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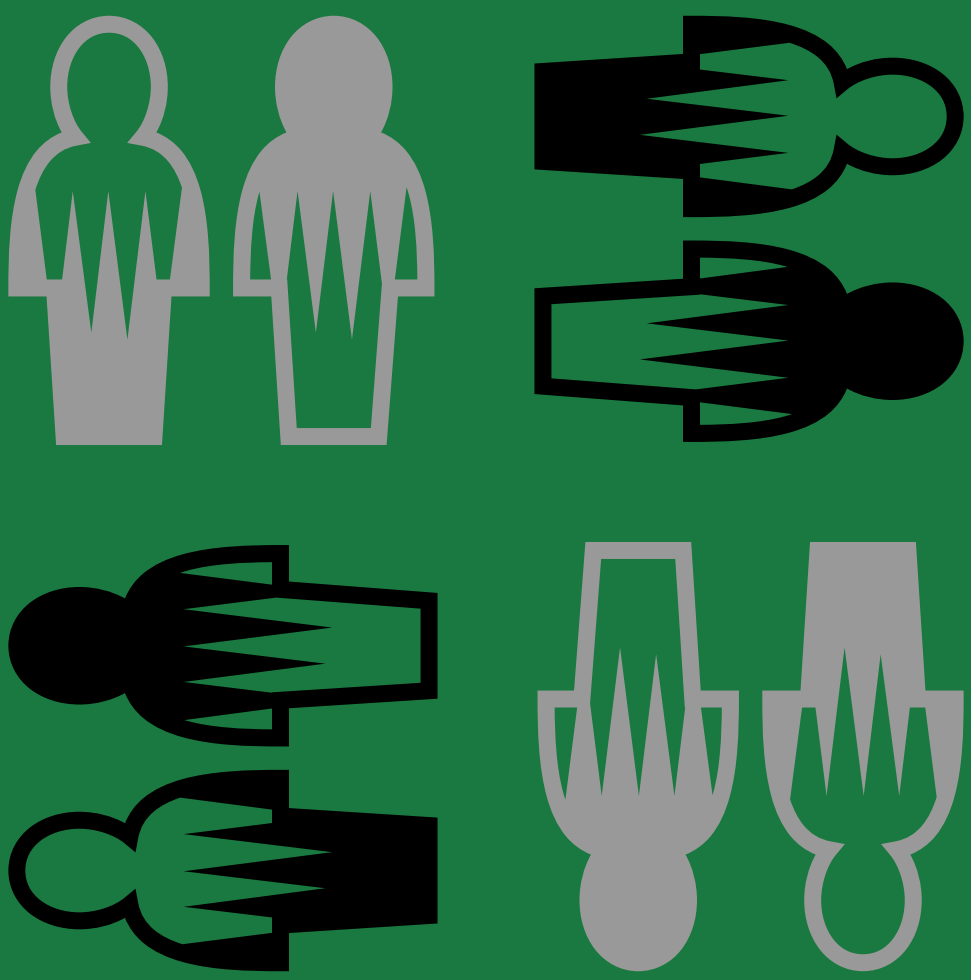

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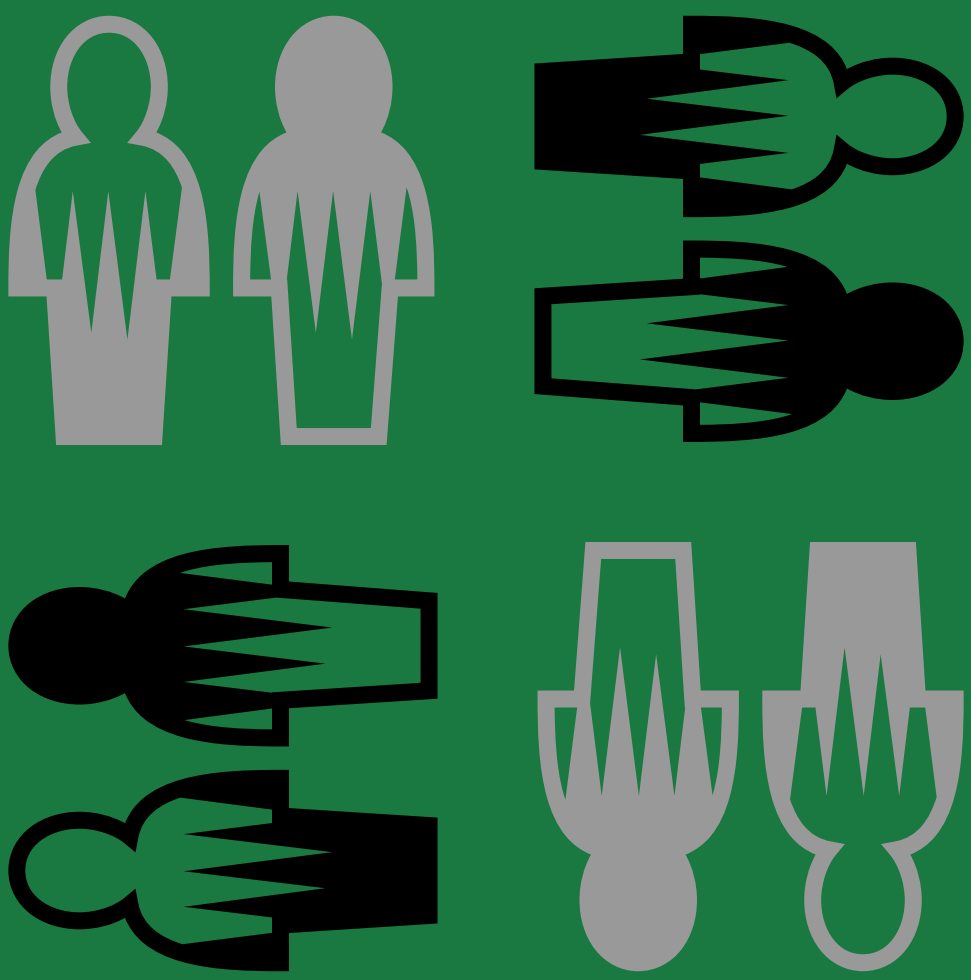

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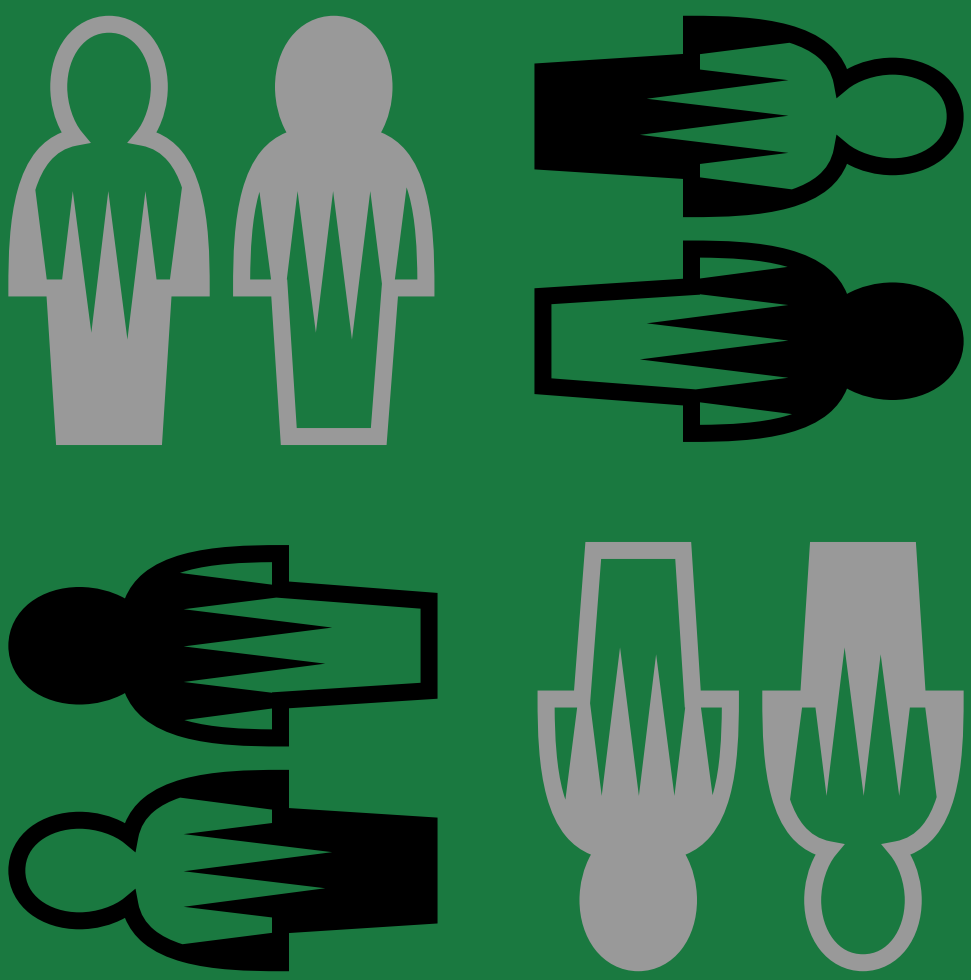

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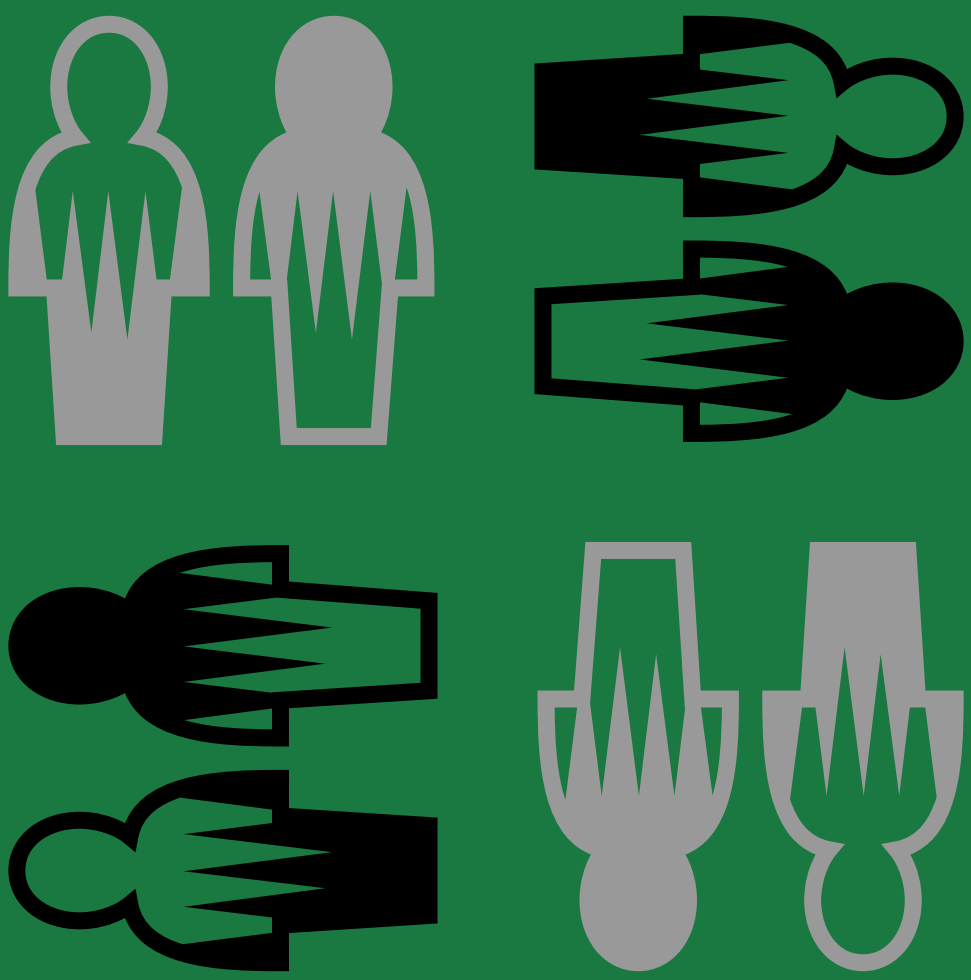

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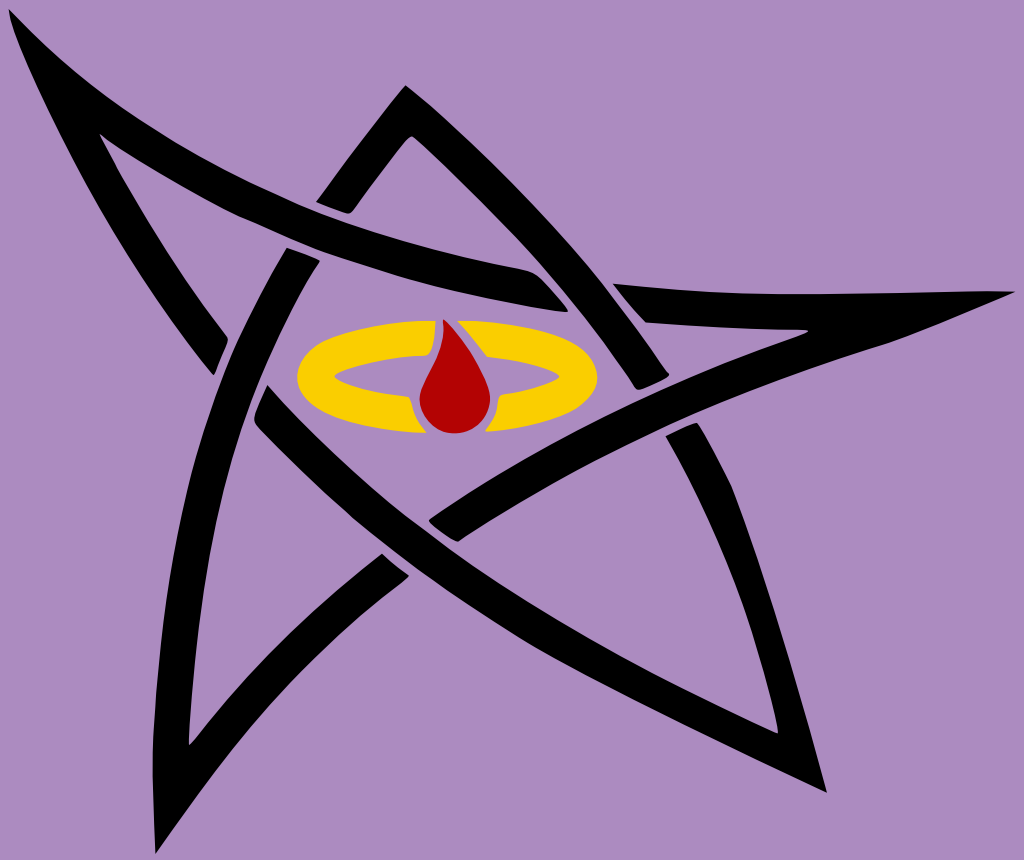

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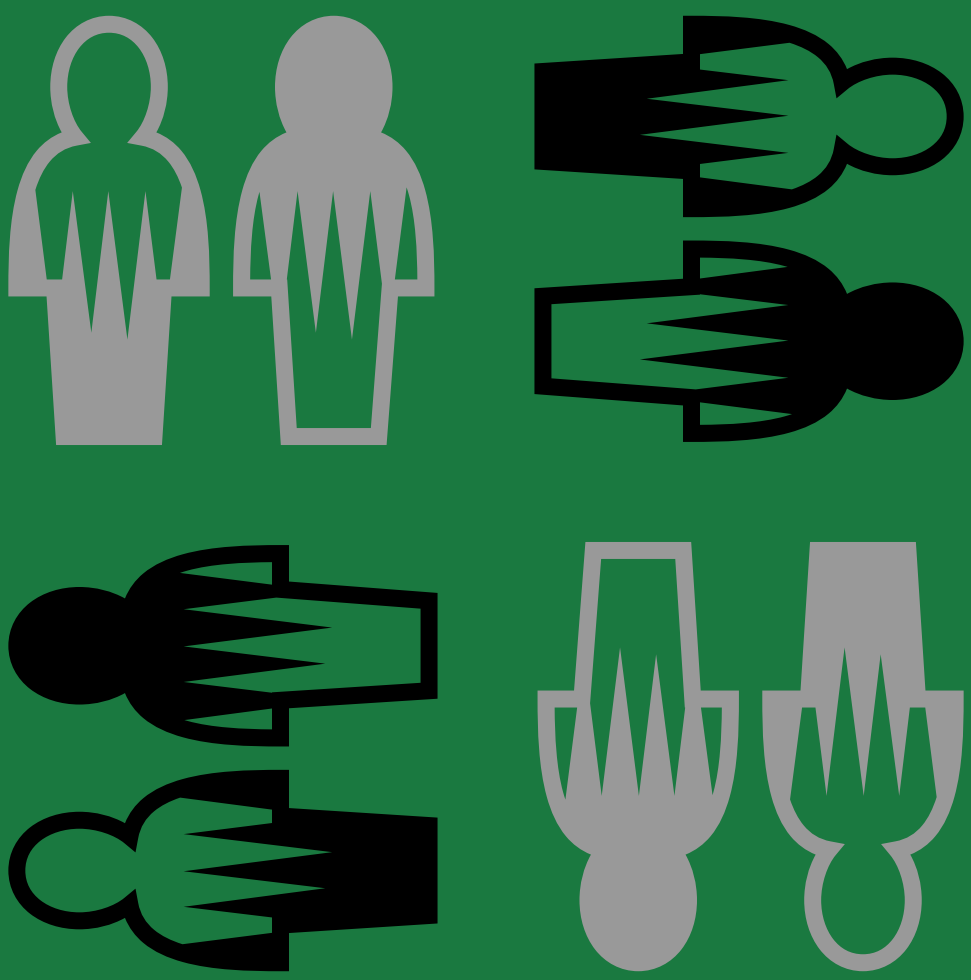

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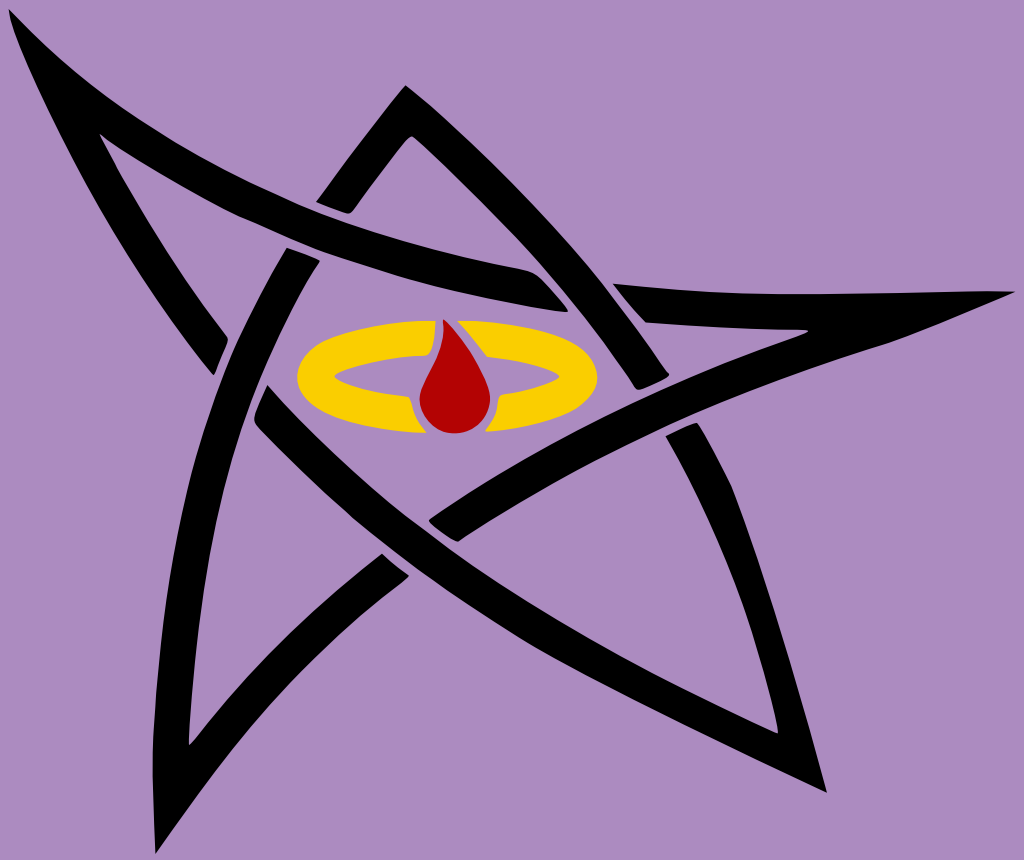

