

# HOW TO PLAY

Each player is given a secret role card.  
Only reveal it 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 is used outside  
of your turn to help you  
or other players.



**DEFEND**  
Block an offensive card used  
against ANY player.

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



**BARRACKS**  
Increase your attack  
limit by 1.

## SETUP

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](https://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.