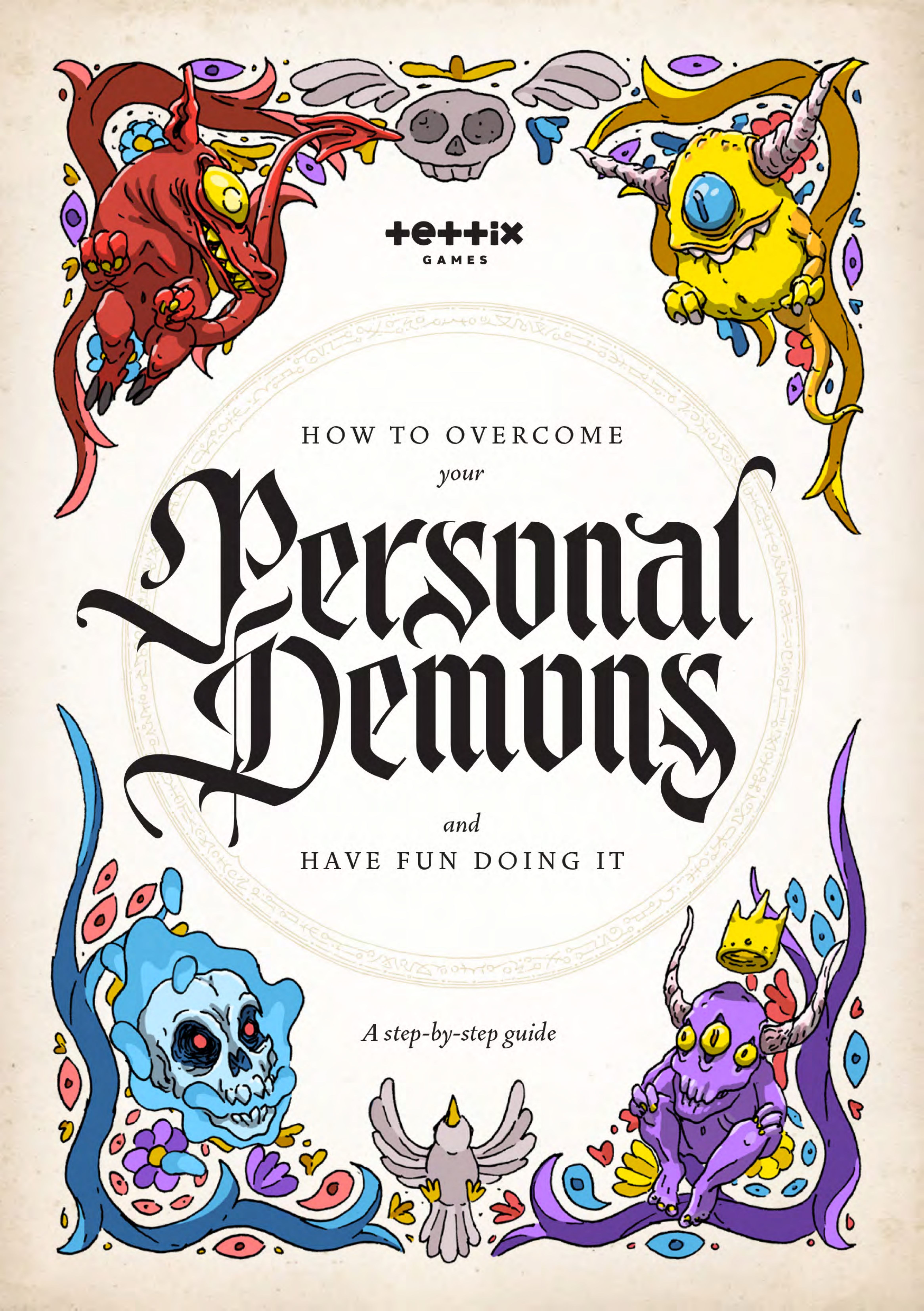


The cover features a whimsical, hand-drawn border. At the top left is a red, multi-eyed monster with long, flowing hair. At the top right is a yellow, one-eyed monster with a crown. At the bottom left is a blue, multi-eyed monster with a crown. At the bottom right is a purple, multi-eyed monster with a crown. In the center bottom is a small, grey, bird-like creature with a crown. The background is a light beige color with a faint, circular, golden border containing a repeating pattern of small, stylized symbols.

+e++ix
GAMES

HOW TO OVERCOME
your

Personal Demons

and
HAVE FUN DOING IT

A step-by-step guide



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A note from the designer who is, to be clear, not a doctor:

I have demons. We all do, I'm sure. For me, those demons most often manifest as depression and anxiety. They're demons I've carried as long as I can remember and I've learned that staying on top of them is a lifelong battle. You can't just defeat them once, you have to *keep* defeating them every single day. Tirelessly, thanklessly.

Obviously, I'm talking about mental health, an important subject that I believe needs to be destigmatized and more widely discussed.

There are lots of ways to look after your mental health: socialising, exercising, eating well, meditating, therapy, medications—I've utilised many different tactics and recommend them all. For me, antidepressants are the most effective, but no single method works for everyone. You have to determine what *your* demons need.

I believe that games—especially games played with friends—are one of the best things you can do for your general well-being. There is strong evidence to suggest that engaging in play and socialisation is great for your mental health.

While the premise of *this* game is tongue-in-cheek, the benefit of playing games in general is very real. Even if you hate the game, or mess up the rules, or come in last place, it's the act of playing that counts.

If games aren't helpful for you, please find something that is. Find a different social activity. Speak to your doctor. Research counseling services in your area. Whatever helps overcome your demons.

You've got this.

