

GOETIA

Nine Kings of Solomon



Rulebook

Video rules available: <http://goetia.demonicgames.com>

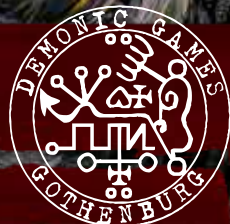


Table of Contents

Goal of the game	2	Game End	16
List of components	3	Scoring	16
Preparation	4	Definition of Areas	17-23
Setup	5-9	The City (Get Resources)	18
How to play	10-12	Scry Boards (Contacting Demons and getting Attention)	18
Round Structure	10	The Outskirts (Recruiting more Followers)	19
Start of a round	10	Worship Demons	20
End of a round	10	Dark Boards	21
End Game Conditions	10	Dark Boards (Pacts)	22
Placing followers	10	Private Play Area	23
Linked vs. Single Hex-Spaces	11	Cards	24
Getting back Followers	11	Anatomy of a Card	24
Getting back Followers from flipped cards	11	Demonic Powers	24
Starting a round without Followers	12	Relics	24
Supply limits	12	Treasures	24
Some spaces cost resources	12	Pacts	24
End of a round	13-15	Card effects	25
1. Receiving cards from Demons	13	Overwriting existing cards	25
2. Receiving Attention from Contacting Demons	13	Clarifications what an Event is	25
3. Conjure Demons	14	Example of Card Effect	25
4. Draw White City Cards	14	Definitions	26
5. Getting back Followers	15	Ties, Questions and Answers	27
6. Return used Attention	15	Breaking ties	27
7. Pass the Starting Player Token	15	Questions and Answers	27
Prepare for a new round!	15		

Goal of the game

*In **Goetia: Nine kings of Solomon** players are competing over resources that are needed to communicate with 9 goetic Demon Kings who each have specific characteristics and powers. By contacting and worshipping these Demons - players are awarded with Attention, Powers, Treasures and Relics and eventually Pacts that will give the player an edge over the others.*

The winner of the game is the player who has the most influence with the Demons.



List of components

Card front examples

Card back examples



Demon Cards

35x Demon Cards

9 Demon decks containing 5 cards of each Demon.
On the back are Demonic Powers, Relics and Treasures.



Pact Cards

18x Pact Cards



Followers

36 Followers
(9 of each color)

Card front example Card back example



Outskirts Cards

12 Outsights Cards

With a Meeple on the front
and a Hex-space on the back.

Card front example (Scry Boards)

Card back example (Dark Boards)



Scry Boards \ Dark Boards

12 Scry Boards (4 of each class)

Methods of Contacting Demons (Scrying) on the front
and Dark Boards on the back.



Starting Player

1x Starting Player Token



Attention

30x Small attention (value 1)
10x Large attention (value 5)

Card front example Card back example



White City Cards

28 White City Cards
with Hex-spaces on the back.

Discs

27 Black Discs

Card front example Card back example



City Cards \ Demons

27 City Cards

With Hex-spaces on the front
and Demons on the back.



Cards Overview

9x Demon overview cards.



Player Aids

4 player aid cards



Cubes

100 Cubes
(20 of each color)

Preparation

Sort the City Cards

Take all City Cards (they have a Demon on the back). With the Demon face up, sort them into three piles of decks where each pile consists of only 4, 3 or 2 Hex Spaces



A deck of City Cards consisting of nine cards where each card has 4 Hex-Spaces



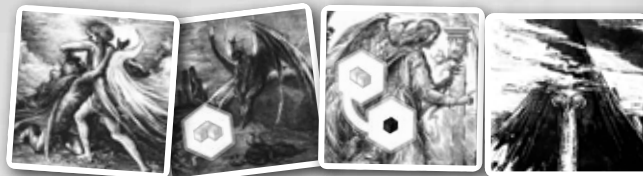
A deck of City Cards consisting of nine cards where each card has 3 Hex-Spaces



A deck of City Cards consisting of nine cards where each card has 2 Hex-Spaces

Sort the White City Cards

Take all White City Cards with the Hex-spaces face up, sort them into four decks, bases on the number of Hex-spaces each card has.



White Cards have zero, one, two or three Hex-spaces on them. For a 3 player set up, you would remove all the cards with 3 hex-spaces and then shuffle the remaining cards - and draw 9 of them face down.

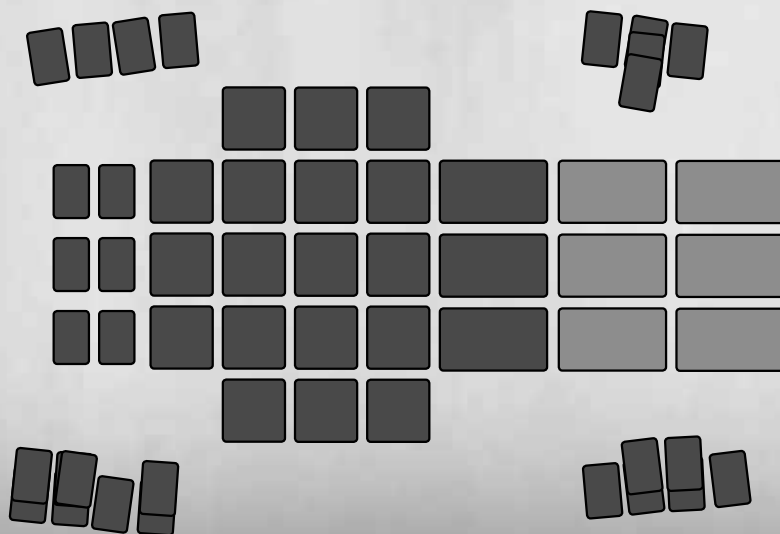
Sort the Demon Cards and Pact Cards

Sort all Demon Cards and End Bonus Cards into separate decks.



Make sure you have enough space

Goetia: Nine Kings of Solomon needs approximately 100 cm (32") of table width. The game area will expand on the side where the **Scry Boards** are.



Setup



Figure 1: This is a 4 player setup where each player has placed one follower each on every **Outskirts Card**. All followers are placed on top of the x-Symbols. Each **Demon Deck** consists of four cards.

Setup Instructions

In the above image (Figure 1) you can see an example of a 4 players setup.

Depending on the number of players; you will remove a certain amount of cards from the game as well as use a specific set of cards when building **The City**.

In subsequent games you may consult the player aid card to swiftly setup the game.

- 1 Setup Resources
- 2 Setup **Demon Cards**
- 3 Setup **Demons / City Cards**
- 4 Setup **White City Cards**
- 5 Setup **Purple Outskirts Cards**
- 6 Setup **Outskirts Cards**
- 7 Setup **Scry Boards**
- 8 Setup **Pact Cards**

Class symbols on cards



Demons and **Scry Boards** are marked with pentagrams. The number of pentagrams indicates the strength of the cards. Stronger cards appear later in the game. There are three classes:



Class 3



Class 2



Class 1

1 Setup Resources

Place all Cubes and Attention within easy reach for all players.

2 Setup Demon Cards

Depending on the player count you will have a certain amount of Cards that can be acquired from Demons.

For each of the 9 demon decks, create decks that have the same amount of cards as there are players:

Number of players	Cards in each Demon Deck
4 players	4 Cards
3 players	3 Cards
2 players	2 Cards

Place all the Demon Decks near the board. You will need these cards as the demons are conjured.

3 Setup Demons / City Cards

The City will consist of 9 cards arranged in a 3x3 grid. Make room for these 9 cards at the center of the table.



The City Cards will be arranged in a 3x3 grid.

3.a No Duplicates allowed!

No duplicate Demons are allowed to exist on the grid. If you would draw a Demon which is already present in the grid, simply discard that card and draw another card from the deck.



