

Quickstart guide / tutorial game

Select skill and alignment cards according to the number of players. (With 8+ players, we suggest you split the group for the tutorial game. It takes under 10 minutes! Otherwise, see the rules; we recommend adding Leaders, Antagonist, and Greedy.)



4 players
Alignments:
 2 Cultists
 2 Investigators
Skills:
 2 Mediums
 2 Onlookers

5 players
Alignments:
 3 Cultists
 2 Investigators
Skills:
 2 Mediums
 2 Onlookers
 1 Meddler

6 players
Alignments:
 3 Cultists
 3 Investigators
Skills:
 2 Mediums
 2 Onlookers
 2 Meddlers

7 players
Alignments:
 4 Cultists
 3 Investigators
Skills:
 2 Mediums
 3 Onlookers
 2 Meddlers



CULTISTS want to find a Cultist to (or have themselves) be chosen to Ascend at the end of the game.



INVESTIGATORS secretly try to make the Cultists choose an Investigator.

Deal one alignment and one skill card for each player. This is your **HIDDEN** role!

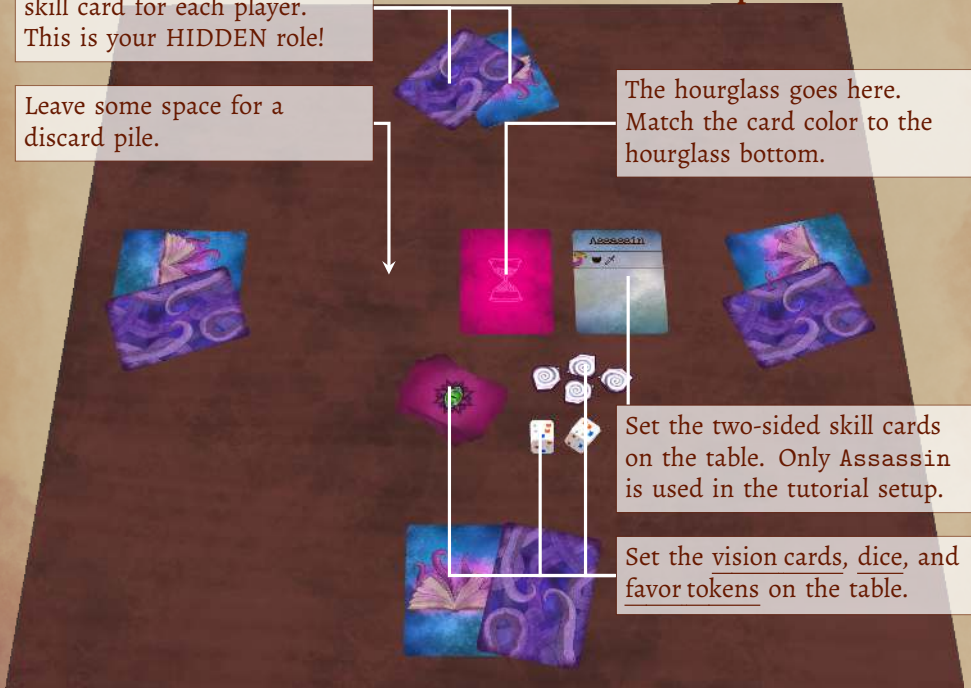
Leave some space for a discard pile.

Table setup

The hourglass goes here. Match the card color to the hourglass bottom.


Set the two-sided skill cards on the table. Only Assassin is used in the tutorial setup.

Set the vision cards, dice, and favor tokens on the table.





Voting

"3, 2, 1... Vote!" All players vote for another player at the same time by pointing at them. Everyone reveals their alignment; count the votes.

- Cathulhu will vote for all **Cultists** with at least two Favor  (they receive one extra vote).
- With 4/6/8/10 players, all **Cultists** receive an extra vote. (If they have at least two Favor, they receive a total of two extra votes.)

The player or players with the most votes who are not prevented from Ascending (by the Assassin) are chosen to Ascend. The game ends:

If all chosen to Ascend were **Cultists**, all **Cultists** win. If any of them was an **Investigator**, all **Investigators** win, instead.

Favor  is needed to use powerful abilities (here, the Onlooker) and to gain Cathulhu's favor. Other players may bestow you one by *using their skill*. This action can be done with any skill card, and is mutually exclusive with the card's other skill; you can only use one. You **cannot** give your  to others, but you may discard it freely.

The **Cultists** always have majority of the votes to give. Hence, if *everyone* knew *everything*, the Cultists would undoubtedly win! As such, it is generally in the Cultists' best interests to *tell the truth*. Conversely, the **Investigators** want to limit the amount of information to get Cultists to vote for them. However, they may need to convince just *one* Cultist, so it may be well worth it to tell the truth about someone to gain their trust! If nothing else, Investigators can always try to cause chaos – if the Cultists cannot agree on who to vote for, the Investigators may gain majority even from their own votes.

The Assassin is a two-sided card and is thus never dealt to anyone. However, as **Investigators** can use skills from *any* card, they can also use the Assassin. If the **Cultists** start to discuss their skills before using them, they will very easy to *guess*! A correct guess yields you another Assassin, meaning that you can keep guessing as long as you're correct. Anyone who already used their skill is safe from the Assassin.

After you're comfortable with the tutorial setup, start replacing the tutorial roles with others. We recommend starting from swapping in (starting from removing the Mediums) the Greedy, Leader, and Antagonist. Skills can be also used to balance the game: Antagonist, Gambler, Joker, Meddler, Seer, and Teacher tend to be very helpful for **Cultists**, while Greedy, Influencer, Leader, Secretary, and Witness generally provide weaker or more costly information.

Warm-up puzzles

You are a **Cultist**. Everyone has used their skills, and it is time to vote – but can you find another **Cultist**?

Who do you vote for?

- **Cultists** will always tell the truth.
- **Investigators** may say anything.
- You want to vote for another **Cultist**.

Puzzle 1



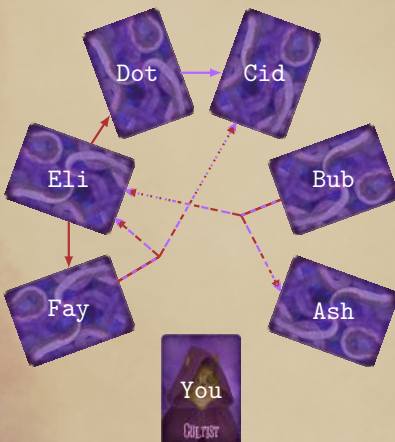
- There are two other **Cultists** and two **Investigators**.
- Ash says Bub is a **Cultist**.
- Bub says Cid is a **Cultist**.
- Dot says you are a **Cultist**.

Puzzle 2



- There are two other **Cultists** and two **Investigators**.
- Dot says exactly one of you and Cid is a **Cultist**.
- Bub says Ash is a **Cultist**.
- Cid says Bub is an **Investigator**.

Puzzle 3



- There are three other **Cultists** and three **Investigators**.
- Bub says exactly one of Ash and Eli is a **Cultist**.
- Fay says exactly one of Eli and Cid is a **Cultist**.
- Eli says both Fay and Dot are **Investigators**.
- Dot says Cid is a **Cultist**.