

RITUAL



We have gathered here to perform a "ritual" to break a seal, wishing for the resurrection of "ancient deities". He who contributes the most to the ritual shall be given a great reward when the "ancient deities" reawaken.

In this dark ritual, one can contribute to the resurrection of the "ancient deities" by outwitting the other chanters. It is thus necessary to read the mind of the others and look carefully at their behaviours.

Overview

The ritual proceeds as players in turn play a "chant card" from their hand. When all players chant the same spell as the one in the "altar", each is rewarded with a "chant point".

In this dark ritual, however, you need to engage in an evil act to outwit the other players. The "ancient deities" reward greatly for your evil acts. To outwit the others, you may dare to chant a different spell from the others.

If you chant a different spell and become a minority by doing so, you can get a "chant point". Look deeply into the other players' minds and chant a right spell.

Components

■ 30 chant cards



■ 15 spell tokens



■ 1 starting player token



■ 1 altar



■ 33 reward tokens



■ 16 insanity tokens



■ 5 summary cards



Goal

The game ends when 3 "rituals", each consisting of 5 rounds, are performed. The player with the highest contribution points (shown by "reward tokens") wins the game.

1st ritual	2nd ritual	3rd ritual	
Round 1	Round 1	Round 1	Game end
Round 2	Round 2	Round 2	
Round 3	Round 3	Round 3	
Round 4	Round 4	Round 4	
Round 5	Round 5	Round 5	

A player has a chance to get a "chant point" in each round, and in most cases, top 2 players in the total "chant points" each receives a "reward token" at the end of 1 "ritual" (detailed rules are provided later).



Setup

① Install the "altar" at the center of a table. During the game, the "spell tokens" are placed at the "altar". Shuffle the "spell tokens" and put them face down randomly around the "altar". Gather reward tokens and insanity tokens separately on the side of the table.

② Shuffle the "chant cards" and prepare a set of 6 cards for each player. Lay each set on the table face down so that the "chant points" on the back are visible to everyone. The remaining cards are not used in the 1st "ritual".



Hand (a set of 6 cards)

③ Decide a starting player by any mutually agreeable method, such as rolling a die. The starting player receives and puts the starting player token in front of him/her.

④ Starting from the last player in turn order and proceeding anticlockwise, each player selects their hand from among the hands prepared in step ②, using the "chant points" on the back of the cards as a clue. The starting player takes the last remaining hand. Deal a summary card to each player and you are all set.

How to play

① The starting player selects 1 "spell token" and places it face up at the "altar". This "spell" is used as a primary spell of the round.



② Starting from the starting player and proceeding clockwise, each player selects 1 "chant card" from their hand and places it face down toward the "altar". By doing so, each player chants a "spell" written on the side of the card that faces the altar.

*You do not always have to chant the same spell as the one in the "altar". As explained later, an experienced chanter engages in an "evil act" to not let the other chanters get their "chant points".



*In an example of playing a card with a "red spell" of a "chant point" 1 and a "green spell" of a "chant point" 3, if the card is placed so that the "red spell" side is facing toward the "altar", the player has chanted the "red spell" with the "chant point" 1.

③ When the last player places the "chant card", all players flip their cards face up, without changing the directions of the cards facing the "altar".



④ Players receive "chant points" and tokens according to the "chant result".

Chant result

After each round, apply 1 suitable result from the following 4 situations.

"Smooth"

All players chant the same "spell" (i.e. primary spell) as the "altar":
Each player gets the "chant point" of their card.

*The "ritual" went smoothly as everyone chanted the right spells.
Chanters contributed in unsealing the "ancient deities".*

"Evil act"

1 or more players chant different "spells" from the primary spell,
and the number of the different spells is smaller than or equal to the
number of the primary spells:

Player(s) who chanted the different spell get the "chant point" of their
card. Players who chanted the primary spell get no point.

*One chanter chanted a different spell from the altar.
His "evil act" pleased the "ancient deities". He thusly made a great contribution.*

"Swirl of madness"

The number of different spells are greater than the primary spells,
or all player chant different spells and their spell types are not the same
as each other:

Players who chanted different spells receive an "insanity token"
(negative point token) and get the negative "chant point" of their card.
Player(s) who chanted the primary spell get the "chant point" of their
card.

*Any player who gets the total of 5+ negative points becomes "insane" and
immediately drops out of the "ritual". They cannot play the game until the next
"ritual" starts.

