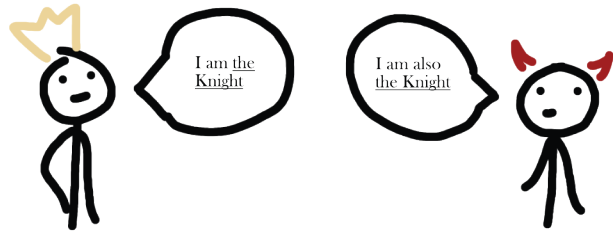


ORACLE

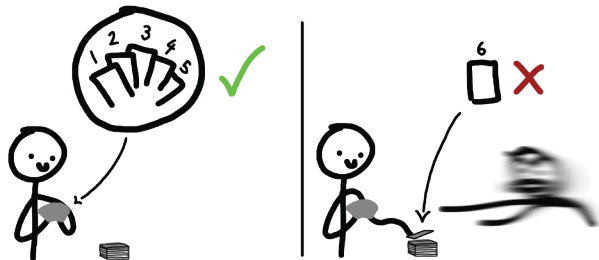
Each player is given a random role card. You can never show it to another player, but you can claim to be any role.



To win, the targets on your role card must be killed. This is done through using your cards to damage other players. You can use any number of cards during your turn.

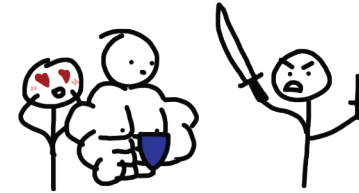
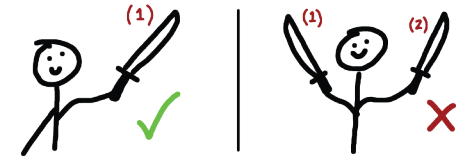


After your turn, pick up from the pile until you reach your base hand limit of 5 cards.



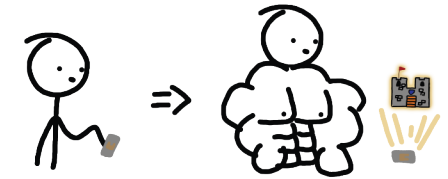
There are 3 special cards to remember:

ATTACK can only be used once per turn.

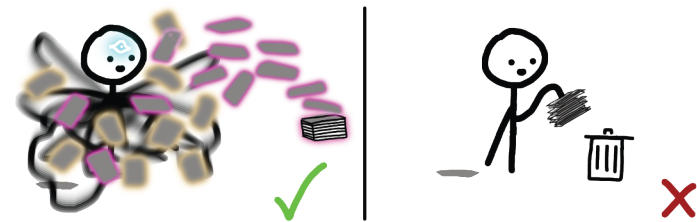


DEFEND can be used outside of your turn to help you or other players.

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



Once the pile is exhausted, simply reshuffle and continue play.



Only one player can win. Be sure to pay attention to stopping other players from killing their targets.

Setup: Each player is given a health bar and random role card. Keep track of your health by sliding your role card over the hearts.

Shuffle and pile the rest of the cards into the centre, 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.