# Objective

The objective of GameName is to summon your demon, by collecting resources and completing rituals.

# Rounds

Rounds are split into four phases:

* Movement phase
* Power phase
* Action phase
* Clean-up phase

Players take turns in clockwise order, starting with the player with the first-player token. The turn is passed when a player completes their current phase, and all players progress to the next phase once the turn returns to the player with the first-player token.

There is one exception to this play order. If two players are in the same space during the Action phase, both players must take their turns next to each other. The order that the players take their turns in the same space is decided by betting on their priority. Each player secretly bets any number of resources. The players reveal their bets simultaneously, and turns are taken in descending order of bet resources. All resources bet by players are discarded to the supply.

## Movement phase

On the Movement Phase, the player moves their cultist two spaces. For each space moved, the player must travel in a cardinal direction. A player may choose to movefewer than two spaces but may not end the turn in the same space that they began the turn in.

## Power phase

On the Power Phase, the player chooses one power from their power board to perform by moving their meeple to the corresponding space. If the player is on an advanced space, they also gain the space power, which are detailed on page XX. Each regular power space has two powers on it. There are two types of basic power spaces:

* AND spaces: both powers may be performed on the same turn, if the required resources are paid.
* OR spaces: only one power may be performed on this turn.

The top power on each power space tends to be free, and the bottom power space has a resource cost, indicated by the resource symbol in the top left. You must pay the indicated number of resources to perform the power. If a power has a resource cost of X, any number of resources may be spent to play this power, and the power will scale with the amount of resources spent.

Each Power Board has a Dark Favour power space on it as well, which allows the player to choose one of two Dark Favour powers. Dark Favour is a rare resource which gives access to these strong powers.

Below is a description of all the basic powers. If you are using Asymmetric characters, these powers are outlined on page XXX.

### Herd

Using the Herd power allows you to move 2 resources from a single space up to 2 spaces. Resources cannot be moved out of a space which has a Guard in it, but they can be moved through a space with a Guard. Otherwise, there is no restriction on which resources you can move.

Resources may be moved into a space which has no empty slots, but excess resources will be discarded at the end of the round if they remain.

### Cull (X Sheep)

Cull allows you to increase your gather cap by 2 times the number of Sheep spent while choosing the power. Since it is an AND power, it may be used in addition to Herd. For example, if you spend 2 Sheep, your gather cap will be increase to 7. If you then succeed a Gather action in the Action phase, you will collect up to 7 resources from the space. However, if you choose not to use the Gather action or you fail the suspicion roll, you don’t regain the spent Sheep.

### Whisper

Whisper allows you to increase or decrease the suspicion meter on any space to the next number. This may move the marker by 2 if there are repeated numbers in the suspicion meter. There is no targeting restriction for this power, so you do not need to be in the space that you are affecting.

### Bribe (X Treasure)

The Bribe power allows you to move a number of guards equal to the Treasure spent on the power. A guard modifies the suspicion meter in their space by 2, and prevents resources being moved out of their space.

### Sneak

When attempting a Gather or Ritual, you roll the Animosity die to determine whether your Animosity increases. Using the Sneak power means that you don’t have to roll the Animosity die, preventing you from gaining further animosity that turn.

### “Rescue” (X people)

The “Rescue” action lets you release hostages to decrease your animosity.

### Hex

Hexing is a special power that places a hex token on any regular power space on an opposing player’s board. When a hex is placed on your board, your meeple is immediately removed from the board (allowing you to choose the same action you chose last turn). If you wish to play a power that is hexed, you must pay 2 Resources or 1 Blessing in addition to any other costs for the power. You can only have 2 hexes on your board at any time.

### Syphon (1 Idol)

The Syphon power can be used once you have hexed another player’s board. If they have one of your hexes or a generic hex on their board, you may pay 1 Idol to steal 2 of their Resources. You can only steal Resources, not Blessings or Dark Favour.

### Seize (1 Dark Favour)

Seize is a Dark Favour power that allows you to immediately collect 4 trinkets from anywhere on the board. No suspicion roll needs be made to collect these resources, and guards or other players cannot prevent you collecting them. Treasures can be taken, but they have a trinket value of 2, meaning that it reduces the total number of resources you can take. Seize does not replace your Action, so you can still Gather resources after using Seize in the Power phase.

