

DEFINITELY NOT A CULT GAME

Print and Play

ABOUT

The print and play version is designed to be printed on 8.5" x 11" pieces of paper. Printing in color will allow the icons to be read more easily. 2 Cult Boards are included but up to 4 can play if you print multiples.

HOW TO USE

1. Print out the Print and Play version.
2. Cut out the cards and boards.
3. Collect pieces not included (e.g. a 6-sided die)
4. Read the rules.
5. Play the game!
6. Tell your friends and play again.
7. Let me know what you thought! Send feedback to definitelynotacultgame@gmail.com
8. Share your experiences on social media. Be sure to tag @definitelynotacultgame on Instagram!

You can easily contact me to ask any questions or share your feedback by emailing definitelynotacultgame@gmail.com or message @definitelynotacultgame on Instagram.

BACKGROUND

Welcome! I hear you've recently gotten in touch with a Divine trying to stamp their mark on human history. How exciting! Unfortunately, you aren't the only disciple who has been tapped recently. You're going to have to kiss some babies, grease some palms, and spike some punch to make sure that YOUR cult comes out on top! After all, you've been given a divine task from a being only you can talk to. Don't worry, we totally believe you!

GOAL

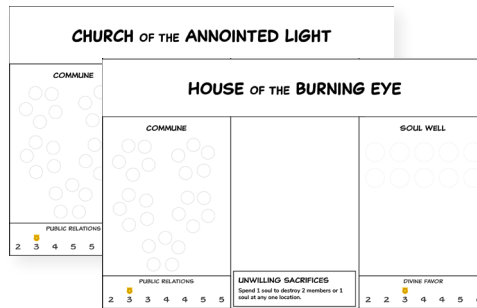
- Each player takes control of 1 Cult led by a unique Divine Being.
- Players will gain members and souls while hosting events, hiring board members, or performing actions.
- In order to win, a Cult will need to max out their Public Relations level OR Divine Favor level and complete an end game task.

WHAT'S INCLUDED

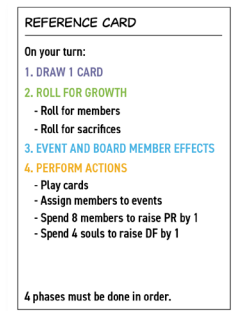
104x Cards



2 Cult Boards



4x Reference Cards



WHAT'S NOT INCLUDED

1x 6-Sided Die



50-80x Member/Soul Tokens



smaller tokens from other games, pennies

2-4x FBI Tokens



tokens from other games, quarters

SETTING UP THE GAME

1. Shuffle the deck thoroughly and place it face down on the table.
2. All players pick one of the 2 included Cult Boards. If more than 2 players are playing, you can print multiples of the cults.
3. All players will need 1 FBI token and 2 smaller tokens to mark the cult's **DIVINE FAVOR** and **PUBLIC RELATIONS** levels.
4. Place the smaller tokens on the lowest **PUBLIC RELATIONS** and **DIVINE FAVOR** level.

CULT BOARD

FBI TOKEN



CHURCH OF THE ANNOINTED LIGHT		
COMMUNE 		SOUL WELL
PUBLIC RELATIONS 3 4 5 5 6 6	24 HOUR TELETHON <small>Open your hearts and wallets! At the beginning of every turn gain one member.</small>	DIVINE FAVOR 2 2 2 3 3 4



BOARD MEMBER AREA



EVENT SPACE

LEVEL MARKERS

5. Put all the member/soul tokens on the table.
6. Deal all players 5 cards from the deck.
7. Roll the die to see who goes first.

ON A PLAYER'S TURN

1. DRAW 1 CARD

- 1a. Draw a card from the deck. (Players may only have 7 cards in their hand at the end of their turn. Extra cards must be discarded.)

2. ROLL FOR GROWTH

- 2a. Roll the die for new members. Compare the number to your **PUBLIC RELATIONS** level. The lower number is the amount of members you will add to your **COMMUNE**.
- 2b. Roll the die for new souls. Compare the number to your **DIVINE FAVOR** level. The lower number is the maximum amount of members you can move from your **COMMUNE** to your **SOUL WELL**.