Contents



20 Liminal
Seals



20 Abyssal
Seals



20 Infernal
Seals



12 Hefty
Cards



12 Sin
Trackers

1 Cloth
Bag



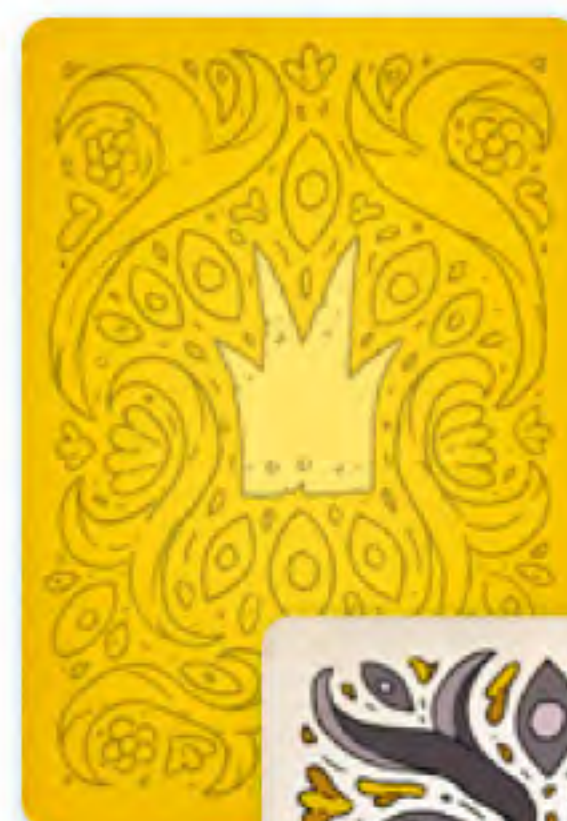
16 Colossal
Cards



8 Score
Trackers

4 Reference
Cards

4 Summoning
Circle Boards



1 Leader
Card



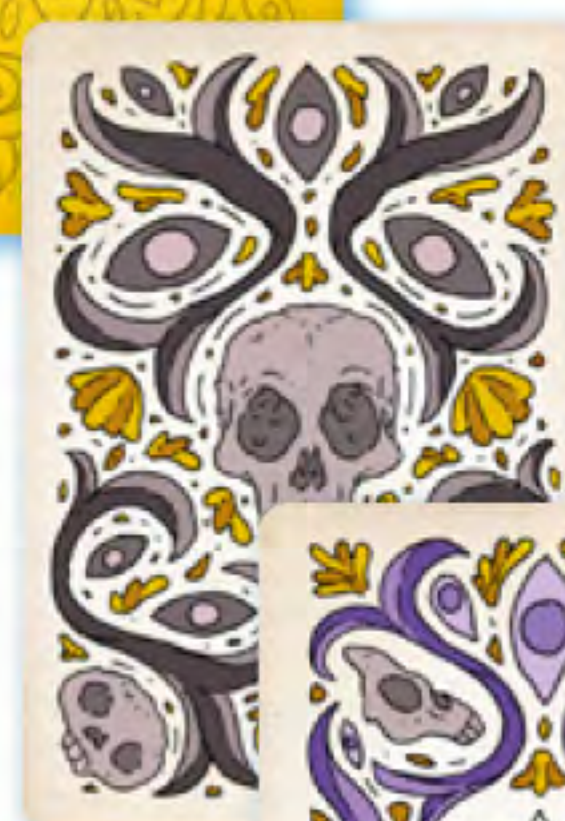
36 Round I
Cards



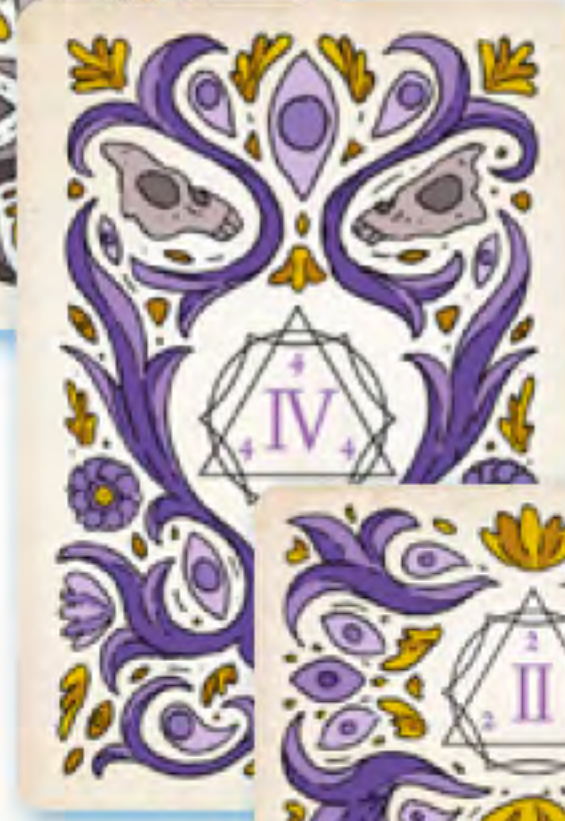
36 Round II
Cards



36 Round III
Cards



12 Fear
Cards



24 Royal
Cards



24 Fragment
Small Cards



34 Courage
Small Cards





Overview

Staying on top of your demons is hard work.

They plague you every day, rattling around inside your skull. They drag your mood down, hike your stress up, cloud your judgment, and con you into making bad choices. Generally, they just make life gross and unlivable and I'm glad you've taken the initiative to *fight back*.

In Personal Demons, you and up to three other players join in a therapeutic ritual to overcome *your* inner demons.

Recognizing the patterns that enable your demons is the key to success as you carefully summon them into your circle and then seal them away, even if just for a short while. The more demons you seal away, the more you learn about yourself and your sins, giving you the strength and courage you need to conquer ever greater demons that plague you.

Other players may take inspiration and courage from your triumphs and gain renewed vigor to help them deal with their *own* demons more effectively.

At the end of each ritual, the player that made the most progress should be heaped with praise and congratulations, but *all* players should be admired for their diligence and eagerness to overcome their demons. Everyone wins in therapy.





Setup

This is the setup for multiplayer games. See p.24 for the differences in setup for solo meditation.

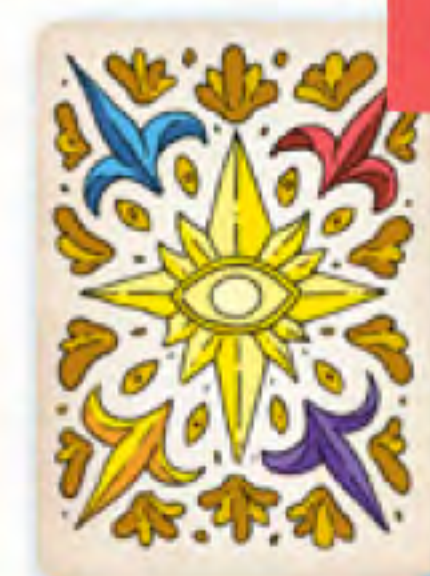
General Setup

- A** **Ready Seals:** Place all of the wooden seals into the cloth bag and put it in reach of all players.
- B** **Prep Extras:** Shuffle the Royal deck, Fragment deck and Courage deck then place all three in the centre of the table in reach of all players.
- C** **Organise Rounds:** Shuffle the Round I, II & III decks individually and place them nearby.



Board Setup

- D** **Open Portals:** Give each player a summoning circle.
- E** **Set Score:** Give each player two score trackers. These are placed on the opposing sides of the score track with each arrow pointing at zero. Ensure the side that says "100" is face down.
- F** **Acknowledge Sins:** Give each player three sin trackers, which resemble black candles. These are placed at the start of the three sin gauges.



Emotional Baggage

G Take Courage: Deal each player one Courage card. They display this card face up near their summoning circle, its ability affects only them.

H Acknowledge Fears: Shuffle the Fears deck and deal one to each player. Each player immediately places it face up in one of the 16 spaces of their summoning circle. Return the rest to the box.

I The Curse of Knowledge: Give each player a reference card.

J Identify Personal Demons: Shuffle the hefty cards and colossal cards and deal each player two of each. Each player reviews the four hefty/colossal cards and selects two to keep, in any combination. Colossal cards marked "Advanced" aren't recommended for your first game. Return all unused cards to the box. The selected cards are kept secret, near to the player. That player may review them at any time.

Begin the Ritual

K Deal the Demons: Take the Round I deck and deal each player a hand of six cards.

L Nominate a leader: Give the Leader card to the player who had the most demonic day. Whoever holds the Leader card is responsible for guiding the turn cadence. This card is held and passed with the rest of the cards in your hand.





Flow of play

The game is played in three rounds, each of which has three phases: *Summoning, Scoring & End.*

Unison is important!

This is a delicate ritual. Failure to perform each step in unison can cause confusion, sow distrust and create chaos. That's how the demons win.

Summoning Phase

The summoning phase consists of six turns in which players select cards from their hand to play into their summoning circle and take optional bonus actions. This phase

ends after the sixth turn and play moves on to the scoring phase. Each turn has six steps: *Place, Reveal, Sin, Seal, Bonus & Pass*, which are performed in unison by all players.

1 Place

LEADER: Tell all players to pick and place a card

Each player selects one demon card from their hand and places it face down in their summoning circle in a valid location. (see Placement p.18 for details on valid locations)



Place face down then reveal **OR**
Leave face down

2 Reveal

LEADER: Check if all players have placed their card then say 'reveal'

gauge by I. This is useful if a player cannot meet the requirements of any card in their hand or just doesn't want to play any of them.