King Purson was drawn again, but since Paimon already exists in the 3x3 grid - this card is discarded and a new card is drawn.

3.b Draw 4-Hex-space Demons

Depending on the number of players. Draw cards from the City Cards which have 4 Hex-spaces according to the table below.

Number of Players	Demon	Number of cards with 4-Hex-Spaces to draw
4 players		3 Cards with 4 Hex-spaces
3 players		2 Cards with 4 Hex-spaces
2 players		1 Card with 4 Hex-spaces



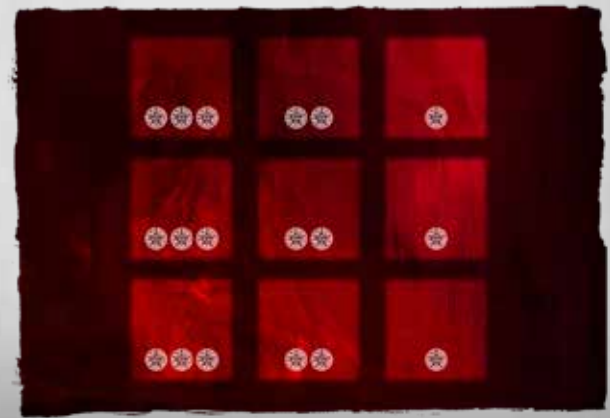
If the Card has 3 class symbols. The Demon is placed in the left column.



If the Card has 2 class symbols: The Demon is placed in the center column.



If the Card has 1 class symbols. The Demon is placed in the right column.



Demons in organized 3x3 Grid. Class 3 demons to the left, Class 2 in middle, and Class 1 demons to the right.

3.c Draw 3-Hex-space Demons

Depending on the number of players. Draw cards from the City Cards which have 3 Hex-spaces according to the table below.



Number of Players	Number of cards with 3-Hex-Spaces to draw
4 players	4 Cards with 3 Hex-spaces
3 players	3 Cards with 3 Hex-spaces
2 players	2 Card with 3 Hex-spaces



2 Player example: We previously drew a King Purson.. We are now drawing from the City Cards which have 3 Hex-Spaces.

King Beeth, who is a class 3 demon, is placed in the left column. King Viné is drawn, who is a class 1 demon, and is placed to the right column.

3.d Draw 2-Hex-space Demons

Depending on the number of players. Draw cards from the City Cards which have 2 Hex-spaces according to the table below.



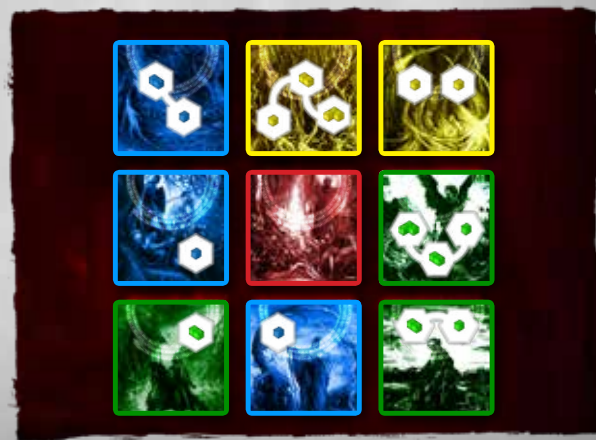
Number of Players	Number of cards with 2-Hex-Spaces to draw
4 players	2 Cards with 2 Hex-spaces
3 players	4 Cards with 2 Hex-spaces
2 players	6 Card with 2 Hex-spaces



In this 2-player example we have drawn 6 demons from the 2 hex space deck. All 9 demons are represented in the grid and no duplicates exists.

3.e Flip the Demons

Now when the grid is full of unique Demons. Flip all City Cards, so that the Demon side is face down, so that we can see the colorful artwork.



In this example we have flipped all Demons in the City. This is now the 9 City Cards which will be used in the game.



4

Setup White City Cards

Depending on how many players you are, you will be removing some of the cards back to the game box (they will not be used).



Figure 9: the Deck of White City Cards consist of 9 Cards.

Number of Players	White Cards to be removed
4 players	Remove cards with 1 Hex -spaces
3 players	Remove cards with 1 & 3 Hex -spaces
2 players	Remove cards with 2 & 3 Hex -spaces



Figure 8: White Cards have zero, one, two or three Hex-spaces on them. For a 4 player set up, you would remove all the cards with 1 hex-spaces and then shuffle the remaining cards - and draw 9 of them face down.

After removing cards, shuffle the remaining White City Cards and build a deck of 9 White City Cards and place them so that you cannot see the Hex-spaces on them.

These 9 cards are now the Deck of White City Cards. Place this deck on the table near the City Tiles.

5

Setup Purple Outskirts Cards

Find the three Outskirts Cards which have Purple Backgrounds on them. Place these cards orthogonal to the left of the City Cards. Place the card with the follower face up. (Figure 2).



Figure 2: Place the three purple Outskirts Cards in the left most part of the City. Then flip them. These are special places where players can acquire Pact Cards

6

Setup Outskirts Cards

Organize all the Outskirts Cards so that the Hex-space with the Follower symbol is face up. Shuffle the Outskirts cards and place 6 of them orthogonally around the starting City Cards. (Figure 2)

Each player now places one follower on each of the 9 Outskirts cards. The placed follower should be placed so that the symbol is covered. (Figure 3).

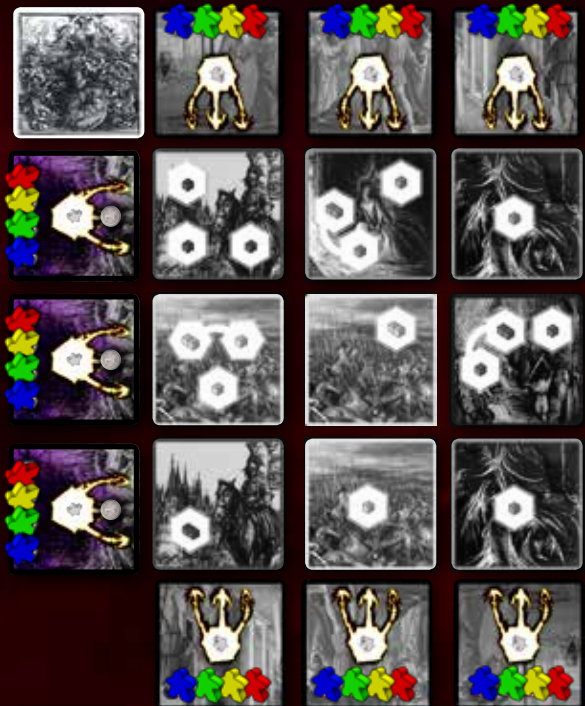
If you are playing with fewer than 4 players - some symbols will be visible after you have placed your followers on the cards. Cover each of these symbols with a black disc. (Figure 4)



Figure 3: In a 4 player game all of the X-symbols will be covered with followers.



Figure 4: In a 2 player game two of the X-symbols will be covered with plastic tokens.



This is a 4 player setup where each player has placed one follower each on every Outskirts Card. All followers are placed on top of the -Symbols. The purple outskirts cards are placed orthogonal left of the City Cards.

7

Setup Scry Boards

Create three stacks of **Scry Boards** (Figure 5). Each stack should have a class 3 card in the bottom, a class 2 card in the middle and a class 1 card at the top (Figure 5).

3 of the Scry boards (one of each class) will not be used in the game and are returned to the box.



Figure 5: Create three stacks of **Scry Boards**. Each Stack will have a Class 3 **Scry Board** in the bottom, a Class 2 **Scry Board** in the middle and a Class 1 **Scry Board** on top.

