

CULT COOKIN'



A GAME BY INTERROBANG!

10 - 30 MINS

7+

VIRGIN MIMOSA STUDIOS

2 - 4 PLAYERS

CULT COOKIN' RULES

Why are these Cultists Cookin'?

Everybody's getting ready for the Equinox, and what's a better way to prepare than to make your offerings for the Great Old Ones? Play as 1 of 4 Cultists in a battle to satiate the hunger of the Great Old Ones.

How do I play?

To start a game, each player draws 5 cards from the Pantry.

Flip over the top card in the Great Old Ones pile. This acts as the Great Old One for this game that everyone is trying to appease.

The player who had their blood drawn most recently goes first, then the rest of the players take turns going clockwise.

In a turn, you draw 1 card from the Pantry, then play 1 card from your hand either into your dish or any opponent's dish.

Throughout the game's rounds, each card a player plays adds to their dish's Complexity number for the game. Some cards, specifically Utility cards, can modify cards which come before or after it. When an ingredient is modified its stats are completely replaced with the stats next to the icon for the Utility card that modified it.

There is a symbol on each card for which Utility cards can modify its score.

How do I play? (Cont.)

After 8 rounds have passed, the Equinox is upon us, and the Great Old One of the game is summoned.

The player whose dish's Complexity most closely matches that which the Great Old One desires wins the Great Old One card for the game. If two players are equally close to the Great Old One's desired dish complexity, whichever player has more cards of the Great Old One's preferred flavor wins the game.

Ending it All

Quick Play

In Quick Play, the game ends after 8 rounds have been played and the Great Old One has been appeased. The player who appeased the Great Old One is the game's winner.

The Gauntlet

In The Gauntlet, each Great Old One card acts as a point. The winner of the last game becomes the first player in the next game. The Gauntlet ends when there are no more Great Old Ones to appease. Players tally the number of Great Old Ones they have appeased to determine the winner.

Credits

Gregory Langenhorst
Gabe Cunningham
Ana Acosta

Beck Rivera
Lisa Merola

NYARLATHOTEP



-10

Those **Spicy** flavors which pain the humans so are the only ones Nyarlathotep desires.

THE KING IN YELLOW



10

The King watches from afar, and from his perch he desires the pain of **Spicy** foods.

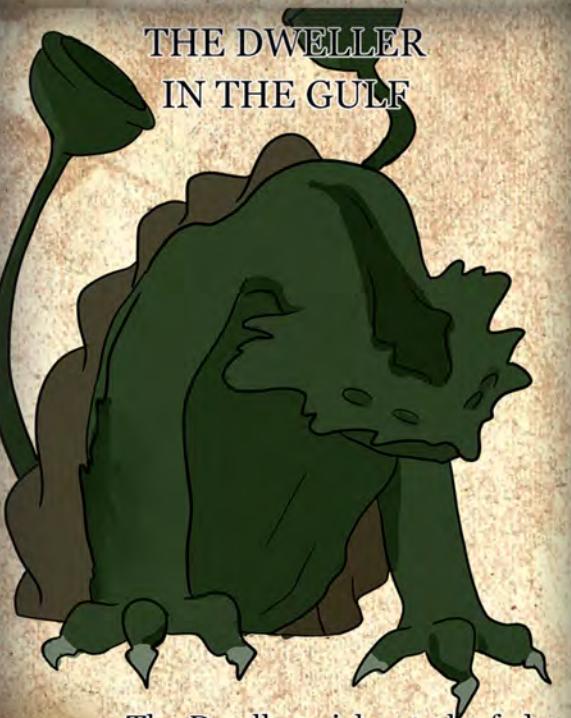
CTHULHU



10

In his house at R'lyeh dead Cthulhu waits dreaming of **Savory** sustenance.

THE DWELLER
IN THE GULF



9

The Dweller wishes to be fed the flavors which comfort him, **Umami** of the ocean.

GREAT OLD ONES

GREAT OLD ONES

GREAT OLD ONES

GREAT OLD ONES

BASATAN



11

Basatan has traveled far, tasting many flavors, but none excite him quite like a *Sweet* treat.

