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# CULTISTORM

FACE 2 FACE



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MINIGAMES



Bilingual Edition



# CULTISTORM

## FACE 2 FACE

### GOAL OF THE GAME

One player takes on the role of the Investigator, whereas the other player assumes the role of the Cult Leader.

The goal of the Cult Leader is to summon a Great Old One. They can do this by holding Dark Rituals using a secret combination of Elder Signs to call forth and protect 4 Cultists, whose job it is to complete the ritual and summon their master.

The goal of the Investigator is to prevent this by defeating the Cultists that join the Dark Ritual each round. The Investigator must keep on defeating them until there are not enough Cultists left to complete the ritual. This means there must be fewer than 4 Cultists in the game for the Investigator to win. The Investigator must deduce the Elder Signs connected to each Cultist in order to defeat them.



## PREPARATION

Choose an Action card and place it in the middle of the table. Discard the other Action cards, as you will not need them.

We recommend using the blank Action card marked with ☠ in your first few games.



If you choose an Action card containing some text, place it with its 'Cult Leader action' face-up.

Place the Cultist deck to the left of the Action card. Place the Great Old One card to the left of the Cultist deck.

The Cult Leader and the Investigator then take their own 10 cards into their hands.

## GAME FLOW

A game consists of several rounds in which the Cult Leader and the Investigator take alternating turns playing their cards.

The Cult Leader always goes first!



## **CULT LEADER TURN OVERVIEW**

The Cult Leader draws the next Cultist from its deck and places it face-up in a row to the right of the Action card.

If there is a special Action card in the game and the 'Cult Leader action' side is visible, the Cult Leader may use the effect described on that card. To do this they must flip the Action card on its 'Investigator action' side.

The Cult Leader must place 1, 2 or 3 Ritual cards face-down next to the bottom of the Cultist card.

## **CULT LEADER VICTORY CONDITIONS**

If there are 4 Cultists in play simultaneously, a Great Old One is placed at the end of the row (instead of a fifth Cultist). The player cannot allocate any Ritual cards to the Great Old One. If the Investigator cannot deduce all the remaining face-down Ritual cards in his next turn right away (without revealing a card), the Dark Ritual is complete and the world is doomed for all eternity. The Cult Leader wins the game!



## INVESTIGATOR TURN OVERVIEW:

The Investigator can reveal a single face-down Ritual card at the beginning of each of his turns. However, he can never reveal the last remaining face-down Ritual card allocated to a Cultist.

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**IMPORTANT:** This ability can never be used to defeat a Cultist. If there is only 1 card allocated to a Cultist or if only 1 face-down card is left, the Investigator cannot use this ability.

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If there is a special Action card in the game and the 'Investigator action' side is visible, the Investigator may use the effect described on it. To do this they must flip the Action card on its 'Cult leader Action' side.

The Investigator plays exactly 2 face-up cards from his hand and allocates them either to one or two Cultist cards in play (this is up to the player).



If the allocated Investigator card matches a Ritual card allocated to the Cultist, it is revealed. If all the cards are revealed, the Cultist is defeated.

The defeated Cultist is removed from the game and the Cult Leader returns the Ritual cards that were allocated to it to their hand.

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**IMPORTANT:** There are 2 symbols of the same kind, so it is possible to allocate both of them to a single Cultist. In this case, the Investigator must deduce both of them by using 2 cards of the same symbol during his guess to reveal both of them.

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## INVESTIGATOR VICTORY CONDITIONS

If the Investigator manages to defeat 5 Cultists by deducing all the Ritual cards allocated to them, the Cultists will not have enough power to summon the Great Old One. If there are fewer than 4 Cultists left in the game, they cannot complete the Dark Ritual and the world is saved. The Investigator wins the game!

(The Investigator does not have to defeat any remaining Cultists.)

We recommend playing an even number of games while constantly switching roles, players assuming the role of the opposite side.