All players reveal the card they placed to summon that demon, **OR** they may choose to leave their card face down. If they do so, they may place one seal of any color on the back of it, cracked (black) side up, and then increase any one sin

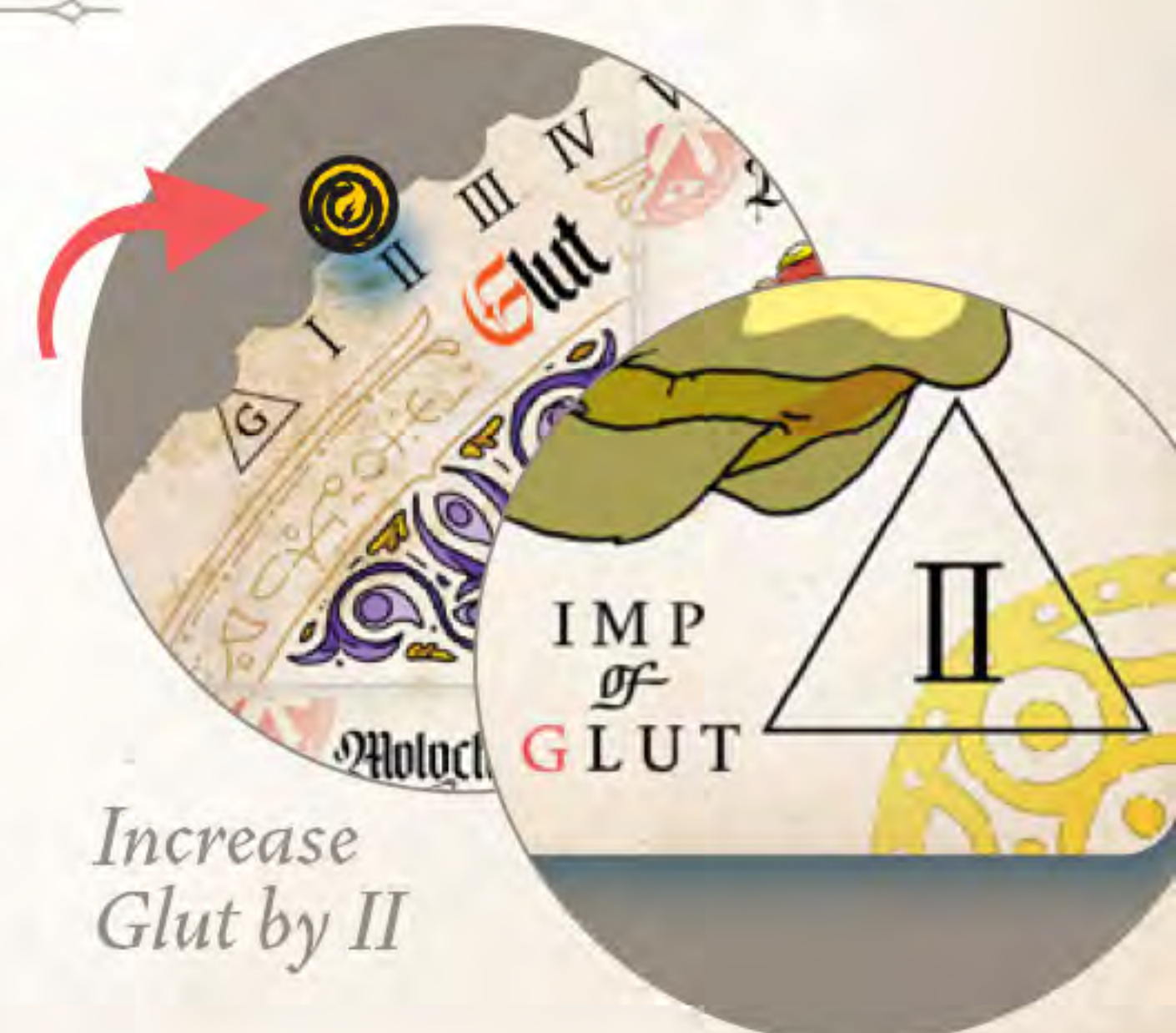


3 Sin

LEADER: Remind all players to gain their sins

I. No sin gauge may exceed six; any additional sin gained is lost.

Each player who summoned a demon looks at the bottom of the card to find its sin type and amount. They increase that sin gauge by the amount indicated. If the card says 'of Hell', the player increases *all three* sins by



Increase
Glut by II

4 Seal

LEADER: Remind all players to seal their demons

Each player checks to see if they have completed one or more valid sigils (see Forming Seals p.12) and places the correct color of wooden seal on top of them, active (white) side up.



Sealed yellow sigil

5 Bonus

LEADER: Check if any players wish to take ONE bonus action

OPTIONALLY, each player may take ONE bonus action, starting with the Leader and proceeding clockwise. The bonus actions are: Face a Fear, Summon a Fragment, Summon a Royal, or Summon a Personal Demon (see Bonus Actions p.14). If a player declines to take a bonus action, they may not change their mind once another player in sequence has taken a bonus action.

6 Pass

LEADER: Check if all players are ready, then say 'pass'

All players pass their entire hand, *including* the Leader card, clockwise. Proceed to step one of the next turn unless this is the sixth turn, then proceed to the scoring phase.

Holding the Leader card makes you responsible for keeping cadence that turn and gives you priority when taking bonus actions.



Scoring Phase

Once the sixth turn is complete, move on to the Scoring phase. Players score each of their seals, all visible Knights and any special rules provided by their Courage cards (see Scoring p.22 for details).

End Phase I & II ONLY

Once scoring is complete, move to the End phase. Skip this phase at the end of round III, the game ends immediately after scoring. This phase has three steps:

- 1 Discard all visible Knights & Fragments (and any cards underneath the Knights). Remove any seals the Fragments helped to form.
- 2 All players draw a new Courage card and discard down to three Courage if needed.
- 3 Deal six cards from the next round's deck to each player and proceed to the next round.



demon anatomy

Each demon is unique, but they all have a few things in common (apart from being awful). Demons from outside of the round I, II & III decks may differ; refer to the Bonus Actions section (p.14) for details.

