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# RITUAL 101: HOW TO KILL YOUR ENEMIES

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The game about ritually killing your  
rival explorers in the worlds  
strangest house.



## Innhold

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## About

*Ritual 101: How to kill your enemies* is a board game about exploring a strange abandoned house, gathering powerful artifacts and ritual components, then unleashing your newfound magical might on your rival explorers before they have a chance to do the same to you.

The game was made for Global Game Jam 2016.

# Rules

## The goal

A secret society of occult researchers have locked you and some of your rivals inside an unexplored house rumored to contain power artifacts and ritual components. Your job is to explore the house and combine what you find into mighty rituals in order to get rid of your rivals.

Only the last person standing can leave!

## Getting started

This game has very little setup needed:

1. Separate and shuffle the items, ritual components, and floors cards and place them in three piles on the table.
2. Give each player 6 life tokens.
3. Each player chooses a meeple.
4. Find the start tile and place it on the middle of the table.
5. Place the meeples on the left part of the start tile (the part with 2 doors).
6. Determine who will begin (by rolling a die, oldest player, lowest player, etc.).
7. Congratulations! You are now ready to begin the game.

## The turn

During a players turn she has 4 basic actions they can perform:

1. Use an item card from her hand.
2. Movement.
3. Perform a ritual.
4. If she ends her turn on a floor tile with an item or ritual component symbol: Draw the card type specified by the floor tile.

These actions must be performed in this order.

### 1. Using item cards

If the player has an item card on her hand she can choose to use this for a temporary buff that lasts until the start of her next turn. The

effect of the buff is described on the item card she wish to use.

To use an item-card the player must place the card face up in from of her and read the effect to the other players. The item remains in front of the player until the start of her next turn. It is then discarded.

## 2. Movement

A player can move up to 3 tiles on her turn. If the player chooses to move through a door that is not connected to another floor tile she will explore a new room. End her movement and skip her [3. Perform a ritual](#) action for this turn.

The player can choose to remain standing in the room she starts her turn in, but if she does she will not be able to draw a new card this turn, regardless of whether the room she is standing in has an item or ritual component symbol. She can still cast a ritual if she chose to remain standing.

### 2.1. Exploration

A player will explore a new room if she moves through a door that is not connected to any other floor tiles. This will end her movement end skip her [3. Perform a ritual](#) action for this turn.

Draw a new floor tile from the floor tile deck and place it face up next to the floor tile you are moving from. The new floor tile must be placed with one of its doors facing the door the player is coming from, and if the new floor tile borders any other floor tiles with doors facing it, it must be rotated in a way that lines up the maximum number of doors.

## 3. Perform a ritual

A ritual has 3 basic components the player needs to have if she want to unleash its magic:

1. The Symbol - This card determines the range and shape of the rituals effect.
2. The Item - This card acts as the fuel for the ritual. It has no inherent effect on the ritual.

3. The Incantation - Every ritual needs some spooky chanting to make it work. This card determines the effect of the ritual.

If the player is missing one or more of these components she can't perform the ritual.

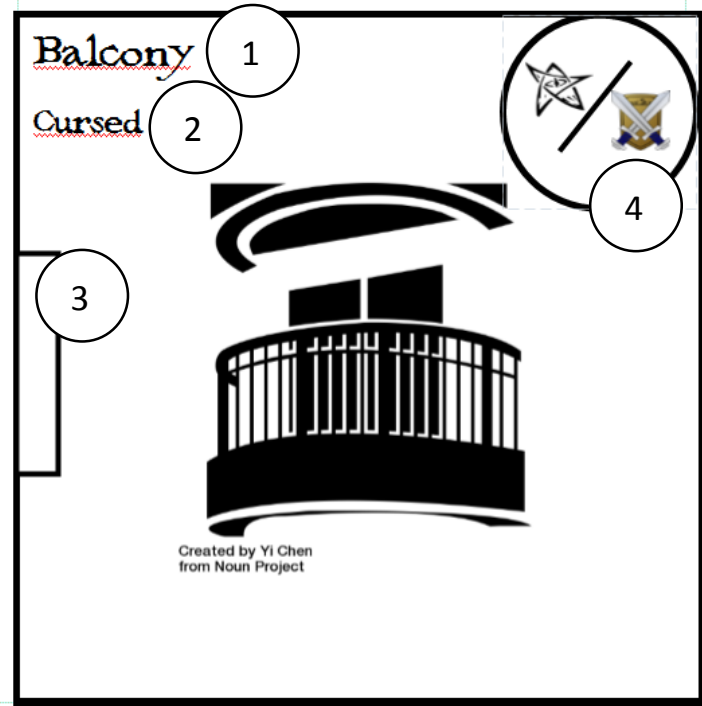
#### 4. Draw a card

If the player has moved this round and stops on a floor tile with the icon for the item cards or ritual component cards in the upper-right corner, she can draw one of the card type that matches the icon on the floor tile.

