

# ELDRITCH CULTS



 2-3  
player  
5-10  
minute 

© 2022

www.niceboardgames.com  
@niceboardgames

**Components:** 10 pennies, 6 nickels, 6 dimes, 1 quarter, 1 Card per player

**The Player Card:** has 5 "Temple Columns" numbered 1-5.

- Each Temple Column has a  space and a  space.

- Fatigue Area is for storing fatigued Cultists.



- Each card has unique ability described in the top center.



**The Pieces:** The pieces in this game are coins. The location and orientation of each coin indicates whether it is a Villager, a Priest, or a Cultist.

**Villagers:** Coins in Supply Area and City are Villagers. Orientation of Villagers doesn't matter.

**Cultists:** Coins in a player's possession that are **Tails-up** are Cultists. Cultists can be in a player's hand (or stored behind card), in fatigue area or in temple spaces.

**Priests:** Coins in a player's possession that are **Heads-up** are Priests. Priests are found in the  space of a Temple column (or in the  space if they were just created.)

**Setup:** Each player take a player card and place in front of self.

- Each player take 2 penny cultists (face-down) (place behind your card

- Place remaining pennies, nickels, and dimes between players. This is "Supply Area"

- Place the quarter between the players.

## Gameplay:

### Important: Pennies > Nickels > Dimes



In this game, Pennies can take Pennies, Nickels, and Dimes.

Nickels can take Nickels and Dimes. Dimes can only take Dimes.




- This applies to taking cultists as well as taking priests.


Each Round is divided into **3 Phases**;

**Phase 1 Place Cultists:** Place Cultists on player card to enable temples to take actions.

 **Take Cultist:** To take cultist, place a cultist in  space of one of your temples. Cultists must be placed from right-most temple to left.

Example: the **claw** space of temple 5 must have a cultist or priest on it before you can place a cultist into the **claw** space of temple 4, temple 4 must have cultist/priest on **claw** space before you can place a cultist on **claw** space of temple 3 etc.)

 **Take Priest:** To take priest, place cultist in the  space in any temple column that has priest or cultist in its  space.

 - a temple with a dime in it can only make a dime priest,  
- a temple with a nickel in it can make nickel or dime priests.

- Players do not need to place all of their coins during this Phase.

- First player to finish placing coins takes the quarter.

**Phase 2 Action:** Each Temple takes its action in order. Temple 1 can take action, then Temple 2 can take action, then temple 3, 4, 5 etc.

- If both players are taking action with temples that have same number, the player with the quarter goes first.



**Populate City:** Starting with player who has quarter, players take turns taking coins from the supply area and placing them in the **City Area** until there are 4 coins in City. (The City Area is between the players, next to Supply Area).

## Phase 2 Action (continued):

- Whenever a player takes the last coin from the City Area, **populate city** (starting with player who has quarter.)

### Actions:



 **Take Priest:** If a temple has cultist (tails-up) on its  space and a cultist (tails-up) or priest (heads-up) on its  space, it may, on its turn, take coin from city as priest.

 - Priest may be placed in the  space of **any** temple column that does not have a priest. (priests are heads-up).

- No more than 1 priest in a temple. **ever.**

- Priests cannot be used on the round they were created in.

- If you don't have an empty  space, you can't make priest.

 **Take Cultist:** If a temple has cultist (tails-up) on its  space it may take 1 coin from the city as a cultist (tails-up).

- New cultist goes into player's hand.

- Temples with cultist on  space cannot take cultist

**Phase 3 Fatigue:** During this phase, Cultists that were used this round are moved to

Fatigue Area and cultists that were in fatigue area are returned to hand,

- Move any cultists that are on fatigue area to area behind player card.

- Move any cultists that are on temples to fatigue area.

- Slide any Priests that are on the  area of a temple to  area. These priests can now be used

Begin next round with **Phase 1.**

**Engame and Scoring:** Game ends at end of round in which no coins left in city or supply.

**Cultists:** 1vp each **Priests:** 4vp penny priest, 5vp nickel priest, 6vp dime priest

Player with most vp wins.