3. EVENT AND BOARD MEMBER EFFECTS

- 3a. If you have any active **EVENTS** or **BOARD MEMBERS**, you may trigger their effects in any order you like.

4. PERFORM ACTIONS

- 4a. Play as many cards as you can afford.
- 4b. Assign members from your **COMMUNE** to your **EVENTS**.
- 4c. Spend 8 members from your **COMMUNE** to raise your **PUBLIC RELATIONS** level by one.
- 4d. Spend 4 souls from your **SOUL WELL** to raise your **DIVINE FAVOR** level by one.
- 4e. Actions can be performed in any order.

The 4 above phases must be completed in order.
All steps are optional.

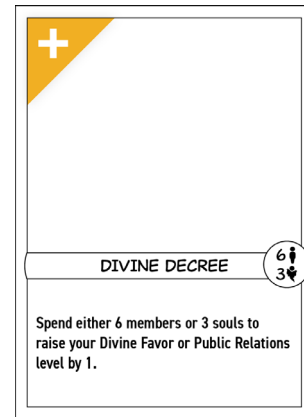
END OF TURN

- If you have more than 7 cards in your hand, discard cards until you only have 7 cards.
- If any of your events has 0 members on it, discard the event.

TYPES OF CARDS IN THE DECK

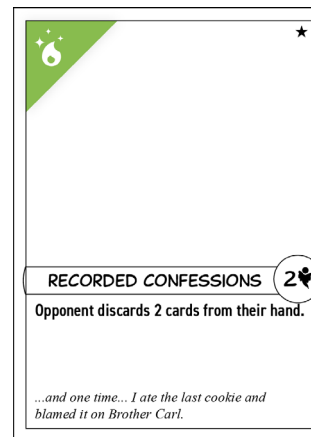
DIVINE DECREES

Spend either 6 members or 3 souls to raise **PUBLIC RELATIONS** OR **DIVINE FAVOR** by 1.



SPELLS

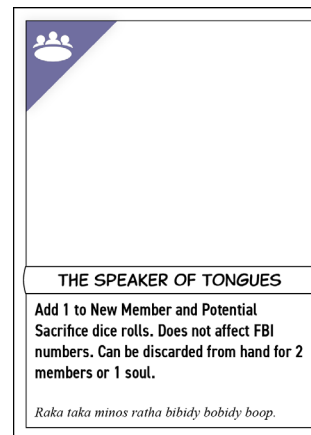
- Costs souls from your **SOUL WELL** to cast.
- They are discarded after they are played.



costs 2 souls

BOARD MEMBERS

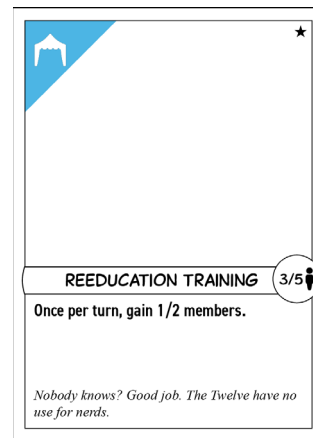
- Costs nothing to play.
- **BOARD MEMBERS** are played next to your **CULT BOARD** until discarded.
- Can only have 1 **BOARD MEMBER** active at any time
- If you have an active **BOARD MEMBER** and you play another, discard the first.
- Can be discarded from your hand for 2 members or 1 soul.
- Once played, their effects begin on your next turn.



TYPES OF CARDS IN THE DECK (CONT'D)

EVENTS

- **EVENTS** are played in the **EVENT SPACE** and must be played with the minimum required members, as specified on the card.. Members are placed on top of the card.
- Once played, their effects begin on your next turn.
- If you have less than the minimum required amount of members on the **EVENT**, the **EVENT** is considered inactive and the effects are null.
- If you end your turn with 0 members on an **EVENT**, it must be discarded.
- Some **EVENTS** have 2 levels of membership, designated as #/#. The first number is the minimum to activate the card. The second number is how many members you need to boost the card. The card instructions explain the additional benefits when the **EVENT** is boosted.
- An **EVENT** cannot have more members than the highest number cost.