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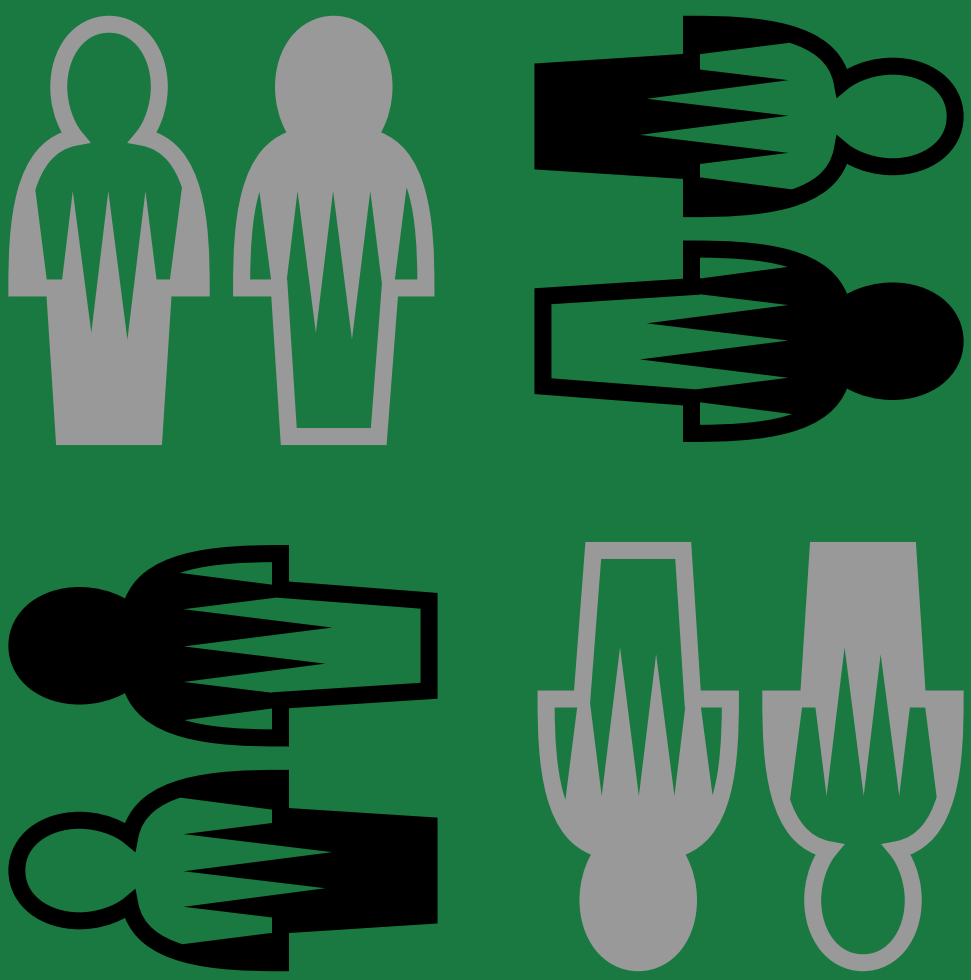

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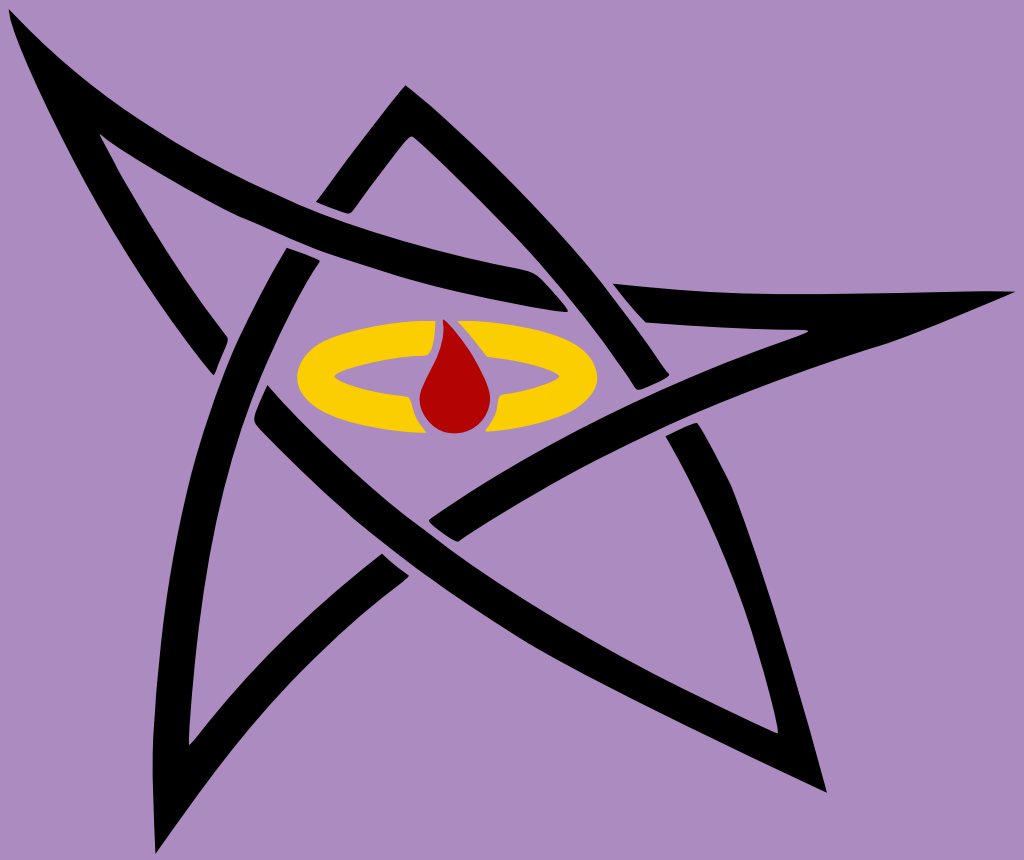

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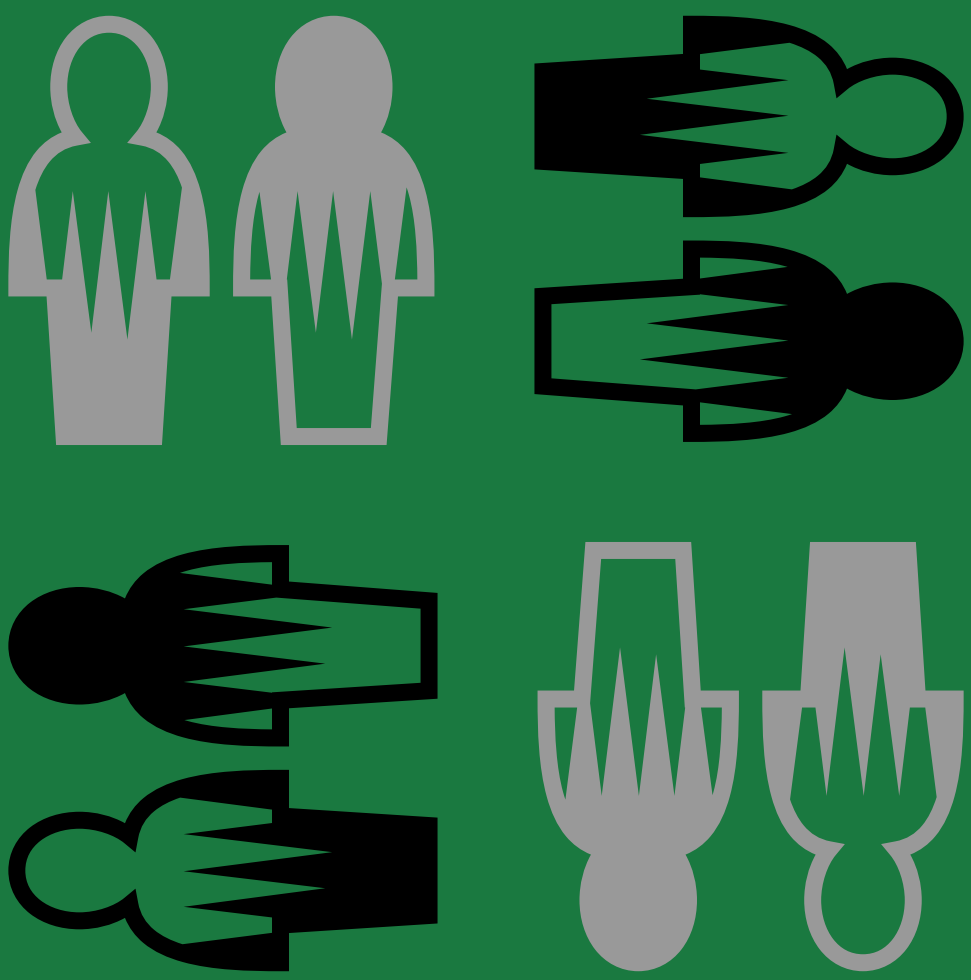

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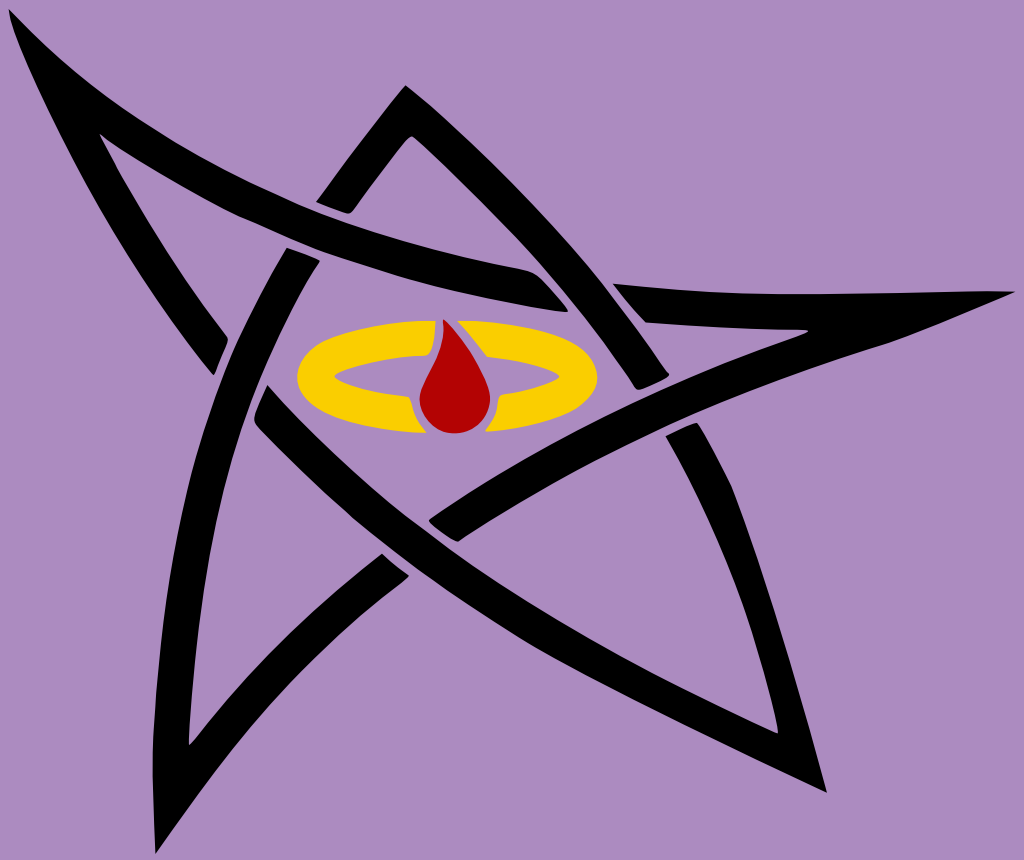

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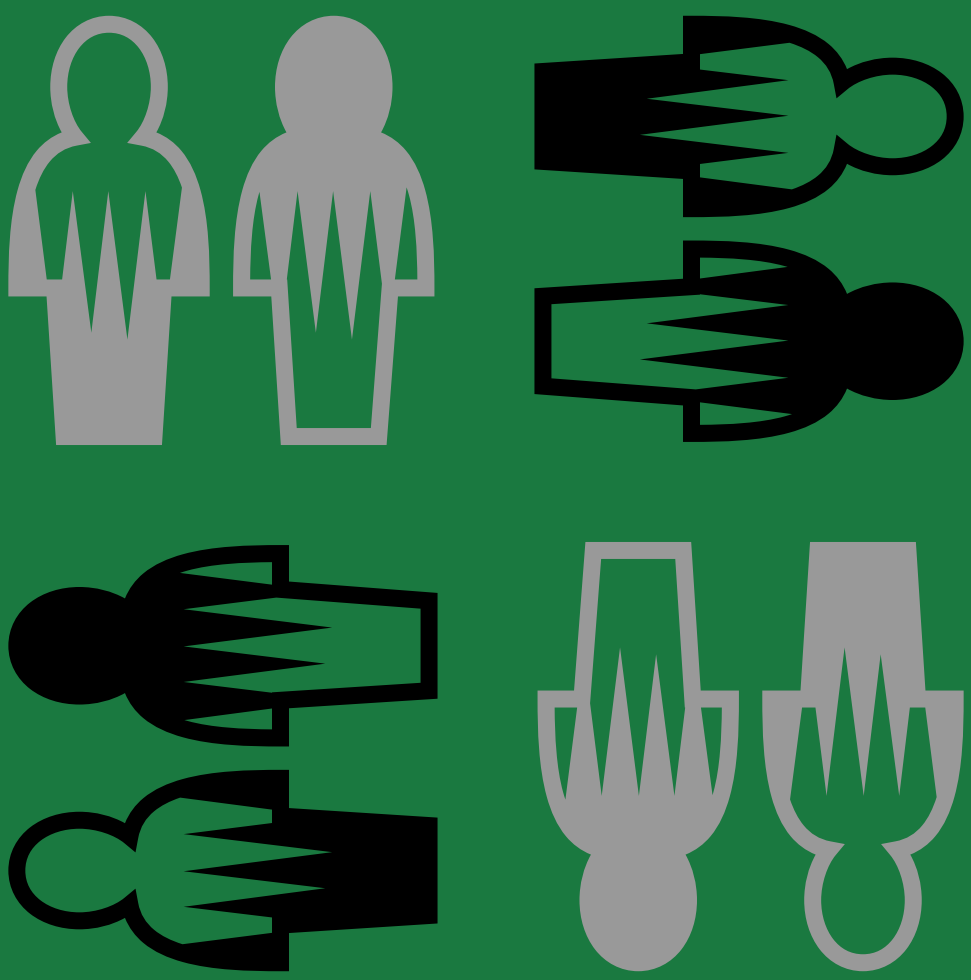

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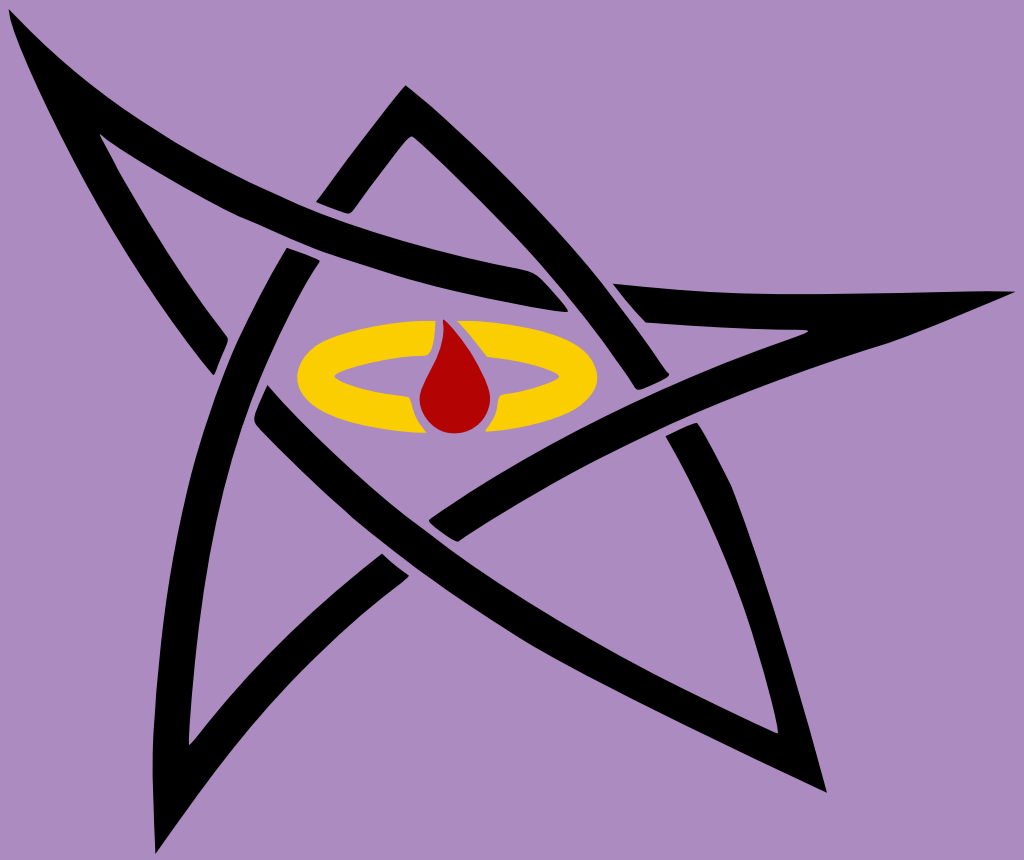

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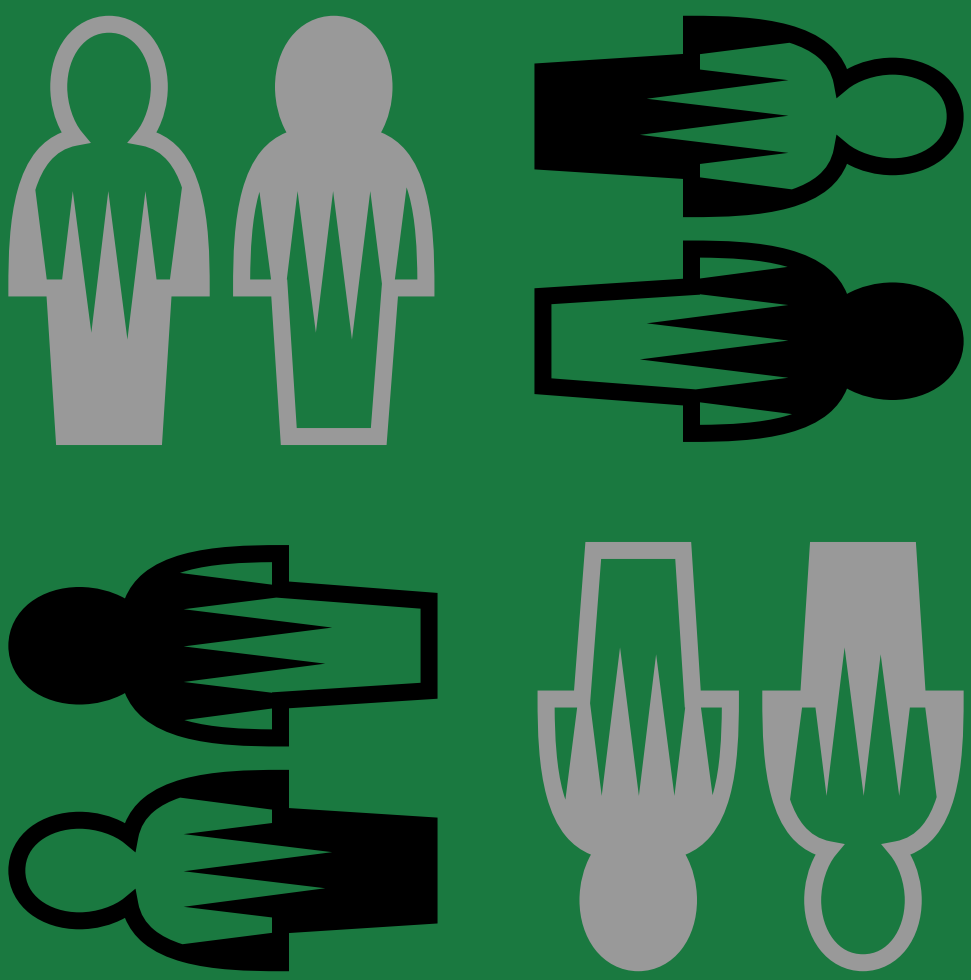

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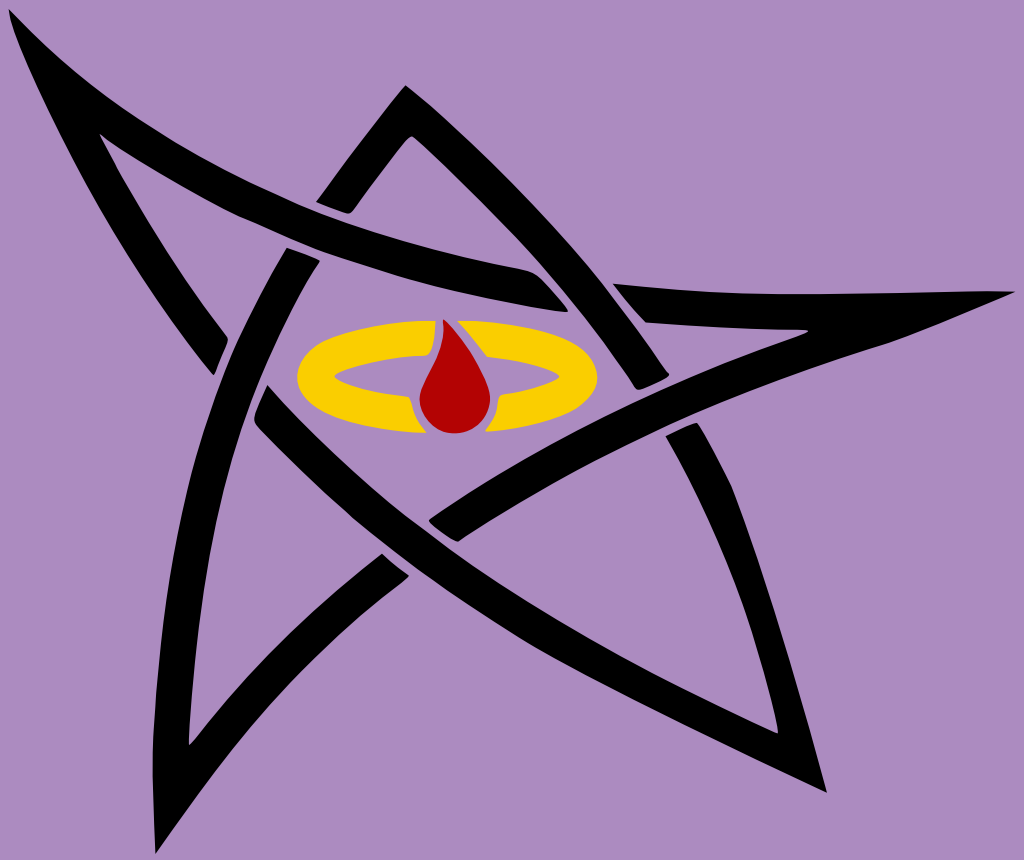

