

Game Set Up:

* 5 Each Player get 5 cards

While passing CURSE CARDS out, the party host (or whoever you decide to start) must choose a DEMON or DEMONS depending on party size, to start the game. The DEMONS will not reveal themselves until they hand the first VICTIM their CURSE CARD. After that the game has started.

How To Play:

Once the game setup is done, the DEMON or DEMONS will pick a VICTIM to hand one of their CURSE CARDS to. When the VICTIM receives a CURSE CARD they must read the card out loud. The VICTIM will either refuse the CURSE CARD, or The VICTIM can also except the CURSE CARD, which means they will perform the CURSE CARD task. After the VICTIM performs their CURSE CARD they will keep their CURSE CARD, Earning them a point. the VICTIM then becomes the DEMON. At that point the next round starts for the new DEMON.

STEPs BREAK DOWN:

- The Demon player will hand a VICTIM player a card.

- The VICTIM has 2 options

(OPTION 1) They can refuse the CURSE CARD, hand it back to the DEMON, and not receive a point.

(OPTION 2) They can except the CURSE CARD, do the task, and receive a point. They are now the new DEMON, and their round now begins.

-- Once the DEMON finds a VICTIM to do the CURSE CARD task, their turn is done. They now become a VICTIM again, until they receive a CURSE CARD again --

Rules:

- The DEMON can not take longer than 10 mins to pick their VICTIM. If they go over their time the DEMON must complete one of their own CURSE CARDS.
- The VICTIM must perform their CURSE CARD within 5 mins, or give back that CURSE CARD. The DEMON will then find another VICTIM.
- Anyone found giving cards away are taken out of the game completely
- If a VICTIM runs out of cards they are out of the game.