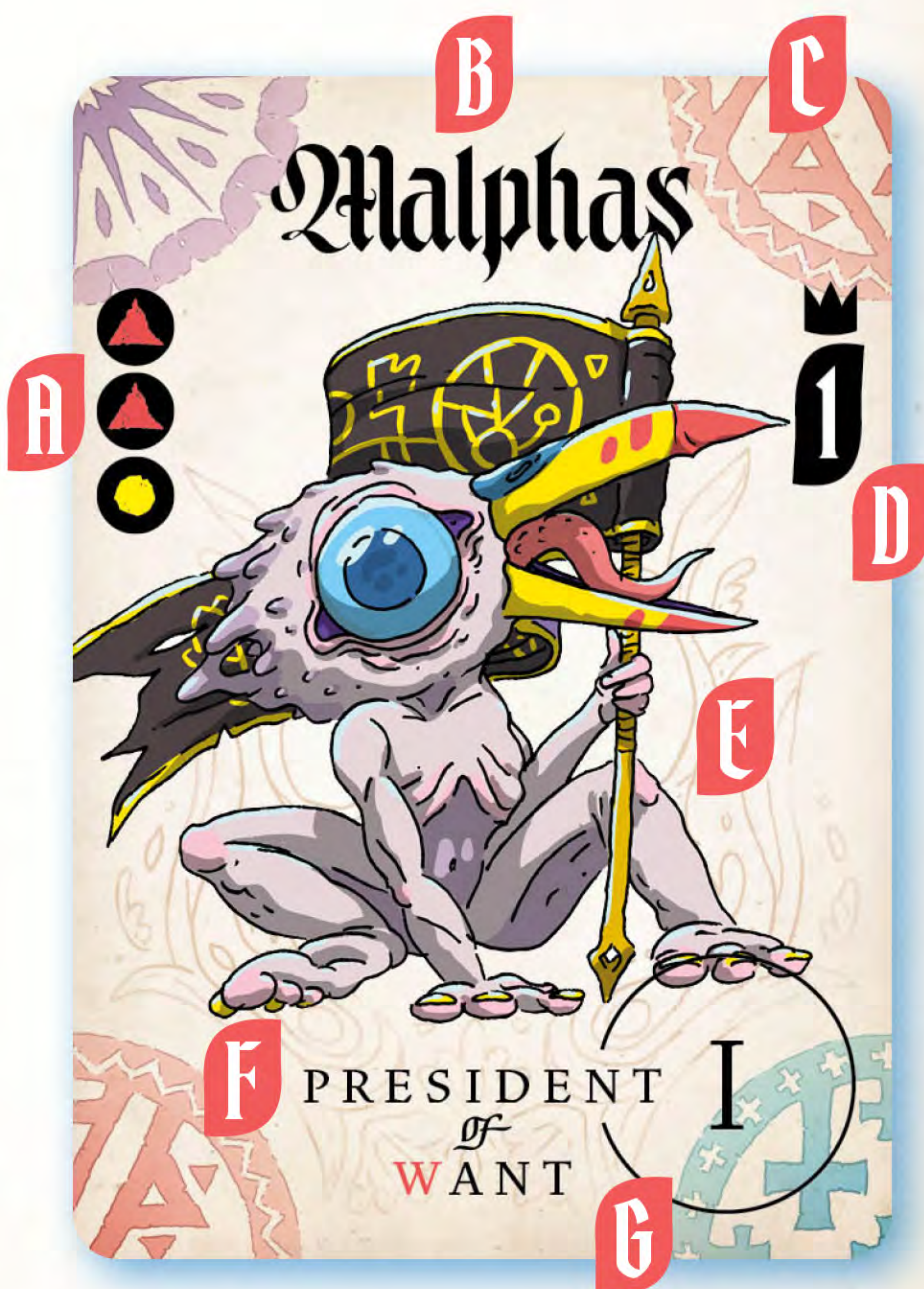
A Requirements

Some demons have a requirement to summon. You must have the indicated seals somewhere on your summoning circle in order to summon it. There are four types of requirement:

requirements

-  **Abyssal**
Requires one blue seal
-  **Infernal**
Requires one red seal
-  **Liminal**
Requires one yellow seal
-  **Pandemonial**
Requires one additional seal of any color

Requirements may be met by any seal on your summoning circle, whether it's active, cracked, sealing a demon, or merely placed on the back of a face-down card. Seals that would be removed by a placed card may still be used towards the requirements for that card. All seals are valid for requirements.



Seals are never *spent*, they simply need to be present in order to meet the requirement to summon.

B Name

Normally, knowing a demon's name gives you power over it. Not in this game. You'll have to assert your power over it some other way.

C Sigils

Each demon has part of a sigil in each of its four corners. There are four types of sigil:

sigils



Abyssal

Blue/Crosses



Infernal

Red/Triangles



Liminal

Yellow/Circles



Pandemonial

Purple/Starburst

By placing demons next to one another, you may complete a sigil of a single color, allowing you to place a seal on it. Or you might mismatch them and create an invalid sigil if you're not careful.

Purple seals are wild and count as any color. A valid sigil must contain only one color plus any amount of purple. (see Forming Seals p.12)

D Value

A demon's value determines how many points you receive each time you score the demon. (see Scoring p.22)

F Type

There are eight types of demons, listed in full to the right. Many Courage cards will refer to a demon's type.

Some demons may have two types and any effect that refers to either of those types is relevant to that demon.

types

DEVIL

IMP

SHADE

PRESIDENT

NOBLE

ROYAL

KNIGHT

FRAGMENT

G Sin Type & Amount

When you reveal a demon, you increase the indicated sin gauge by the amount shown by the Roman numeral on the bottom right. No sin gauge may exceed six, any additional sin is lost.

There are three types of sin: *Glut, Hate & Want*. Demons 'of Hell' are associated with all three sins and would gain you one of each sin.

Malphas, shown on the opposite page, would gain the player one point of *Want*.

sins



Glut



Hate



Want



Hell

The three sins represent humanity's greatest transgressions distilled into their purest forms.





forming seals

Any time you reveal a demon or play one as a bonus action, check to see if you've formed any valid sigils and place seals on them.

Valid sigils

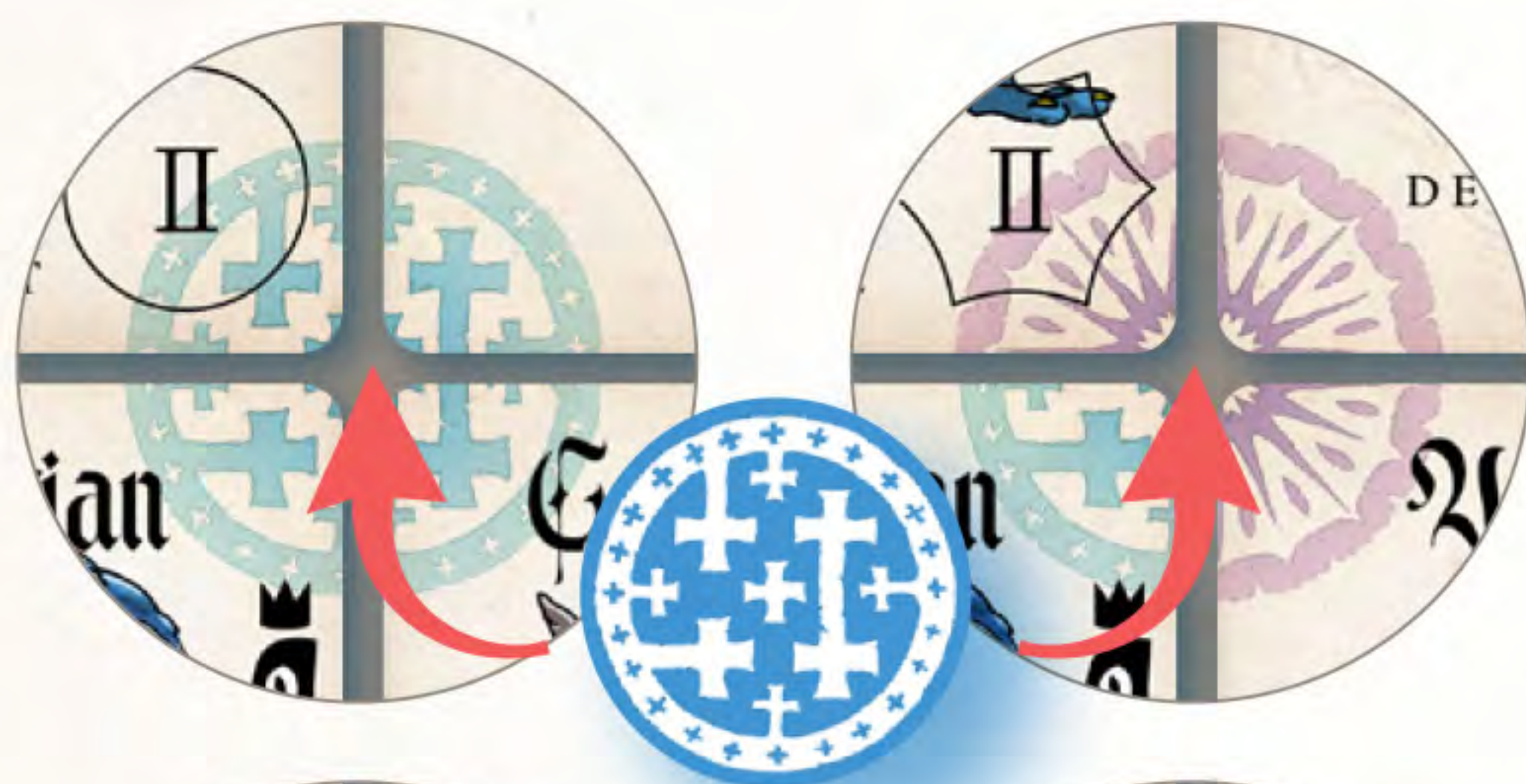
- ♦ **MUST** have all four quarters
- ♦ **MUST** contain no more than one color (*red, blue or yellow*) plus any amount of purple
- ♦ **MAY** be entirely purple
- ♦ **SEAL** with the correct color