### Reap (1 Dark Favour)

Reap is a Dark Favour power that allows you to take up to 6 resources from Hexed players. This can be split up however you wish between the Hexed players, and you only need to remove one Hex from each player that you steal from, regardless of how many resources are taken.

## Action phase

In the Action phase, you may perform one of three actions:

* Gather
* Ritual
* Pray

For the Gather and Ritual actions, you must roll your suspicion dice against the suspicion meter of the space. The Pray action does not require a Suspicion roll. Before rolling the dice, you may spend any number of Blessing tokens to increase your roll by that amount, though these must be spent before seeing the result of the die roll. If you match or exceed the current space on the suspicion meter, in addition to any active modifiers (see table), your action is successful.

|  |  |
| --- | --- |
| **State** | **Modifier** |
| Guard on space | +2 |
| Blessing | -1 |
| Skellie | +1 |
| Rose | -1 |

After a successful action, increment the suspicion meter by 1. If the action was successful on a space whose suspicion is 5+, you may collect a Dark Favour in addition to other rewards.

After a failed action, decrement the suspicion meter by 1. If the action failed on a space whose suspicion was 2, you may collect a Blessing for your bad luck.

Since Praying does not have a chance of failure, you do not gain additional resources from the space, and the suspicion meter is not changed.

### Gather action

If your Gather action is successful, you may collect a number of resources up to your gather capacity and add them to your supply. In most cases, your gather capacity is 3. The starting amount is noted on your action board, though this can be adjusted by effects such as the Cull power or the Castle’s special effect.

If your Gather actions failed, you collect a single resource from the space, regardless of your gather capacity.

### Ritual action

Before performing a Ritual action, you must choose a Ritual from the Ritual Row. **You must have the resources required to complete this Ritual to choose it.**

Ritual cards have a cost, a requirement, and a reward. The cost and requirement must be met to complete the ritual, and the reward is obtained after completing the ritual.

If your Ritual action was successful, spend the resource indicated on the card and take the card. This now counts towards your completed ritual count. You gain any rewards indicated on the card. **Increase your Animosity by 1, in addition to Animosity gained from the Animosity die.** Move a guard from the Castle to the space where you completed the Ritual. If there are no guards remaining in the Castle, move a Guard from another space to your space. Finally, replace the completed Ritual with a new Ritual from the same deck. If there are empty spaces in the Advanced Ritual row, draw an Advanced Ritual and add it to the row, as detailed on page XX.

If your Ritual action failed, you must discard two of the resources that would have been spent for the Ritual and return the rest to your supply. If you are unable to discard two resources, you must apply 1 generic Hex to a Power space of your choice on your player board.

# Clean-up phase

On the clean-up phase, the board state is adjusted before the next round begins. What happens during this phase depends on whether it is Day or Night, as indicated by the Day/Night token.

The game begins at Night. During Night, Strange Happenings occur, which increase the suspicion of a space chosen using the compass dice.

During Day, resources are generated on each of the spaces as indicated by the number on the space (see diagram).

After the Day/Night effect is resolved, the Day/Night counter is flipped to the opposite side for the next round.

Finally, the first player token is passed to the next player in clockwise order. They begin the next round on the Movement phase.

## Strange happenings (Night)

Depending on the player count, suspicion meters may be adjusted randomly at the end of the round. To do this, roll the two compass dice. Increase the suspicion meter in the indicated space by 1. The spaces are indicated with a compass symbol to clarify which space each dice combination refers to. The below table indicates how many spaces will be affected during this round:

|  |  |
| --- | --- |
| **Player count** | **# of strange happenings** |
| 2 | 2 |
| 3 | 1 |
| 4 | 0 |

## Generating resources (Day)

During the Day, resources are generated in each space as indicated in the diagram. In total, the following resources should be generated on the board:

|  |  |
| --- | --- |
| **Resources** | **# generated** |
| Sheep | 4 |
| Idols | 3 |
| People | 2 |
| Treasure | 1 |

If generating resources would exceed the open slots in the space, only generate a number of resources up to this maximum. This may mean that, if the space is full or even exceeding capacity, no resources are generated in that space. Note that the Castle does not generate resources, but excess Treasures from the Mine are moved to the Castle instead of being discarded, as detailed on page XX. If both the Mine and the Castle are full, no Treasures are generated.

# Ritual row

# Spaces

## Basic spaces

## Advanced spaces

# Shop

# Cultists