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This is how the game goes: one after the other, clockwise, each player draws a card and reads the text aloud, starting with the Instructions cards that explain how the game is played. Carry out any instruction given by the card immediately.

2

We all play characters who belong to the same cult and worship a supernatural power of unfathomable power. In its name and in great secrecy, we perform mystical ceremonies and rituals.

3

Our cult has entrusted us with a mission of capital importance: we are to prepare the ritual in which all our esoteric research will culminate. If we execute it successfully, the world will be forever changed.

4

From the 4 following Setting cards, we choose the setting that inspires us the most for our story. We can also create our own setting by choosing a place and time for our story to take place in.

5

### SETTING

United States of America. Present time. Louisiana, Voodoo State. Under the protection of shady politicians and corrupt cops, our cult has infested this Southern State. In the water-heavy air of the bayou, far from the FBI's radar, we summon the Loa to help us in our mission.

9

Let's now decide the ritual's goal by choosing which of following Ritual cards inspires us the most. We can also come up with our own ritual, or even choose not to decide yet, letting the goal arise during the storytelling whenever we feel the need to add some details to it.

6

### SETTING

Middle Ages, Europe, time of legends and superstitions. From dark forests to wild fjords, humans fight in the name of a lord, a territory, glory, their faith or some kind of wealth. At night, when all others cower in their hamlets and strongholds, we pursue the objectives of the cult. Soon, they will quake in good reason.

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### RITUAL

If we successfully complete the ritual, we will wake a cosmic entity that will snuff out civilizations under a cloud of ashes. Among the ruins of the old world, our cult shall rule.

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### SETTING

The 60s-70s, tripping through a hippy utopia. While the USA get bogged down in Vietnam and opposition rises, the Western youth creates the Summer of Love, Woodstock and free love, against a background of rock and LSD. And while Charles Manson and his "family" make the headlines with scandals, we work in the shadows towards a way more ambitious goal.

### RITUAL

If we successfully complete the ritual, we will condemn other human beings to infertility, which will lead to the progressive and inevitable extinction of those who do not share our beliefs. Our descendants will be the exclusive rulers of the world.

8

### SETTING

Era of space expansion. Ganymede, between orbit and surface. After colonizing Mars, mankind expands its presence further in the solar system. We have infiltrated the mission sent to explore this moon of Jupiter because something awaits us in the depths of its ice-covered oceans.

12

### RITUAL

If we successfully complete the ritual, we will summon an ancient entity that has promised us eternal life.

13

### RITUAL

If we successfully complete the ritual, we will open a portal to the Dreamscape where our cult will settle and where we will get everything we have ever dreamed of.

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After reading all the Instructions cards, we will continue playing in turn reading the Question cards. These questions will enable us to collectively imagine a story centered on our cult, to flesh out our roles in its organization as well as the ritual our characters have decided to complete.

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On your turn, read it aloud and answer its question. Invent every detail you deem necessary to justify your answer (characters, places, events). Important: make use of the questions on the cards to create bonds between your character and the characters of the other players. It will make the story that much richer in plot twists.

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After listening to a player's answer to an Act card, we ask as many questions as we wish to develop what has just been said and bring detail to our story. When there are no more questions, we move on to the next player.

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If you do not like a card, a question, a suggestion or an answer, touch the X button to make the interface shake and indicate you remove this content from the game. If you remove a Question card that has just been drawn by a player, that player draws a new one.

18

At some point, a player will draw the Final Ritual card. This card tells us we are now in the last act of our story.

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In this last act, each of us has to make a personal decision: whether to contribute to the ritual or to oppose it, based on the story we have told and the evolution of our character's position towards the cult.

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We will take turns to announce if we contribute to the ritual (Loyalty) or if we try to oppose it (Betrayal). As indicated on the Last Act quicksheet, the outcome of our story and the way we tell it will depend on the result of this vote.

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Let's read again which decision we made regarding the Setting and Ritual. Then whoever wishes to start draws the first Question card: let the story begin!