Invalid sigils

- ♦ **MUST** have all four quarters
- ♦ **MAY** contain purple
- ♦ **BUT** contain more than one other color (*red, blue or yellow*)
- ♦ **DO NOT SEAL**



An invalid sigil



Abyssal seals

If a sigil contains **only BLUE** plus **any amount of PURPLE**, place an Abyssal **BLUE SEAL** on it with the active (white) side face up.



Liminal seals

If a sigil contains **only YELLOW** plus **any amount of PURPLE**, place a Liminal **YELLOW SEAL** on it with the active (white) side face up.



Infernal seals

If a sigil contains **only RED** plus **any amount of PURPLE**, place an Infernal **RED SEAL** on it with the active (white) side face up.

Wild corners

Every summoning circle comes with four built in wild corners. Make sure you utilize them when forming seals!



Completely wild

If a sigil contains **only PURPLE**, you may choose **ANY COLOR SEAL** to place on it. It will remain that color until it's removed or the game ends.



Active seals

- ♦ Count toward requirements
- ♦ Score all demons they touch during the scoring phase and then flip to the cracked side

Cracked seals

- ♦ Count toward requirements
- ♦ Do not score during the scoring phase

Hell is divided into three increasingly deep circles: Limbo, The Inferno & The Abyss



Playing on top of other cards

Any time you play a card on top of other cards, any seals that touch it are removed once the card is revealed. (Note that the removed seals may still be used towards the requirements to summon the card.)

You then check to see if any new seals have been formed.

This may result in the same seal being removed and immediately replaced, but it's important to understand that a new seal has been formed. In this way, you might trade a cracked seal for an active seal or trigger a Courage ability. Playing on top of other cards is essential to victory.





onus actions

As an optional step of each turn, starting with the Leader and proceeding clockwise, each player may take ONE bonus action from four options: *Face Fear*, *Summon Fragment*, *Summon Royal* or *Summon Personal Demon*.

Most bonus actions require spending an amount of sin, which must always be spent from a single sin gauge. To do this, move your sin tracker down the required amount of steps on the gauge.



Face Fear BONUS ACTION

Discard your Fear and score according to seals you've formed.

As a bonus action for no cost, a player may discard the Fear from their board. When they do, they review their seals to see if they've scored any additional points by meeting the Fear's requirements.

Each Fear has four scoring tiers, each of which requires more seals to be present on the player's summoning circle.

Check which tier the player has achieved and they immediately score that many points. You may face your Fear before you meet the lowest requirement, it just won't earn you any points. Fears are a nuisance and it may be useful to get them out of the way.

Any seal on your summoning circle is valid for scoring your Fear, whether it's active, cracked, sealing a demon, or merely placed on the back of a face-down card. Seals that would be removed by discarding your Fear may still be counted towards scoring that Fear.



This player would score the full 23 points





Summon Fragment

BONUS ACTION

Spend 2 of a single sin to draw and immediately play a small card from the **Fragment** deck.

You must have at least one empty or half-empty space to summon from the Fragment deck.

There are two types of small cards in the Fragment deck: *Fragments* and *Knights*. There are twice as many *Fragments* as *Knights*.

Small *Knights* have no sigils and may not form seals, but always score 3 during the scoring phase. All small cards are discarded during the end phase. Small cards may be summoned either right-side up at top of a space, or inverted at the bottom of a space. Two small cards can fit into a single space. They may not be orientated vertically. After placing, immediately check if you have formed any new valid sigils and place active seals on them.



Summon Royal

BONUS ACTION

Spend 4 of a single sin to draw and immediately play a card from the **Royal** deck.

There are two types of cards in the Royal deck: *Royals* and *Knights*. There are twice as many *Royals* as *Knights*.

These are placed just like normal demons from your hand, but may not be placed face-down. *Royals* always have at least three wild sigils. *Knights* have no sigils and may not form seals, but always score 6 during scoring and are discarded during the end phase.

After placing, immediately check if you have formed any new valid sigils and place active seals on them.





Summon Personal Demon

BONUS ACTION

Spend 6 of a single sin to play one of your **hefty** or **colossal** cards, if you meet the requirements.

Colossal cards require you to spend a specific sin to summon them.

Personal Demons are more difficult to summon than others. Before using a bonus action to summon one, check that you have enough sin to summon it, enough seals to meet its requirements and a valid place to put it.

They also have special abilities that activate when summoned to help the entire group.