Place as many attention as indicated at the top of the Scry Board.

Place each deck to the right of the **City Cards** so that each Deck of Scry Boards align with the City Cards (Figure 6).

Add Attention to the top **Scry Boards**.

At the top of the card is a round space dedicated for keeping Attention. Place the same amount of Attention as indicated on the **Scry Board**.

8

Setup Pact Cards

Draw the below specified amount of **Pact Cards**. Put the rest of the **Pact Cards** back into the game box. They will not be used.

Number of players	Pact Cards
4 players	12 Cards (4+4+4)
3 players	9 Cards (3+3+3)
2 players	6 Cards (2+2+2)

Place the **Pact Cards** face up orthogonally adjacent to the Purple **Outskirts Cards** so that they line up with the **Scry Boards** (see Figure 6). Make sure each row of **Pact Cards** have the same amount of cards. **You are now ready to play!**



Figure 6: Place the 3 stacks of **Scry Boards** to the right of the **City Cards**. One stack of **Scry Boards** should line up with one of the rows. Place Attention as indicated on the top part of each **Scry Board**. Place 3 rows of **Pact Cards** so that they line up with the **Scry Boards**.

How to play

Nine Kings of Solomon is played in clockwise turn order. The player who last worshiped a Demon is the starting player (or randomly select a player).

Players take turns in placing Followers on Hex-spaces. When all players have placed all of their Followers; the round is finished. Now all players will receive Attention or Demon Cards depending on which area they placed their Followers.

*As the game progresses, players will eventually be able to acquire **Pacts**. When a certain amount of **Pacts** have been acquired (depending on the number of players) the game will end after the current round.*

The player with the most Worship Points (Points from Cards), Attention (Coins) and also every 4th Cube; is the winner of Goetia: Nine Kings of Solomon.



The player with the most Worship Points, Attention and Cubes is the winner.

Round Structure and End Game Conditions

Before the first round

Starting with player who has the starting player marker. Players take turns in taking one of their followers from the **Outskirts**, and places the Follower in his private play area.

Players continue to do this until all players have 3 followers each. (Figure 7).



Figure 7: Each player takes turn in taking 3 of their followers from any **Outskirts** card without paying any cost.

If an **Outskirts** card would become depleted of followers; flip that **Outskirts** card.

Players start the game with only these three followers each. They have no cubes or attention.

Start of a Round

- 1 Use Demonic Powers or Treasures**
Players who have cards that can be used at the start of a round, may be used now.

- 2 Placing Followers**
Starting from the player who has the Ram-Skull; players take turns in playing one, and only one, of their followers, from their hand, onto any available Hex-Space.

Players keep doing this until all players have played out all of their followers.

End of a Round

The end of a round occurs when all players have no more followers to play. The following events occur in the following order:

- 1 Players get cards from Worshiping Demons.**
This only occurs if Demons have been conjured and followers are **worshipping** Demons.
- 2 Players get Attention for Contacting Demons**
This only occurs if followers are standing on **Scry Boards**.
- 3 Conjure Demons**
Demons will be Conjured if any **Scry Board** has ran out of Attention.
- 4 Players take back their followers.**
- 6 Check if End Game Condition is met.**
- 7 Move the starting player token**
The ram skull is passed to the player on the left.

End Game Condition

The Game ends at the end of the round when any of the following conditions have been met:

- ✓ If there are equal- or fewer number of **Pact-Cards** available than there are players.
- ✓ If any player has 4 active **Pact Cards** in their tableau.

Placing followers - Receiving resources

Players take turns in placing **one** follower from their hand on an available Hex-space. Each Hex-space may only contain one follower.

As the game progresses, more Hex-spaces will become available. (Some of the Hex-spaces will be in; your Private Play Area; on **Demons**; **Scry Boards** or **Dark Boards**).

When a Follower is placed on a Hex-space, the player is immediately rewarded with whatever is depicted inside of the Hex-space.



Get 1 red Cube from the supply.



Get 1 black Cube from the supply.



Get 2 cubes of same color from the supply.



Choose any one Pact Card.



Get 1 Attention from the supply.



Get one Follower from this **Outskirt**.

After a player has placed one follower, the player on the left proceeds to place one of their followers. If a player has ran out of followers, that player simply skips *their turn* and waits until all other players have placed their followers.

White- and Black Cubes



Black Cubes are a premium resource and are considered to be any color.



White cubes any colored cube (not black). When getting 2 or more white cubes, the player always takes cubes of the same color.

Linked vs Single spaces

Hex-spaces that have a line connected to another Hex-space is considered to be linked (Figure 8).

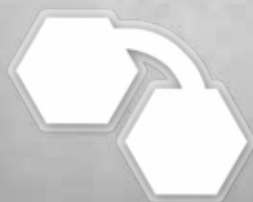


Figure 8: Two Hex-spaces that are linked together. They are associated to each-other.



A single Hex-space.

Getting back followers

Followers returned to the players at the end of a round. However, some followers might get stuck if placed on linked Hex-spaces.

Followers on a single Hex-space

Followers on single Hex-spaces are returned to the players at the end of a round. (Figure 9)



Figure 9: 2 single spaces

The yellow follower is on a single space and will be returned to the yellow player at the end of the round.

Multiple followers on incomplete links.

If players have placed their followers on linked Hex-spaces where the associated spaces remain unoccupied; those followers won't be returned at the end of the round. (Figure 10)



Figure 10: 3 linked spaces

These Followers are stuck and won't be returned this round.

Multiple followers completed links.

If all of the associated linked spaces are occupied with followers - all those followers will be returned to the players. (Figure 11).



Figure 11: 2 linked spaces and 1 single space

All these Followers will be returned to their corresponding players at the end of the round.

Getting back followers from flipped Cards

Occasionally followers will be standing on a **City Card** or a **Scry Board** which becomes flipped, those followers are always returned to their players.

Starting a round without followers

In the unlikely event that a player would place all of their followers on linked spaces *in the city* so that they may (probably) never be returned. That player must at the beginning of the round return all of their cubes to the supply and return all of their followers back to their hand. (So that they start their round with no cubes and all of their recruited followers).

Some spaces cost resources

The players can place their Followers in different areas. Some areas are free, whilst for other areas the player must pay a cost.

All Hex-spaces with a burning edge has a cost. The cost of each space depends on what area the space belongs too. (**Contact Demon**, **Outskirts**, **Worship Demons**, **Dark Boards**)

Each area is described in greater detail on pages 17-23.



Clean Edges
This space is free
(no cost).



Burning Edges
This Space costs
something.

Supply limits

The supply is limited. If a player places a follower on a Hex-space to get a resource, and that specific resource has been depleted from the supply. Then that player gets those resources from the player that has the most of that specific resource.

For example: If a player was to get two red cubes from the supply and the supply only had one red cube left, the player would be getting the single remaining red cube from the supply and the other red cube from whichever player has the most red cubes. (In case of resolving a possible tie, read on page 12).

Breaking Ties

Occasionally there will be situations where players are tied. Ties are won by the player who has the least amount of recruited Followers.

If players have the same amount of recruited followers. Amongst those players, the player with the least amount of Worship Points will win the tie.

If players have the same amount of recruited followers and Worship Points. The player closest, in clockwise order, from the current starting player wins the tie.

Note that there are different tie-breakers at the end of the game for determining who the winner of the game is. (Page 22)



End of a Round

When all players are unable to place any more followers they do the following in order:

1 Get Cards from Demons

2 Get Attention from Scry Boards

3 Conjure Demons

4 Draw white card(s)

5 Get back Followers

6 Check End Game Condition

7 Pass Starting Player Token

1 Get Cards from Demons

This is how you get **Demonic Powers**, Relics and **Treasures**. At the end of a round; For each Follower you have worshipping a Demon you will receive one Card from that particular demon.