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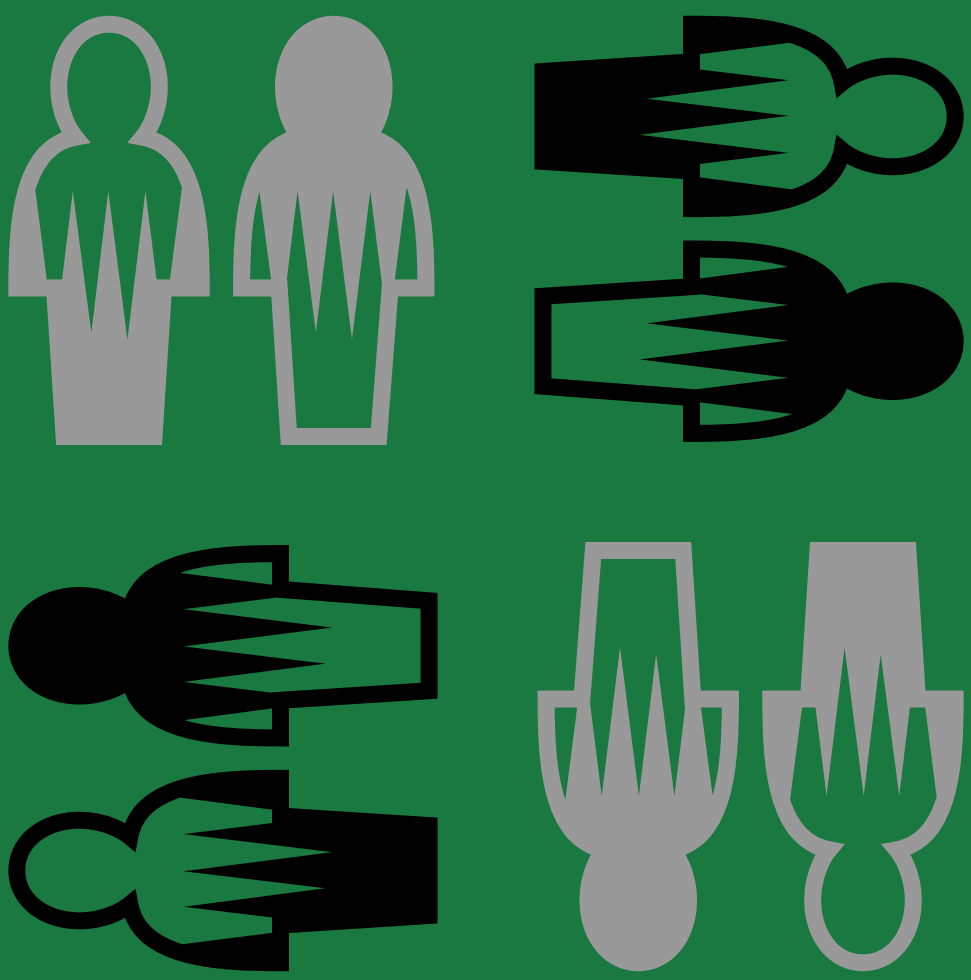

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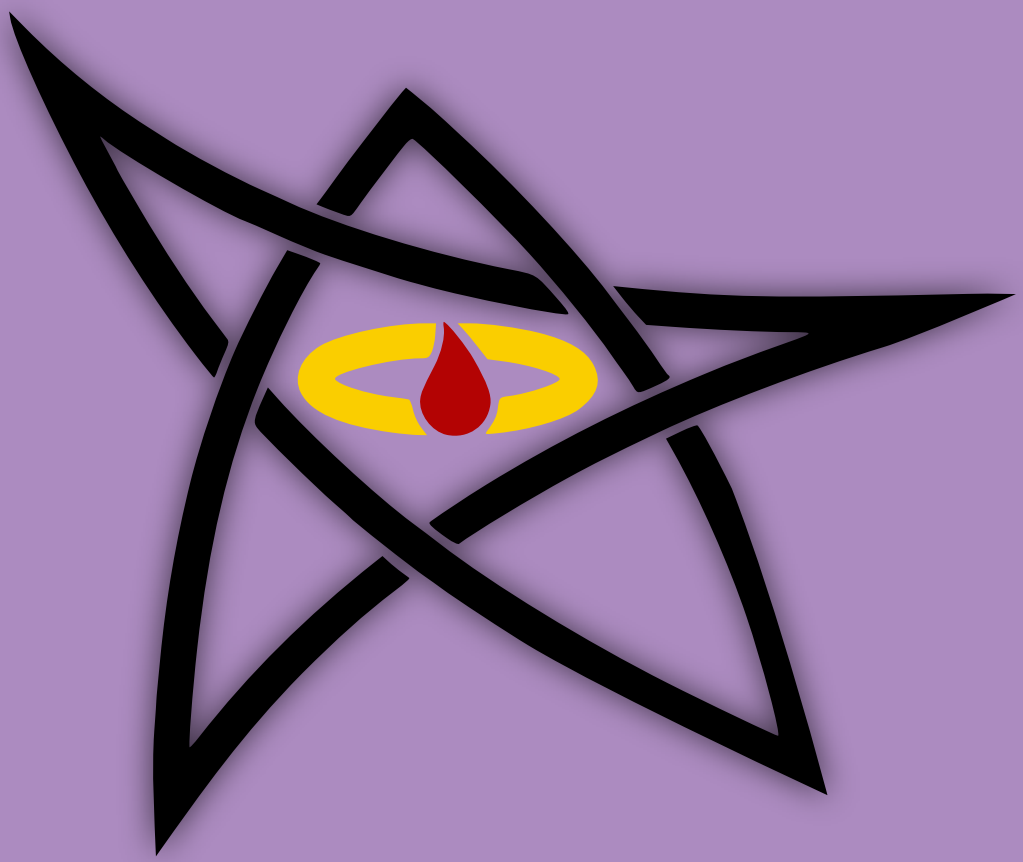

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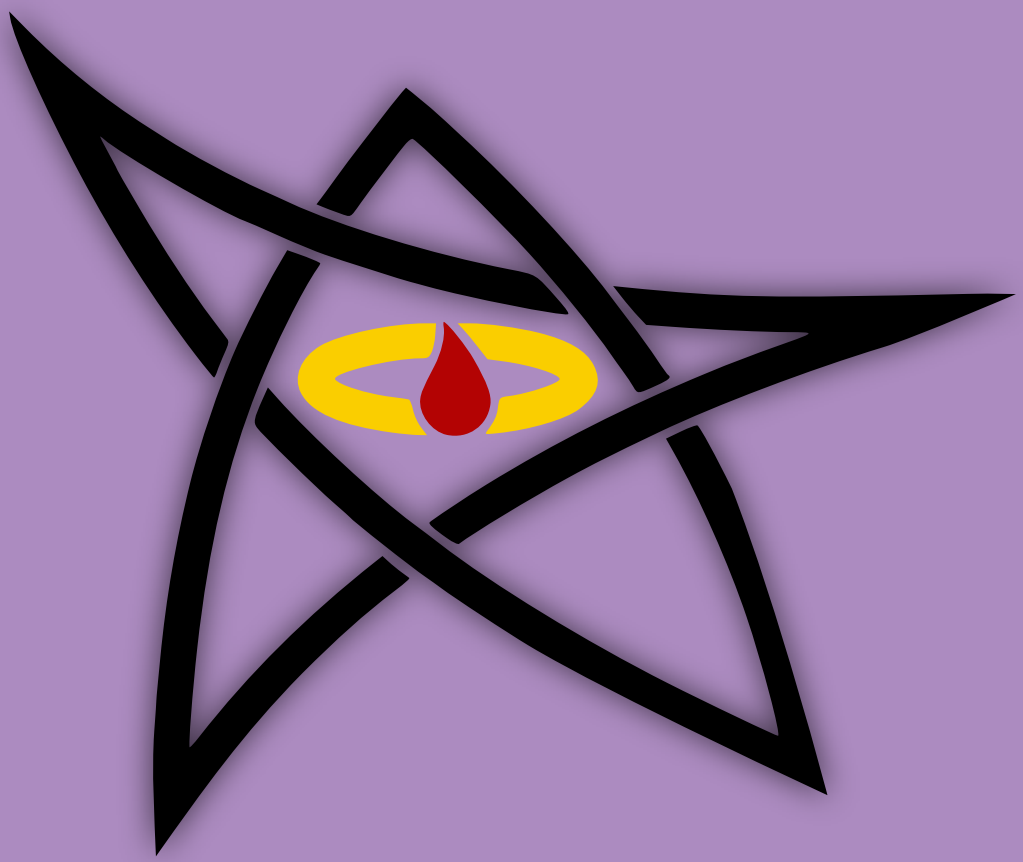

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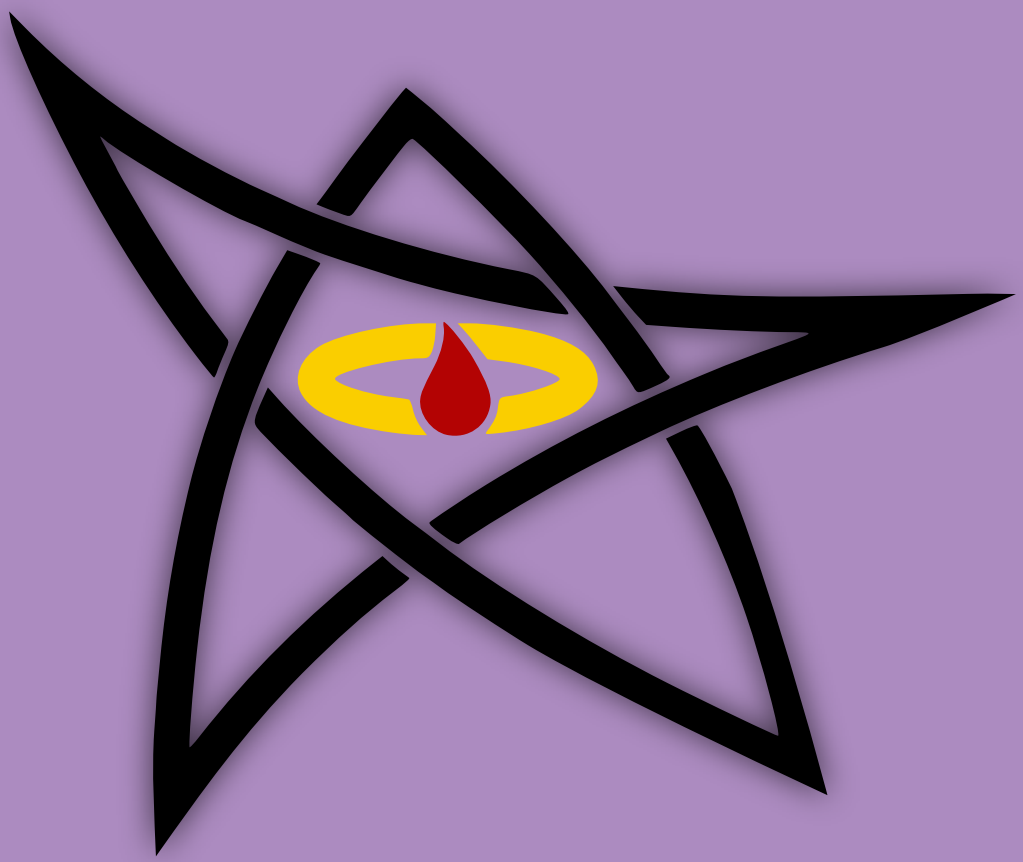

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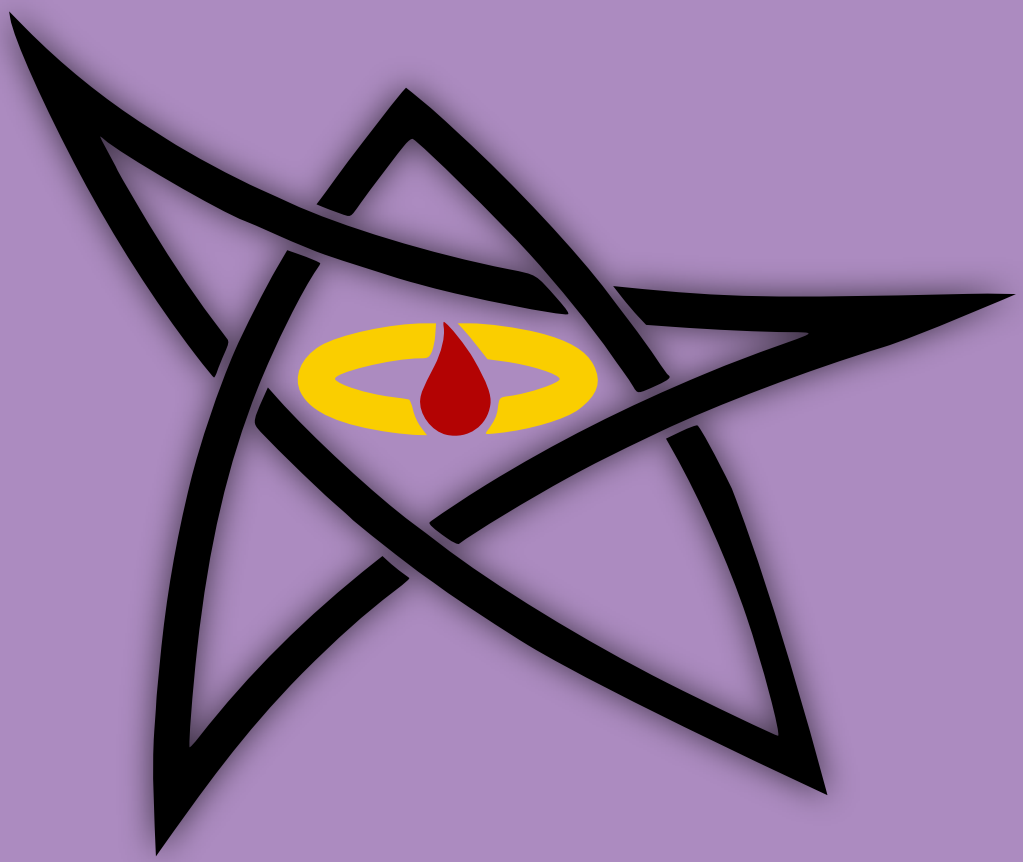

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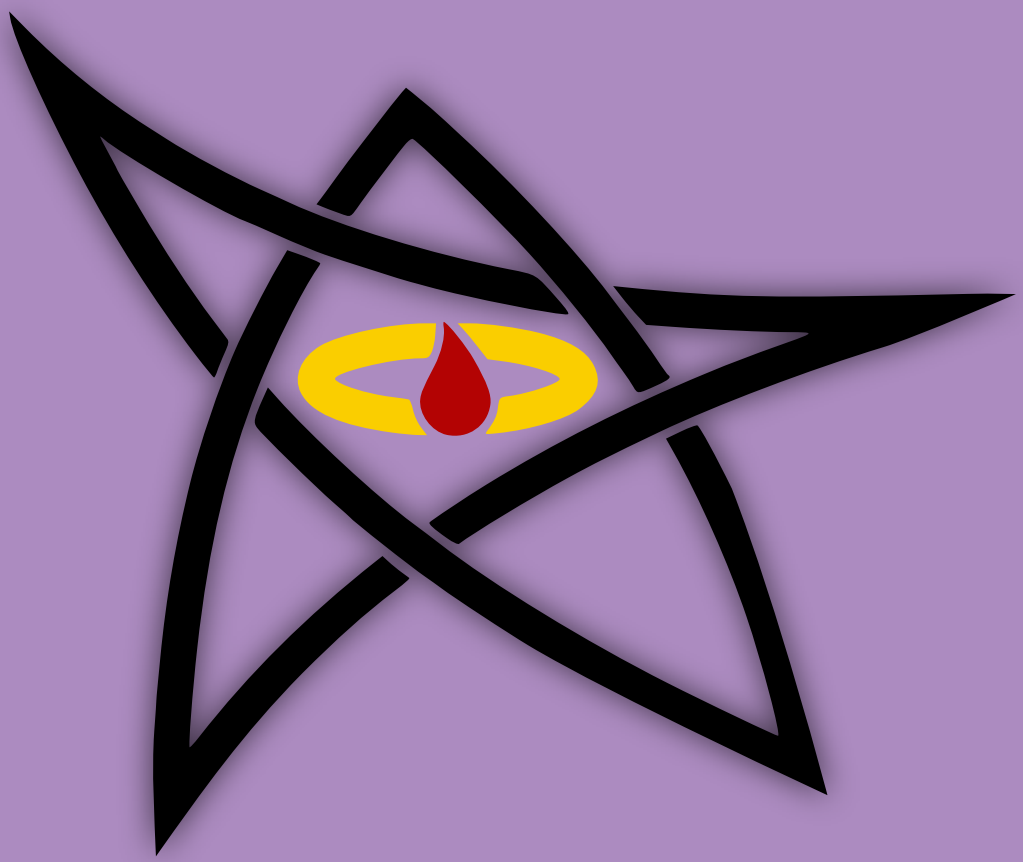

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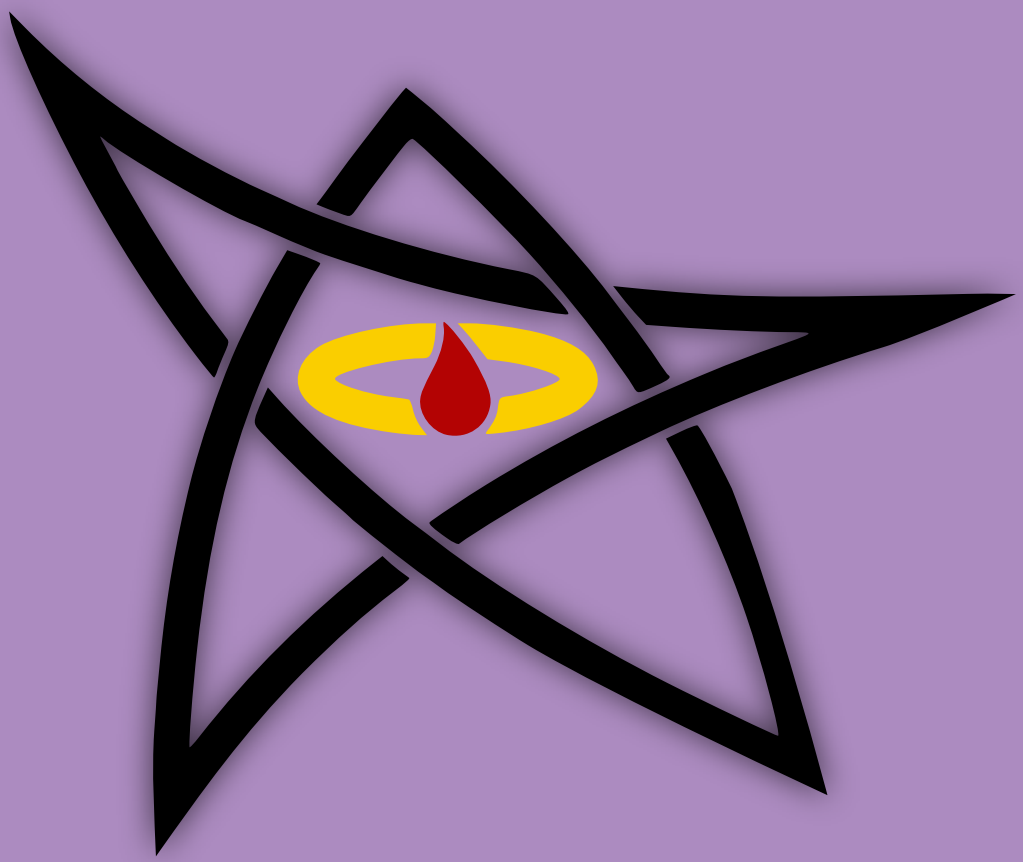