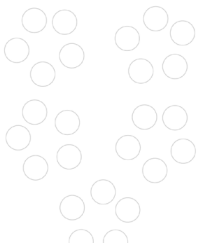

Requires 3 members to start. Boosted at 5 members.

CULTS

Even though they share many of the same tactics for gaining and keeping members, no two cults are exactly alike!

You'll notice at the bottom of your cult board that each cult has different numbers for their **PUBLIC RELATIONS** and **DIVINE FAVOR** levels. Some cults are great at building up a strong member base, and some are better at harvesting souls for nefarious purposes.

Additionally, each cult has a unique ability. When and how they are used is detailed in the bottom-middle of your cult board.



CHURCH OF THE ANNOINTED LIGHT		
<p>COMMUNE</p> 		<p>SOUL WELL</p> 
<p>PUBLIC RELATIONS</p> <p>2 3 4 5 5 6 6</p>	<p>24 HOUR TELETHON</p> <p>Open your hearts and wallets! At the beginning of every turn gain one member.</p>	<p>DIVINE FAVOR</p> <p>1 2 2 2 3 3 4</p>

FBI INVESTIGATIONS

Some people just can't stand to see you succeed! Once your cult is big enough, you may gain the attention of the FBI. Their interest may make things a little difficult.

WHEN CAN YOU BE INVESTIGATED?

- Every turn, there are 2 opportunities for the FBI to launch an investigation.
 - When you roll for new members
 - and your Public Relations level is 3 or greater
 - and you roll a 1
 - When you roll for sacrifices
 - and your Divine Favor level is 3 or greater
 - and you roll a 1

CHURCH OF THE ANNOINTED LIGHT		
COMMUNE 		SOUL WELL
PUBLIC RELATIONS 2  4 5 5 6 6	24 HOUR TELETHON Open your hearts and wallets! At the beginning of every turn gain one member.	DIVINE FAVOR 1 2 2  3 3 4

ICON INDICATES LOWEST LEVEL OF ELIGIBILITY FOR AN FBI INVESTIGATION.

HOW TO START AN INVESTIGATION?

- The 1 that you roll counts as a 1 for that roll. (E.g. rolling a 1 for new members will gain you 1 member plus an FBI investigation.)
- Place your FBI token on your cult board.

WHAT HAPPENS WHEN YOU ARE BEING INVESTIGATED?

- Your Divine Favor and Public Relations level are effectively at their lowest.
- You cannot activate any events.
- You cannot participate in end game activities.

HOW TO END AN INVESTIGATION?

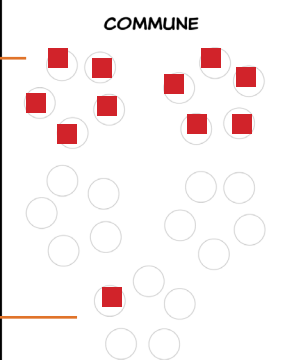


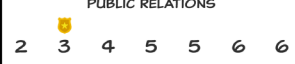
- If you roll a 5 or a 6 for new members or new souls.
 - The 5 or 6 counts as that roll and you can remove the FBI token
- At any point, you can spend 3 members to remove the FBI token

WINNING THE GAME

There are 2 ways to win Definitely Not a Cult Game. When you raise your **PUBLIC RELATIONS** or **DIVINE FAVOR** level to their max, you will start an end game event.

1. VICTORY BY PUBLIC RELATIONS

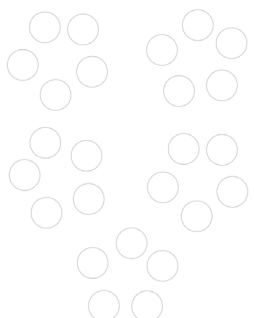
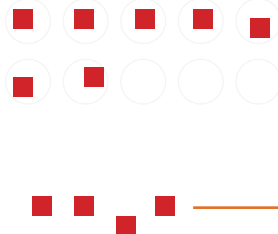


- You've raised your **PUBLIC RELATIONS** level to the highest level.
- On your next turn, you will begin hosting the Gala of the Century.
- Your goal is to fill tables in your commune. Each table requires 5 members.
- From now on, at the end of your turns (unless you are under FBI investigation), roll a die. You win when you roll less than or equal to the number of full tables you have
- E.g. If you have 11 members, you have 2 complete tables and need to roll a 2 or lower to win the game.