1. Draw as many cards as there are followers worshipping this Demon. (Deck might become depleted, meaning not everyone will get rewarded).
2. The Player with the follower in the first space gets to select one of those drawn card first.
3. The Player with the follower in the second space get to select the next card.

And so forth until all Cards from step 1 have been dealt. There is a risk that the Demon Deck will get depleted before all players have received cards.

If the Demon Deck becomes depleted; the followers on this Demon are returned to the players, and the Demon is removed from the game, revealing the **Dark Board** and its underlying Hex-spaces.



This demon deck of King Zagan contains 4 cards.
At the end of the round. Red player will receive 2 cards and Yellow player will receive 1 card.

Red player draws three cards from the Demon Deck King Zagan. He carefully choses one of the cards and then passes the remaining two cards to the yellow player, who then proceeds to chose one of the cards. Yellow player finally gives the remaining card to the red player. (The deck will have 1 more card which will be take by the red Player at the end of the next round)

2 Get Attention from Scry Boards

At the end of a round; If you have followers on a **Scry Board** you get one Attention per follower.

The order in which the Attention are awarded to the players are determined by their position on the **Scry Board**: The follower closest to the top of the card get to take a Attention first. Then the next follower in line gets the next Attention and so forth.

If the Attention are depleted from the **Scry Board** a Demon is immediately conjured by the player closest to the top (Read more on page 14).



The Red and Yellow player will be getting 1 Attention each.

Had there been three Attention on this **Scry Board** the red player would have received another Attention.

The Attention are distributed amongst the followers on this Card.
The Red players has a follower closest to the top, he/she gets a Attention. The Yellow player then proceeds to take a Attention. All the Attention are now depleted so the red player will not be getting any more Attention.

Since there are no more Attention on this **Scry Board**, a Demon will be conjured immediately!



Conjuring Demons

At the end of a round; If there are no more Attention on a **Scry Board** a Demon is conjured!

1. Check which Player has a follower closest to the top of the **Scry Board**. That player proceeds with the following:
2. Return all Followers to corresponding players from the **Scry Board**.
3. Move the **Scry Board** (3a) to the right, revealing a new **Scry Board** that lies beneath (3b).
4. Flip the **Scry Board** (3a), revealing the **Dark Board** (4).

5. Take the **City Card** that was adjacent to the **Scry Board** (5a) and flip it. Return any Followers that were on this card. The **City Card** (5a) has now become a **Demon Card** (6). Place the **Demon Card** on the **Dark Board** (5b).

The player must place the **Demon Card** so that it covers either the top or bottom row of resources on the **Dark Board**.

6. Place the matching stack of small **Demon Cards** on the **Demon Card** so that the artwork matches.

7. Move the remaining **City Cards** to the right.



Status of a row on the board at the end of a Round - before a Demon has been Conjured.

A Demon will be Conjured since there is no more attention on this Scry Board.

Note the red and yellow follower on the red City Card, they are about to be returned to the players since that red City Card will get flipped in order to reveal a Demon Card.

Status of a row on the board after a Demon has been summoned. The **Scry Board** has been flipped and is now a **Dark Board** and placed to the right. The two red followers that were occupying the **Scry Board** are returned to the red player. The yellow and red followers from the red **City Card** are returned to the players as the **City Card** is being flipped into a **Demon Card**, Zagan. The **Demon Card** King Zagan is put on top of the **Dark Board** (covering the underlying Hex-spaces). The **Demon Cards** from Zagan are then placed on to the **Demon Card**. Finally all **City Cards** in that row are moved to the right. At the end of the round; a **White City Card** will fill the gap.



Draw White Card(s)

If one or more Demons were Conjured this round, there will be hole(s) in the **City**.

Remember, the hole will always be in the left most part of the City (since the cards moved to the right when the Demon was conjured).

Draw **White Card(s)** and place it face up in the City to fill any gaps. (Figure 12).

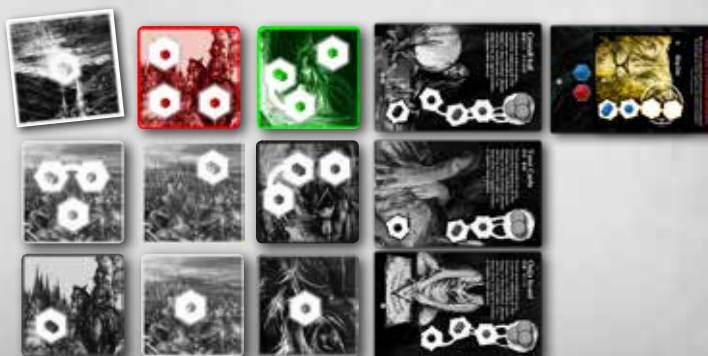


Figure 12: Make sure all the **City Tiles** have move to the Right so that **Scry boards** have an adjacent **Colored City Tile**. Then draw **White City Cards** in order to fill up any remaining gaps in the **City**.



Getting Back Followers

At the end of a round players followers will be standing on different Hex-spaces. Some of these Hex-spaces are linked whilst other are not. (See figures 9, 10 and 11, on page 11).

Getting back followers because of linked spaces.

Follower that are on single Hex-spaces, or have all of the associated linked Hex-spaces occupied, will be returned to the players. This means that followers that are worshipping or Contacting Demons can be returned to the players (even if the player would prefer to stay worshipping another round).

See page 11 for more details on how linked spaces work.



If this is the end of a round; The Green follower will be stuck since the linked spaces are unoccupied. The Red Follower will be returned since it is on a single space.

Getting back followers because of flipped or discarded cards and boards:

If, for any reason, a card which has Followers on it would be removed or flipped. The Followers standing on that card will be returned to that players hand.

Examples when cards/boards will be flipped:

- When all attention have depleted from a **Scry Board**, all followers on the **Scry Board** will be returned. The followers on the card to the left of the **Scry Board** will also be returned to the players (since that **Scry Board** will be flipped into a **Dark Board** which will house the **Demon**)
- When all cards from a Demon has been depleted, that Demon is removed from the game and any followers standing on the Demon will be returned to the players.
- At the end of a round, if an **outskirts** card has no more workers, that **outskirts** card is flipped. (Figure 13 and 14).

Getting back followers during a round

If a Card which has Followers on it, would become flipped in between turns, those followers are returned to the players hand to be used during the same round (even if the player had previously passed due to not having more followers).



Figure 13: These followers will be returned to the red player at the end of the round. When an Outskirts Card has no more followers on them the Card is flipped (Figure 14).



Figure 14 - From now on; players may place their follower here and pay all visible resources in the row or column, in order to get any four colored cubes (of the same color).



Check if end game condition is met

Check the number of available Pact cards on the board.

If there are fewer or equal number of Pact Cards than there are the number of players, the game ends.



Pass the Starting Player Token

Pass the starting player token to the player to the left.



Figure X: The Starting Player token is passed clockwise to the next player.

Prepare for a new Round!

You are now finished with a round!



Game End

Game will end at the end of the current round when any of the following two conditions have been met:

- ✓ If there are equal- or fewer number of **Pact-Cards** available than there are players (Figure 15)
- ✓ If any player has 4 active **Pact Cards** in their tableau (Figure 16).



Figure 15: In a three player game, The game will end at the end of the round since there are only 3 Pact Cards available.



Figure 16: The game will end at the end of the round since a player has 4 **Pact Cards** active in their tableau.

Scoring

The player who has the most Worship Points and Attention is the Winner of *Goetia: Nine Kings of Solomon*.