If the floor tile has both icons in the upper-right corner it means that the player is able to choose which type of card to draw. She can still only draw one card.

If the player ends her turn on the same floor tile as another player fisticuffs will ensue between the characters, which prevents the player from drawing a card.

## Floor tiles



#### 1. Name

This is the name of the floor tile/room.

#### 2. Type

This is the type, or state, of the floor tile.

#### 3. Doors

In order to walk from one floor tile to an adjacent floor tile they need to be connected by doors.

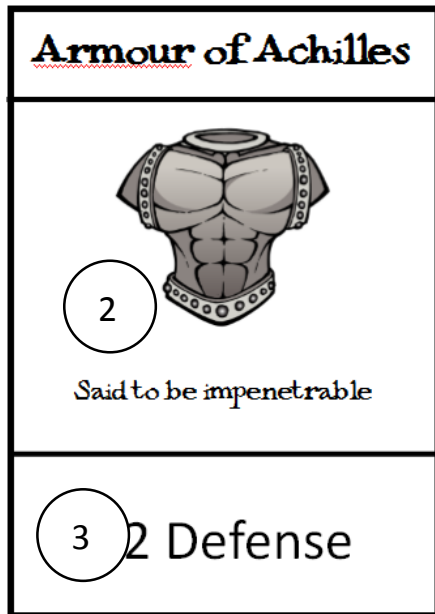
Floor tiles are connected if both have a door facing the other floor tile.

If only one of two adjacent floor tiles have a door facing the other tile this door is unpassable.

#### 4. Card Draw

This icon, or icons, in the top right corner represent what kind of card you are able to draw in this floor tile. If a floor tile has both type of icons in this corner it means you are able to choose which type of card you want to draw. You can still only draw one card.

# Item cards



## 1. Item Name

This should be pretty self-explanatory.

## 2. Graphic and Flavor Text

Nothing to explain here, move along.

## 3. Effect

This is the effect of the item if you choose to use it at the start of your turn for a buff this round.

The possible effects are:

**+X Damage** - This effects will increase the damage you do with rituals this round by X.

**+X Defense** - This grants you the ability to negate X damage of all rituals cast against you this round.

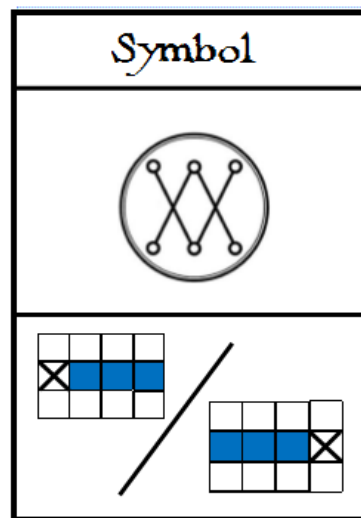
**+X Speed** - This effect gives you X additional movement this round.

# Ritual Component Cards

There are two types of Ritual Component Cards: Symbols and Incantations.

You will need one of each plus an Item Card to perform a ritual.

## Symbol Cards

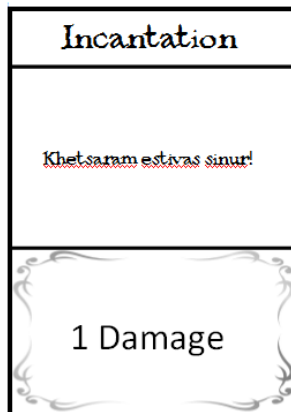


Symbol Cards are composed of a fancy symbol, which is only there for fluff, and some squares in the lower part of the card that determines which tiles will be affected by the ritual. The X represent the square your character is standing in, the white squares (if any) are the tiles that remain unaffected, and the filled squares are affected tiles.

On some Symbol Cards there are more than one block of squares which is divided by lines. This means you are able to choose which block of affected tile you want to use in your ritual.

If another character stands on the same floor tile as the ritual caster it is always affected by the ritual, unless the ritual uses a block or slow type incantation.

## Incantation Cards



Incantation Cards determine what effect the ritual has. They also contain some text the ritual caster needs to speak in her best spooky cultist voice before the ritual activates.

The possible effects are:

**1 Damage** - Does 1 damage to the other characters in the affected area.

**2 Damage** - Does 2 damage to the other characters in the affected area.

**Slow** - Creates a slowing field in the affected area for 2 rounds. The movement of characters entering this field is reduced by 2.

**Block** - Makes the affected area unpassable for 2 rounds. If a player is inside the affected area when this ritual is cast she is stuck until the effect dissipates.

**Push** - This will push all characters that are standing inside the affected area out. Characters cannot be pushed around corners, through walls/blocked doors or into an unexplored tile.