CHURCH OF THE ANNOINTED LIGHT		
<p>complete table</p> 		<p>SOUL WELL</p> 
<p>incomplete table</p>	<p>24 HOUR TELETHON Open your hearts and wallets! At the beginning of every turn gain one member.</p>	<p>DIVINE FAVOR</p> 
<p>PUBLIC RELATIONS</p> <p>2 3 4 5 5 6 6</p> 		<p>1 2 2 2 3 3 4</p>

WINNING THE GAME (CONT'D)

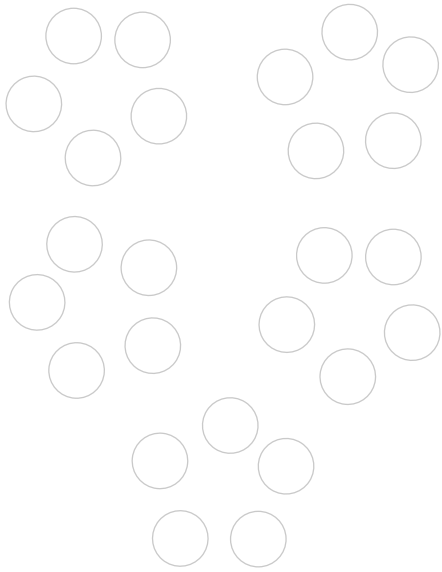
2. VICTORY BY DIVINE FAVOR

- You've raised your **DIVINE FAVOR** level to the highest level.
- On your next turn, you will begin summoning your Divine into our world.
- Your goal is to feed 10 souls to your divine.
- From now on, at the end of your turns (unless you are under FBI investigation), roll a die. Move up to that number of souls into their spots in your **SOUL WELL**.
- Fed souls cannot be stolen, killed, or used.

CHURCH OF THE ANNOINTED LIGHT											
COMMUNE				SOUL WELL							
								<div style="display: flex; justify-content: space-around;"> — souls fed — souls waiting to be fed </div>			
PUBLIC RELATIONS  2 3 4 5 5 6 6				24 HOUR TELETHON Open your hearts and wallets! At the beginning of every turn gain one member.				DIVINE FAVOR  1 2 2 2 3 3 4			

CHURCH OF THE ANNOINTED LIGHT

COMMUNE



SOUL WELL



PUBLIC RELATIONS

2 3 4 5 5 6 6



24 HOUR TELETHON

Open your hearts and wallets! At the beginning of every turn gain one member.

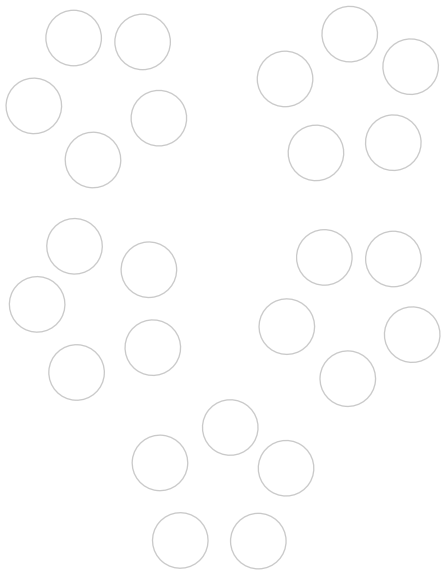
DIVINE FAVOR

1 2 2 2 3 3 4



HOUSE OF THE BURNING EYE

COMMUNE



SOUL WELL



PUBLIC RELATIONS

2 3 3 4 4 5 5




UNWILLING SACRIFICES



Spend 1 soul to destroy 2 members or 1 soul at any one location.