(Ex. 1) A "red spell" is placed in the "altar". 2 out of 5 players chanted "red spells"
and the rest 3 players chanted "green spells".
(Ex. 2) A "red spell" is placed in the "altar". 1 out of 5 player chanted a "green spell"
and the rest 4 players chanted "yellow spells".

*The majority of the chanters chanted different spells from the altar. Disturbed, their mind
wrecked, they fell into insanity. The mad chanters chanted wrong spells and invoked the
wrath of the "ancient deities". In the "swirl of madness", few chanters chanted the right
spell and managed to see the "ritual" through to the end.*

"Unwitting unanimity"

All players chant the same type of different "spells" from the primary
spell:

Each player gets the "chant point" of their card.

(Ex.) A "red spell" is placed in the "altar". All players chanted "green spells".

*All chanters chanted different spells from the altar.
Their "unwitting unanimity" contributed to the resurrection of the "ancient deities".*

Calculation of "chant points"

At the end of each round, lay out the played "chant card" in the
following manner, with the played side (chanted spell side) on the top.

①If you got the "chant point":

Lay the played card face up.

②If you did not get the "chant point":

Lay the played card face down.

③If you received an "insanity token":

Lay the played card face up with the insanity token on top.

Round 1	Round 2	Round 3	Round 4	Round 5
①	②	③	①	①
+2 points	0 points	-2 points	+2 points	+5 points

Total "chant point": 7 points

How to calculate total "chant points"

Add up the "chant point" of each face-up card with no token, then
subtract the "chant point" of each face-up cards with an insanity token
on it. The result is your total "chant point" for this "ritual".

"Insanity token" and "insane state"

When a player gets an "insanity token", the "chant point" of their card is
treated as a negative value. If a player's total negative "chant point"
becomes 5 or more, they fall into an "insane state" and immediately
drops out of the "ritual". They cannot participate in the game until the
next "ritual" starts.

*When all players become "insane", the "ritual" stops and starts over from
round 1.

*A player who is in an "insane state" and drops out of the "ritual" cannot get
"reward token".

Starting a next round

The starting player passes the starting player token to the player on
their left. This player becomes the starting player in the next round.
Remove the "spell token" from the "altar" and put it face up around the
"altar". Then, start the next round from the new starting player.

*When all 5 rounds are played or any player gets a total of 10 "chant points",
the "ritual" ends. Players receive "reward tokens" according to the "result of
the ritual".

Result of the ritual

The "ritual" ends in one of the following scenarios.

"Accomplished chanting"

If a player's total "chant point" becomes exactly 10:

①The "ritual" ends immediately.

②The player with 10 "chant points" receives a 3-point "reward token".

*If more than 1 players score 10 "chant points" at the same time, each receives a
2-point "reward token" - in this case, the other players cannot receive any
"reward token".

③Compare the total "chant points" of the other players at the time.

The player with the highest total "chant point" receives a 1-point
"reward token".

*In case of a tie, each receives a 1-point "reward token".

Thanks to the "accomplished chanting" by an expert chanter, the ritual ended early.

"Proficient chanter"

If 5 rounds are played with no one scoring exactly 10 "chant points", or
the number of the player attending in the ritual becomes 1:

①The player with the highest total "chant point" receives a 2-point
"reward token".

*If there's a tie in the 1st place, each receives a 2-point "reward token" - in
this case, the other players cannot receive any "reward token".

②The player with the 2nd highest total "chant point" receives a 1-point
"reward token".

*In case of a tie, each receives a 1-point "reward token".

*The ritual ended successfully due to the contribution of the "proficient chanter".
The resurrection of the "ancient deities" became closer.*

Starting a next ritual

In the first round of the 2nd and 3rd ritual, the player who scored the
highest total "chant point" in the previous ritual becomes the starting
player.

*If there's a tie, the player with the higher "chant point" in the final round
becomes the starting player.

Gather all "chant cards", shuffle them, and prepare a set of 6 cards for
each player in the same manner as the game setup.

Each player selects their hand in the same manner as the game setup
and start a new "ritual". The "spell tokens" used in the previous ritual are
left face up. Select from among the face-down tokens.

*The "chant points" of the previous ritual are not carried over to the new ritual.

Game end

Game ends when the 3rd "ritual" is finished. Add up the contribution
points of reward tokens. The player with the highest contribution
points wins the game. In case of a tie, the player who scored the higher
total "chant point" in the last ritual wins. If there's still a tie, the players
share the victory.

*Chanters made it through the difficulties and finished evil rituals, drawing closer the
resurrection of the "ancient deities". The day will come soon.*

To get updates on Ritual,
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Credits

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