Hefty card

Colossal card



Must spend 6 Want



Requires one yellow seal, one red seal and one additional seal of any color



May spend 6 of any single sin

Costs & requirements

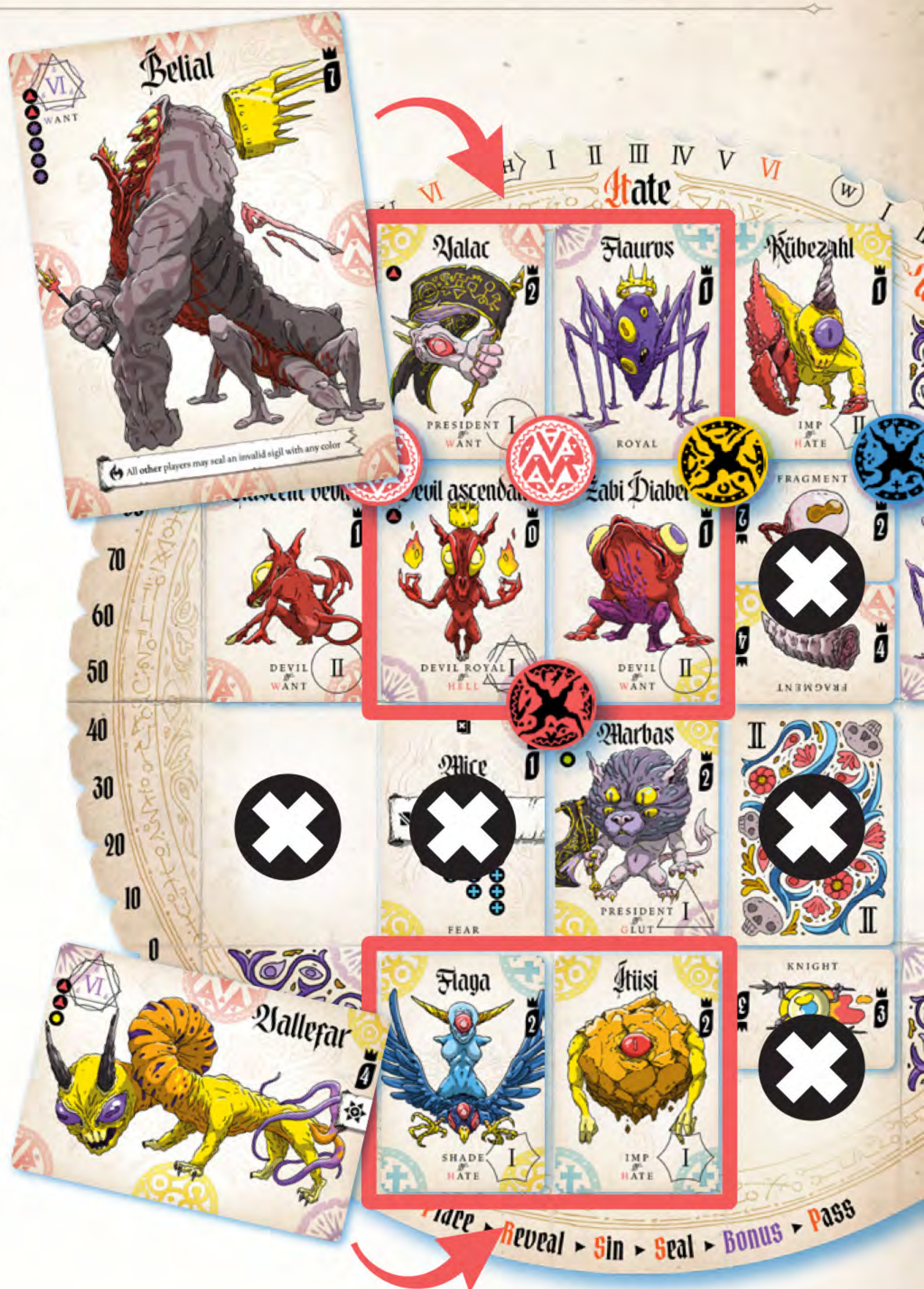
In the upper left-hand corner you'll see the cost and requirements for Personal Demons. They both require 6 of a single sin to be spent, but colossal cards require a specific sin. Both also have steep requirements, so ensure you have the required seals present somewhere in your summoning circle.

Placement

Both sizes of Personal Demon demand sacrifice to be summoned and must be placed on top of an equivalent number of face-up demon cards (two for hefty cards, four for colossal cards).

- ♦ **MUST** be placed on top of face-up regular demon cards **ONLY**
- ♦ **MAY NOT** be placed over empty spaces or half-empty spaces
- ♦ **MAY NOT** be placed over Fears
- ♦ **MAY NOT** be placed over face-down cards
- ♦ **MAY NOT** be placed over small, hefty or colossal cards

Remove any seals your Personal Demon touches, then immediately check if you have formed any new valid sigils and place active seals on them.



Abilities

Overcoming one of your Personal Demons is a big deal. It inspires and gives renewed courage and determination to the other players that witness it.

When you summon a **hefty card**, all players, including yourself, immediately take a Courage card and then discard down to three Courage cards if needed.

When you summon a **colossal card**, activate the ability at the bottom of the card, which gives a benefit to all players except yourself.



All players take Courage



Activate ability on summoning





Placement rules

There are four sizes of card: *small*, *regular*, *hefty* and *colossal*. All of them need to be placed carefully and legitimately.

Regular cards

All cards from the Round I, II & III decks and the Royal deck are regular sized cards and have the most versatility in how they can be placed. Valid placements are:

-  In empty spaces
-  On top of face-down regular sized cards
-  On top of face-up regular sized cards
-  On top of one or two small cards in the same space

Note that cards from Round I, II & III decks may also be placed face down in any of these ways.



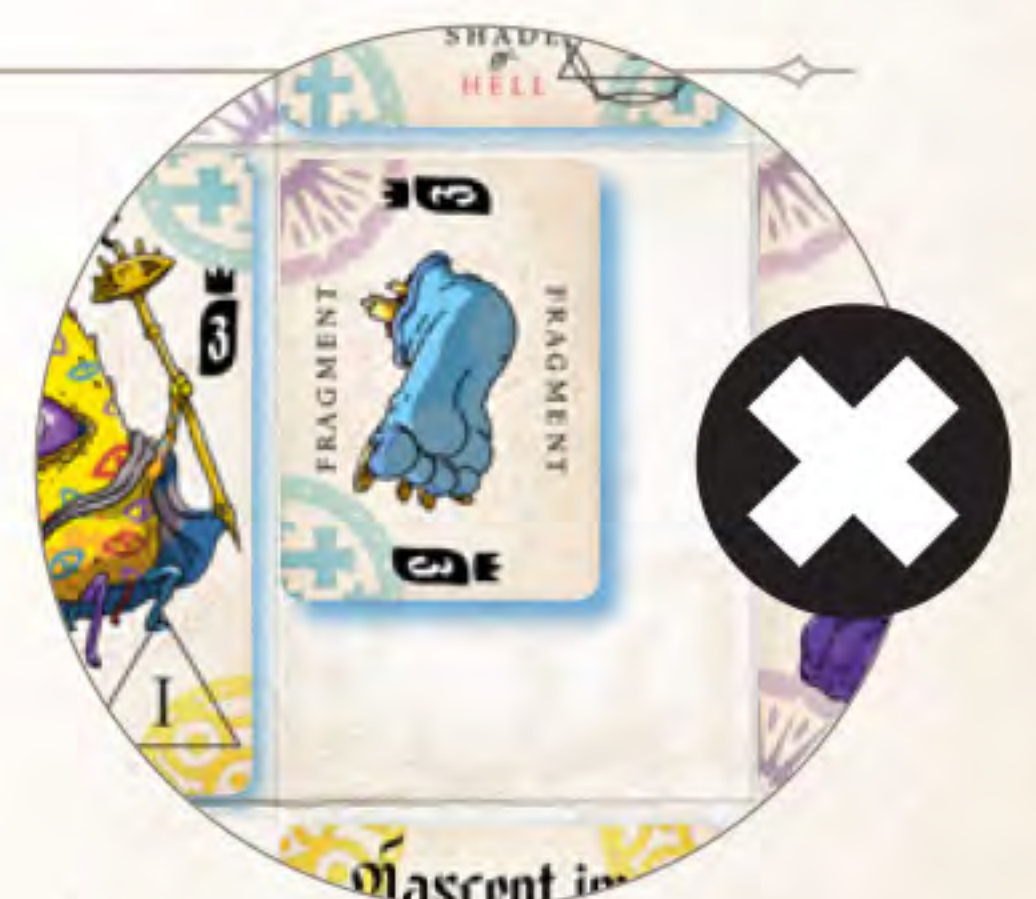
Cards from the Royal deck may NEVER be placed face down



Small cards

All cards from the Fragment deck are unique in that they may be inverted when placing. They may not be placed on top of other cards. The two valid placements are:

-  Right-side up in an empty top of a space
-  Inverted in an empty bottom of a space



Small cards may not be placed vertically



Hefty cards

Hefty cards **MUST** be placed on top of exactly two face-up demon cards. They may not be played on top of Fears, empty spaces, face-down cards, small cards, colossal cards or other hefty cards. The only valid placement is:



On top of exactly two face-up, regular-sized demon cards



Colossal cards

Colossal cards **MUST** be placed on top of exactly four face-up demon cards. They may not be played on top of Fears, empty spaces, face-down cards, small cards, hefty cards or other colossal cards. The only valid placement is:



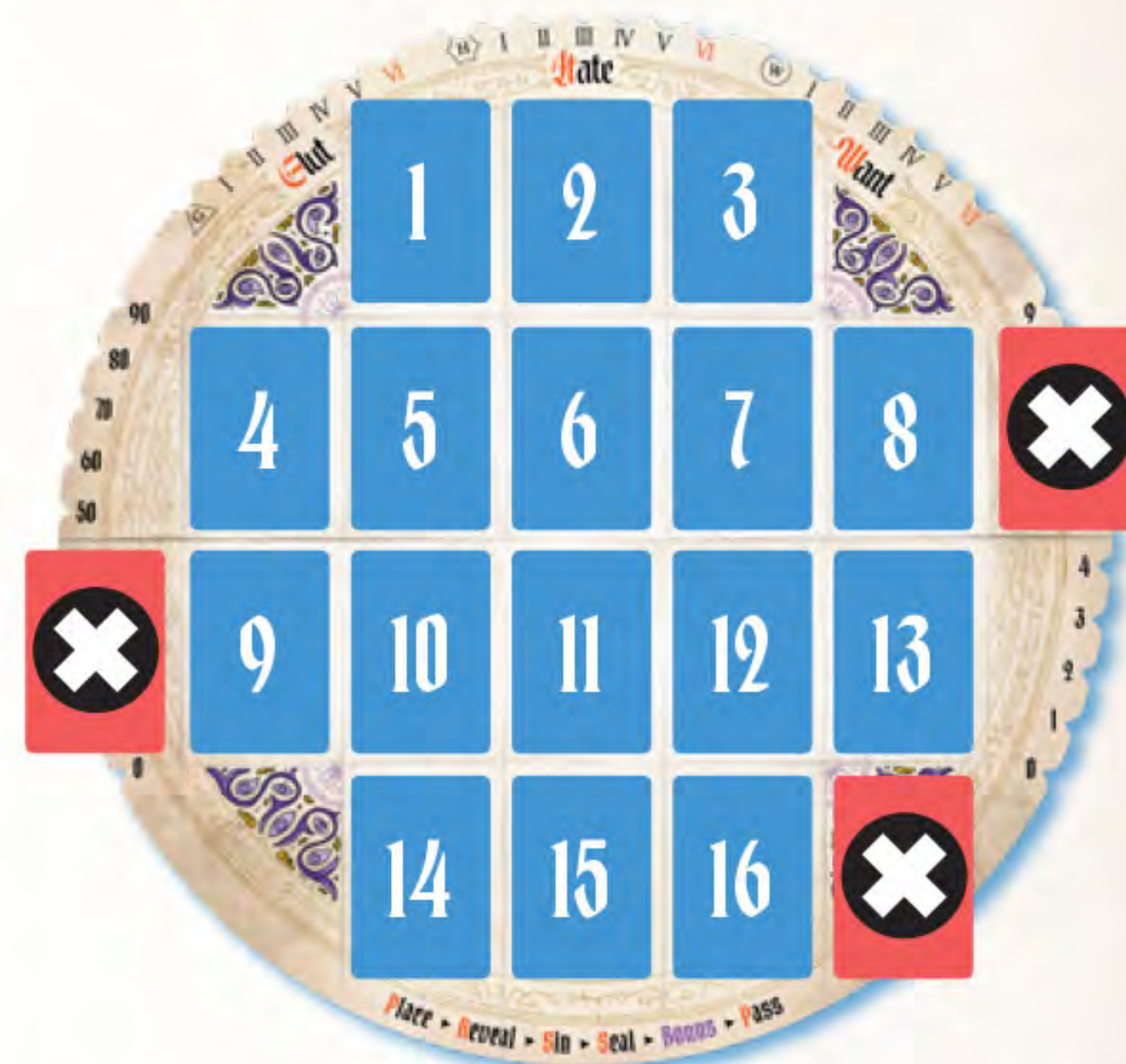
On top of exactly four face-up, regular-sized demon cards



16

Sixteen spaces

There are exactly 16 spaces on each summoning circle. All regular and small cards must be played in one of these 16 spaces. All hefty and colossal cards must be played within these 16 spaces and may not span outside of them.



Right-side up

With the exception of Fragments, all cards must be played in upright orientation, with the text right-reading. Some Courage cards allow you to break this rule.



Fears must remain

No card may ever be played on top of a Fear. They must always remain visible for as long as they're on your summoning circle.



Fears

Fear cards clog up your summoning circle, and deciding when to face them and score bonus points is key to your long-term strategy.

Fear setup

At the start of the game, all players must place their Fear in any one of the 16 spaces on their summoning circle, face up and right-reading. It will live there, nagging at you, inhibiting your ability to overcome your demons until you decide to face it and discard it. This could be massively rewarding; overcoming your fear is something to be celebrated!

Fear value

During the scoring phase, Fears score just like normal demons. All Fears have a value of 1 and any active seals that touch the Fear will score that Fear for one point each.

Facing your Fear

As a bonus action, you may discard your Fear from your summoning circle and check to see if the seals you've formed will score you any additional points. (for more details, see Bonus Actions p.14)

In the center of the Fear, you'll see four point values associated with four lists of requirements. When you discard your Fear, count all active and cracked seals on your summoning circle and score the highest point value for which you meet or exceed the requirements.



During scoring, each active seal on a Fear scores one additional point

If this player has fewer than two yellow seals, they score nothing when they discard the Fear



If this player manages to get five or more yellow seals by the time they discard this Fear, they will score only the highest value here, 13 points



Courage

Courage cards give unique abilities to individual players. Each player may only have a maximum of *three* Courage cards at any one time.

Unique abilities

Courage cards give unique abilities **ONLY** to the player who owns them. These might be new ways to score, new ways to play cards, or other unique abilities that benefit you in different ways. If the rules on the card contradict the standard game rules, the Courage card takes priority.

As you gain new Courage abilities, look for synergy between them, your Fear, your personal demons, and the cards in your summoning circle.

Taking Courage

At the start of every round and each time any player summons a hefty card, all players draw a new Courage card. If the Courage deck is ever empty, shuffle the discard pile to form a new deck.



*All players
take Courage*

Three Courage maximum

Each player may have, at maximum, three Courage cards. If taking Courage would give you more than three cards total, you must select three cards among them to keep and discard the rest. Discarded Courage cards are placed in a discard pile next to the deck.



Royals

+2

At the end of each scoring phase, gain an additional 2 points for each of your Royals

Devils & Presidents



You may invert Devils & Presidents when summoning

Limbo



This card counts as one Liminal seal

Wild Sins



any

Any time you gain any amount of sin, you may choose which sin(s) to increase



Scoring

There are three scoring phases, one at the end of each round. Three things are scored during this phase: *Active seals, Knights & Courage.*

Use the score trackers on both sides of your summoning circle to track your score. The right score tracker is used for the ones and the left tracker for the tens. In the example above, the player's score is currently 28. Any time the right tracker exceeds nine, move it back to zero and move the tens to the next increment. If your score exceeds 99, flip the left tracker over to the side that says "100" and move it back to 0.



1 Score active seals

Start at the top-left and work across and down your summoning circle, looking at each of your wooden seals in turn.

- ♦ Cracked seals do not score.
- ♦ Active seals score all visible cards they touch. Count up the value (in the upper right corner) of all cards the wooden seal touches and increase your score by that amount, then flip that seal to the cracked side.