DIVINE FAVOR


2 2 3 4 4 5 6








DIVINE DECREE 




Spend either 6 members or 3 souls to raise your Divine Favor or Public Relations level by 1.




DIVINE DECREE 




Spend either 6 members or 3 souls to raise your Divine Favor or Public Relations level by 1.




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DIVINE DECREE 



Spend either 6 members or 3 souls to raise your Divine Favor or Public Relations level by 1.



THE STATE SENATOR

Remove any active FBI investigations. Prevents further investigations. Can be discarded from hand for 2 members or 1 soul.

I assure you. The disappearances can all be traced to an increase in hip hop music.



THE SPEAKER OF TONGUES

Add 1 to New Member and Potential Sacrifice dice rolls. Does not affect FBI numbers. Can be discarded from hand for 2 members or 1 soul.

Raka taka minus ratha bibidy bobidy boop.



THE TRUE BELIEVER

Your DF Level is increased by 1.
Can be discarded from hand for 2 members or 1 soul.

You're crazy! Why would she lie to me about something so important?



THE DEN MOTHER

Protect 1 member from being killed or stolen per round. Can be discarded from hand for 2 members or 1 soul.

If you want them, you are going to have to get through me first.



THE DEVOUT SECOND

Can be sacrificed as the target of any 1 kill/steal spell. Can be discarded from hand for 2 members or 1 soul.

Okay move along. The preacher is a very busy and holy man.



THE GLEE CLUB DIRECTOR

Your PR Level is increased by 1.
Can be discarded from hand for 2 members or 1 soul.

I think we've got what it takes to make it to regionals!



THE INFLUENCER

Gain 8 members once.
Can be discarded from hand for 2 members or 1 soul.

Wearing the newest sacrificial gown and just loving it. #blessed



THE EX-CULT LEADER

Gain 5 souls once.
Can be discarded from hand for 2 members or 1 soul.

Back in my day, we had to walk to meetings. And it was uphill. Both ways!



THE FAVORITE WIFE

Gain 1 member every turn.
Can be discarded from hand for 2 members or 1 soul.

Another blessing upon us! I just coughed and this little guy came out!



THE DARK LORD'S NEPHEW

Add this card as your active Board Member right now! Discard another Board Member if you have to. This card can be replaced by another Board Member.

No, now's a great time. I'm pretty sure I get like a 4 hour lunch here.



THE ACCOUNTANT

Draw a card every turn.
Can be discarded from hand for 2 members or 1 soul.

If we move this shipment of people into Q4, we should be in the clear for taxes.



THE EVENT PLANNER

Play an event and add minimum required members to that event. Can be discarded from hand for 2 members or 1 soul.

The azaleas are really going to make the soul well pop!



POPOP VENUE

5

Once a turn, copy the effect of one of your active events.

Yes, but ours are vegan AND blessed by the Zeenark itself.



BEHAVIOR MODIFICATION

4

Once a turn, gain 1 soul.

Bad member! Bad member! He doesn't love you like we do.



RENAMING CEREMONY

4

Once a turn, gain 1 soul.

No, Cristalabel! I'm crying because I LOVE my new name, Flurf-nugget. It totally suits me.



BINGO NIGHT

5

Once a turn, roll a die. If even, gain 1 soul. If odd, gain 2 members.

The great beyond has spoken to me.... It says...B6!



RITUAL PRACTICE

5

Spells costs 1 less. Does not affect spells that already cost 1.

Karen, if you pull your elbow in, you'll get a much cleaner line



SOUL CYCLING

4

Once per turn, roll a die. If it is >3, gain 1 soul.

Be your best self! Keep climbing! Give your minds to the Blood Queen! Way to go!



HOT YOGA

4

Once per turn, roll a die. If it is >3, gain 2 members.

That's not ringworm! It's a sign from the Divine that your flow is good.






REEDUCATION TRAINING

3/5

Once per turn, gain 1 member. (2 members if boosted)

Nobody knows? Good job. The Twelve have no use for nerds.



