

CRAZY CULTISTS

THE DEVILISHLY FUN GAME FOR THE WHOLE FAMILY!

Game Contents

6x Pentagram Boards	2x Switcheroo
25x Candle Tokens	4x Counter-Spell
1x Rulebook	2x Nerd-ronomicon
30x Hijinx Cards	2x Polymorphization
7x Fall From Grace	60x Favor Cards
5x Infernal Inferno	24x 1 Favor Point Cards
2x Hex-O-Rama	20x 2 Favor Point Cards
1x Beelze-Beatdown	15x 3 Favor Point Cards
3x Evil-Eye	1x 4 Favor Point Card
2x Toiling Trouble	

Game Overview

Number of Players: 3-6 • Playtime: 30-45 Minutes • Ages: 10+

Crazy Cultists is a quirky, fast-paced, competitive card game where players race against each other to summon The Dark One! Gain the Unholy Adversary's favor and thwart your competition by unleashing terrible hexes on them or by giving them a good ol' fashioned "Beelze-Beatdown".

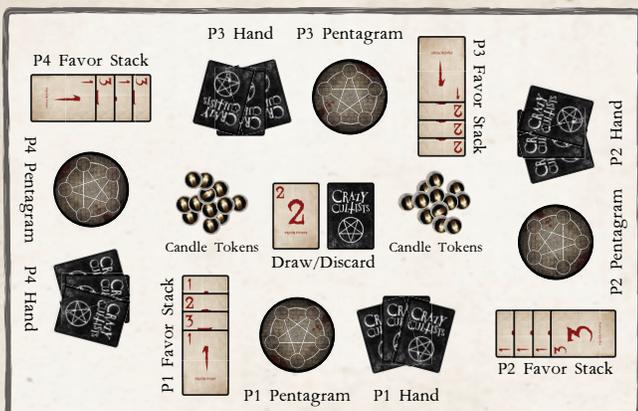
It's a no-holds-barred free-for-all fight to be the first to light all 5 candles in your pentagram and usher in a thousand years of darkness!

In Crazy Cultists, you must build up favor with The Dark One by stacking Favor Point cards totaling up to 10 points. Once you reach 10 or more points in your Favor Stack, you earn a candle token for your pentagram board. Earn five candles to win!

Setting Up

During setup, each player receives (1) pentagram board and (3) cards. The candle tokens should be placed anywhere within reach of all players. You are free to look at your (or a careless fellow cultist's) cards.

Players should come up with their own way to determine who goes first (we usually prefer the ol' first one to play a card method) then continue clockwise.



*Diagram above depicts an in-progress game.

Gameplay

Players take turns either building favor with The Dark One by creating a Favor Stack or sabotaging a rival cultist by playing Hijinx Cards.

Only one card can be played per turn (this goes for both Favor and Hijinx Cards). Drawing a new card signals the end of a player's turn. Players should always have no more or no less than 3 cards in their hand at any time.

If the deck is exhausted, simply reshuffle the discard pile and resume playing.

Favor Cards

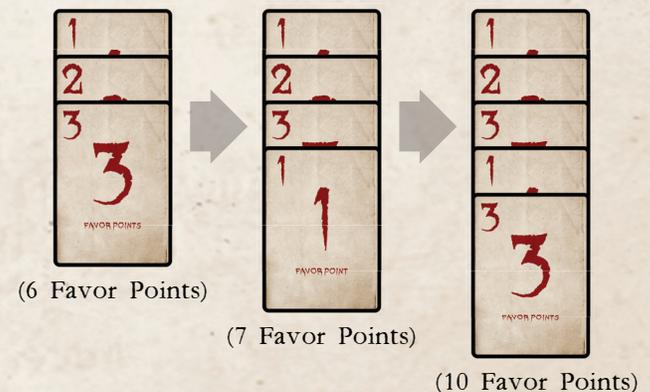
Favor Cards are valued between 1-4 points and are the only cards players use to create their Favor Stack. Favor Cards do not need to be played in any sequential order, but once they are stacked, they cannot be rearranged.



Values are also listed in the upper lefthand corner of each Favor Card. This makes it easier to see what cards are in your hand.

Creating A Favor Stack

Favor Cards are stacked one on top of the other so that the corner number can still be seen. Once a player has reached 10+ Favor Points in his or her Favor Stack, the entire stack is discarded and that player earns a candle token.