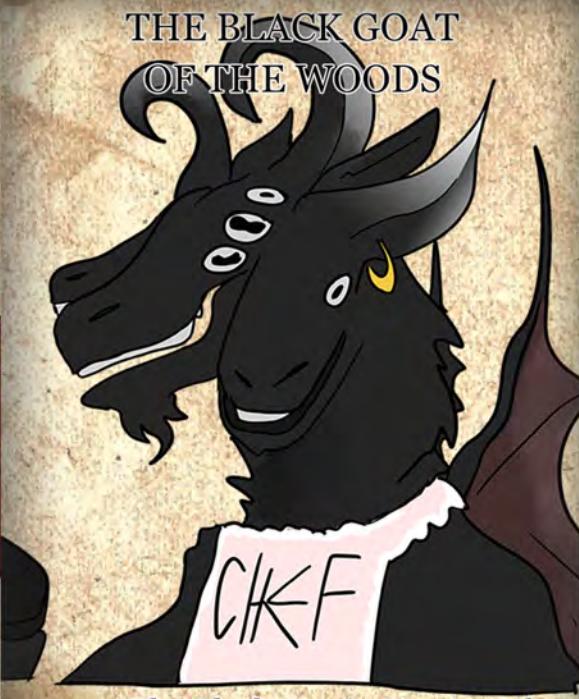
YOG-SOTHOTH



13

Yog-Sothoth knows all, and thus demands the little known flavors of *সারগুল*.

THE BLACK GOAT OF THE WOODS



13

The Black Goat's *Sweet* tooth is insatiable, and thus she implores you satisfy it.

ABHOLOS



0

Abolos craves *Neutral* flavors, that which can be easily dissolved and added into his malice.

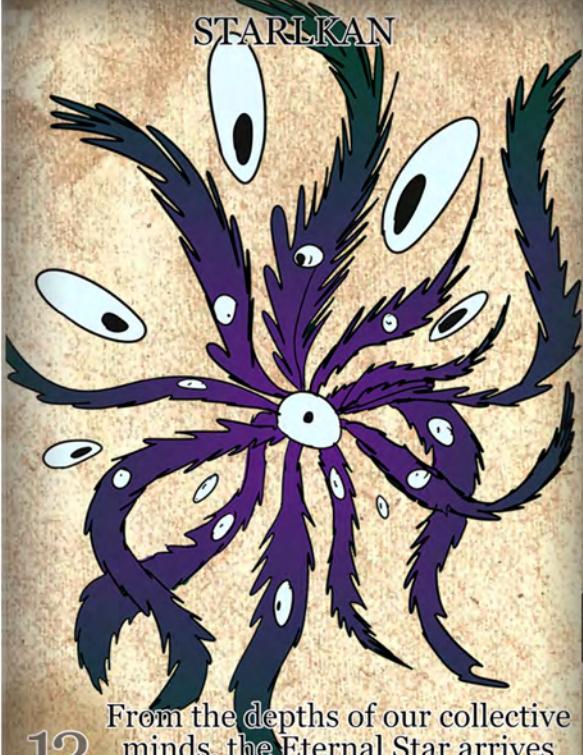
GREAT OLD ONES

GREAT OLD ONES

GREAT OLD ONES

GREAT OLD ONES

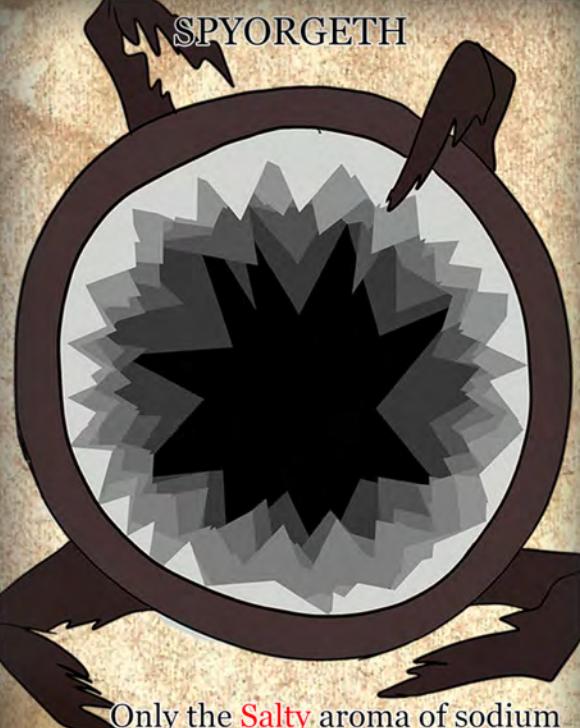
STARLKAN



12

From the depths of our collective minds, the Eternal Star arrives to taste **Umami** beautifully.