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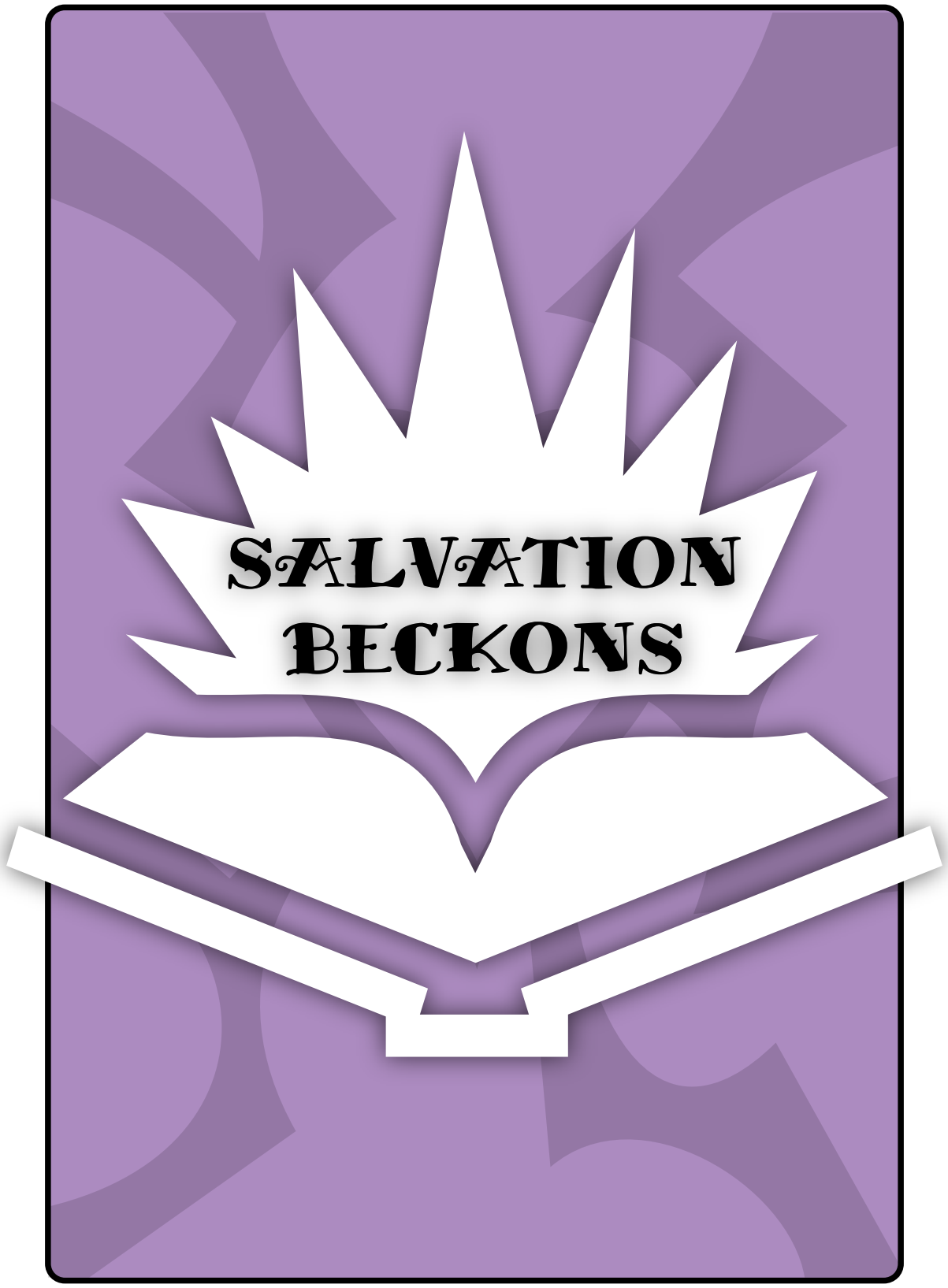
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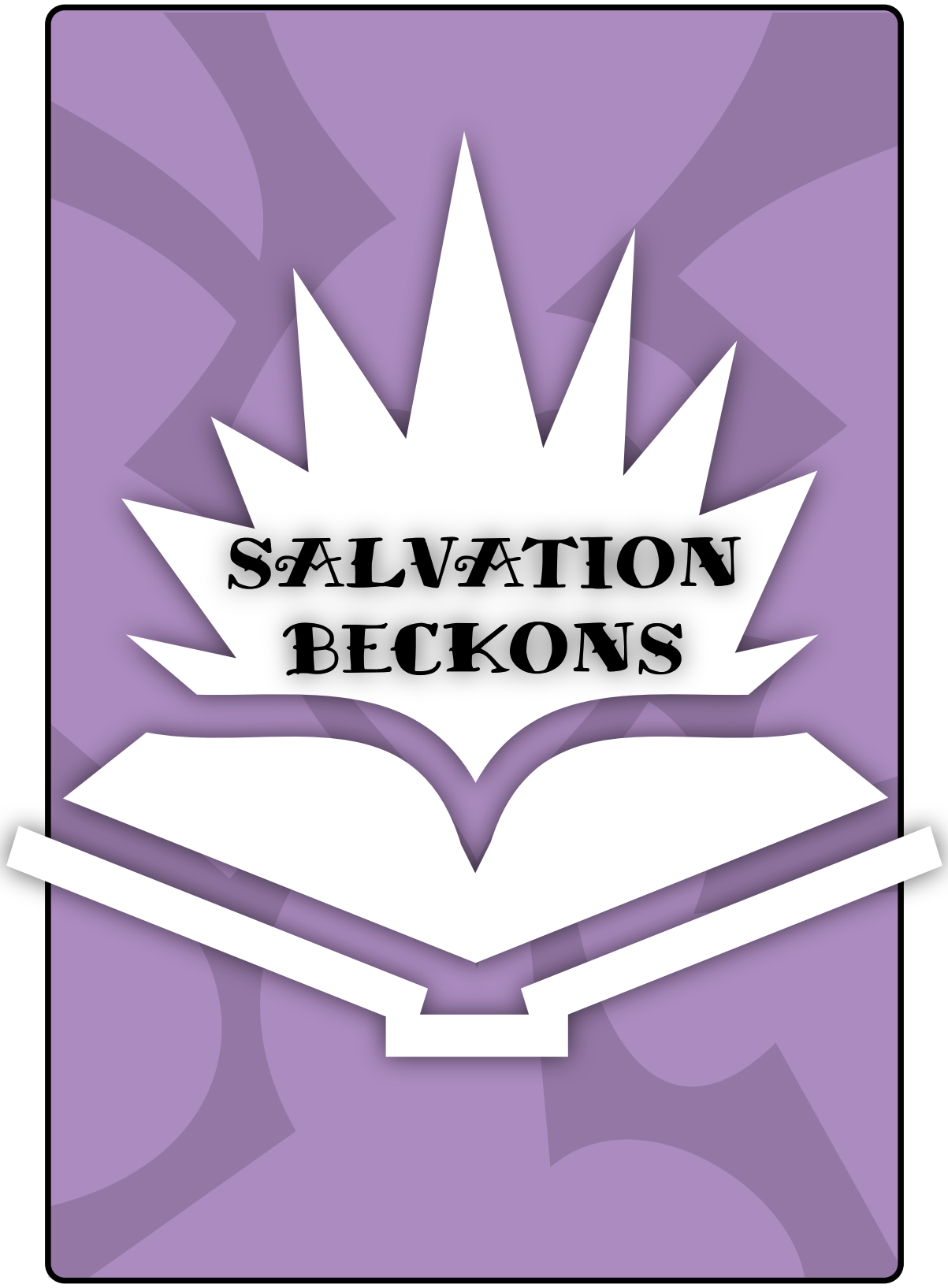
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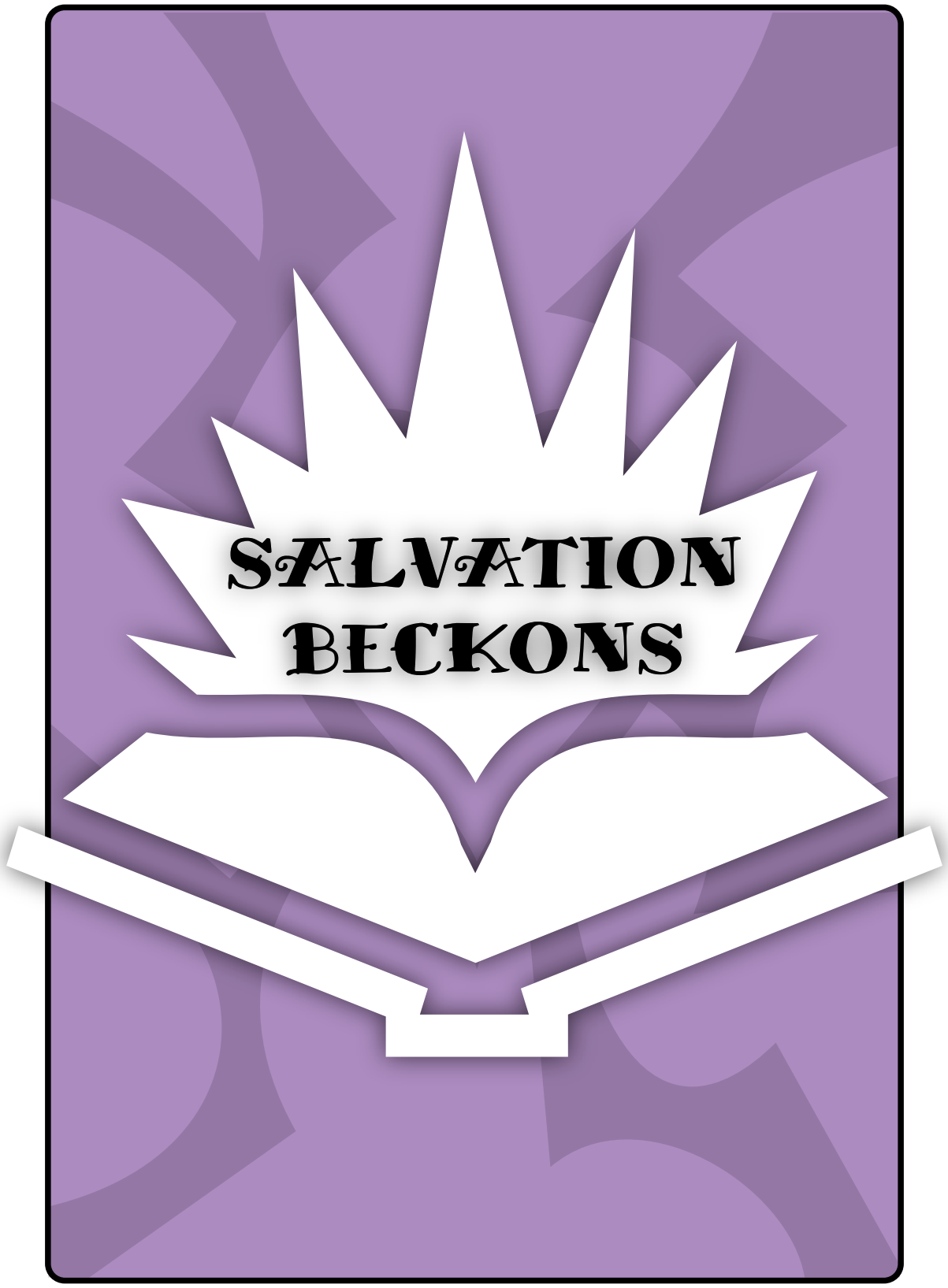
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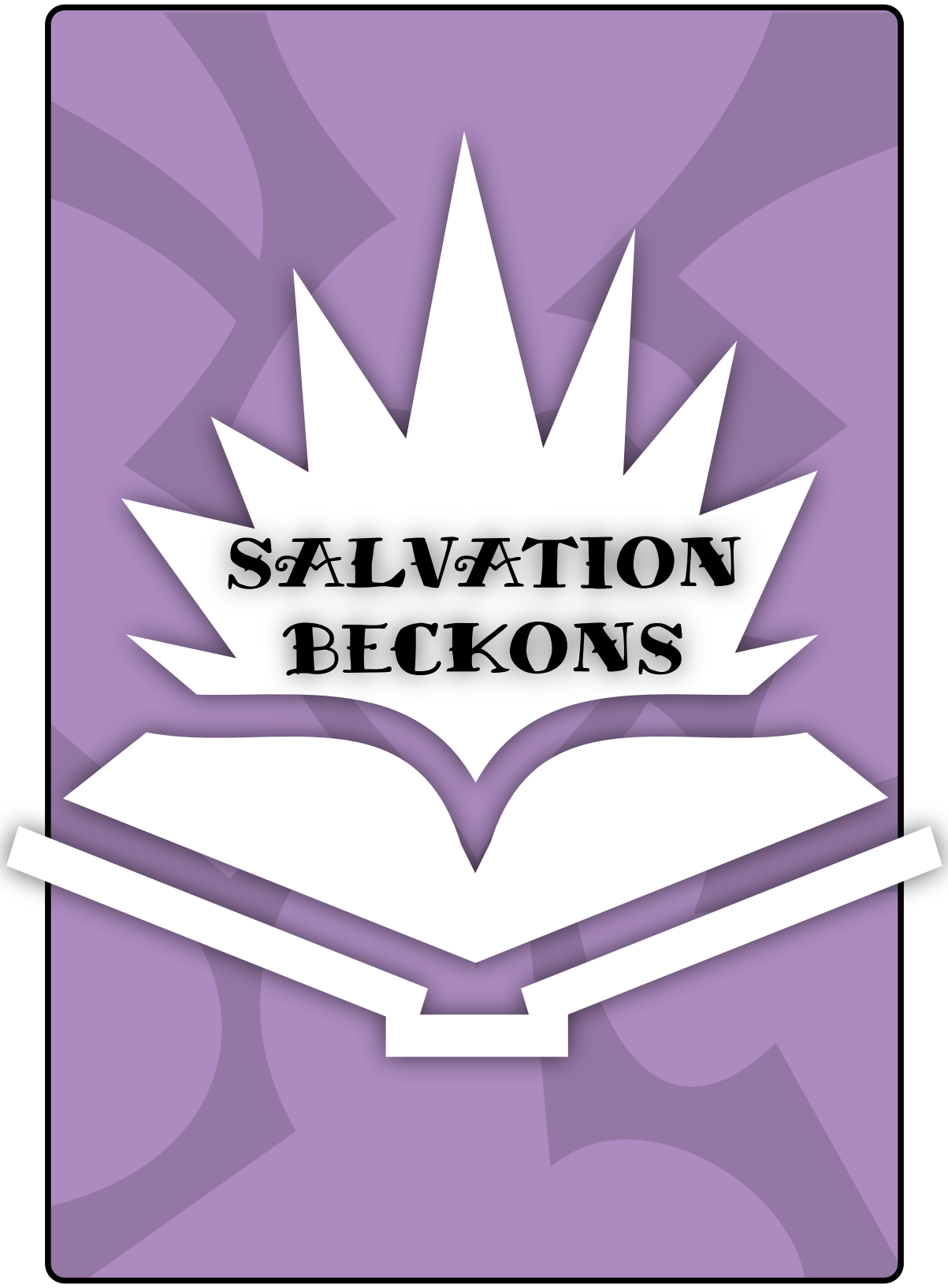
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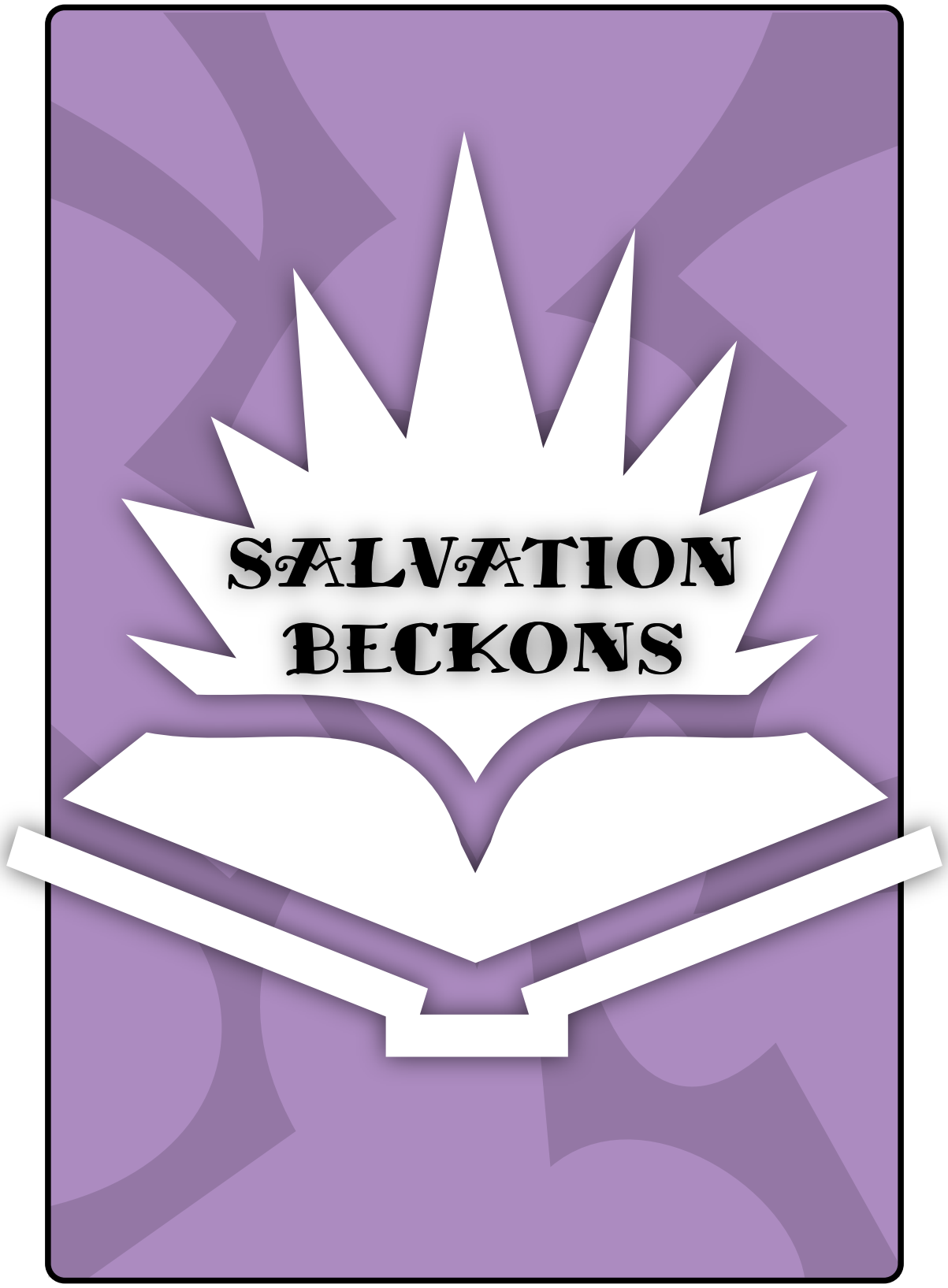
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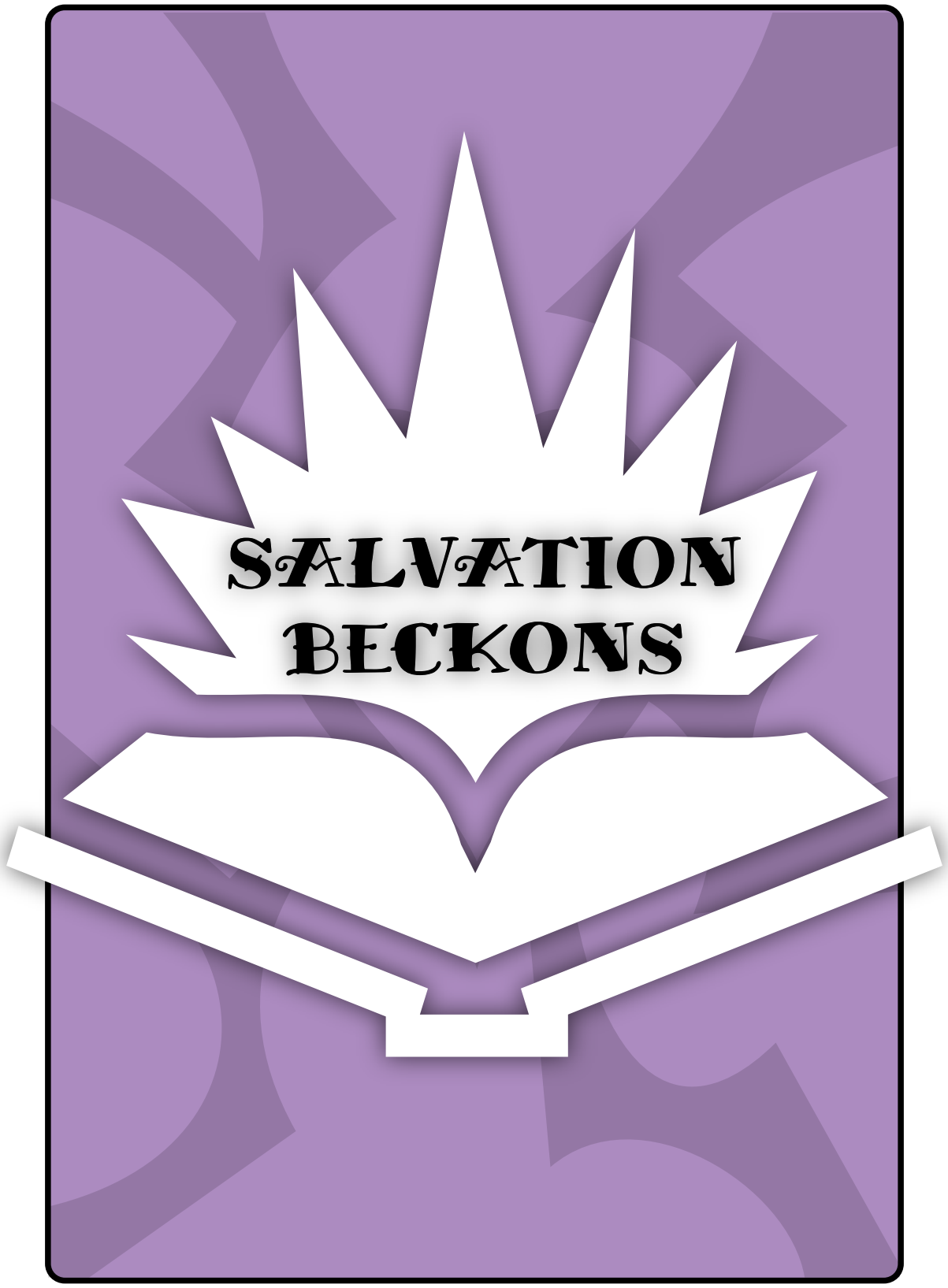
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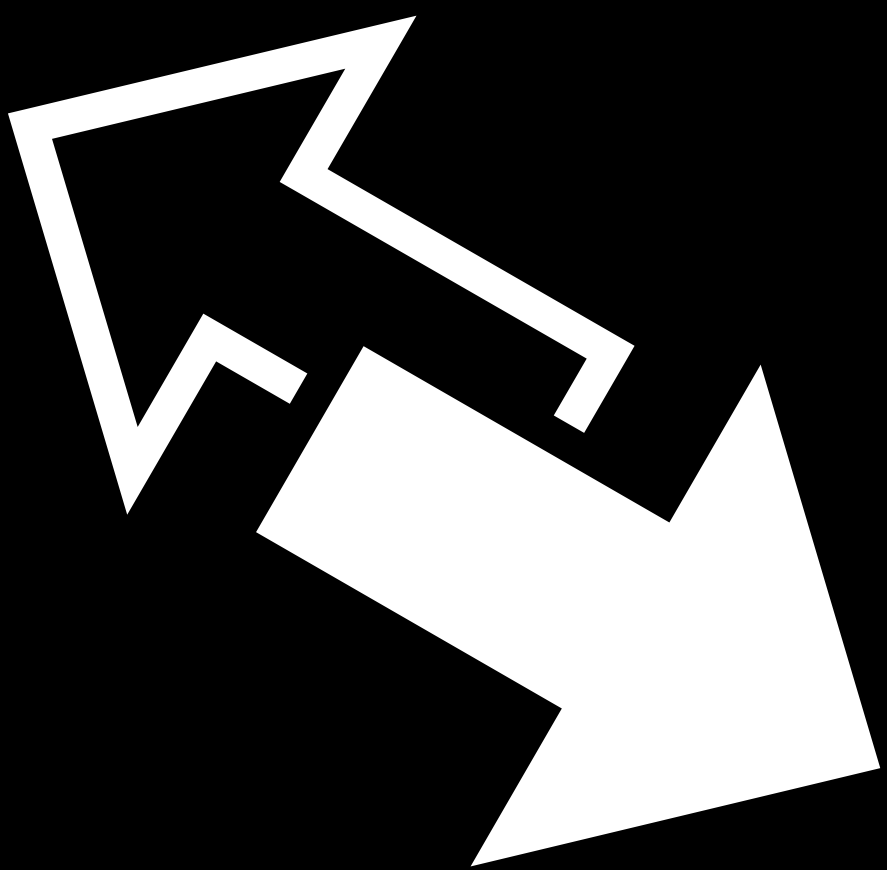