A player can have any number and any combination of Favor Cards in his or her stack.

Hijinx Cards

Hijinx Cards are used to target other players and sabotage their favor with The Dark One. These cards produce a variety of effects (see reverse) but commonly cause a player discard the last 1, 2, or 3 cards played in his or her Favor Stack.

When a Hijinx Card is played, the effects are resolved immediately and it, as well as any affected cards, are discarded.

Hijinx Cards (cont.)



Fall From Grace
Discard the most recent card played in your Favor Stack.



Polymorphization
Skip your next turn. Put this card next to your Favor Stack as a reminder. Discard after your turn is skipped.



Infernal Inferno
Discard the 2 most recent cards played in your Favor Stack.



Toiling Trouble
Discard 2 cards of the same value from your Favor Stack. Pick any pair as long as they are the same value.



Hex-O-Rama
Discard the 3 most recent cards played in your Favor Stack.



Evil Eye
Show your hand to the player that dealt you this card. That player may take any 1 card from your hand.



Beelze-Beatdown
Discard your entire Favor Stack.



Nerdronomicon
Look at the top 3 cards of the deck. Put 1 card in your hand. Return the remaining 2 cards in any order on top of the deck.



Counter-Spell
Negate the effects of a single Hijinx Card. Can be played at any time.



Switcheroo
Trade the last card played in your Favor Stack with that of the player that dealt you this card.

The "Counter-Spell" is the only card that can be used at any time. Resolve these effects immediately, then make sure everyone draws back up to 3 cards.

How To Win

A player wins by collecting 5 candle tokens for his or her pentagram board. For every candle a player has, his or her Favor Stack starts with +1. This means that if a player has 1 candle, he or she only needs to stack a total of 9+ Favor Points to earn the next candle (see diagram).

1st candle = 10+ Favor Points
2nd candle = 9+ Favor Points
3rd candle = 8+ Favor Points
4th candle = 7+ Favor Points
5th candle = 6+ Favor Points

Rule Variations

Devilish Mode - Once a player has reached enough favor points to earn a candle, everyone must discard their current Favor Stacks and start again.

Fiendish Mode - Players must reach the exact number of favor points needed to earn a candle. Any player that goes over the favor limit must discard his or her entire stack.

Beast Mode - Requirement to get any candle token is 6+ Favor Points. First player to 3 candles wins.

Pick Your Poison - On the reverse side of pentagram cards, the empty candle token areas are numbered. Players may choose to complete the candles in any order, filling in completed areas with candle tokens. Players may only complete candles during their turns.

Rule Variations (cont.)

Name Your Own Demon (N.Y.O.D.) - On the reverse side of the pentagram cards is a space to fill in the name of any evil entity that you wish to serve. Want to commit your favor to the Dark Lord of Potatoes or maybe just a demon named Chad? Now you can!

Use the "Notes/House Rules" section (below) to come up with your own fun powers that these dark deities may bestow upon their loyal followers.

Feel free to come up with your own rule variations!

Frequently Asked Questions

Q: Is table talk allowed?

A: Yes. Table talk is not only allowed, it's **HIGHLY** encouraged. Feel free to let the rest of the table know the contents of your careless fellow cultist's hand or alert everyone to just how close Little Susie McQuiet-Pants is to getting her next candle token!

Q: Can I "Counter-Spell" a "Counter-Spell"?

A: Yes. You can even "Counter-Spell" a "Counter-Spell" of a "Counter-Spell" (trust us, it's happened)!

You can also "Counter-Spell" Hijinx Cards and other "Counter-Spell" cards that were played on or by any other player at any time (if you wanted to).

Q: Can I play a "Switcheroo" on someone if I don't have any cards in my Favor Stack? Or a "Toiling Trouble" on someone that doesn't have any doubles?

A: Short answer: No! That would be stupid. Alternate answer: We really don't care, agree on something yourselves.

Q: Why are the Hijinx Cards worded that way? Why does it say "you" and "your" if I'm the one reading the card?

A: The text is worded so that the targeted player can read the card and understand how to resolve it. Unless you really **REALLY** feel the need, Hijinx Cards are not meant to be played on yourself.

Q: I only need 8+ Favor Points to earn my next candle, but my Favor Stack has 11 points. Do I get to keep the excess 3 Favor Points?

A: Nope. Once a player decides to exchange a Favor Stack for a candle, the entire stack is discarded.

Notes/House Rules