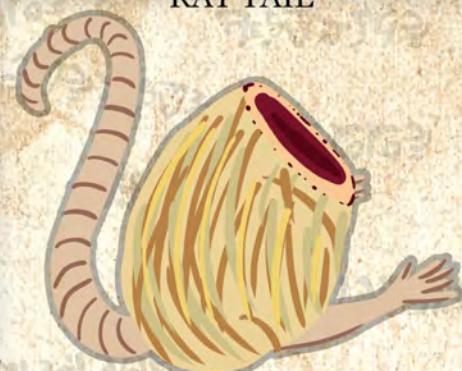
SPYORGETH



11

Only the **Salty** aroma of sodium can fill the void of Spyorgeth's ever-expanding stomach.

RAT TAIL



UMAMI



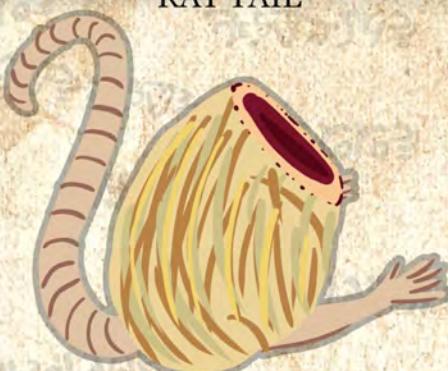
2 SPICY



1 SWEET
& UMAMI

-1

RAT TAIL



UMAMI



2 SPICY



1 SWEET
& UMAMI

-1

GREAT OLD ONES

GREAT OLD ONES

દીપાલ

દીપાલ

દીકરણ

દીકરણ

નાચ

નાચ

નાચ

નાચ

માસ્ટર્સિંગ

માસ્ટર્સિંગ

PANTRY

PANTRY

નાચ

નાચ

નાચ

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નાચ

SKILLET



SKILLET



UTILITY

Modifies the ingredient
played last turn.

UTILITY

Modifies the ingredient
played last turn.

O

SKILLET



O

SKILLET



UTILITY

Modifies the ingredient
played last turn.

UTILITY

Modifies the ingredient
played last turn.

O

O



FRYER



UTILITY

Modifies the ingredient
played next turn.

1

ICE CREAM MACHINE



UTILITY

Modifies both the ingredient
played last turn and the one
played next turn.

2

FRYER



UTILITY

Modifies the ingredient
played next turn.

1

ICE CREAM MACHINE



UTILITY

Modifies both the ingredient
played last turn and the one
played next turn.

2



OVEN



UTILITY

Modifies the ingredient
played last turn.

OVEN



UTILITY

Modifies the ingredient
played last turn.

O

UTILITY

BLENDER



UTILITY

O

UTILITY

BLENDER



UTILITY

Modifies the ingredient
played next turn.

Modifies the ingredient
played next turn.

O

UTILITY

O

UTILITY



OVEN



UTILITY

Modifies the ingredient
played last turn.

OVEN



UTILITY

Modifies the ingredient
played last turn.

O

OVEN



UTILITY

Modifies the ingredient
played last turn.

O

OVEN



UTILITY

Modifies the ingredient
played last turn.

O

O



BLENDER



UTILITY

BLENDER



UTILITY

Modifies the ingredient
played next turn.

Modifies the ingredient
played next turn.

O

BLENDER



UTILITY

BLENDER



UTILITY

Modifies the ingredient
played next turn.

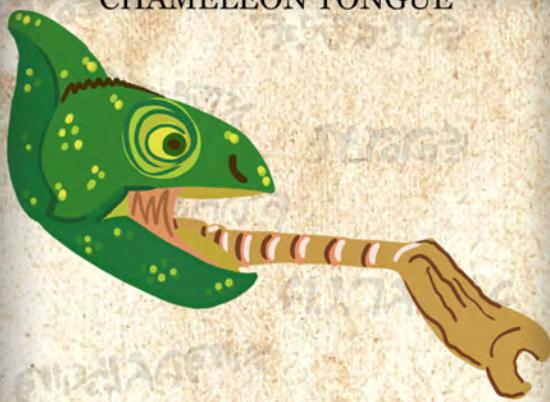
Modifies the ingredient
played next turn.