- ✓ Count the sum of the Attention.
- ✓ Count the sum of the WP symbols on all Cards.
- ✓ Count the sum of the visible **Pact Cards**.
- ✓ Count all your cubes. Every 4th cube is worth 1 WP.

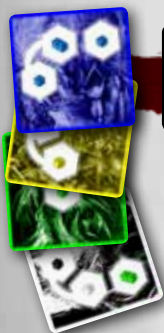
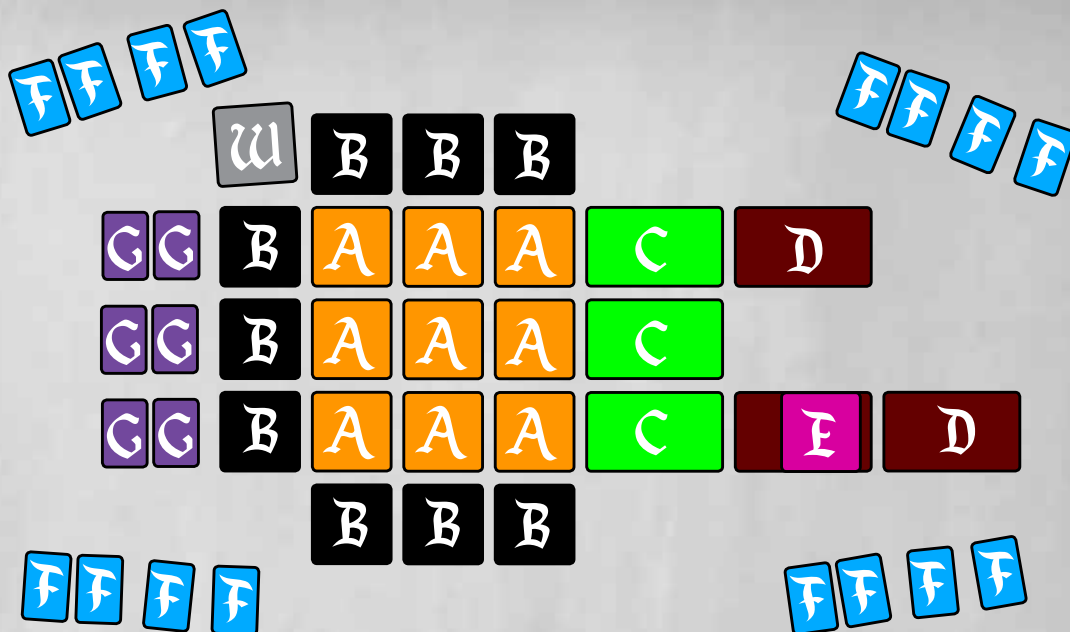
What if there is a tie?

In case of a tie - the player with the most Black Cubes is the winner. If a tie still exists the player with the most colored cubes is the winner. If for some reason a tie would still exist the player with the most Attention will be the winner. If there, fore some reason *still* is a tie the player with the most cards is the winner. If a tie *still* exists, the tied players share the victory.



Attention	7 WP
Cards	25 WP
EGB	18 (4+6+8)
Cubes	2 WP
Total:	52 WP

Definition of Areas



The City

The City is the main area where players send their Followers to gather resources. It is always free to place Followers in this area. Revealed White City Cards are considered to be a part of the City.



Dark Boards

This is where players can: get rare resources; trade in cubes and acquire Pact Cards. The Cost for placing a follower in this area is all visible resources on the Dark Board.



The Outskirts

Players can recruit followers from the Outskirts. Later in the game they can get valuable resources or Pact Cards from the flipped Outskirts cards.



Worship Demons

This is where players can acquire cards (Demonic Powers, Relics and Treasures) from Demons. The cost for placing a follower in this area is all visible resources on the Dark Board.



Scry Boards

This is where followers contact Demons and gain Attention. This is the only way to get Attention at the start of the game. It costs one colored cube to place a follower on a Scry Board.



Private Play Area

This is where the players keep their followers, resources and their tableau of cards.



The City - Get resources

The **City** is the main area where all players can get cubes.

City Card have a red, green, blue or yellow border and background (Figure 17). This color is relevant when resolving the cost of placing followers on **Scry Boards**.

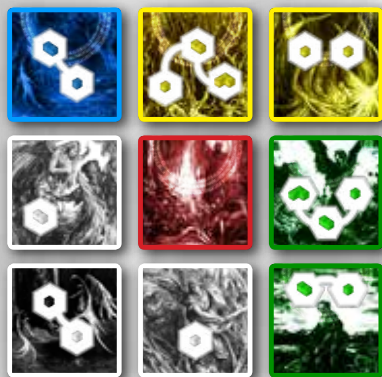
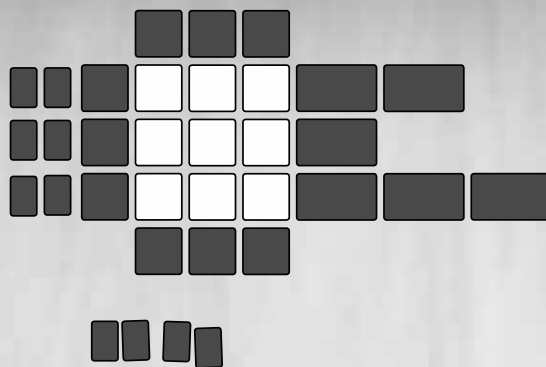


Figure 17: The City Cards are either blue, red, yellow, green or white and consists of hex-spaces which players can place their followers on in order to acquire cubes.



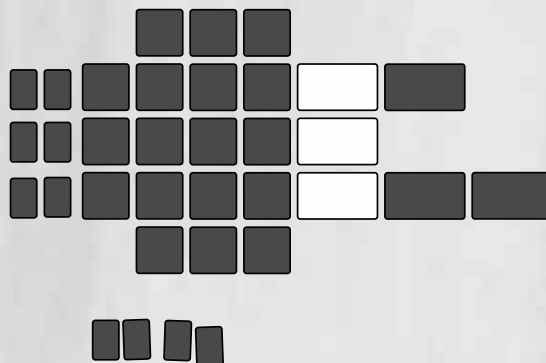
Red player places a follower on a city space depicting "get two green cubes". There is no cost to this placement (indicated by the clean edges) and the player gains 2 green cubes.

Scry Boards - Contact demons - Get Attention and cubes

The **Scry Boards** are where you send your followers to contact Demons and get Attention. This is the main way players get Attention.

When placing a follower on a **Scry Board** you must pay a cost. This cost is always **one** colored cube. The color of the Cube is determined by the **City Card** directly adjacent to the **Scry Board**. (Figure 18).

The follower may be placed at any available Hex-space on the Scry board.



Single Hex-spaces on Scry Boards

Some Scry Boards have Single Hex-Spaces. When placing followers on those spaces, that follower will not be getting any attention. They will however be returned to the player at the end of the round.



Planning ahead

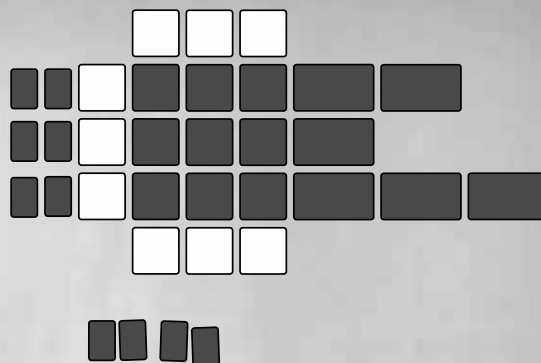
Beneath the title of the **Scry Board**, players can see what the costs will be on the **Dark Board** (the **Dark Board** is the back side of the **Scry Board**).