 <p>FUN RUN 3/5 </p> <p>Once per turn, gain 1 member. (2 members if boosted)</p> <p><i>For every mile we run, we get to pay \$100 to the leader!</i></p>	 <p>CAREER FAIR 3/5 </p> <p>Once per turn, gain 1 member. (2 members if boosted)</p> <p><i>On the job training. Looks great on a resume. The Supreme Darkness loves initiative!</i></p>	 <p>REQUIRED FOOT READINGS 4  ★</p> <p>Once per turn, draw a card.</p> <p><i>Very interesting. It looks like you're going to be giving me your paycheck again this month!</i></p>
 <p>MONTHLY TITHING 4  ★</p> <p>Once per turn, draw a card.</p> <p><i>Give whatever you feel comfortable giving as long as it's around \$2,000.</i></p>	 <p>EVEN MORE WIVES!! 3  ★</p> <p>Once per turn gain 2 members. All players with the lowest PR number get 1 member.</p> <p><i>...and if you look under your seats...NEW WIVES!!!!</i></p>	 <p>MORE WIVES! 3  ★</p> <p>Once per turn gain 2 members. All players with the lowest PR number get 1 member.</p> <p><i>You get a wife. And YOU get a wife!</i></p>
 <p>BOOK CLUB 3  ★</p> <p>Opponents max hand size is 4.</p> <p><i>I've trying to burn 50 by the end of the year!</i></p>	 <p>COMMUNITY GARDEN 2/4  ★</p> <p>Once per turn, you may trade 1 card for 1 soul. (2 souls if boosted)</p> <p><i>Do you think Zeenark even likes radishes?</i></p>	 <p>Q & ABSOLUTE A 2/4  ★</p> <p>Once per turn, you may trade 1 card for 1 soul. (2 souls if boosted)</p> <p><i>"It just is, okay?! Next question. Frankly I find your lack of faith disappointing."</i></p>

★

TARGETED MEDIA POSTS (2/4)

Once per turn, you may trade 1 card for 2 members. (3 members if boosted)

PwR c4n B Urz. R3n0unc3 + r3p3nT. #tbt #notacult #seriously

★

COFFEE SHOP (2/4)

Once per turn, you may trade 1 card for 2 members. (3 members if boosted)

You know who else liked an iced americano? Let me tell you about an alien named Zeenark...

★

FASTING LUNCHEON (2/4)

Once per turn, you may trade 1 soul for 1 card. (2 cards if boosted)

Is this a family recipe?

★

CLOISTERED PRAYER (2/4)

Once per turn, you may trade 1 soul for 1 card. (2 cards if boosted)

Aaaand I forgot my charger... This is going to be a long one.

★

CONVERSION CAMP (3)

Once per turn, you may trade 2 members for 1 card.

My favorite color is red... Wait! I meant black! I meant black!

★

EMPOWERMENT CAMP (3)

Once per turn, you may trade 2 members for 1 card.

Join our Positive Visualization Course this Spring for only \$2,000/month.

★

LAST SUPPER (2/4)

Once per turn, you may trade 2 members for 1 soul. (2 souls if boosted)

So did anybody save room for desert...? Whoops! Nevermind.

★

PUNCH PARTY (2/4)

Once per turn, you may trade 2 members for 1 soul. (2 souls if boosted)


Oh my God, what is in this punch? Is that... cinnamon?

★

WEEKLY DEVOTIONAL (4)

Once per turn, gain 1 soul.


Everybody open your hymnal to page 352 and start relinquishing your immortal soul.



SPEED DATING 4

Once per turn, gain 2 members.


Technically, I'm from Chicago, but my light form is from Plateon Virgo.



COUPLES COUNSELING 4 ★

Once per turn, gain 2 members.


I guess this all started when you introduced me to him this morning...



DIVINE GIFT 1 ★

Gain 2 souls.


I love them! No, I don't have any. I know just where to put them!



SOUL SEARCHING 1 ★

Gain 2 souls.

Hey! I got one! It was hiding in the bush!



