free Priests in the Active Location. You may not use this ability if you have less than 4 Free Priests.

Sorcery of the Goddess

Sacrifice Cost: Return 1 of your Free Priests with strength of 3 or more into the common reserve.

Gain 3 coins and draw the top card of each deck. Place the License card you drew face up in front of you.

Return 1 of your Free Priests with at least 3 strength into the reserve. Draw the top cards of the Miracle, Intrigue, and License decks. Put the License card into play in front of you and the other 2 cards into your hand. Take 3 coins from the reserve.



Atheism

Triumph of Science

Ritual Cost: Place 1 of your Free Priests with strength of 4 or more onto your Cult sheet.

If there are no Priests of other Cults in the Active Location, gain 1 Follower.

Place on your Cult sheet 1 of your Free Priests with at least 4 strength. Take 1 Follower of your color from the reserve. You may use this ability only if there are no Priests of rival Cults in the Active Location (though there may be any Altars). You may not have more than 9 Followers.

Policy of Terror

Sacrifice Cost: Return 2 of your Followers into the common reserve.

Play an Intrigue card, then draw 1 Intrigue card and gain 3 coins.

Return 2 of your Followers into the reserve. Play an Intrigue card from your hand. Draw the top card of the Intrigue deck and take 3 coins from the reserve. You may not use this ability if you are not able to play an Intrigue card.

Dispelling the Myth

Ritual Cost: Place your Patriarch with strength of 15 or more onto your Cult Sheet.

Each light-side Cult must give you 1 card.

You may use this ability only if you have a Free Patriarch with at least 15 strength. Place the Patriarch onto your Cult sheet. Each of your opponents whose Cult sheet is light-side up gives you 1 card (their choice).

Nihilism

Sacrifice Cost: Discard 3 cards.

If there are no Altars in the Active Location, build an Altar there.

Discard 3 cards. Flip 1 of your Priests in the Active Location to the Altar side. You may not use this ability if there is at least 1 Altar (of any Cult) in the Active Location.



IGROLOGY

Developed by Igrology

www.igrology.ru

Game Designer:

Konstantin Seleznev

Producer: **Timofey Bokarev**

Artist: **Anton Kvasovarov**

Editor: **Petr Tyulenev**

Graphic Designer:

Andrey Shestakov

Playtesting & Development:

Vladislav Goldakovsky

English Proofreading:

Gaming Rules! - Paul Grogan

**GAMING
RULES!**



CRYPTOZOIC™

ENTERTAINMENT

CEO & Founder: John Sepenuk

VP of Global Sales: Mike Lauter

**VP of Marketing & Product
Development:** Jamie Kiskis

VP of Creative: Adam Sblendorio

Editing: Shahriar Fouladi

Product Manager, Games:

Dekan Wheeler

Marketing: Krystyl Chwa and
Amanda Barker

Additional Game Development:

Adam Sblendorio, Matt Hyra,
Matt Dunn, Dekan Wheeler

Special Thanks: Carol Byrnes,
Javier Casillas, Matt Hoffman,
George Nadeau, Colin Robinson,
Rachel Valverde, MaryCarmen Wilber

Effects of Miracle cards



Place 1 of your Free Priests in the Active Location, as long as you have enough Followers to do so (see the table on page 6).



Move 1 of your Priests from the Active Location to any higher-numbered Location, if you have enough Followers to place Priests in that Location (see the table on page 6).



Increase the Influence of 1 of your Priests in the Active Location by 2/7 (its strength remains the same).



Remove 1 of your Priests from the Active Location to gain 7 coins.



Lose 3 of your Followers to build an Altar in the Active Location (flip 1 of your Priest tokens in the Location to the Altar side).



Lose 4 of your Followers to gain a Fanatical Mob.



Gain 1/2 Followers or 4/7 coins (your choice).



You may play this Miracle or Intrigue card only if your Cult sheet is dark-side up.

Effects of License cards



Increase the strength of your Patriarch by 1, 2, or 3.



During the Intention Phase, opponents pay you 1 coin each time they place their Priest in 1 of the corresponding Locations.



Gain the benefit of the corresponding Location even if you have lost in the Location.



During the Intention Phase, you may place your Priests in the corresponding Location even if you do not have enough Followers.



Don't lose a Follower after you place your 4th, 5th, or 6th Priest in the Intention Phase.



Whenever you play an Intrigue card, gain a Follower.



Your Altars have +1 Influence.



Whenever you play a Miracle card, gain 3 coins.