Figure 18: When the green player places a follower on the **Scry Board**, he pays one blue cube to the supply (since the adjacent card to the left has a blue border) and also collects two red cubes. (Since he placed his follower on a follower place that rewarded him with two red cubes).

The Outskirts - Get more followers, resources and Pacts

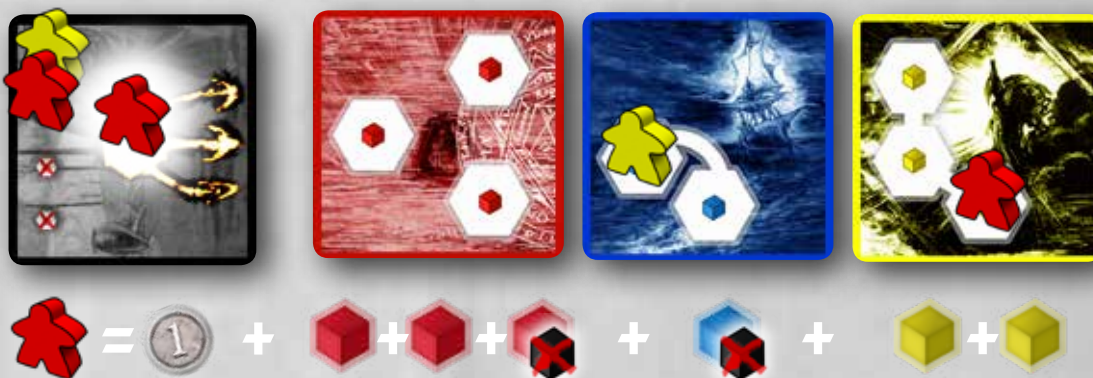
The **Outskirts** are represented by the cards surrounding **The City**. This is where players can recruit more Followers.



Cost of recruiting followers

When Placing a Follower on the Hex-space in the **Outskirts** you must **always pay a Attention** plus all visible resources in that associated column or row (indicated by the burning arrows on that card).

Some spaces in that row or column might contain spaces that are occupied by followers - and are thus not a part of the cost since they are considered not visible. This could result some cheap recruitments which only cost a single attention.



Red player recruits another follower. This player does so by placing a follower on one of the spaces in the **Outskirts**. As the follower is placed; the player counts all visible resources in the city in that row, and pays that **plus one attention** to the supply. Since Green and Blue player have already recruited followers in previous rounds; there are two discount cubes visible.

In this example red player chooses not to pay for a red and a blue cube. This results in red player paying: one attention, 2 red cubes, and 2 yellow cubes. He immediately takes the recruited follower from the **Outskirts** card and may use it on his next turn.

Getting the follower

The player immediately takes the newly acquired follower into their private play area and may use the new follower on their next turn.

Getting discounts for recruiting late

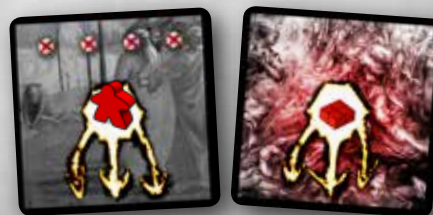
If other players have recruited followers from a row or column in previous rounds. The cost for the remaining unrecruited followers in that row or column will be lower. This is represented by a crossed over cube:

For each visible on the **Outskirts Card** - the player recruiting from this particular Outskirts Card; pays one less cube (players choice).

When an Outskirts card has no more followers

Whenever a player takes the last follower from an **Outskirts** card, the **Outskirts** card will become flipped at the end of the round (when players take back their workers).

Flipped cards will reveal a new Hex-space which players can use by paying the cost (as if you were paying the cost to recruit a follower).



We are at the end of a round; This **Outskirts** card has had its final follower removed. The red player flips the card, revealing a new Hex-space where players from now on can send their followers to get 4 red cubes.

Worship Demons - Get Demonic Powers, Relics and Treasures

A conjured Demon is available after a *Scry Board* has been depleted of its Attention (see p.14 - Conjuring Demons).

By worshipping Demons; players can acquire Cards: **Demonic Powers**, **Treasures** and Relics (Figure 19).



Figure 19: Three types of Cards can be acquired from worshipping Demons. Red Cards are **Demonic Powers**; Yellow cards are **Treasures** and Black Cards are **Relics**.

Cost to get cards

In order to place a Follower on a Hex-space on a Demon, that player must pay all resources that are visible on the **Dark Board**. (Figure 20).

Demon Cards will be dealt to the followers at the end of the round. Players more close to the top of the linked spaces will receive cards first. (Page 13, Getting cards from Demons).

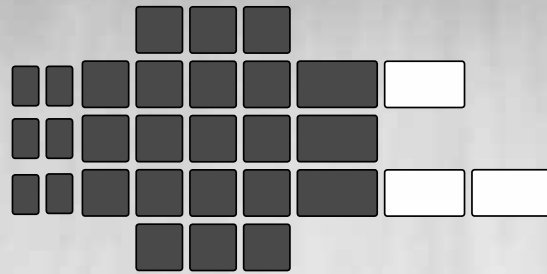
Order of distribution of cards

Demon Cards with high numbers are drawn before cards with low numbers.

If a player has placed workers on multiple Demons, in order to get cards from different Demons. The order on which the cards are dealt are determined by the top left corner of the **Demon Card**.



Players who have followers worshipping multiple Demons always start to draw Demon Cards from the Deck with the highest number.



Multiple worshipers on a Demon

The player at the top of the Demon draw as many cards as there are worshipping followers.

That player then proceeds to look at those drawn cards and keep one of them. The player standing next in line on the Demon then gets to pick cards from those drawn.

Players continue to do this until each worshipping follower has been awarded a card. (There is a risk that a player will be without cards).



Figure 20: A demon is covering a **Dark Board**. Yellow player already has a Follower worshipping King Zagan. As red player places his follower to worship King Zagan he/she pays two black- and one green cube to the supply.

At the end of the round: Since the yellow player is closer to the top of the card, he/she is worshipping first and draws 2 King Zagan cards (draw as many cards as there are worshipers on this Demon)

The yellow player looks at the two cards, keeps one of them and then hands the remaining card to the red player.

Since there are still cards on the Demon and the linked spaces are not fully occupied. The followers will remain worshipping King Zagan. Demonic Powers will be dealt to players again in the next round.

When all cards are dealt

If all cards are depleted from a demon; At the end of the round the Demon is discarded and the **Dark Board** and its Hex-spaces underneath will become available.

Dark Boards

A **Dark Board** becomes available once a conjured Demon has been discarded. (A demon is discarded when all cards from said Demon have been dealt).

There are special Hex-spaces that can only be found on **Dark Boards**. In order to place a follower on these special spaces you have to pay all visible resources on that **Dark Board**. (Figure 21).



Figure 21 The **Dark Board** has special Hex-spaces. In order to place a follower here the player must pay the visible cubes as well as another follower. (The sacrificed follower is placed into the general supply).

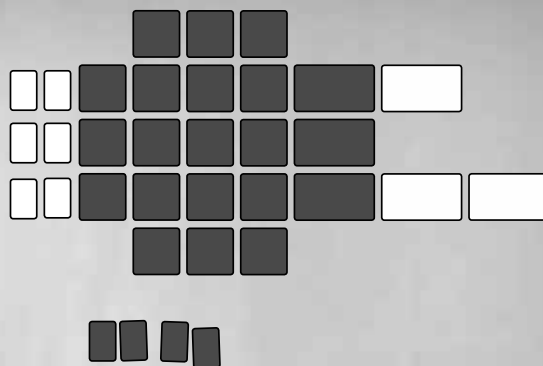


Some Dark Boards have a cost depicting a broken follower. In order to place a worker on that Dark Board, the player must also pay one follower to the general supply. So in order to place a worker on such a Dark Board, the player needs two followers: One that is sacrificed, and another which stands on the Hex-Space.