O

O



CHAMELEON TONGUE



SPICY

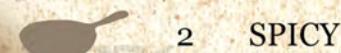


0 SALTY



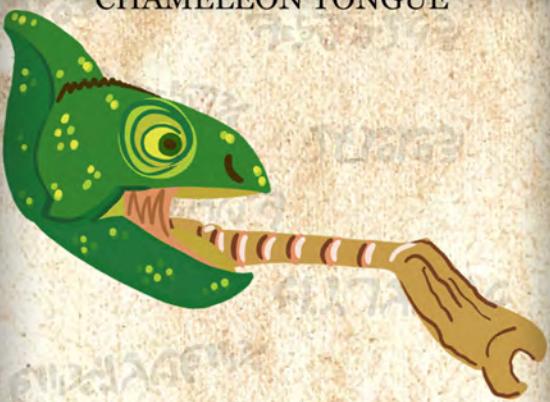
1 UMAMI

-1



2 SPICY

CHAMELEON TONGUE



SPICY



0 SALTY



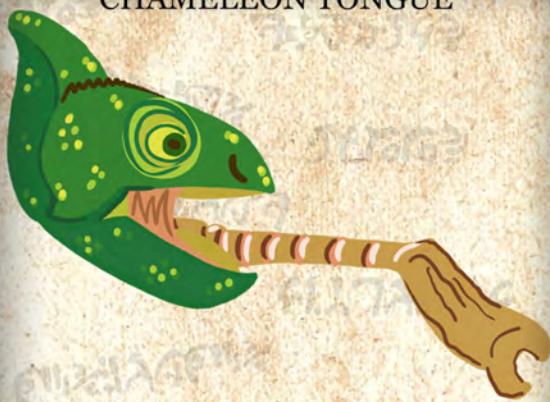
1 UMAMI

-1



2 SPICY

CHAMELEON TONGUE



SPICY

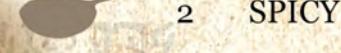


0 SALTY



