

HOW TO PLAY

Each player is given a secret role card.
Reveal your role once eliminated.

On your role card is an objective.
The first person to complete their
objective wins the game.

During your turn, you can play
any number of cards.

After your turn, pick up from the pile until
you reach your hand limit of 5 cards.

ATTACK can only be
used once per turn.



ATTACK
Deal 1 damage to a player.



DEFEND
Block an offensive card used
against ANY player.

DEFEND is used outside
of your turn to help you
or other players.



BARRACKS
Increase your attack
limit by 1.

Building cards give
special perks when
placed in front of you.

SETUP

When playing with 4 players,
remove the Cultist role.

Give each player a health bar and
random role card.

Shuffle the cards and place the
ORACLE card at the bottom.



Players start with 5 cards.

The Crown must reveal their role
and take the first turn. Turns are
then taken clockwise.

RULES

1. Only one player can win, except
The Crown and Knight.
2. If you are eliminated, you cannot win.
3. You cannot put down cards without
using their effect.

For FAQ, see oraclecardgame.com/rules

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THE CROWN

Eliminate all who oppose you.



DEMON LORD

Exterminate all other players.



USURPER

Execute The Crown.



KNIGHT

Protect The Crown.



CULTIST

Slay The Crown and Knight.