Get four Black Cubes

When a follower is placed on this space, that player takes 4 black cubes from the general supply.



Get any Demonic Card

When a follower is placed on this space, that player may take the top card of any Demon Deck in play (even if there are other followers worshipping that Demon). The card is taken immediately and put into the players tableau.



Recruit a follower

When a follower is placed on this space, that player may take any of their followers in the Outskirts (ignoring any additional costs) and immediately place that new follower in their private play area.



Resurrect a sacrificed follower

When a follower is placed on this space, that player may take back one of their previously sacrificed followers, and immediately place that new follower in their private play area.



Trade Cubes for Attention

When a follower is placed on this space, that player may exchange up to 10 red cubes into Attention. The cubes that are exchanged are returned to the general supply.

Dark Boards



Getting any Pact Cards from Dark Boards

Players can acquire **Pact Cards** by paying all visible resources on a **Dark Board** which has a Hex-Space with the symbol: "Choose any **Pact Card**". The player may choose any **End Game Cards** that are available on the board.

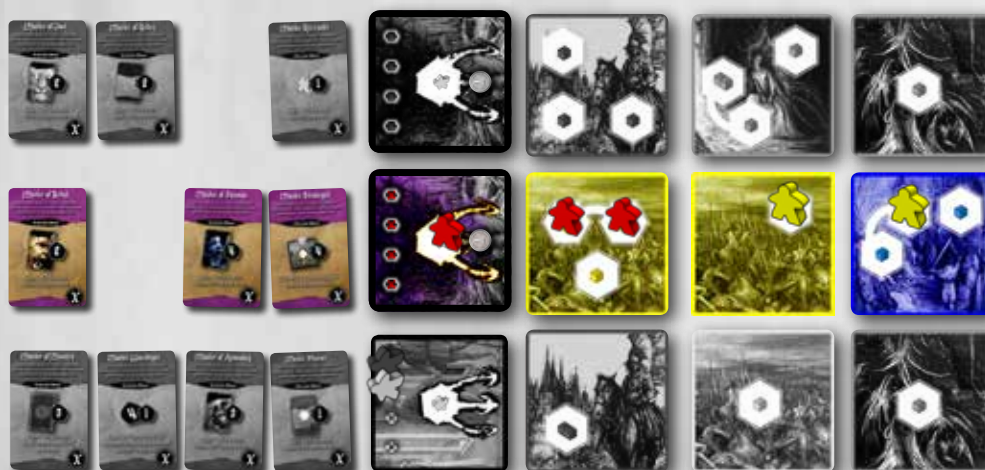


The Red player placed a follower on the top **Dark Board** and pays one red, one green, one blue, one yellow, one black and one Attention. Since the Hex-space is a "Choose any **Pact Card**" - red player gets to choose one of the remaining three **Pact Cards** that are available in the very same row (in this case top row) where the **Dark Board** is.



Getting one Pact Cards from adjacent Outskirts Cards

If a player was to place a follower on a Hex-Space with a single "Choose an **Pact Card**". The player would pay 4 black cubes as well as all visible resources in that row in order to gets to choose one of the adjacent **Pact Cards**.



The Red player placed a follower on the middle Outskirts Card and pays all visible cubes in that row as well as four black cubes (as indicated on the Outskirts Card). The Red player would thus pay: four black, one yellow and two blue cubes. Since the Hex-space is a "Choose an **Pact Card**" red player gets to choose one of the remaining three **Pact Cards** that are available in that specific row (in this case the middle row).

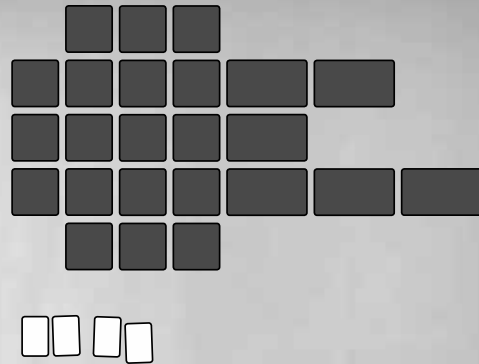
Private Play Area - Store your resources and Cards

The private play area is where each player keep all of their resources and acquired cards. Each player is only allowed to use their own Cards and their effects.

Cards and Resources are kept visible for all players to see.

Private Play area limits

There is no limit on how many cards a player can have. However each player may only have four active cards at any one time.



This player has 4 active cards. One of the Cards is an Pact Card which, if kept visible, will generate lots of WP at the end of the game.



Cards

Cards are primarily acquired by worshipping Demons. The most powerful cards can be acquired by Class 3 Demons (Bael, Beleth and Paimon). Cards are always kept in your Private Play Area. Relics, **Treasures** and **Demonic Powers** are always worth WP at the end of the game (even if they have been covered by other cards).

You may also get **Pact Cards** from the **Dark Board**. However these cards are only worth WP at the end of the game, and only if they are visible (on top of a stack) at the end of the game.

Private Play Area.

The *Private Play Area* can hold up to four stacks of cards at one time. As soon as a player acquires a card, it is immediately put into their *Private Play Area*. If a player has 4 visible cards in play and acquires a 5th card, that player must cover one of their old cards. Only the cards on top of the stacks can be used during the game (Figure 22). All played cards can however be worth Worship Points at the end of the game.

Using Cards before Round start.

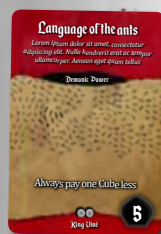
Some cards (especially **Treasure cards**) can only be used at the start of a round. All other cards must be used on players turns.

Activating Relic Cards on your turn

If a player wants to activate a Relic during a round, they may do so during their turn by placing a follower on the Hex-space of the Relic Card.

There are 4 types of Cards:

Demonic Powers (red), **Relics** (black), **Pacts** (purple) and **Treasures** (yellow)



Demonic Powers

Demonic Powers are passive effects that are always active. A player can never ignore the effect. The effect of the Demonic Power is only active if it is fully visible in the players Private Play Area.



Relics

Relic Cards may have a cost associated with them. The effect requires a follower to be used in order to become active. Relics must be fully visible in the players Private Play Area in order to be used.

Anatomy of a Card

A card contains some or all of the following features:



- a) Title
- b) Flavor text
- c) Hex-space
- d) Effect
- e) Cost (Pay this resource in order to place a follower on this card)
- f) Class & Origin of the Card
- g) Worship Points



Figure 22: This player has acquired 7 cards so far, some have been overwritten by other cards. The top most cards are active.

Demonic Powers are passive powers that are always active (as long as they are kept fully visible)

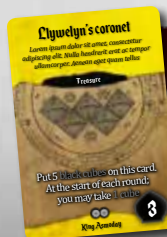
Pact Cards are worth points depending on how you have played the game. The card is only worth points if its fully visible (at the top of a stack).

The black Relic cards must be activated during the players turn (by placing a follower on the Hex-Space), the cost of using that Hex-space is indicated at the lower left corner of the card. In this case the cost is another follower which is returned to the supply.



Pacts

Pacts can be acquired on **Dark Boards**. They grant you extra WP at the end of the game. In order for an **Pact Card** to yield WP, it has to be fully visible in your Private Play Area the end of the game.



Treasures

Treasure cards have resources on them. At the start of each round, players may take one resource from each of these cards. If a **Treasure** is ever overwritten, all resources on that card are returned to the supply.

How Card effects work

Overwriting existing Cards

When a player already has 4 cards visible and receives their 5th card, they have to place the new card on top of an already existing card (the covered card will still be worth the amount of WP at the end of the game, but the effect will be overwritten by a new card. (Figure 20).

