

# Cult Wars

A card game for 3-4 players. Most fun with 4 players.

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## Summary

Each player takes the role of a cult leader. The goal is to expand your cult and hamper other competing cults. By sacrificing your own followers you can gain the appreciation of your deity, granting you powers.

## Supplies

- Cult Wars cards, printed on thick paper (card stock recommended)
- Cult Wars strategy board, printed on any kind of paper (recommended but not mandatory)
- Card sleeves (recommended)
- Dice, pen & paper, or any sort of method for keeping track of the number of followers and victory points for each player. (Value range typically around 0-30.)

## Victory Condition

The game lasts 8 turns. The player with most victory points at the end of the last turn is the winner. If two or more players are tied for victory points, the player with the greater number of followers wins. If two or more players have the greatest number of followers, the player with the most action cards in hand wins. If two or more players have the greatest number of action cards in hand, the game ends in a tie.

## In-game Resources

The players' primary resource are their cult's followers. Followers are used to attack other players, defend against attacks, breed, and sacrifice.

Every time the player sacrifices followers, or kill the other cults' sacrificial followers, they gain victory points. This resource does not gain the player any advantages during play, but is what ultimately decides the victor.

## Setup

Each player starts with 12 followers. You can write this down on a piece of paper, or use dice, for example. Each player should also have a strategy board in front of them, and the 6 strategy cards and cult insignia cards for the other cults in their hand. Shuffle the action cards, and place them in

the middle. Each player then draws 2 action cards.

## Turn

1. All players simultaneously reveal one cult insignia card each, signifying the target of their attackers and action cards.
2. Each player lays down strategy cards on the four strategy card slots on their strategy board. The strategy card slots are called Attack, Defend, Sacrifice and Breed. Players may place any number of strategy cards on each slot, or they can slots empty, too. The sum of the values of the cards stacked on each slot represents the number of followers assigned for that task. They may also lay down any number of action cards from their hand. If the action card in question requires a target, the player who plays the card must announce the target at this point. Both strategy and action cards may be played face down, or face up if the player wants to reveal their intentions to the other players.
3. All the played strategy cards and action cards are turned face up.
4. Resolve all effects of action cards played this turn.
5. Resolve combat damage. For each player that is been targeted in an attack, count the total number of attacking followers from all attacking players.
  - a. If the number of defending followers is greater than the total number of attacking followers, the attacking players lose a total number of attackers equal to the difference between the number of defenders and the total number of attackers. The defending player may choose the distribution of lost attackers between the attacking players.
  - b. If the number of defending followers is equal to the total number of attacking followers, no combat damage is dealt.
  - c. If the number of defending followers is less than the total number of attacking followers, the defending player loses a number of followers equal to the difference between the total number of attackers and the number of defenders. The losses will be assigned to sacrifices first, breeders second, defenders third, and idle followers fourth. The attacking player gains one victory point for each sacrificial follower killed this way. If there are multiple attackers, the player with the most attackers gets the victory points. If there is a tie for the greatest number of attackers, the victory points are divided evenly between the players, rounded down.
6. Resolve sacrifices. Each player that has assigned followers for sacrifice gains as many points as the number of followers they assigned for sacrifice, minus any sacrifices lost in combat. For each player that didn't lose all of their sacrifices in combat, that player draws an action card from the top of the deck. If only one player sacrificed the largest number of followers, that player draws an extra action card from the top of the deck.
7. Resolve breeding. Each player that has assigned followers for breeding gains as many new followers as the number of followers they assigned for breeding, minus any breeders lost in combat.
8. Discard all action cards played this turn, and end any effects they have.