What aspect of the final ritual worries you the most?

How do you attempt to reassure yourself?

One day, a close member of the cult admitted having revealed some of the cult's secrets to his/her family.

How did you react?

What do you hide from the cult?

What consequences would you face should someone discover your secret?

Who did you help to infiltrate the cult?

Why?

A representative of a dissident branch of the cult gets in touch with you. What does that person offer you in exchange for your help in sabotaging the ritual?

Who caught you having these discussions?

Another member of the cult once put you in your place. Why?

What was your reaction?

Another cult member caused the accidental death of someone you loved. What happened?

How did you react?

Recently, you reacted in a very uncharacteristic way, and that frightens you. Tell us what happened.

Investigators contact you to put an end to the cult's activities.

What kind of pressure do they exert to get you to collaborate?

With which other cult member do you share a secret bond?

In which way does it make the preparation of the ritual more complicated?

Who are you trying to protect from the cult?

How successful are you?

You believe the cult is not saying the whole truth about the ritual. What have you learned?

Who do you share this information with?

What mission did you successfully complete for the cult although you did not believe yourself capable?

Was the reward you received as much as you hoped for?

Thanks to the cult, you can satisfy a passion that is frowned upon by outsiders. What is it?

Which other member do you share it with?

The cult is like a new family to you.

What does it give you that you haven't found anywhere else?

You are in charge of a crucial step in the final ritual. Which one?

Why does it fill you with conflicting emotions?

How do you inspire sympathy in the other members of the cult?

How do you benefit from it?

Thanks to the teachings of the cult, you discovered that you have supernatural talents. Which ones?

What do you use them for?

How do you provide cover for the secret activities of the cult?

In which way is it a source of trouble for you?

What rumor does another member spread about you?

Is there any truth to it?

Do you react to it?

You failed in a mission you were entrusted with. What was it?

Who helped you stay in the cult despite this failure?

You once tried to leave the cult, but never again.

Why?

A rival threatens to take your place within the cult. Who do you call upon to neutralize this threat?

What does it cost you?

What did you give up in order to join the cult?

Why is it increasingly painful as we are getting closer to the date of the ritual?

What do you remember of your initiation ceremony into the cult?

A preparatory stage of the ritual has just been successfully completed. What crime did you commit in the process?

How did you participate?

You convinced other members of the cult to carry out the ritual in a place that is special to you.

What makes it so important?

Which other cult member has questioned your motivation to carry out the final ritual?

What test did you have to pass to prove everyone that they could count on your loyalty?

Ever since you completed a preparatory ceremony for the final ritual, you have been hearing voices in your head.  
rbr> What do their whispers tell you about the final ritual?

A high member of the cult entrusted you with the safekeeping of something vital to the success of the ritual.

What issues do you have with this mission?

Every night, ever since you began the preparations for the final ritual, you wake up at night in a sweat because of a nightmare that is getting more and more terrifying. Describe it.

Who did you tell about these dreams?

You have finally found love within the cult.

Who is it?

How did it happen?

What are you afraid of now?

Which member of the cult revealed its existence to you?

Why did you join?

What secret from your past is catching up with you and jeopardizes the ritual even as the date of the ceremony draws closer?

Who were you unable to hide this information from?

As the ritual becomes imminent, a high member of the cult summoned you in his quarters to entrust you with a secret mission related to the final ritual.

What is the mission?

In your opinion, what will your life be like if the ritual is a success?

What discussions do you have with your companions on the subject?

What changes has your body gone through as you complete ceremony after ceremony?

How do you think your body will react to the power that the final ritual will free?

What did you experience that opened your eyes to the existence of supernatural entities like the one your cult worships?

The final ritual takes place. Do you seek its success or its failure?

to access the Final Act.  
to find out about the physical edition of the game.

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Welcome to Rituals !

This is a digital demo, translated in English, of the French physical game, which contains additional cards and rich illustrations.

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On your turn, you can also hand the Act card you've just drawn to the next player, who can do the same. The turn picks up again with the person who decides to answer a card.