PROMISE PARADISE 2 ★

Gain 5 members.


Paradise? I'm sorry, that's only included in the platinum package.



PROMOTE YOUR BRAND 2 ★

Gain 5 members.

Brand new and more durable than ever! Let everyone know whose Divine you are repping this season.



PROMISE HAPPINESS 1 ★

Gain 2 members.


If you stop caring about how your actions affect others, you're bound to be happier.



POETRY READING 1 ★

Gain 2 members.

I will sell everything and join you if you shut up right now.




PREDICT THE END 2 ★

Draw the top 3 cards of the deck. Take 1, discard the other 2.

Embarrassing. I put the date before the month. Definitely happening in June now.


 <p style="text-align: right;">★</p> <p style="text-align: center;">FIND NEW FACTS 2</p> <p>Draw the top 3 cards of the deck. Take 1, discard the other 2.</p> <p><i>You'll all be pleased to know that Dr. Sister Elise's research into Spiritual Photons has finally disproved climate change.</i></p>	 <p style="text-align: right;">★</p> <p style="text-align: center;">ADD NEW TENETS 2</p> <p>Draw 2 cards from the deck.</p> <p><i>I'm getting something... Yes! Yes! The Twelve would like it... if I picked the movie again tonight!</i></p>	 <p style="text-align: right;">★</p> <p style="text-align: center;">NEW VOCABULARY 2</p> <p>Draw 2 cards from the deck.</p> <p><i>Get some new fibers on your vehicle and let's hit the nutri-lab.</i></p>
 <p style="text-align: center;">RECRUIT THE DEAD 2</p> <p>Steal 4 souls from anywhere.</p> <p><i>Your well of souls doesn't have a hot tub? That's standard in our well.</i></p>	 <p style="text-align: center;">PILGRIMAGE SLIDESHOW 2</p> <p>Steal 4 souls from anywhere.</p> <p><i>...and this is the oak tree where I flagellated on Tuesdays. See how the leaves kind of sparkle in the sun? Very cool stuff.</i></p>	 <p style="text-align: right;">★</p> <p style="text-align: center;">USE "SPECIAL" INCENSE 2</p> <p>Steal 2 members from one event or commune for each opponent.</p> <p><i>Okay, I think I'm starting to actually see something now...</i></p>
 <p style="text-align: center;">REFERRAL BONUS 2</p> <p>Steal 2 members from one event or commune for each opponent.</p> <p><i>Refer a friend and receive a %50 discount on your soul which we have recently come into possession of.</i></p>	 <p style="text-align: right;">★</p> <p style="text-align: center;">POST TAX RECORDS 1</p> <p>Steal 1 card from an opponent's hand.</p> <p><i>I have notarized authorization from the Father Above stating that we are, in fact, a religious organization.</i></p>	 <p style="text-align: center;">POST PUNCH RECIPE 1</p> <p>Steal 1 card from an opponent's hand.</p> <p><i>You read that correctly. Those bastards are KNOWINGLY asartifical sweetener.</i></p>



DIVINE INTERVENTION (2)

Steal 3 souls from one soul well.

IOU big time. Next time souls are on me.



SOUL SIPHON (2)

Steal 3 souls from one soul well.


Don't worry! We will give them right back.



POST VIRAL MEME (3)

Steal 3 members from a single commune or event.

One does not simply enter into Divine Communion with the Zeenark



LOVEBOMB! (3)

Steal 3 members from a single commune or event.

I know we just met, but I feel like we are already best friends or like sisters even.



SCANDALOUS DOCUSERIES (3)

Discard any active board member.


Any press is good press, right?



POSSESSION (5)

Steal any active board member from an opponent.


I compel thee worm to accept my resignation effective immediately.



APPEAL TO THE DIVINE (1)

If you have the lowest DF level number (or tied for it) gain 5 souls. Otherwise gain, 3.


Now I know you are totally real and everything. But people here are starting to talk...



MANIFEST CHARITY (2)

If you have the lowest PR level number (or tied for it) gain 5 members. Otherwise gain 3.