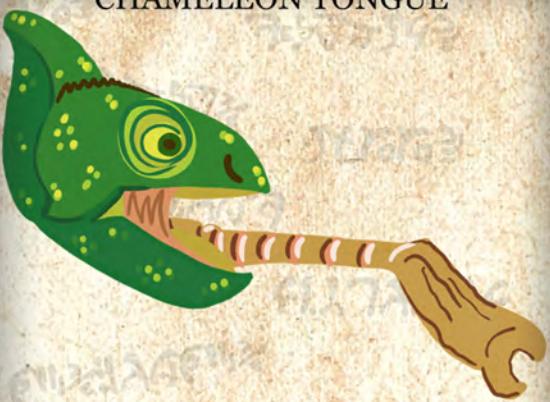
1 UMAMI

-1



2 SPICY

CHAMELEON TONGUE



SPICY

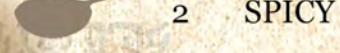


0 SALTY



1 UMAMI

-1



2 SPICY



PLANTAIN



NEUTRAL



2 SAVORY



3 SWEET

PLANTAIN



NEUTRAL



2 SAVORY



3 SWEET

O 1575

PLANTAIN



NEUTRAL



2 SAVORY



3 SWEET

O 1575

PLANTAIN



NEUTRAL



2 SAVORY



3 SWEET

O 1575



GARLIC



SAVORY



5 SAVORY

IPECAC



NEUTRAL



3 SWEET



5 NEUTRAL

3

-5

STRAWBERRY



SWEET



5 SWEET



3

MERCURY



SALTY



0 SWEET & SPICY

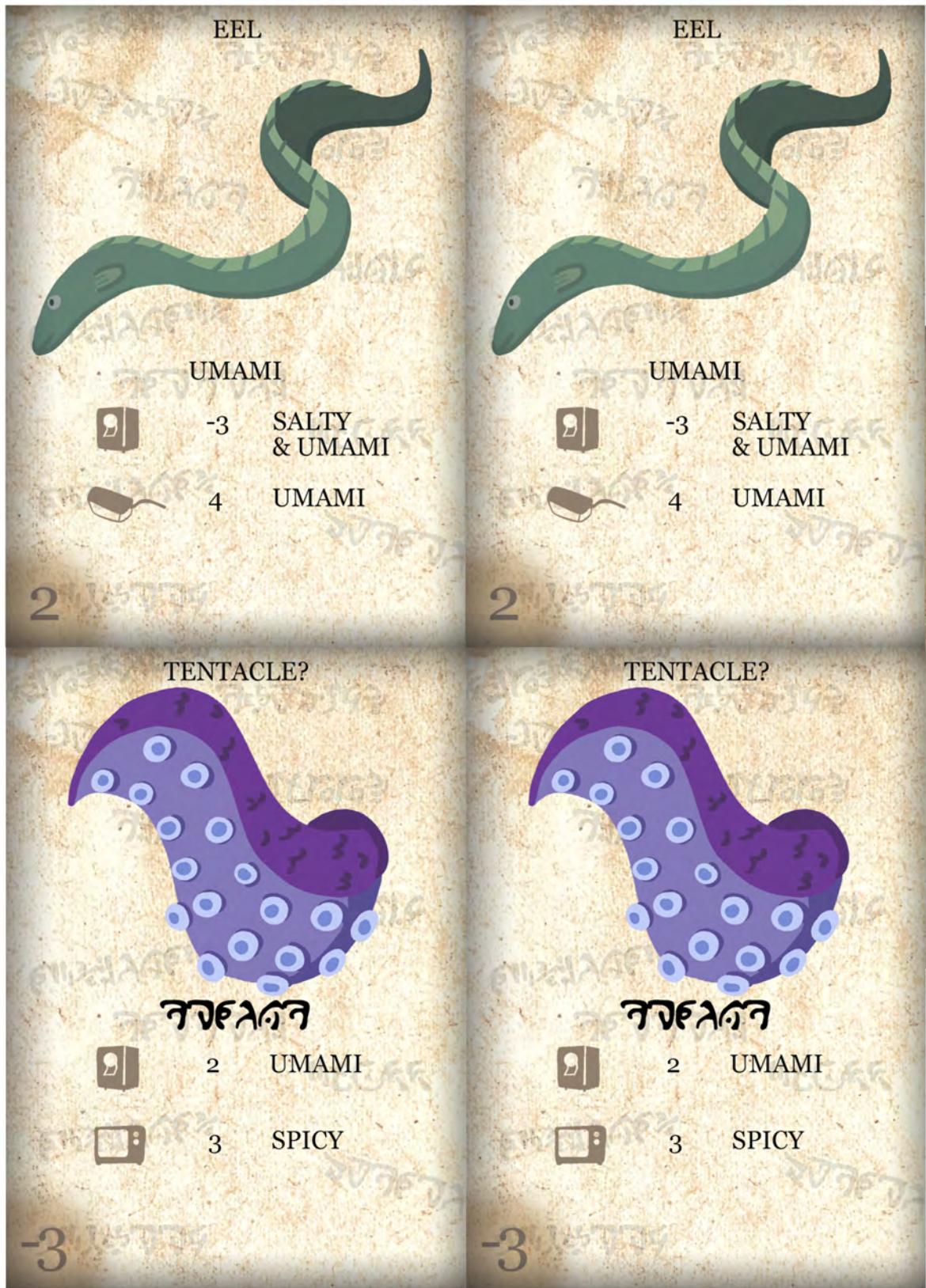
4

-5

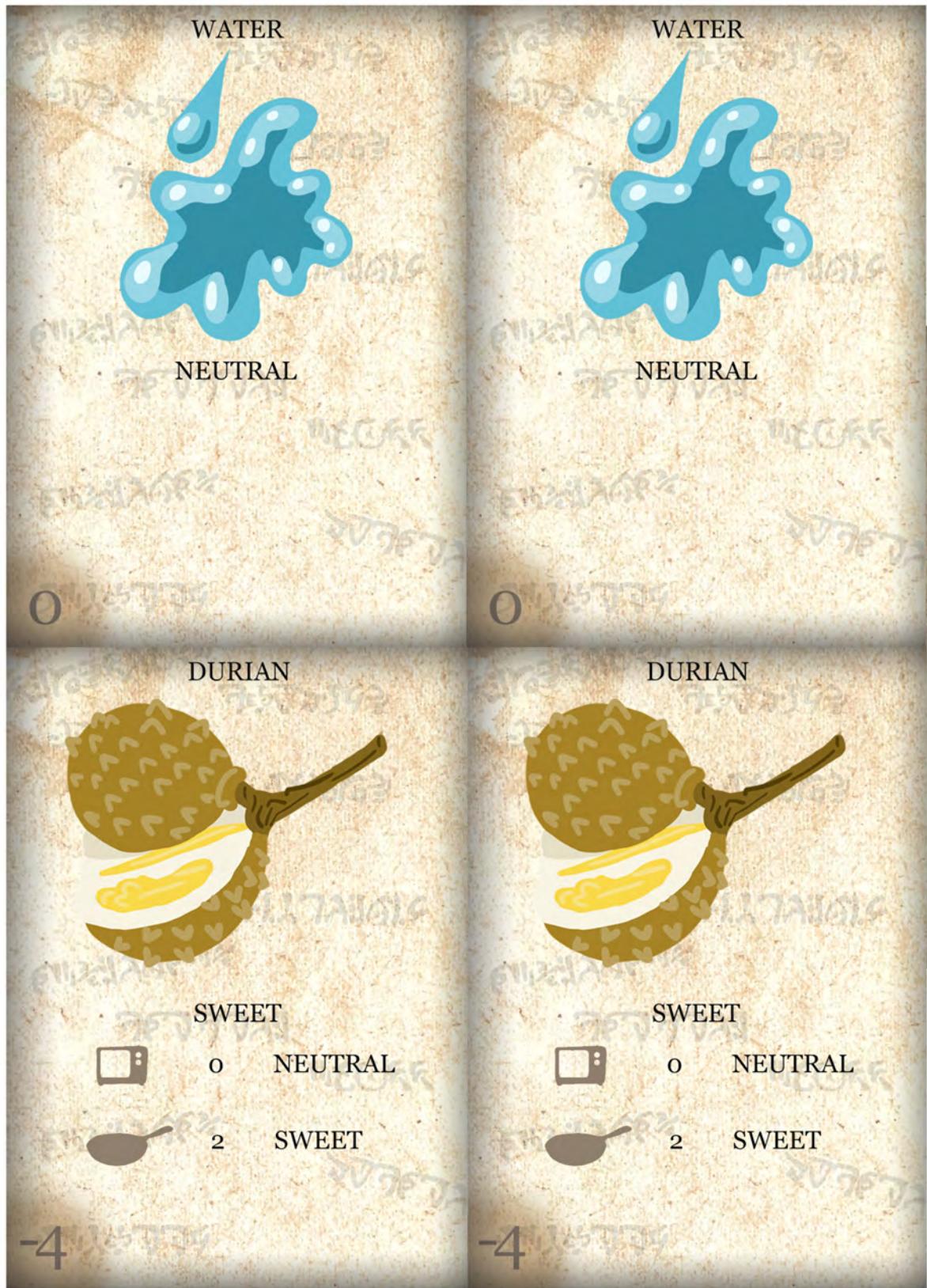














UNWILLING SACRIFICE (JOHN)

UNWILLING SACRIFICE (JOHN)