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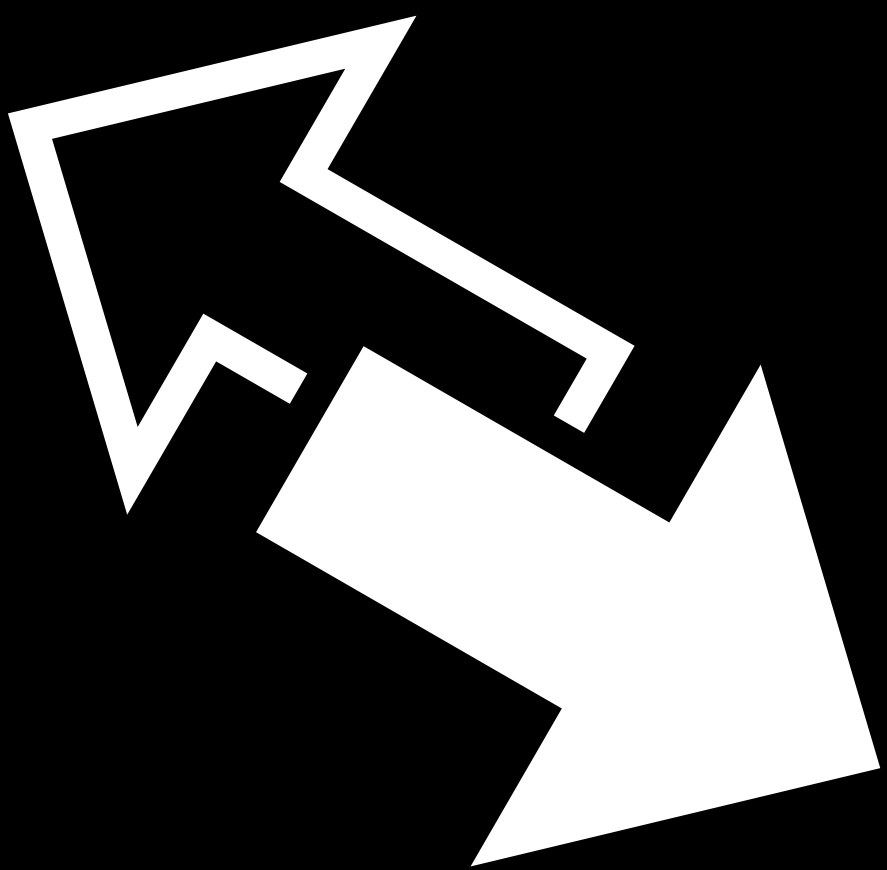

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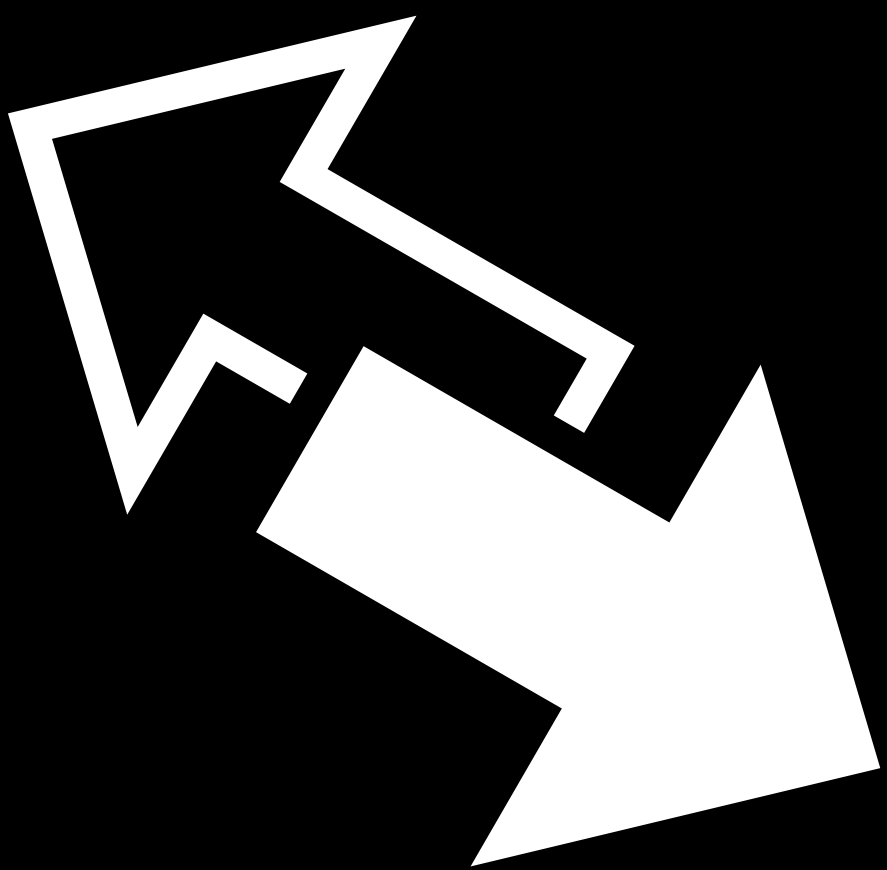

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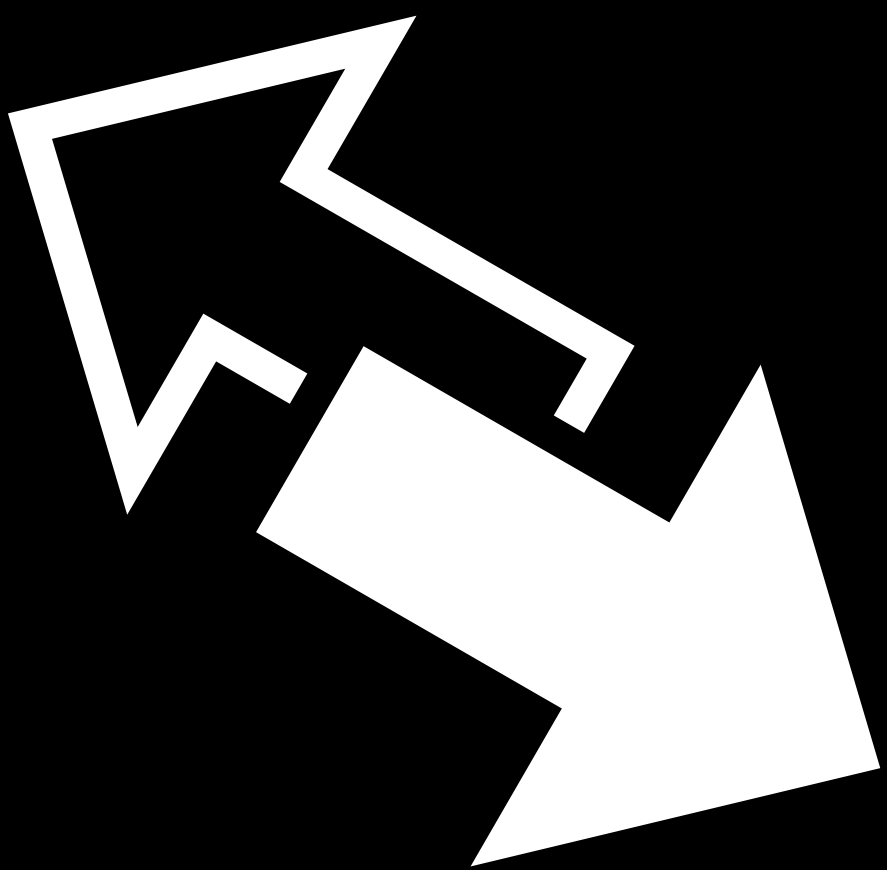

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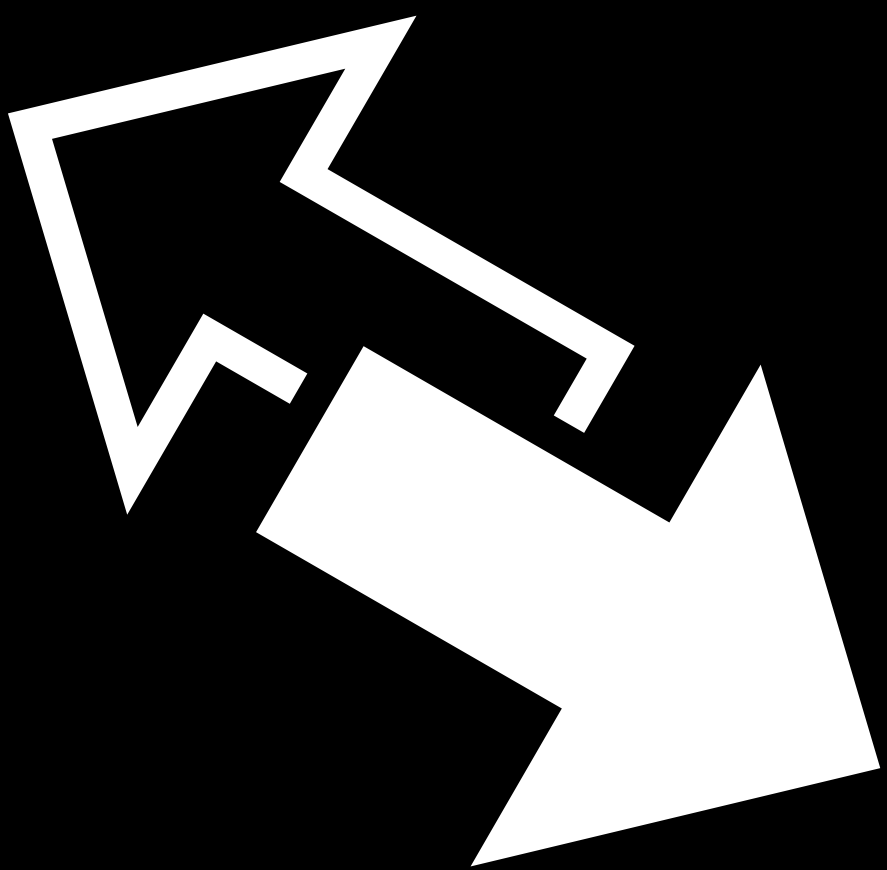

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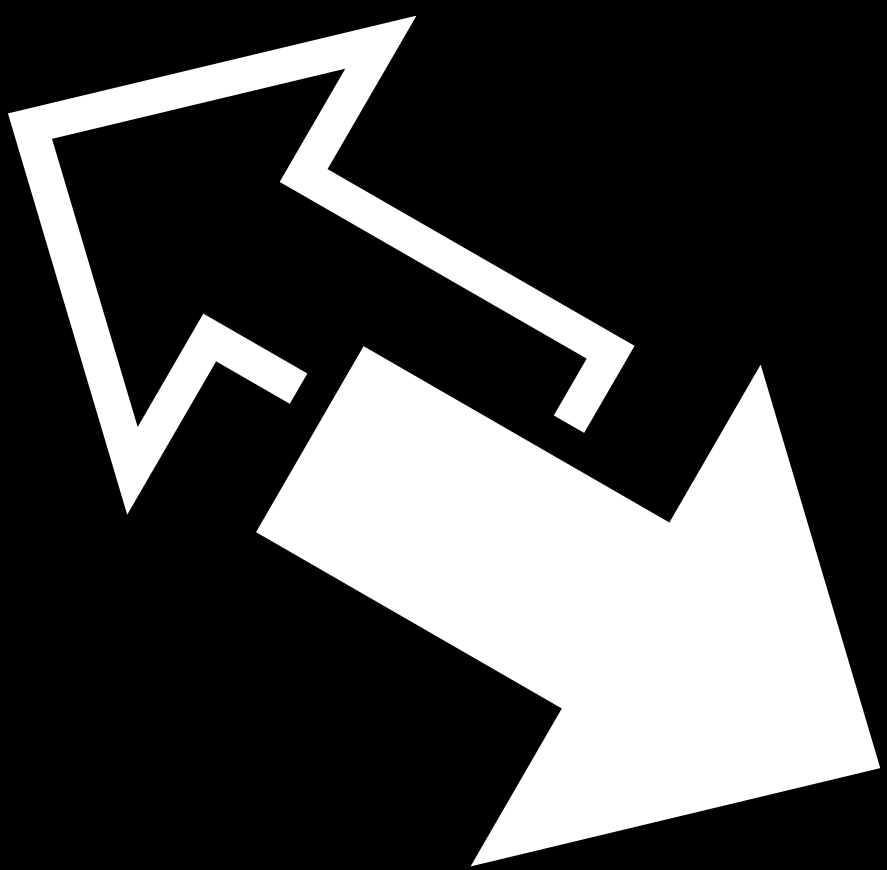

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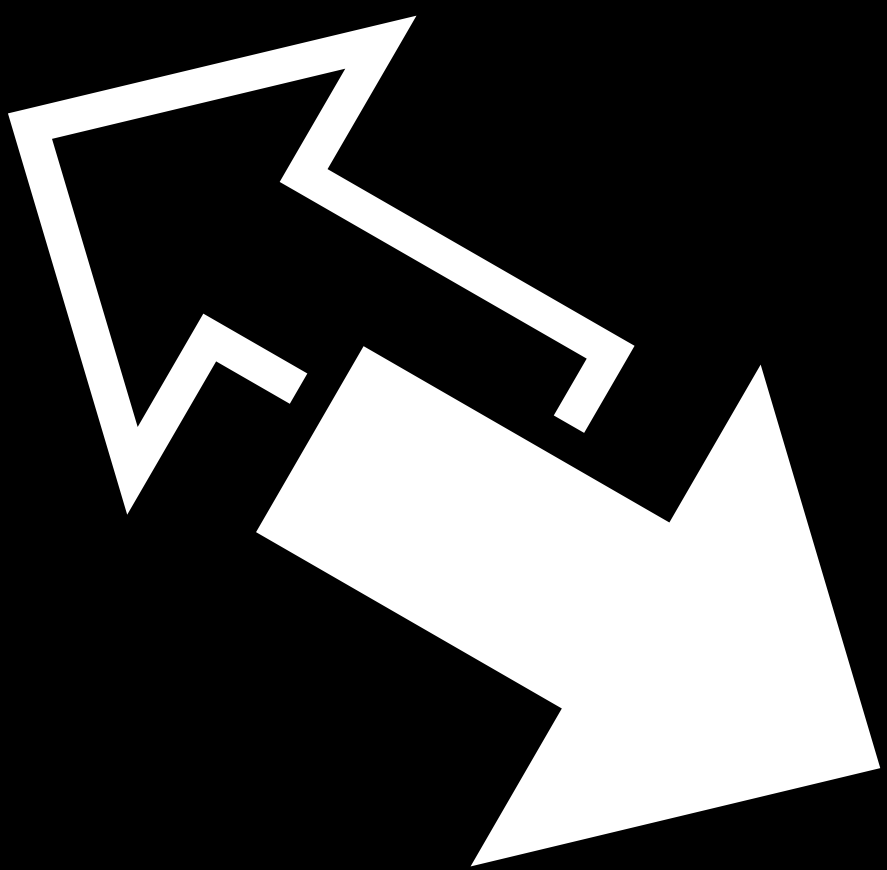

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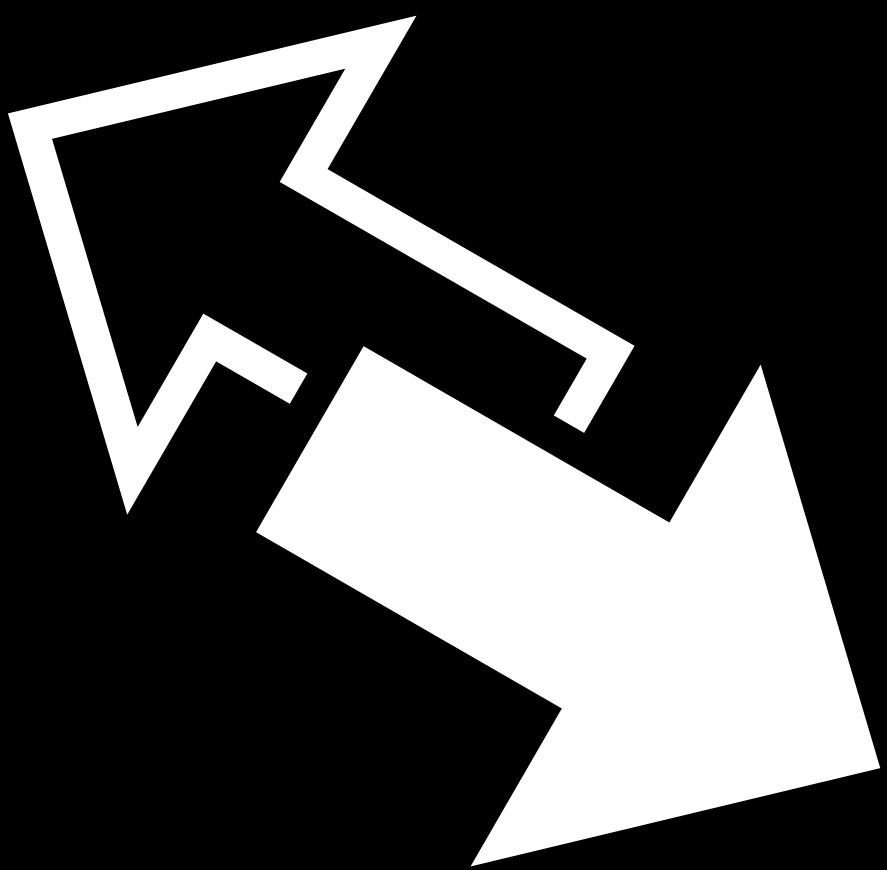

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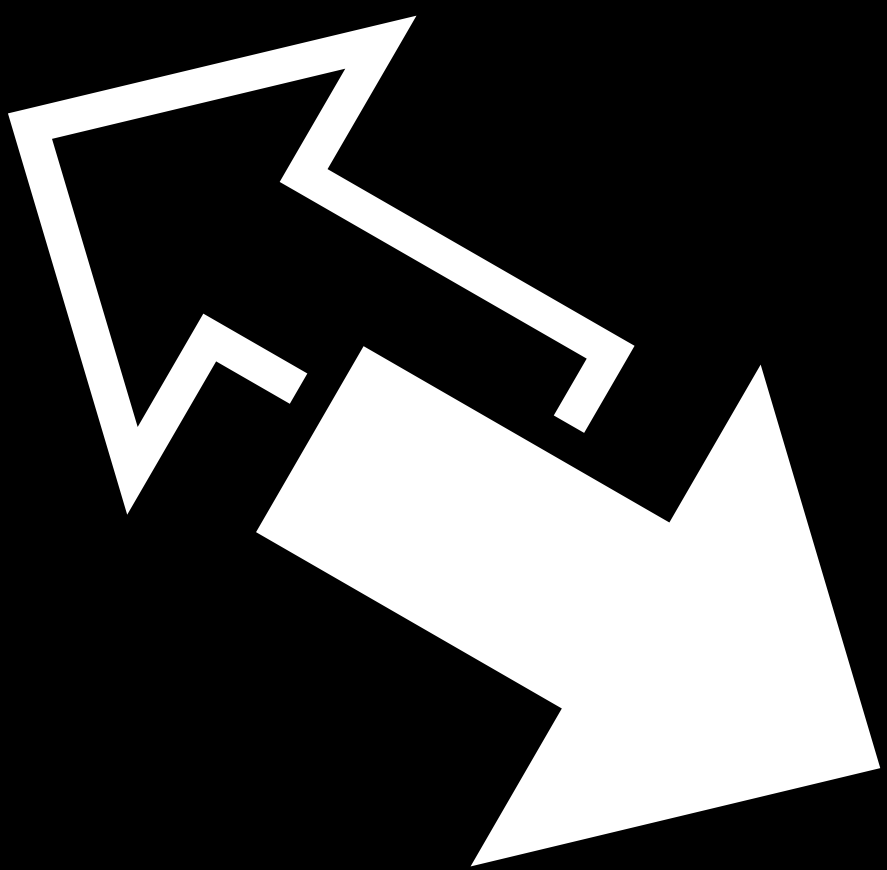