Send us a sign, O Great One. Preferably a four seater with leather seats.



DESPERATE RECRUITMENT (2)

If you have the lowest PR level number (or tied for it) gain 5 members. Otherwise gain 3.

Sign up now and we will throw in a stainless steel, gently used, sacrificial dagger.

★

PUBLIC HUMILIATION (2)

Opponent discards 2 cards from their hand.

Hi, my name is Sister Lauren, and I'm a piece of trash. Thank you.

★

RECORDED CONFESSIONS (2)

Opponent discards 2 cards from their hand.

...and one time... I ate the last cookie and blamed it on Brother Carl.

★

ISOLATE MEMBERS (1)

Destroy 1 soul from each opponent's soul well.

Since all the friends you'll ever need are right here, you probably don't even need that phone!

★

MASS EXORCISM (1)

Destroy 1 soul from each opponent's soul well.

Demons! If your name starts with A through K, I compel thee and send thee out.

★

SLANDER NON-BELIEVERS (1)

Destroy 2 souls from one soul well.

I KNOW he was the old leader, but it turns out he was just faking it.

★

POISON THE SALAD BAR (2)

Kill 2 members from one event or commune for each opponent.

Fresh tuna? It must be my lucky day!

★

RIOT IN THE STREETS (2)

Kill 2 members from one event or commune for each opponent.

If you don't fight like hell you're not going to have a country anymore!

★

BOMB HOTEL (2)

Kill 5 members from one event or commune.


Yes, just for one night please...


★

DESTROY EGOS (1)

Kill 3 members from one event or commune.

We love you! And THAT'S why we think you are a total failure and a degenerate.



TARGETED BRIMSTONE 1 

Kill 3 members from one event or commune.


Boom! Headshot.




SHOOTOUT! 1 

Kill 3 members from one event or commune.


I'll surrender. over THEIR dead bodies!




RENOUNCE LOVED ONES 1 

Destroy 2 souls from one soul well.

If she isn't giving you the money we need, can we even really call her your mother?



GRAVE ROBBING 2 

Put the last discarded card into your hand.


You can't bring it with you!




FEED THEM SCRAPS 2 

Put the last discarded card into your hand.


Lunch time! Who wants burgers? I think I saw some in the dumpster over there.




FOLLOW THE MONEY 2 

Begin an FBI investigation on an opponent who is eligible for one. Or move an investigation from your cult to an opponent's.


...and so it's pretty obvious who is REALLY behind all of this.




BIGGER FISH 2 

Begin an FBI investigation on an opponent who is eligible for one. Or move an investigation from your cult to an opponent's.

Officer, if you want to take down a REAL cult...



GO OFF THE GRID 1 

**Stop an FBI investigation.
Can be played anytime during your turn.**

I don't love it, but she IS pro-business, too.



BRIBE THE FEDS 1 

**Stop an FBI investigation.
Can be played anytime during your turn.**

Okay have it your way. \$20k but I'm keeping your immortal soul.

★

GO OFF THE GRID 1

Stop an FBI investigation.
Can be played anytime during your turn.

This isn't so bad. What's the wifi password?

★

PROVIDE SCAPEGOAT 1

Stop an FBI investigation.
Can be played anytime during your turn.

The duck tape is part of this wacko's weird cult.

★

SURPRISE GAS ATTACK 5

Kill 2 members at all opponent's events.

Really hoping that's a fog machine...

★

FIRE FESTIVAL 5

Kill 2 members at all opponent's events.

I was at one of these before and I can't tell which one was a bigger rip off

★

FUMIGATE BUNKER 2

Gain 5 souls.

Please tell me you remembered to let them know we were doing this.

REFERENCE CARD

On your turn:

1. DRAW 1 CARD
2. ROLL FOR GROWTH
 - Roll for members
 - Roll for sacrifices
3. EVENT AND BOARD MEMBER EFFECTS
4. PERFORM ACTIONS
 - Play cards
 - Assign members to events
 - Spend 8 members to raise PR by 1
 - Spend 4 souls to raise DF by 1

4 phases must be done in order.

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