SALTY



-1 SALTY & SAVORY



3 SALTY

1 FSH



UMAMI



1 SPICY



2 ମାର୍ଗିନ୍ଦା

-3

1 FSH



UMAMI



1 SPICY

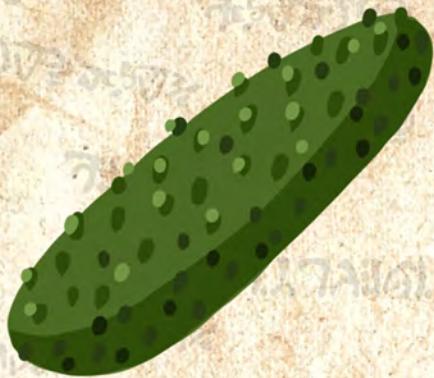


2 ମାର୍ଗିନ୍ଦା

-3



PICKLE

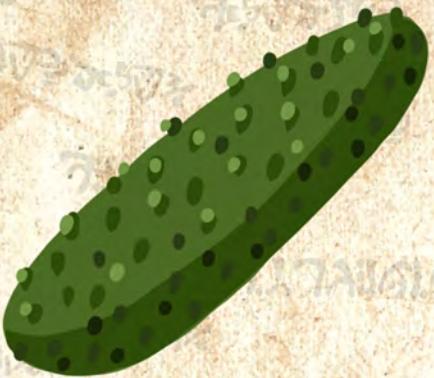


SALTY



3 SALTY

PICKLE



SALTY



3 SALTY

2 HOTTEST

CAROLINA REAPER



SPICY



5 UMAMI
& SPICY

2 HOTTEST

CAROLINA REAPER



SPICY



5 UMAMI
& SPICY

3 HOTTEST

3 HOTTEST



CORPSE FLOWER



ରଜମନ୍ଦିର



-2 SPICY

CORPSE FLOWER



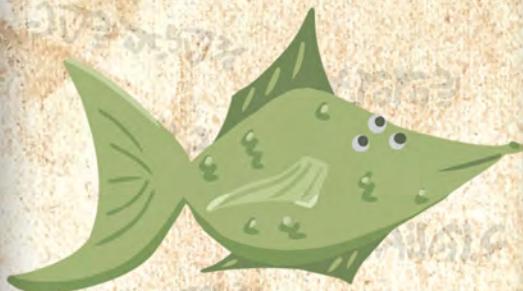
ରଜମନ୍ଦିର



-2 SPICY

-4

FIIISH



ରଜମନ୍ଦିର



-1 UMAMI



1 NEUTRAL

-1



4 SPICY

FIIISH



ରଜମନ୍ଦିର



-1 UMAMI



1 NEUTRAL

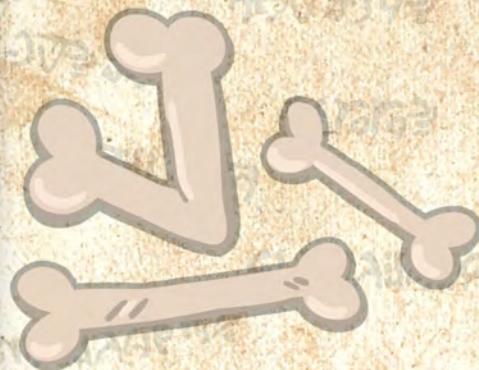
-1



4 SPICY



UNIDENTIFIABLE BONES



ନୀରାଜନୀ		
	-3	SALTY
	-1	SPICY
-1	2	ନୀରାଜନୀ & UMAMI

FIIISH



ନୀରାଜନୀ		
	-1	UMAMI
	1	NEUTRAL
-1	4	SPICY

UNIDENTIFIABLE BONES



ନୀରାଜନୀ		
	-3	SALTY
	-1	SPICY
-1	2	ନୀରାଜନୀ & UMAMI

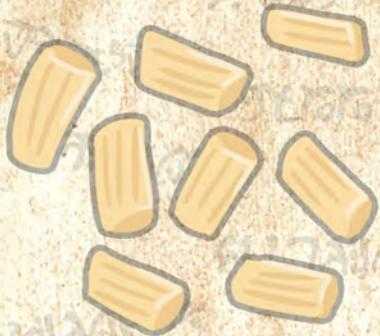
UNIDENTIFIABLE BONES



ନୀରାଜନୀ		
	-3	SALTY
	-1	SPICY
-1	2	ନୀରାଜନୀ & UMAMI



RIGATONI



NEUTRAL



0 NEUTRAL

4 SALTY

1

RAW EGG



NEUTRAL



2 SAVORY

1 NEUTRAL

-2

RIGATONI



NEUTRAL



0 NEUTRAL

4 SALTY

1

RIGATONI



NEUTRAL



0 NEUTRAL

4 SALTY

1







GORGNZOLA



SAVORY



-3 SAVORY



2 SAVORY

1

GORGNZOLA



SAVORY



-3 SAVORY



2 SAVORY

1

MEALWORMS



UMAMI



0 **ମାନ୍ୟମାତ୍ର**
& UMAMI



4 SAVORY

-3

GORGNZOLA



SAVORY



-3 SAVORY



2 SAVORY

1