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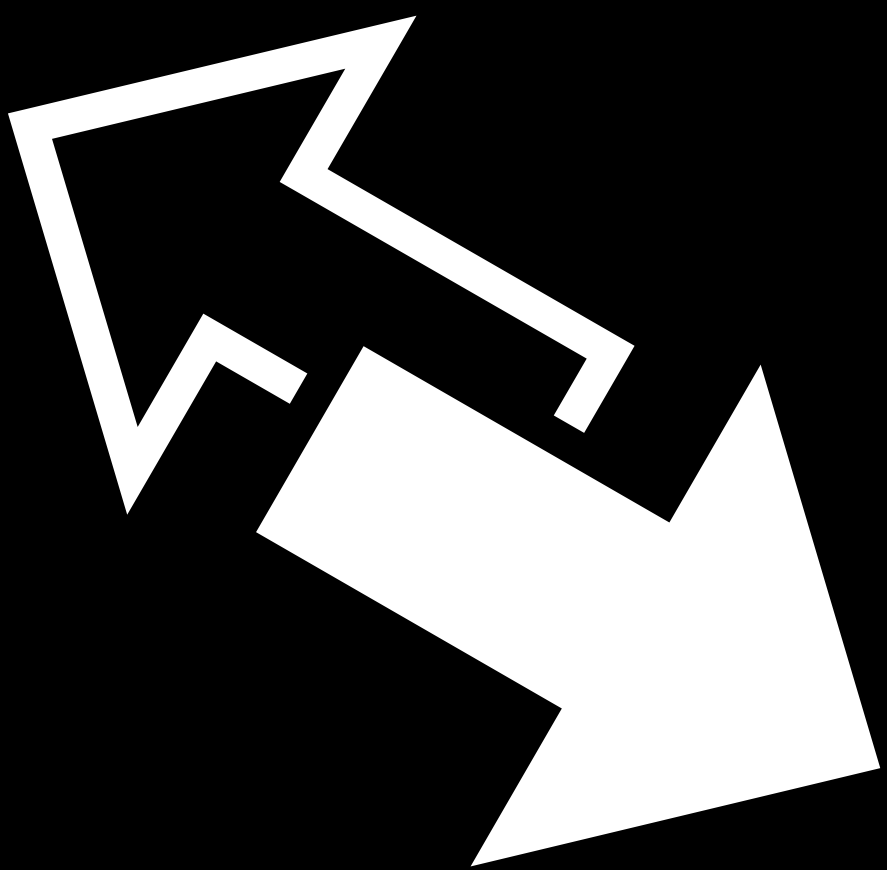

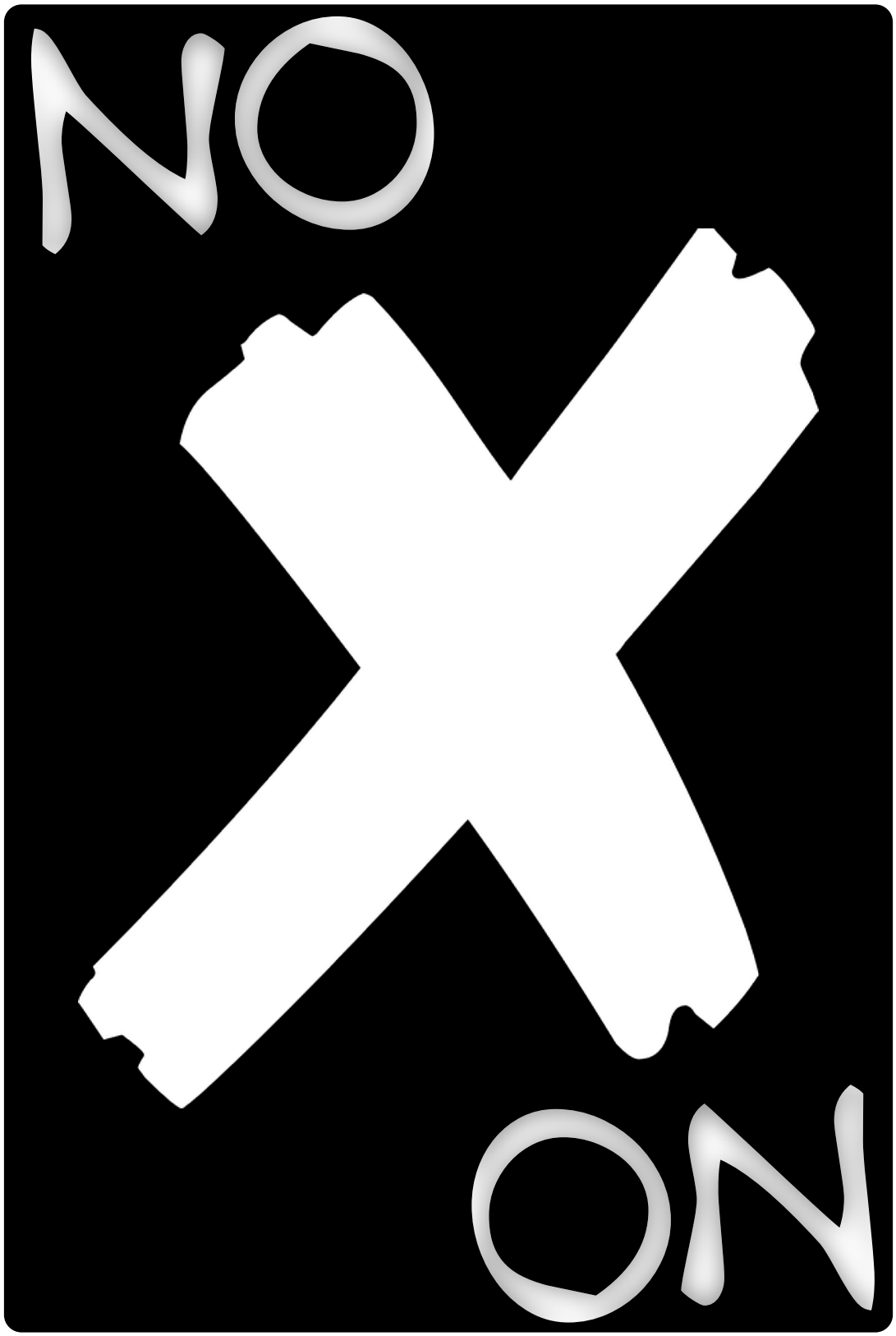
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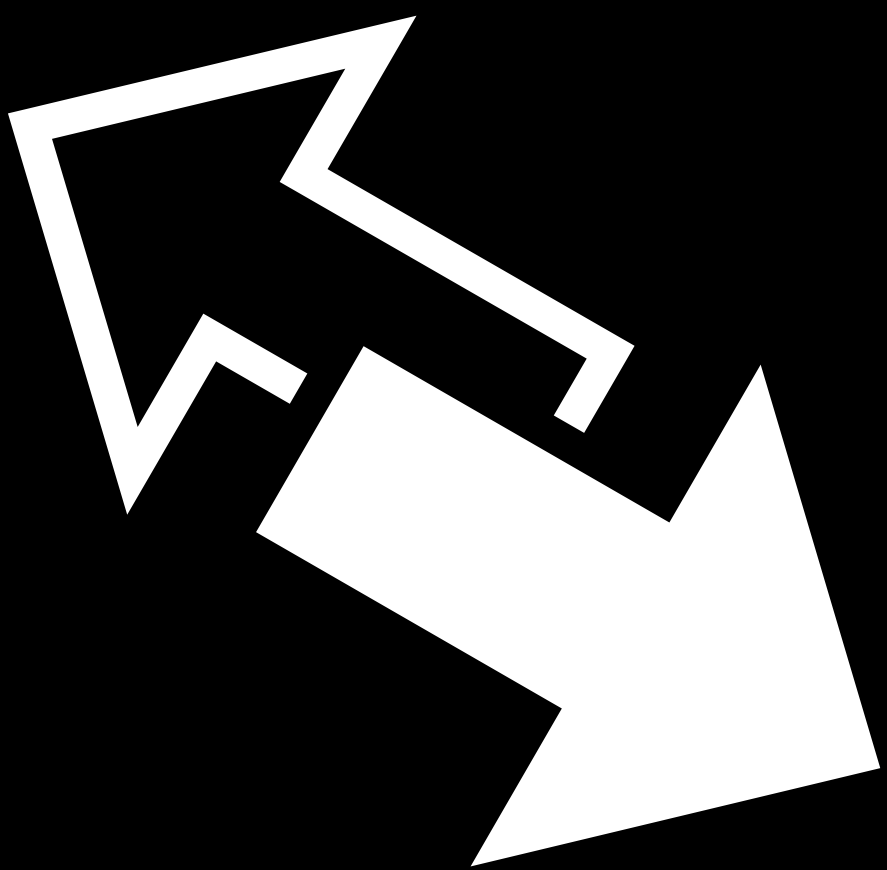

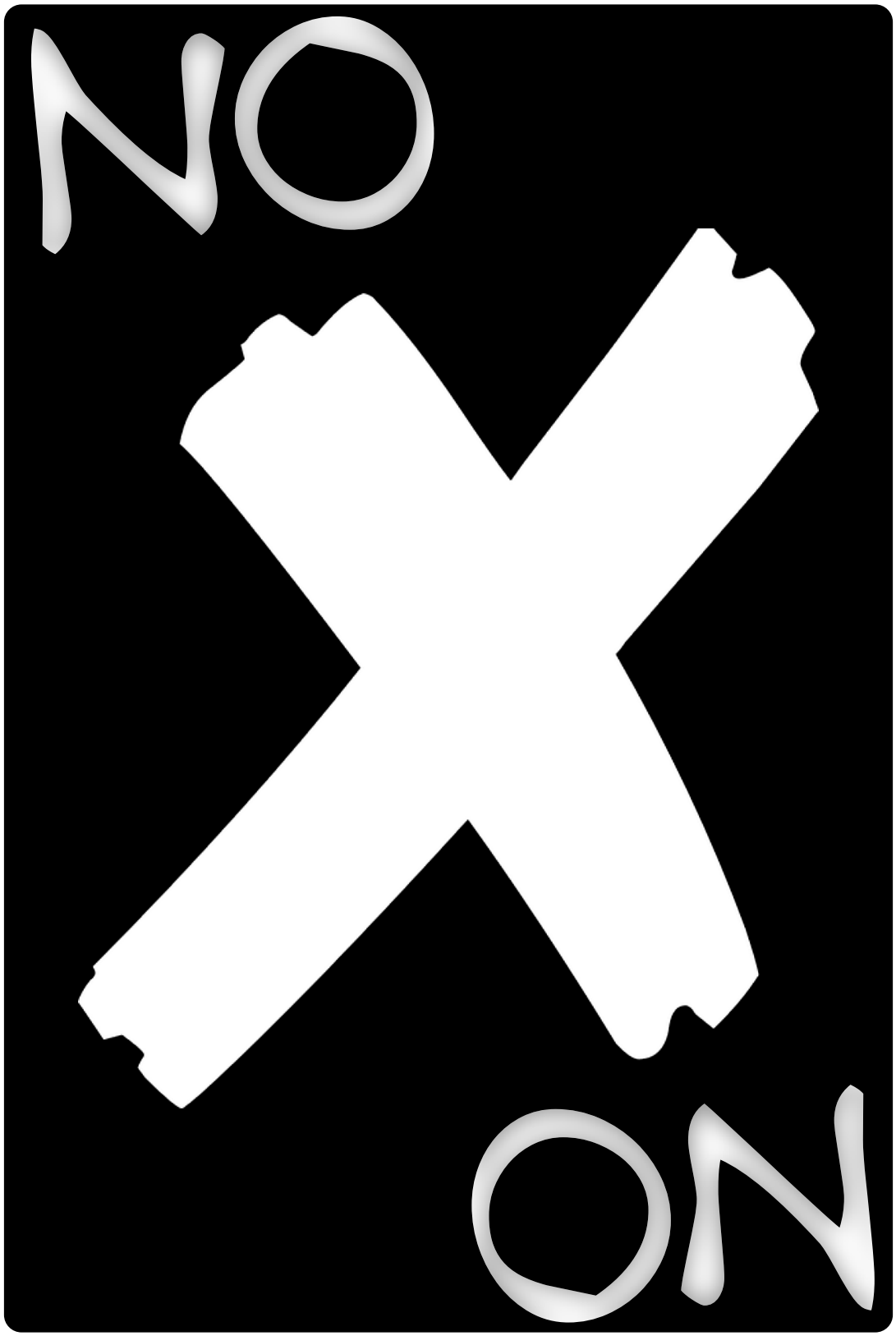
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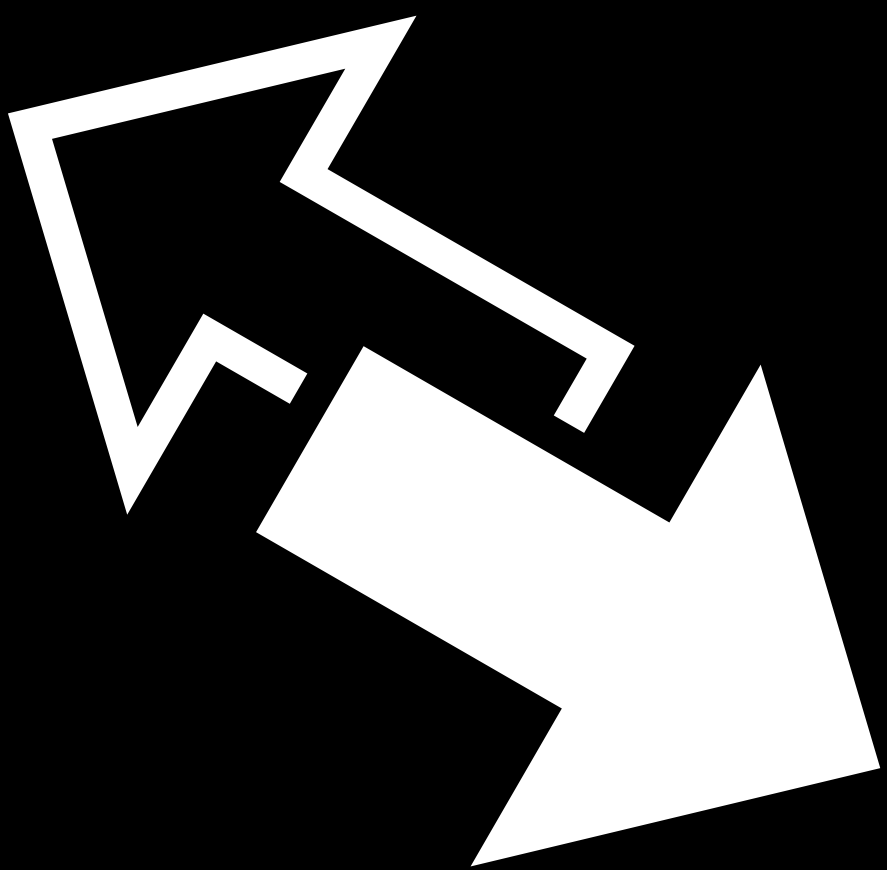

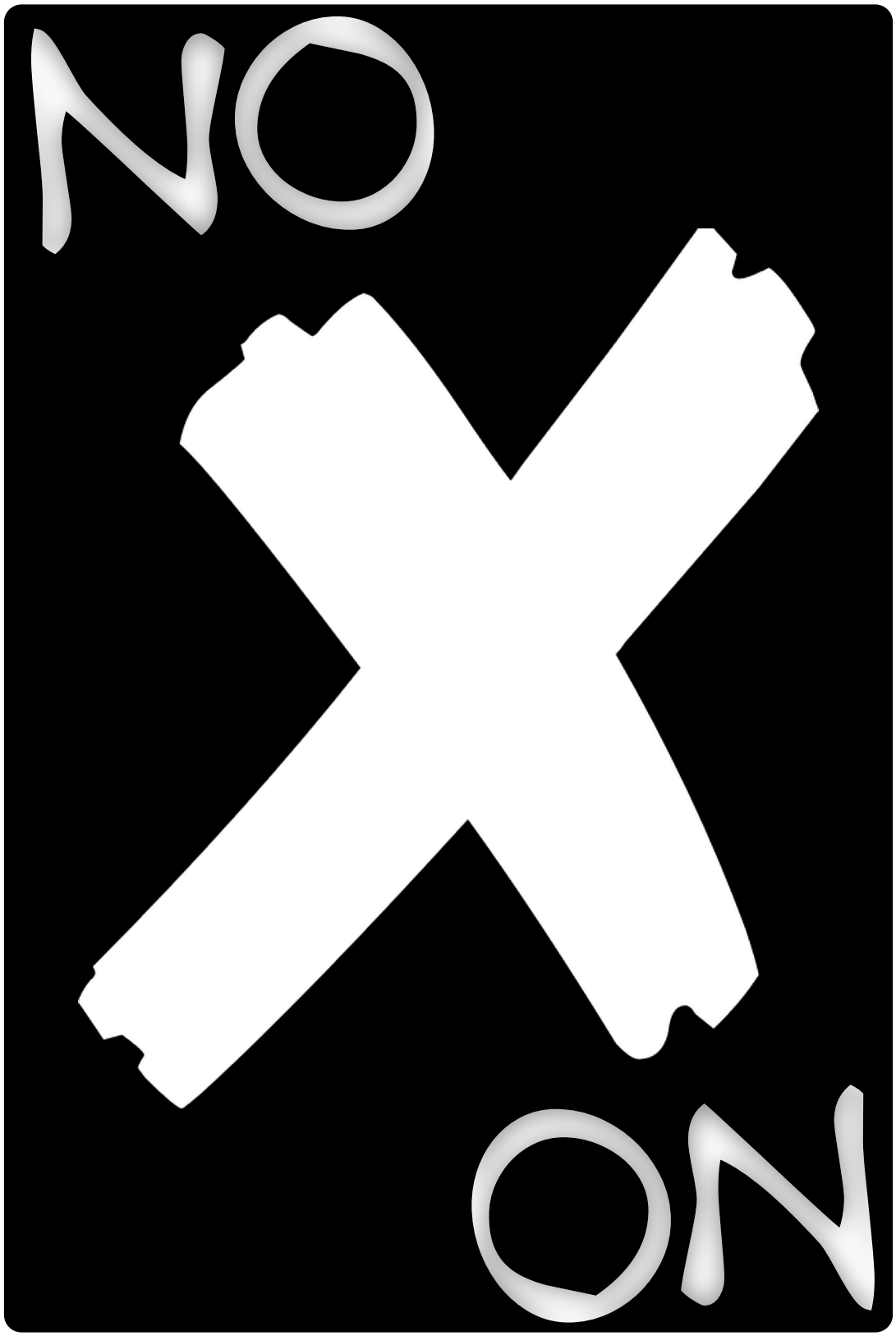
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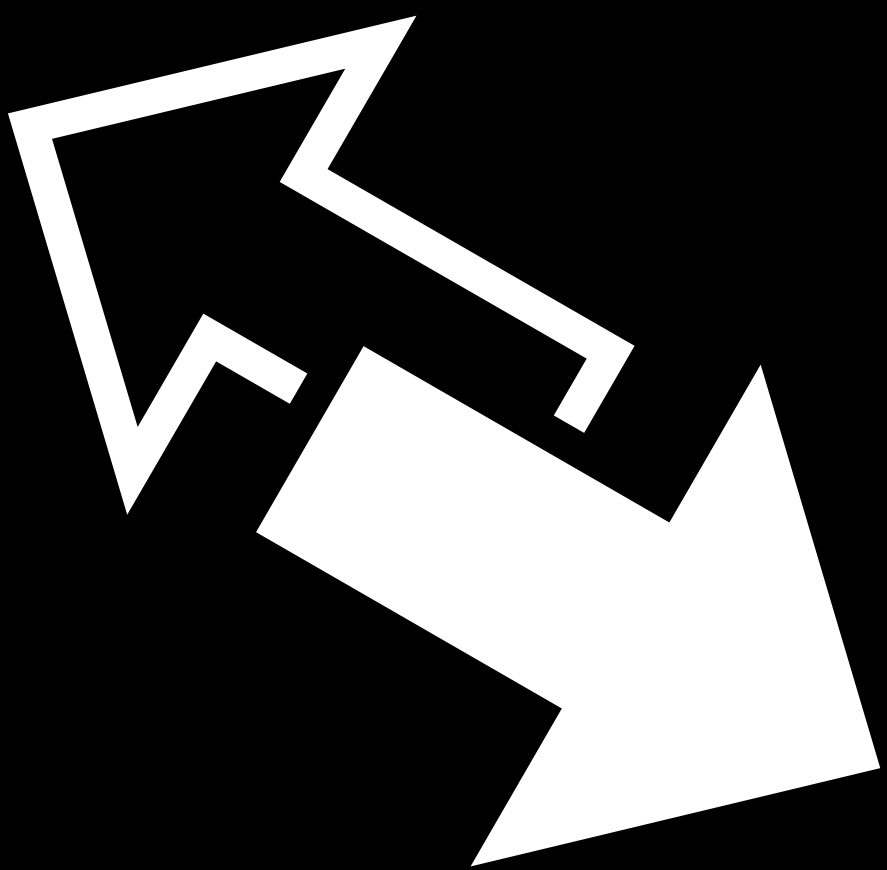