A single card may be scored multiple times if multiple active seals touch it. Any cards covered by other cards are ignored during the scoring phase.



In the example above:

The blue seal scores $1 + 3 + 4 = 8$ total

The red seal scores $1 + 1 = 2$ total

The yellow seal is cracked and scores nothing

2 Score Knights

Always score all of your Knights, even though they are unsealed. Only visible Knights are considered for scoring, ignore covered cards.

- ♦ Knights from the Royal deck always score six points and are discarded during the end phase.
- ♦ Knights from the Fragments deck always score three points and are discarded during the end phase.



3 Score Courage

Check if you have any Courage cards that gain you additional points during the scoring phase:

- ♦ Eight Courage cards (**Imps**, **Devils**, **Shades**, **Royals**, **Presidents**, **Nobles**, **Fragments** & **Knights**) gain you additional points for each card of the named type that you have in your summoning circle, whether they are sealed or not.
- ♦ The **Score Sins** Courage card gains you one point for every two total sin you have remaining across all three of your sin gauges.
- ♦ **All other Courage cards** either gain you points immediately when a condition is met or have other benefits and are ignored during the scoring phase.



End of game



Once the third round scoring phase is over, the game ends. The player with the most points has made the most progress in this ritual and should be given a huge round of applause.

In the case of ties, all tied players share the victory. More winners is better. Regardless of who scored the most points, *all* players should be admired for the hard work they put into overcoming their personal demons. Hopefully you learned a lot and will make better progress in the next ritual. It's all steps forward. I'll say it again: everyone wins in therapy.



solo meditation

You can still conquer your demons alone with the solo meditation mode of gameplay. It operates much the same as the group ritual, with a few changes:

Setup changes

Perform the general, board, and emotional baggage setup, (steps A-J) exactly as described on p.6.

In addition, take six sin tracker candles and set them upright in a row near your board, you will knock these over to track how many turns you have left in each round.

Do not draw a hand of six cards each round.



Six candles burn, signaling the turns left in the round



Only two turns remain in the round

Flow of play changes

The flow of play is the same as described on p.8, except turns start with a new DRAW step and a new DISCARD step replaces the PASS step at the end.

0 Draw

Draw a hand of cards from the current round's deck equal to the difficulty you've selected (see the following page) - either three, two or one card(s).

1 Play – 5 Bonus

Follow steps 1-5 just as described on p.8-9.

6 Discard

Discard any cards remaining in your hand and knock down one of the six sin tracker candles you set up at the start of the game. If this is the sixth candle you've knocked down, move to the scoring phase, otherwise proceed back to the draw step of the next turn.

Scoring & End Phase

These phases proceed as described in multiplayer. In addition, at the end of round I & II, set your six sin tracker candles back upright.



Choose difficulty

There are three difficulty levels to choose from: *angelic*, *human* or *devilish*.

The only difference is how many cards you choose from each turn.

Angelic

Easiest

Draw three cards at the start of each turn, play one, discard the rest.

Human

Moderate

Draw two cards at the start of each turn, play one, discard the other.

Devilish

Hardest

Draw only one card at the start of each turn. You must play that card.

Final scores

At the end of round III scoring, the game ends. Your goal is to score as high as possible and the guide below indicates how well you applied yourself to this meditation. You should aim to out-master yourself the next time you meditate on your demons.





Appendix

Summoning and facing your demons is a complicated business, I'm sure you'll have questions. Hopefully they're all covered here.



FAQs

Q: What happens if we run out of seals in high player counts?

A: Seals are considered to be unlimited, please use placeholders to represent the missing seals.

Q: What happens if I can't play any of the cards in my hand?

A: If you cannot meet the requirements for any cards in your hand, you **MUST** play one of them face down without revealing it, even if it means playing a face-down card on top of a face-up card.

Q: Can I play a face-down card on top of a face-down card?

A: Yes. This might be helpful to save space and will give you the opportunity to replace the seal that was on the back of the original face-down card with a seal of another color, if useful.

Q: What happens if I score more than 99 points?

A: Flip the left tracker to the side that says '100' and move it back to zero. Optionally, gloat about it.

Q: Can I spend a combination of sins from two different gauges to pay for a bonus action?

A: No, the entire cost must be paid with a single sin. In the case of colossal cards, it must be the specific sin named in the upper-left of the card.

Q: What happens if I draw a Fragment I cannot place?

A: You must have a valid placement option to draw a Fragment. You may not draw from the Fragment deck if you do not have at least one empty space or empty half-space.

Q: If a colossal card grants me an ability, do I have to use it?

A: Some of these abilities are optional (and will use the word 'may' to denote this). All players except the one who played the colossal card have the choice of using the ability.

Q: Do I score covered cards?

No, any cards covered by other cards are ignored during scoring.

Courage clarification

ABYSS, INFERNO, LIMBO

These cards do not count as 'creating' a seal.

KEEPER

During the end phase, for each Knight and Fragment on your summoning circle, you may choose whether or not to discard it.

MORE SINS

If you summon a demon 'of Hell', you don't gain any additional sin. The Courage card's effect only triggers when you gain a *single* sin at one time.

PAN-DEMONIUM

This card may count as any one color seal at any time, but it may only count as a single seal towards any requirement. This card does not count as 'creating' a seal.

PILE UP

You only gain two points total, regardless of how many demons the card you place covers.

SCORE SINS

At the end of scoring, count up the total value of all three of your sin gauges, added together. Divide that number by two and round down. Gain that many points.

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Discarding

COURAGE DISCARD

All Courage cards are discarded to a Courage discard pile. If the draw pile is ever empty, shuffle the discard pile to form a new draw pile.

FRAGMENT DISCARD

All cards from the Fragment deck are discarded to a Fragment discard pile. If the draw pile is ever empty, shuffle the discard pile to form a new draw pile. If both piles are ever empty, players may not draw from the Fragment deck.

ROYAL DISCARD

All cards from the Royal deck are discarded to a Royal discard pile. If the draw pile is ever empty, shuffle the discard pile to form a new draw pile. If both piles are ever empty, players may not draw from the Royal deck.

CREDITS

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Colossal thanks to:

Connor Robertson, Blair Cowan,
Andrew McKelvey, Pablo Clark,
Ken Clark, Hugh Beauchamp, and
everyone who helped to playtest,
publicize and crowdfund this game.





Reference

icons



All players take Courage



Activate ability on summon



Place no cards on top of this

round order

Summoning phase

Six turns, six steps each:

Place, Reveal, Sin, Seal, Bonus, Pass

Scoring phase

Score seals, Knights & Courage

End phase

Discard Knights and Fragments, draw Courage, deal next round.

bonus

Bonus actions

Only one per turn. Pay the cost from a single sin and:

FREE: Face Fear

II: Summon Fragment

IV: Summon Royal

VI: Summon Personal Demon

types

DEVIL

IMP

SHADE

PRESIDENT

NOBLE

ROYAL

KNIGHT

FRAGMENT

seals



Active seals

- ♦ Count toward requirements
- ♦ Score all demons they touch during the scoring phase and then flip to the cracked side

Cracked seals

- ♦ Count toward requirements
- ♦ Do not score during the scoring phase

sigils



Abyssal

Blue/Crosses



Infernal

Red/Triangles



Liminal

Yellow/Circles



Pandemonial

Purple/Starburst (Wild)

requirements



Abyssal

Requires one blue seal



Infernal

Requires one red seal



Liminal

Requires one yellow seal



Pandemonial

Requires one additional seal of any color

sins



Glut



Hate



Want



Hell

All three