

Two dead cats and a frog...

*with an invisible cultist...
and no space for a penguin.*






A board game for 2-4 players
20-45 minutes

Overview

You just discovered an esoteric ritual that could make you immortal. In order to achieve this unusual feat, you need to perform complexes sacrifices in the center of ancient menhirs. But beware; you are not alone trying to complete the ritual.

Components (printable)

- 1 Center of the menhirs (grass)
- 6 Menhirs
- 4 Rules reminder
- 6 Character cards
- 30 Sacrifice cards
- 50 Animals (15 frogs, 15 cats, 10 owls, 10 monkeys)
- 45 Items (15 potions , 15, candles , 15 skulls )
- 3 Dices with 6 faces (not included)

Game Setup

1. Place the 6 menhirs around the center board in the middle of the table.
2. Place the rules reminder, dice, items and animals near the center of the menhirs so that all players can reach them.
3. Each player takes a character card and its respective starting animals and items.
4. Shuffle the sacrifice cards and place 4 face up in order left to right near the center of the menhirs, then the remaining deck face down.
5. Select your sacrifice card : Turn by turn each player select one sacrifice card in the same way as described in the *change sacrifice card action* (p. 3) and put it in front of them face up. Although, all skip card need to be paid. Each player will execute this action until everyone has three sacrifice cards in his area.

Goal

Each player plans and performs action to fulfill requirement on sacrifice cards he possesses. The first player to successfully complete three sacrifice cards achieves the ultimate ritual, become immortal and as a result, wins the game.







Turn

The first player to start is the most mysterious person in the group. In turn, each player:

1. Roll two dice and perform one action

The player may only perform one action written on a menhir that corresponds to the dice result. He may skip if no action suits his desire.

2. May offer items

Player can offer a combination of items to gain additional action: with 3x , kill an animal; with 3x , revive animal; with 3x , move an animal and with 1x   , capture an animal.

3. May complete 1 sacrifice card

To complete a sacrifice, you need to fulfill the quantities of animals requested in the center of the menhirs.

Read the effects on the bottom part of the sacrifice card. Immediately apply instant effect, and notice the permanent(s) effect(s), they will be active until the end of the game.

All dead animals that took part in the sacrifice vanish. Remove their token from the center of the menhirs.

Finally, the player who just completed a sacrifice pick a new sacrifice card, the same way as described in the *change sacrifice card action* (p. 3).

Actions

Players can perform 7 different actions inscribed on the menhirs:

Move: Move one of your animal in the center of the menhirs.

Kill: Kill any alive animal present in the center of the menhirs. Return the animal token with the dead side face up.

Revive: Bring back to live a dead animal present in the center of the menhirs. Return the animal token with the alive side face up.

Capture: Acquire a new animal from the wilderness. Roll one die and choose one: a result of 5 or more is needed to capture a monkey, 4 or more for a owl, 3 or more for cat and at least 2 for a frog. Thus, the monkey is more difficult to capture than any other animal.

Gain item: Take one item from the wilderness.

Steal item: Take one item of your choice from another player.

Change sacrifice card: Remove one of your sacrifice card and take a new one.

Sacrifice cards

When acquiring a new sacrifice card, the first card on the left is free. To skip a card, place one of your items of your choice on the card. You can skip multiple cards. When a player takes a card, he also acquired any token present on the card. Then, shift all the card to the left and return a new card face up at the right end.




Characters

Each character have is own special ability and starting resources.

Invisible Cultist

Gain +1 item when performing **gain action**





Starting animals: 1 frog, 1 cat, 1 owl

Starting items:    

Shaman

Gain +1 item when performing **steal action**





Starting animals: 1 frog, 2 cats

Starting items:    

Astrologer

Gain +1 dice when rolling for **action**





Starting animals: 1 cat, 1 owl, 1 monkey

Starting items:    

Druid

Do 1 free capture when performing **capture action**





Starting animals: 2 frogs, 1 owl

Starting items:    

Necromancer

Do 1 free kill when performing **kill action**





Starting animals: 1 frog, 1 cat, 1 monkey

Starting items:    

Witch

Do 1 free move when performing **move action**

Starting animals: 1 frog, 1 cat

Starting items:    

Credits

Art and game design

Oriol Ribas Abella
Marta Viader

Game design, playtest and balancing

Catherine Mathieu
Philippe Proulx



This game was made in 45 hours for the Global Game Jam 2016 in Hamburg.

Thank you for playing, we hope that you have as much fun as we had making the game. Feel free to make suggestion, comment, or simply say hello.

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