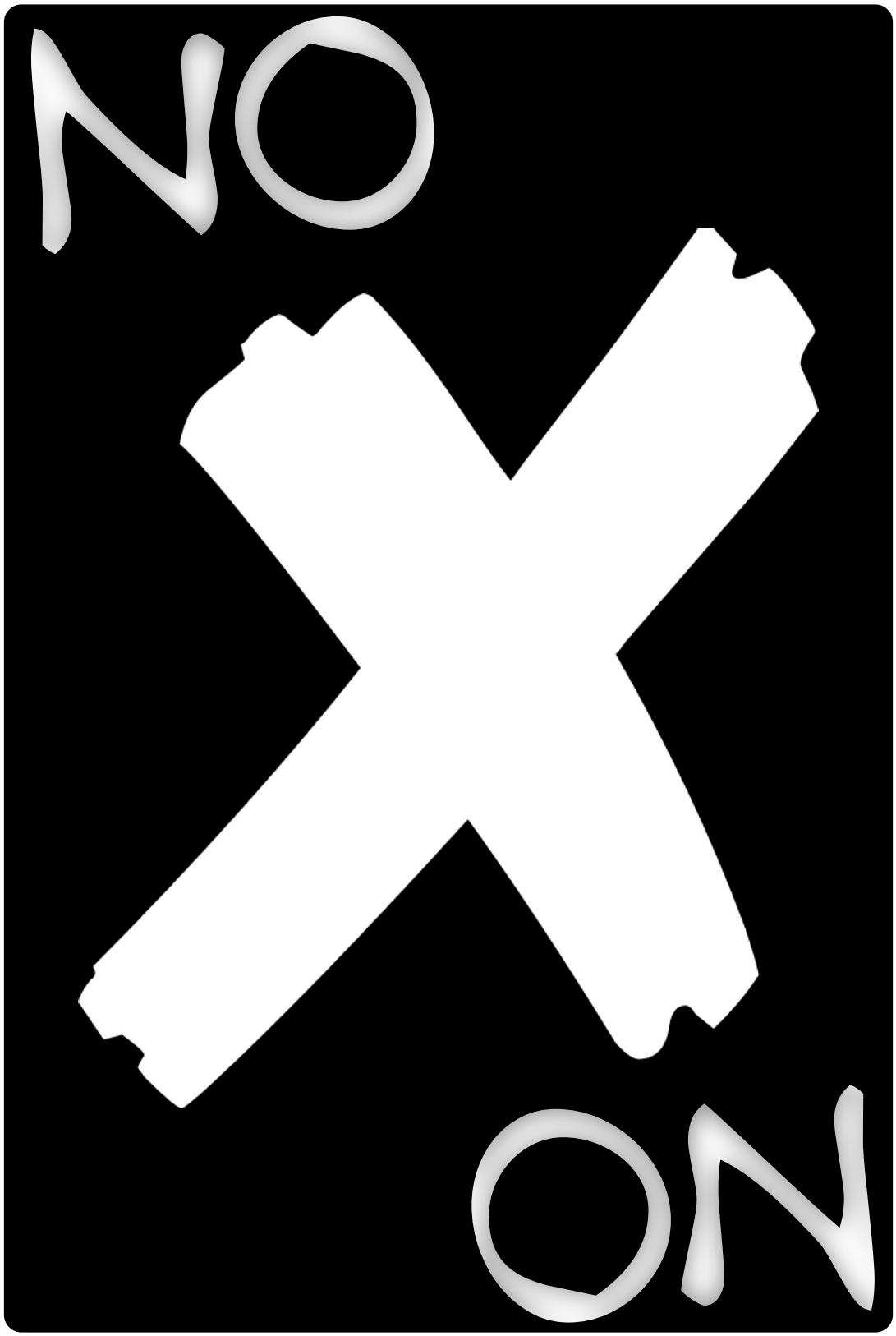
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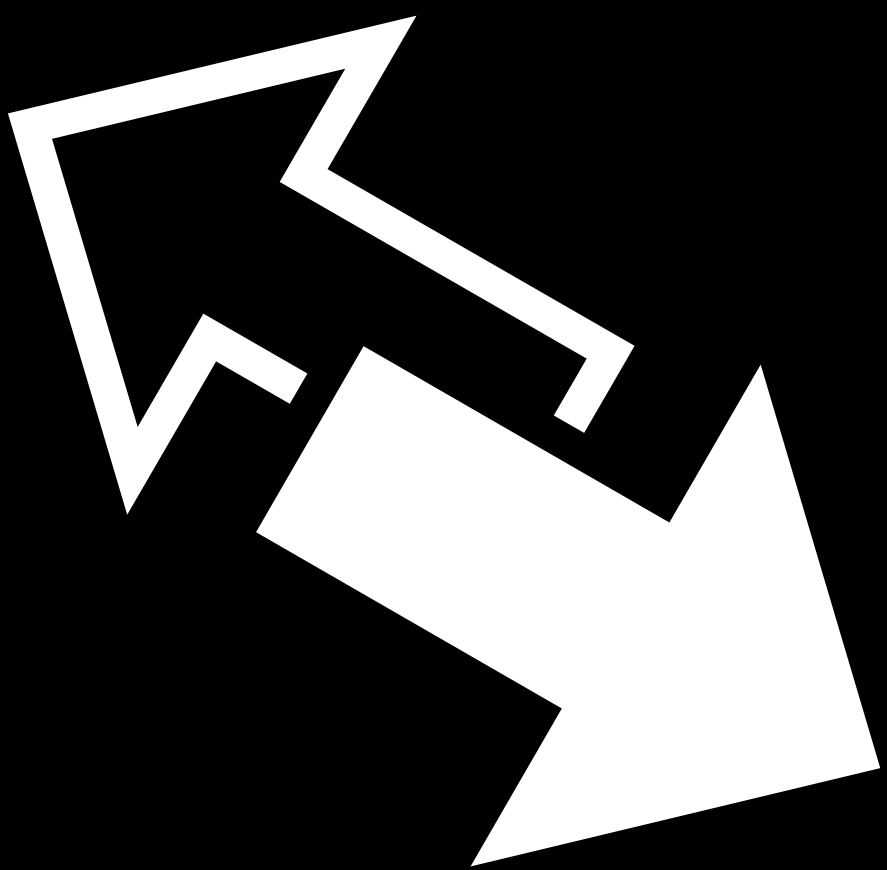

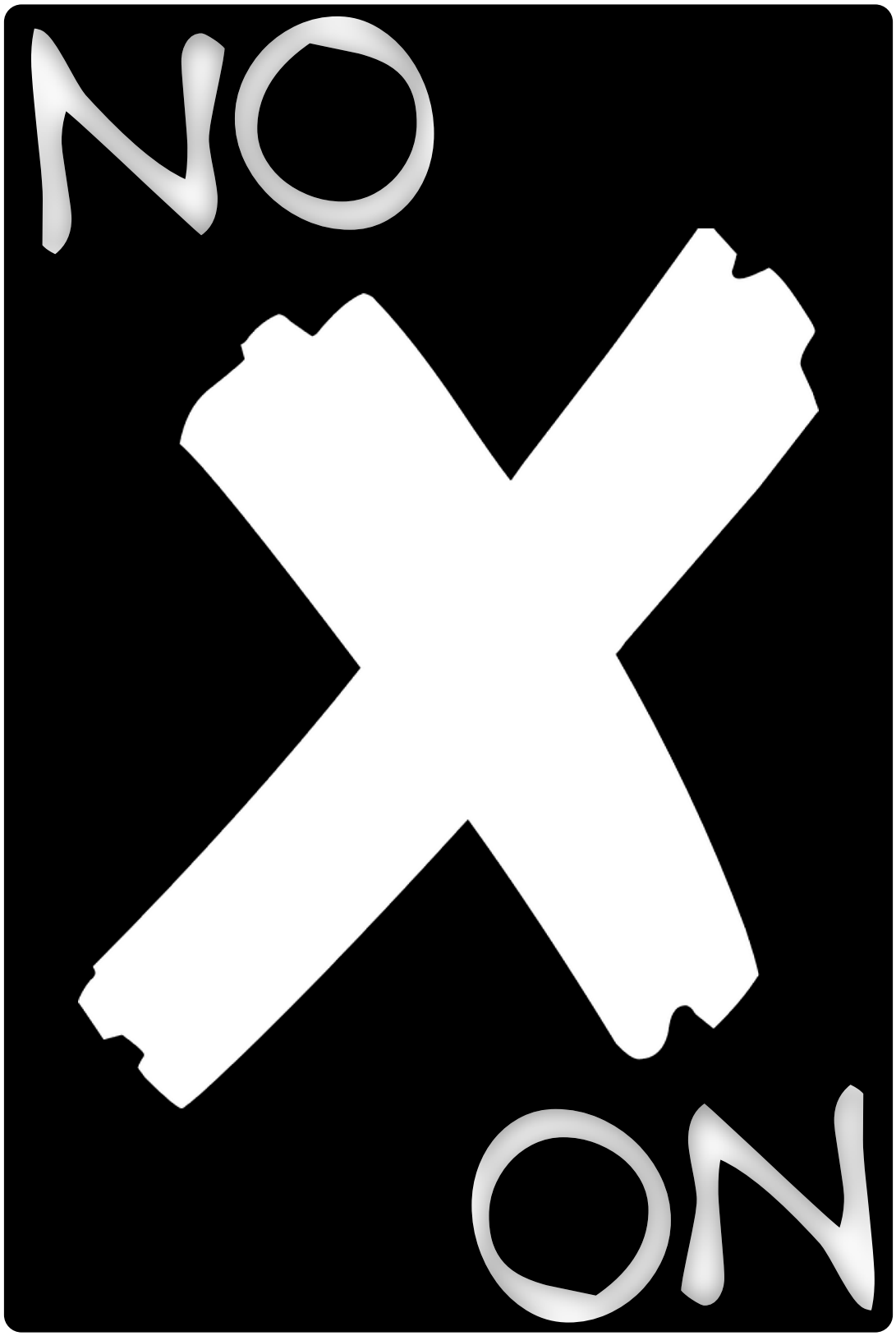
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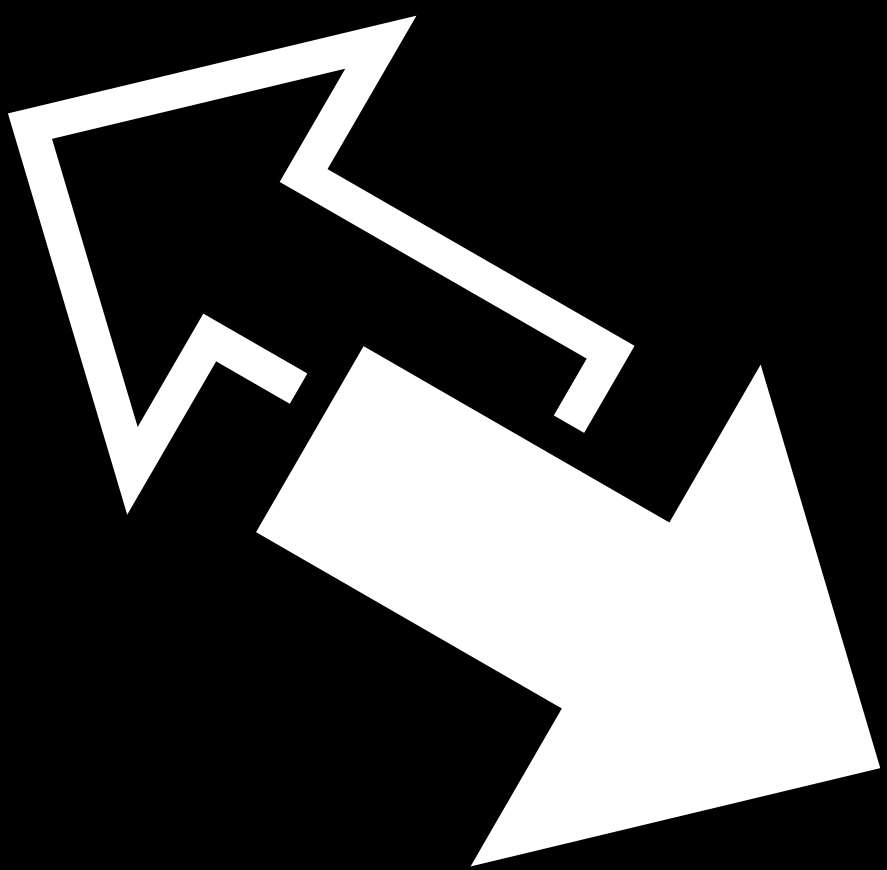

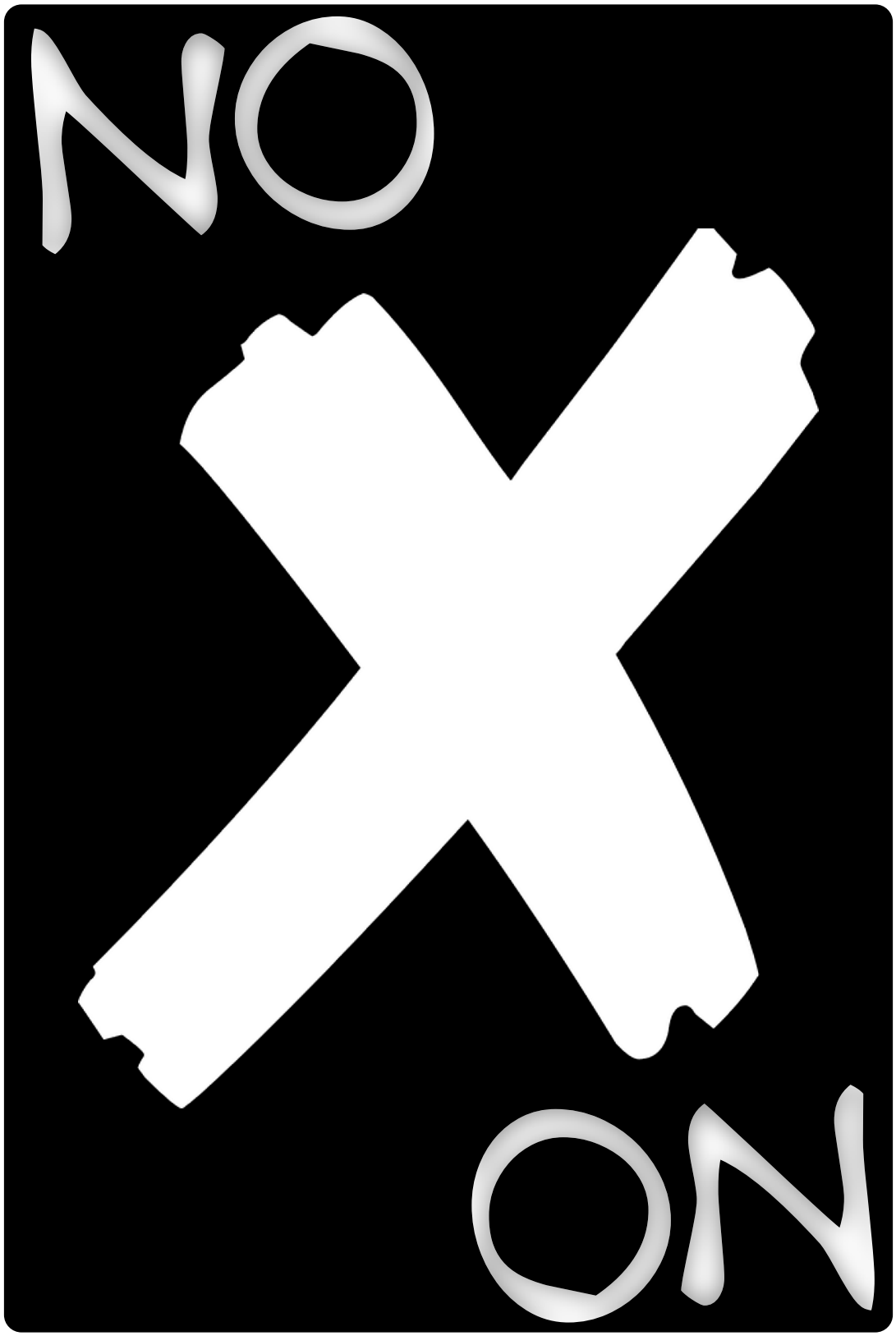
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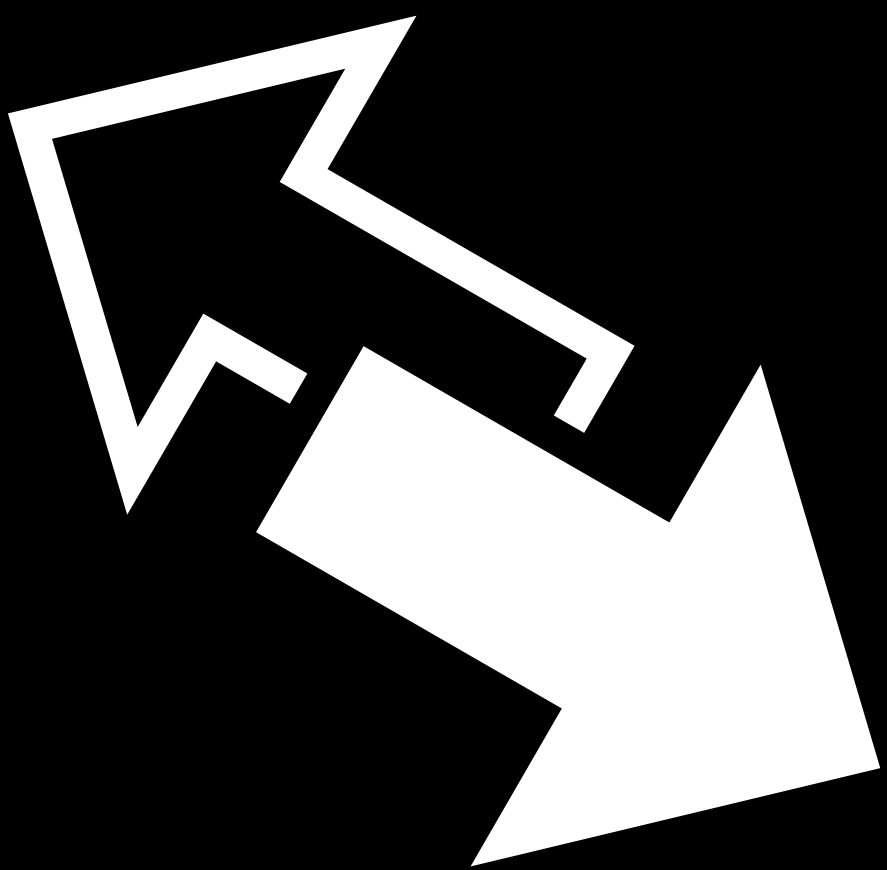

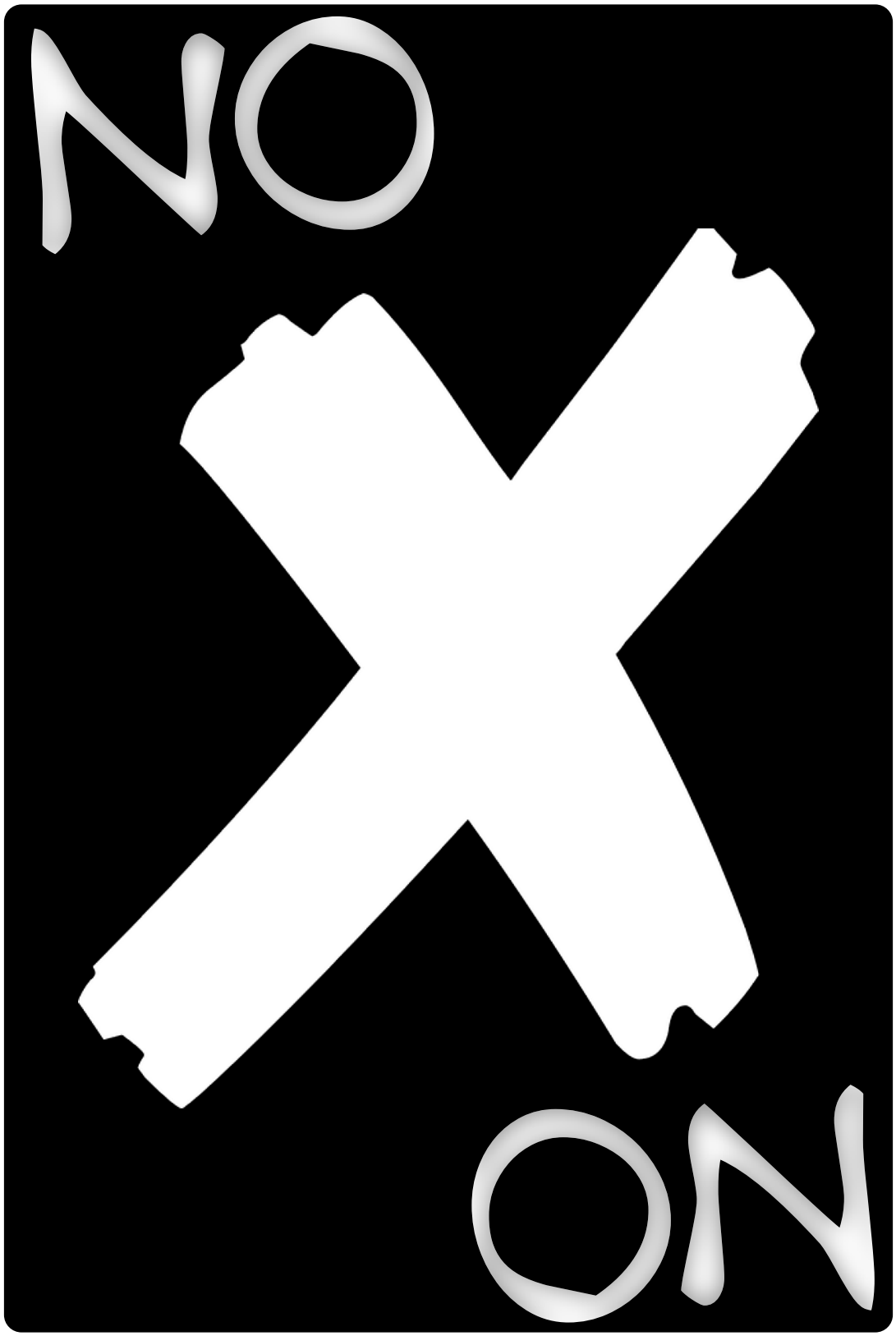
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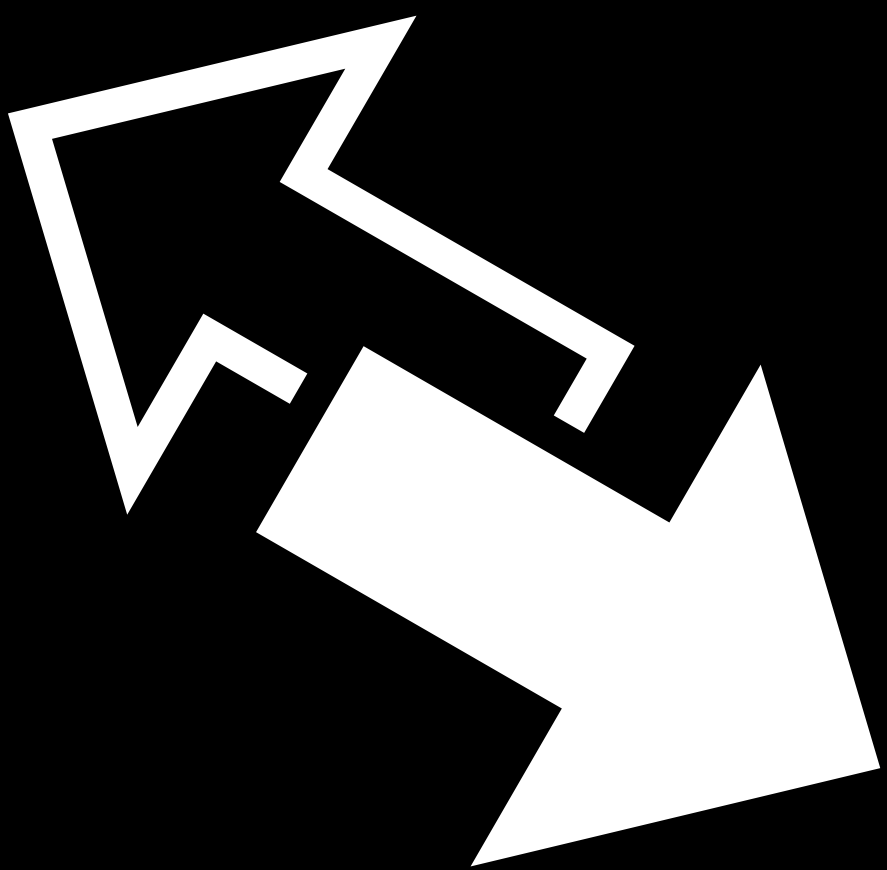