Overwriting Treasure Cards

If a **treasure** is overwritten, any resources on that **treasure** will be returned to the supply.

Overwriting Pact Cards

If an **Pact Card** is overwritten that card will no longer be active, and the player will not get the Worship Points from that bonus.

Overwriting Demonic Power Cards

If **Demonic Powers** are overwritten, those powers can no longer be used by the player.. They will however still be worth WP at the end of the game.

Overwriting Relic Cards

If Relics are overwritten they can no longer be used. They will however still be worth WP at the end of the game.



Any followers standing on an overwritten Relic Card is put into the general supply. (Figure 20)



Figure 20: This player is overwriting a Relic Card which has a follower on it. When overwriting cards with followers on them, the follower is removed from the player and put into the general supply.

Clarification what an Event is

Events needs to be defined in order to clarify how the effects of the Cards work. Any cards effects can be used multiple times during a turn and round, but *only once per event*. (Effectively this also means that no infinite loops of effects can occur).

A card will only be activated once for each time any event occurs.

Here are the following events that can occur:

- ✓ Get one or more Cards for Worshiping a Demon.
- ✓ Get one or more Attention for Contacting a Demon.
- ✓ Pay a Cost because you placed a follower.
- ✓ Perform something on a Hex-Space.
- ✓ Get resources because of an opponents action.
- ✓ Get one or more resources because of your action.

Example of a Card Effect in Action

Getting Cards from Worshiping Demons is considered to be separate events. A cards effects can only be applied once for each Demon you get cards from.

For example: the Red player has 2 followers worshipping Belial and 1 follower worshipping Zagan.

At the end of the round when it's time to get Cards from Demons. Red player will be getting 2 card from Belial. And because of a Demonic Power this player will also be getting 2 colored cubes. The player will then be getting 1 card from Zagan and one 1 colored cube.



Each event will trigger any Cards once per event. Getting 2 cards from Belial is considered to be one event. Getting 1 card from Zagan is considered to be another event.

Definitions



Empty Hex-Space.
Nothing happens.
Cost: No, because the edge is not burning.



Empty Hex-Space.
Nothing happens.
Cost: Yes, because the edge is burning.



Get a follower
from the outskirts
Cost: No.



Get one Demon Card
Get any one Demon Card from the available Demon Decks. Cost: All resources shown on that Dark Board.



Get a Pact Card
from the row aligned with the Board.
Cost: All resources shown on that Dark Board or Relic Card.



Exchange Cubes into Attention.
When placing a follower here, exchange up to 10 red cubes to get up to 10 coins.
Cost: Pay the cost noted on the Scry Board before exchanging.



Get a Pact Card and 3 attention.
When placing a follower here, you get 3 attention and get to select any one available Pact Card. If all Pact Cards are gone, the player only gets the Attention. Cost: Pay all resources shown on that Dark Board.



Discount Symbol
Pay one less cube (Colored or black)



2 Colored cubes
These Cubes must be of the same color.



Attention
A coin worth 1WP at the end of the game.



Class Symbol
Indicates which Class a Card belongs to.
Page (4).

Action

Placing a follower on a Hex-space.

Cube

A Cube that is Red, Green, Yellow, Blue or Black.

Colored Cube

A red, green, yellow or blue Cube (not Black).



Black Cube
A black Cube (not Colored).



White Cube
Any Colored Cube (not black).

Contacting a Demon

Followers that are standing on Scry Boards.

Conjuring Demons

When all Coins have been depleted from a Scry Board a Demon is Conjured.

Worshipping Demons

Followers that are standing on Demons who at the end of the round will get Demon Cards.

Scry Boards

The large boards where you primarily get coins.
For example Séance, Ouija Board and Exorcism.

Dark Boards

The back of a Scry Board (has a dark background).

Demon Deck

A deck of cards from a Demon.

Resources

Cubes and Attention.

Supply

All Cubes or Attention that are not in play
(Resources on Treasures are considered in play).

Sacrifice

When a follower is removed to the supply. Either by overwriting a used Relic card, or as part of a cost (cost is indicated on a Dark Boards or Demon Cards)



Remove Follower from Game

This symbol indicates that a follower is to be removed from the game (put it in the general supply).

Ties, Questions and Answers

Must I place a follower? Can't I pass?

You must always place a follower if you can.

I still have followers in hand, but I am unable to place them anywhere.

If you cannot place a follower during your turn, your turn is skipped. Keep trying to play your follower on your next turn or continue to skip your turn until all players have placed their followers.

If you are the last player with followers in hand and you still are unable to place a follower, the follower remains unplayed in your hand and everyone proceeds to round end.

Can I choose not to get a resource?

No, If you place a follower on a get resource space, you must take that corresponding resource. (Page 7)

What if the supply has ran out of a resource?

If the supply has ran out of a certain resource, you take (steal) the owned resource from the player who has the most of that resource. If you are the player who has the most of that resource, you "steal from yourself" (i.e. get no additional resources).

If you are tied with having the most resources, you get nothing.

Some Cards will let me put Cubes / Attention on to Hex-Spaces on my turn - What do I do with them at the end of the round?

Return them back to the general supply.

What are the small cubes underneath the Scry Board titles?

These are showing the costs on the Dark Board (the other side of the Scry Board) - so that you may plan what resources you will be needing for worshipping the Demon that will be conjured on the back of that Scry Board.

How do I get attention?

The main way to get attention is to use the Scry Boards. The cost for placing a follower on a Scry Board is one colored cube. The color of this cube is determined by the color of the City Card adjacent to the Scry Board.

How are Demons Conjured?

Scry Boards have 3-5 Attention on them. As players are sending their followers to contact Demons, the attention is removed from the Scry Board. When a Scry Board has ran out of Attention, a Demon is Conjured.

How do I get cards?

By having followers Worshipping Demons. Demons must first have been Conjured before players can send followers to worship them.

On your turn you can pay the cubes shown on the Dark Board in order to place a follower on the Hex Space on the Demon Card. At the end of the round, cards will be dealt to those worshipping followers.

Is there a limit on how much resources I can have in my private play area?

No, You can have as much resources as you wish. However the supply is limited by the amount of components.

Is there a limit on how many cards I can have?

You can have as many cards as you like, however only 4 cards can be kept visible at any time during the game. If you acquire more than 4 cards, you will be forced to overwrite an existing card. (Page 24).

Can I rearrange my tableau of Cards?

No. (Unless you have a card that says that you may).

On some Scry Boards or Relic Cards you can get a Follower. From where do I take this follower?

You may choose from whichever Outskirts card you want to acquire this follower. The newly acquired follower can be used in the players next turn.

I don't understand a certain card or effect.

If this happens, create a house rule to keep the game going. Also contact us at rules@demonicgames.com and we'll make sure to clarify the situation for you.

Where to find the latest version of this Rulebook?

Any errata, as well as an updated rulebook can be found at: <http://goetia.demonicgames.com/rulebook>

Credits

Game Designer:

Kristian Karlberg

Artwork:

Andrzej Masianis

Special Thanks to:

Maria Karlberg, Johan Säwing, Martin Johansson, Esbjörn Rundbom, Stephanie Pitel, Jonatan Karlberg, Henrik Karlberg, Amanda Hellberg, Tobias Hellberg, Niclas Björkbacka, Linnea Björkbacka, Thomas Strand, Mia Strand, Joppe Widstam, and everyone who play-tested at GoBo, GothCon, LinCon and Sthlm Tabletop game expo.

Copyright © 2019 by Demonic Games

All rights reserved. This book or any portion thereof may not be reproduced or used in any manner whatsoever without the express written permission of the publisher except for the use of brief quotations in a review.

Demonic Games AB

www.DemonicGames.com