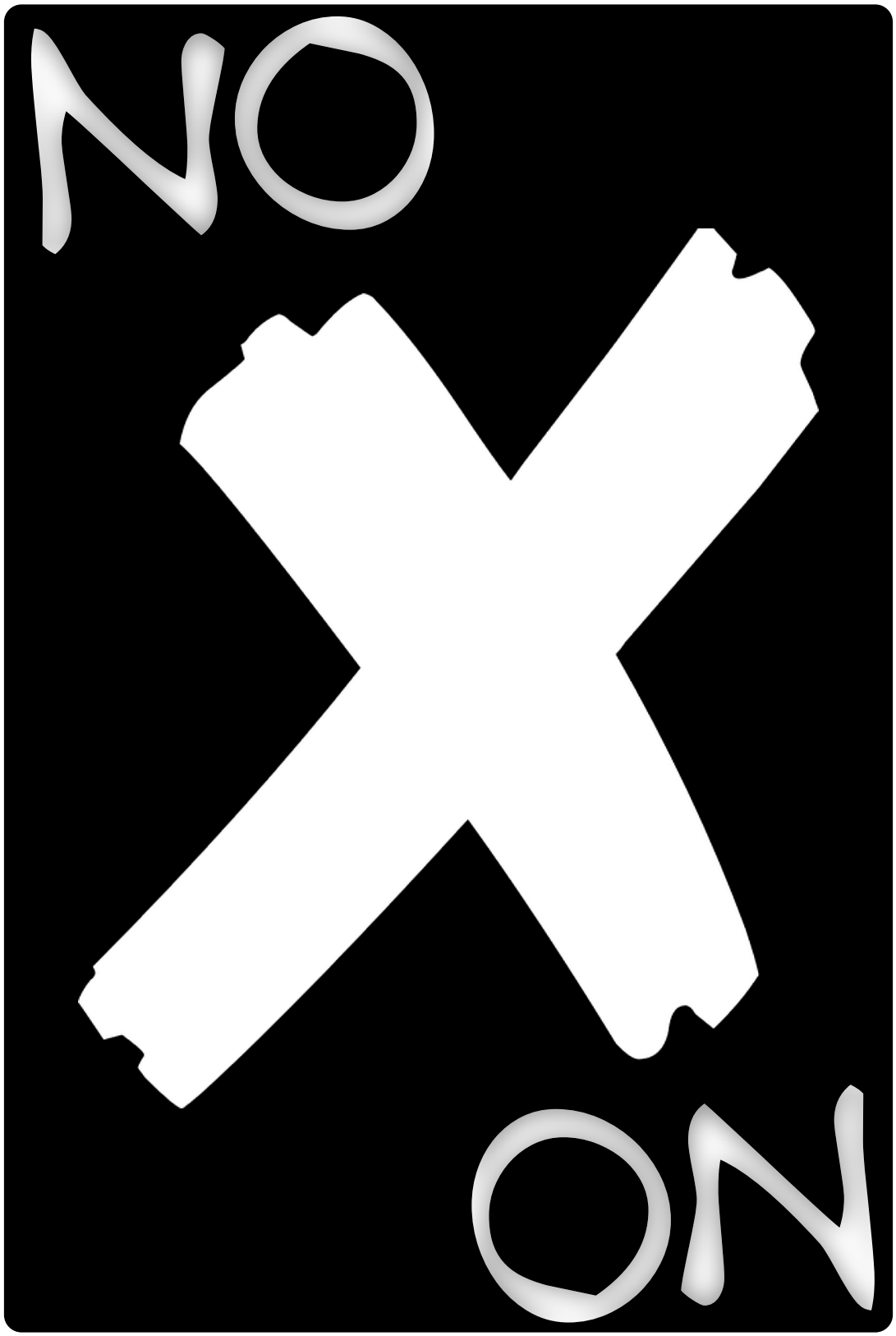
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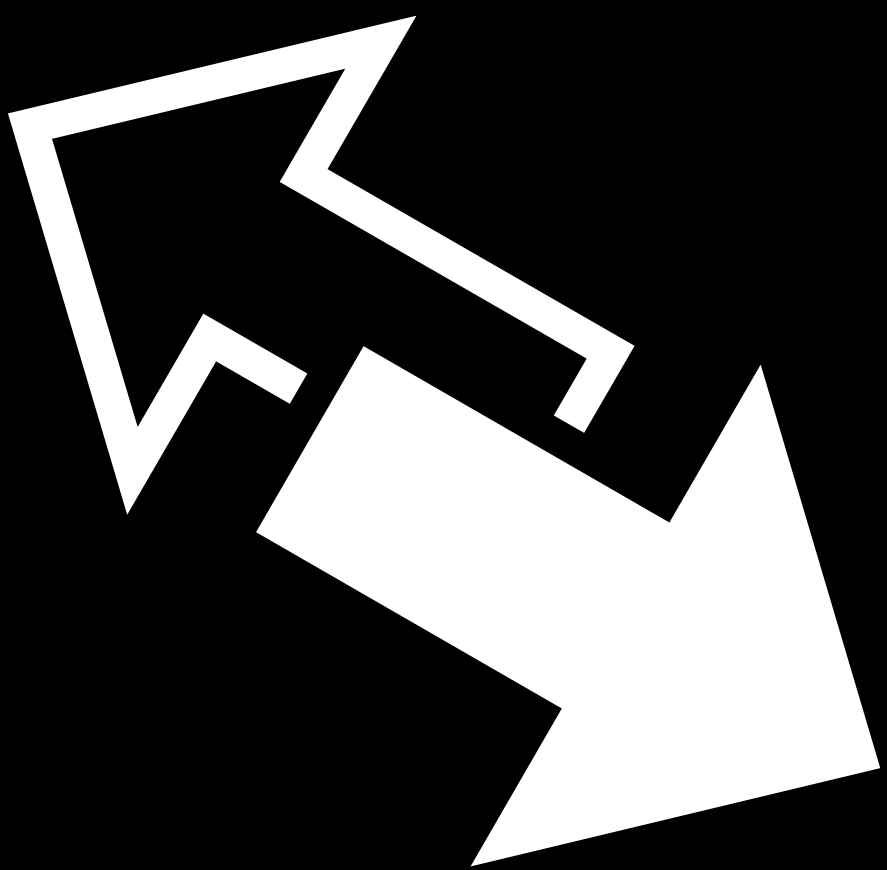

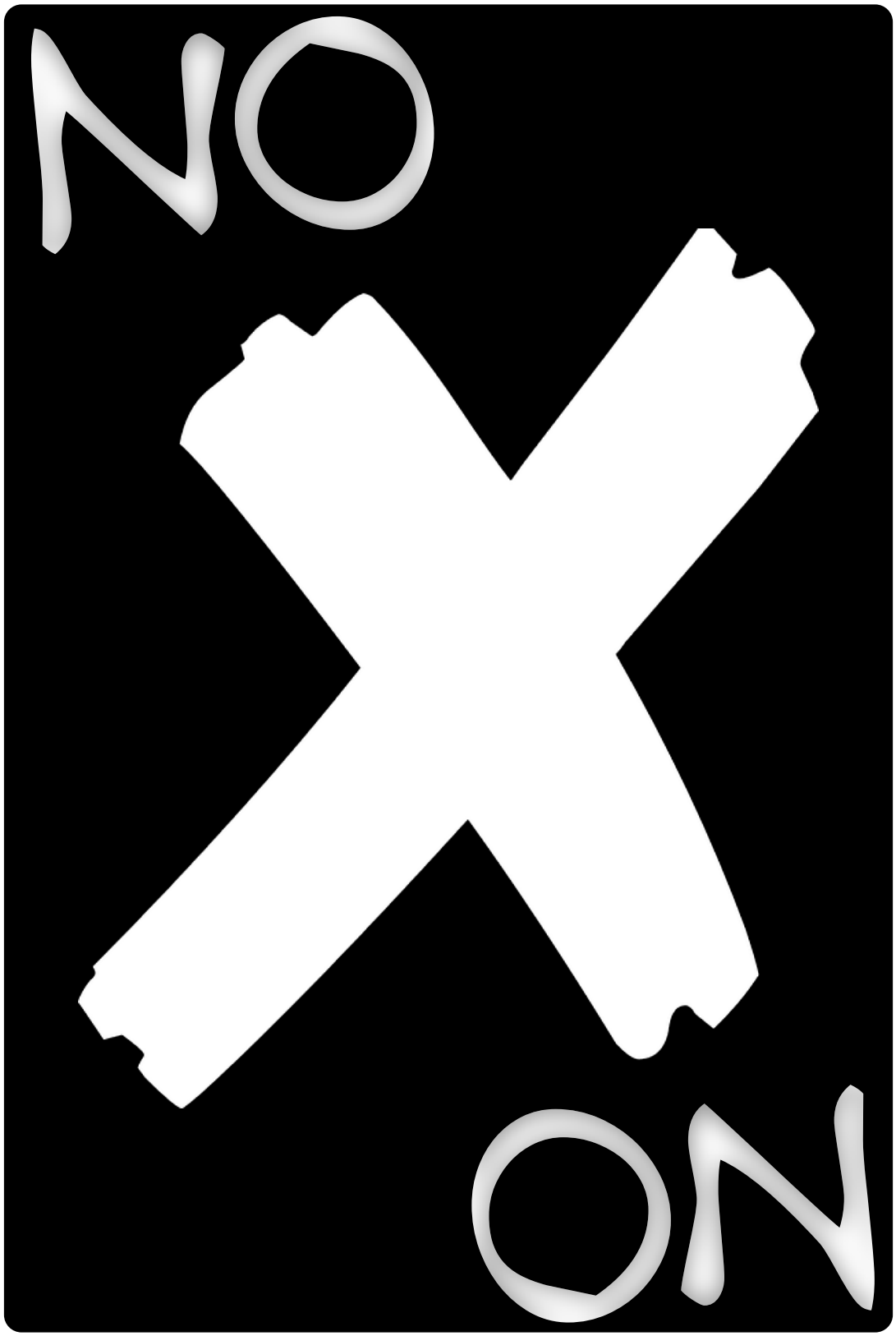
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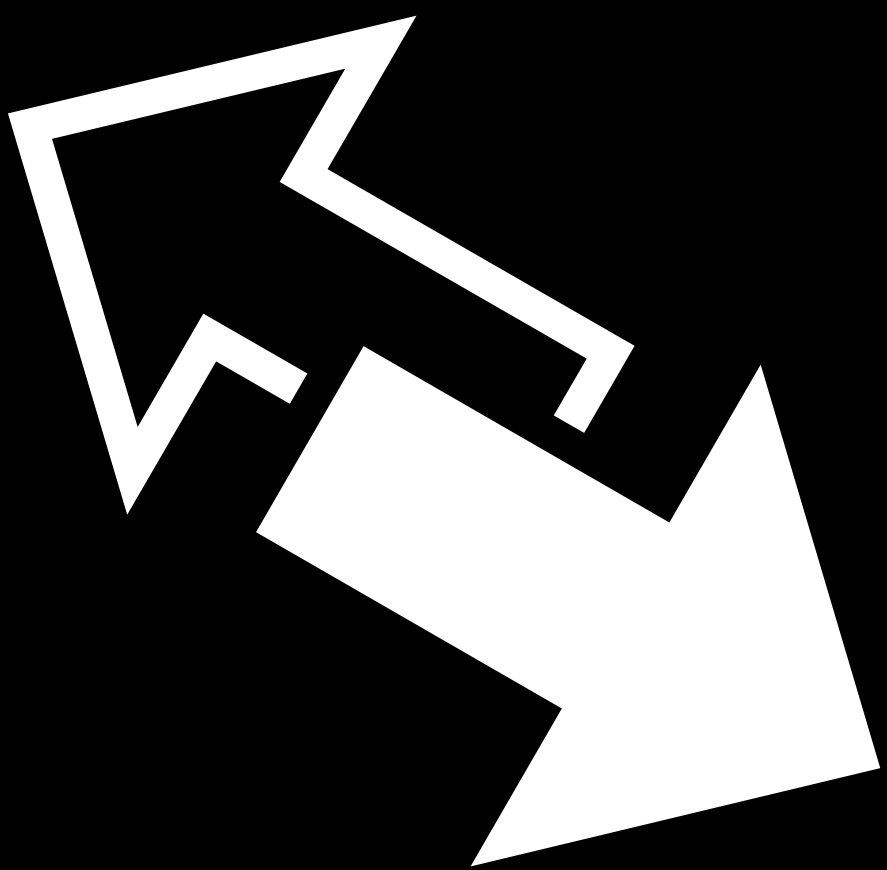

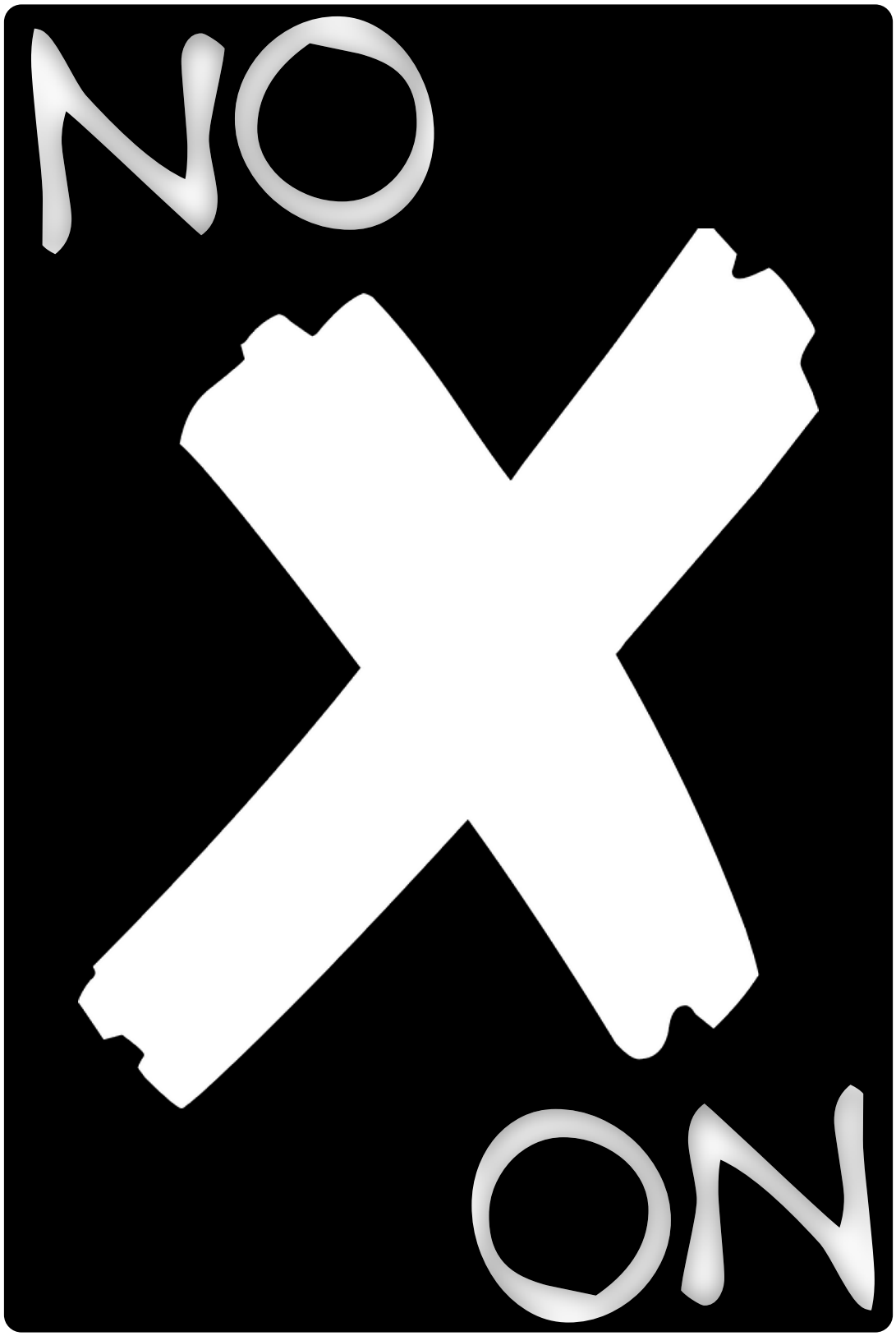
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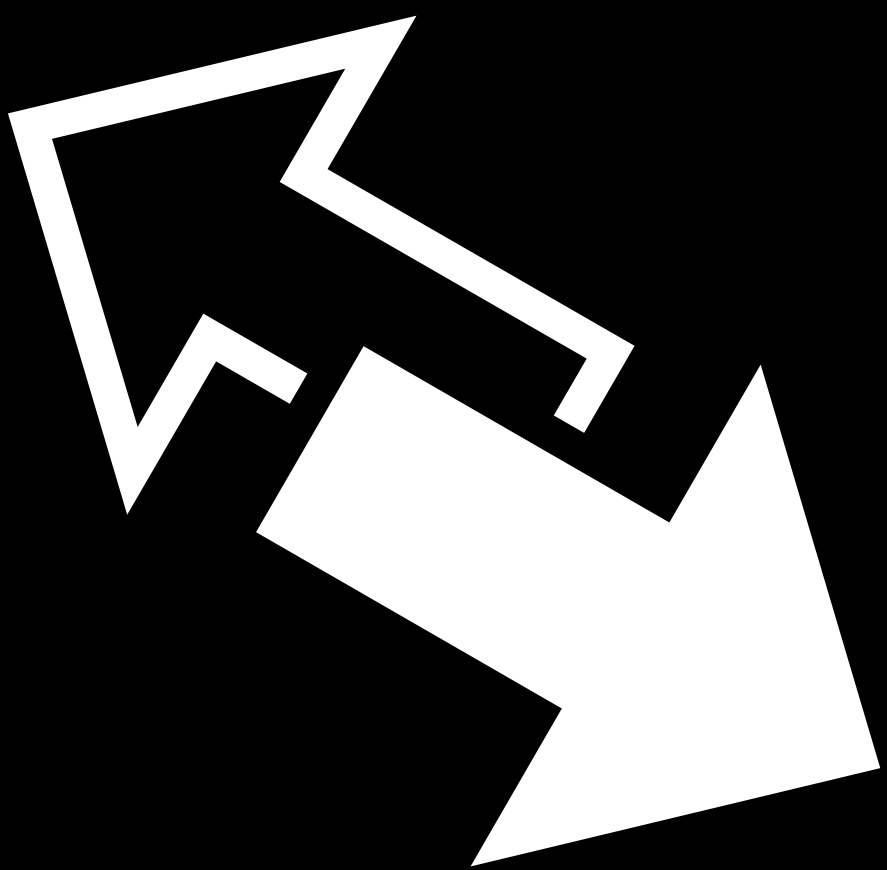

SUPERSEDING
CULT
LEADER

As Superseding Leader

- pass "Nominated Cult Preacher" card to eligible nominee
- all LIVING players choose a vote card and reveal simultaneously
- you must get MORE than half the votes to succeed.

VOTE SUCCEEDS

- place "Currently Elected Leader" card in front of you
- pass "Currently Elected Preacher" to the newly elected preacher
- pass "Superceding Leader" and "Nominated Preacher" to appropriate player
- PERFORM RITES; see summary on back of Currently Elected Leader card

VOTE FAILS

- move marker along Election Tracker; resolve end of tracker if required
- pass "Superceding Leader" and "Nominated Preacher" to appropriate player

NOMINATED
CULT
PREACHER

NOMINATED
CULT
PREACHER

CURRENTLY
ELECTED
CULT
LEADER

CURRENT CULT LEADER

i. When Elected

- use Chaos card from hand (optional)
- draw one new Chaos card
- resolve "Play Immediately" card if drawn
- discard down to one Chaos card; discard facedown

ii. IN SESSION

- DO NOT SPEAK WHILE IN SESSION
- DO NOT REACT TO CARDS WHILE IN SESSION
- draw three Rites, discard one, pass two
- you may make any claims AFTER the policy is passed

VETO POWER (When Active)

- Cult Preacher may REQUEST VETO
- IF YOU AGREE:
  DISCARD POLICY, MOVE TO NEXT LEADER
- IF YOU DISAGREE:
  CULT PREACHER MUST ENACT A POLICY

CURRENTLY
ELECTED
CULT
PREACHER

CURRENT CULT PREACHER

IN SESSION

- DO NOT SPEAK WHILE IN SESSION
- DO NOT REACT TO CARDS WHILE IN SESSION
- receive two, discard one, enact one
- you may make any claims AFTER the policy is passed

VETO POWER (WHEN ACTIVE)

- you may request veto from leader
- IF YOU AGREE:

  DISCARD POLICY, MOVE TO NEXT LEADER
- IF YOU DISAGREE:

  CULT PREACHER MUST ENACT A POLICY

Confirmed
not
Cthulhu

Confirmed
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Cthulhu

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