

THE EXORCISTS BACK TO HELL, SATAN!

A game for 3 to 6 persons aged 16+ years

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A) What is it?

Each player represents an exorcist, each with his own specialty for exorcising demons, and each with his own victory conditions. They have but one thing in common, to help those possessed. A person possessed by various demons will be subjected to one exorcism after another (it is common in Catholic exorcisms to perform 30 to 50 exorcisms on a victim).

In this game, a possessed undergoes exorcisms until one of the player characters satisfies his victory conditions.

If a character drives out a demon, he gains a power (the Power of God).

But if he fails, the evil infests him.

Each character can choose to advance or retard the exorcism, depending upon his victory conditions.

B) Game materials

→ Six 6-sided dice,
necessary to carry out an expulsion.

→ Six X 4 karakter cards



Each set of character cards consists of 4 cards, each with its character depicted on the back.

One of the cards features a pair of variously-colored arrows on its back, and the identity card of the International Society of Exorcists



on its face. The other three cards depict two-colored text entries, describing game actions and responses.



→ 42 demon cards



The back of a demon card shows the possessed (Besessene), and the front shows an image of one of various demons.



7

Each demon has two values: the black number (on white background) that expresses its resistance to expulsion,

8

and the white number (on black background) that expresses the power of the evil forces within.

Beneath the demon is an image of the possessed in his bed.



Sometimes, he is surrounded by two ghosts, and between his hands is a "plus" sign,

indicating that the demon acts not alone but with some minions. Immediately after such a demon is revealed, draw another demon from the deck.

→ 35 investigation cards (Recherche)



These cards show on their reverse a common motif, and on the front a variety of factors that positively or negatively influence an



expulsion.

Certain investigation cards indicate modifications that affect the Expulsion value, as shown in a box in the upper-right corner.



→ 9 item cards



On the front of these cards are various items displayed in a decorative frame, which you can purchase by swapping for investigation cards.



Certain items indicate modifications that affect the Expulsion value.

These vary depending on how the card is oriented; the current value is uppermost.

Items without any modifications have special effects. Items depicting the portrait of a character can be used only by this character.



On the back of the card indicate costs and further explanations for the mode of action.

Most of the items only work when directly participating in an exorcism. Deviations from this rule are noted on the item card.



C) Game preparation

Each player chooses a character and gets the corresponding card set, which consists of four cards.

If the players cannot agree, the characters are assigned randomly (for example by drawing an ID card hidden under the table).

The horror film expert should be used only in games with 5 or 6 people.

The following combinations are recommended for a 3-person game:

- (a) Shaman, psychologist, voodoo priest
- (b) Exorcist, excommunicated nun, voodoo priest

There are other combinations playable.

Each player gets one dice.

Each player lays the ID card of his character on the table and reads aloud his victory conditions.

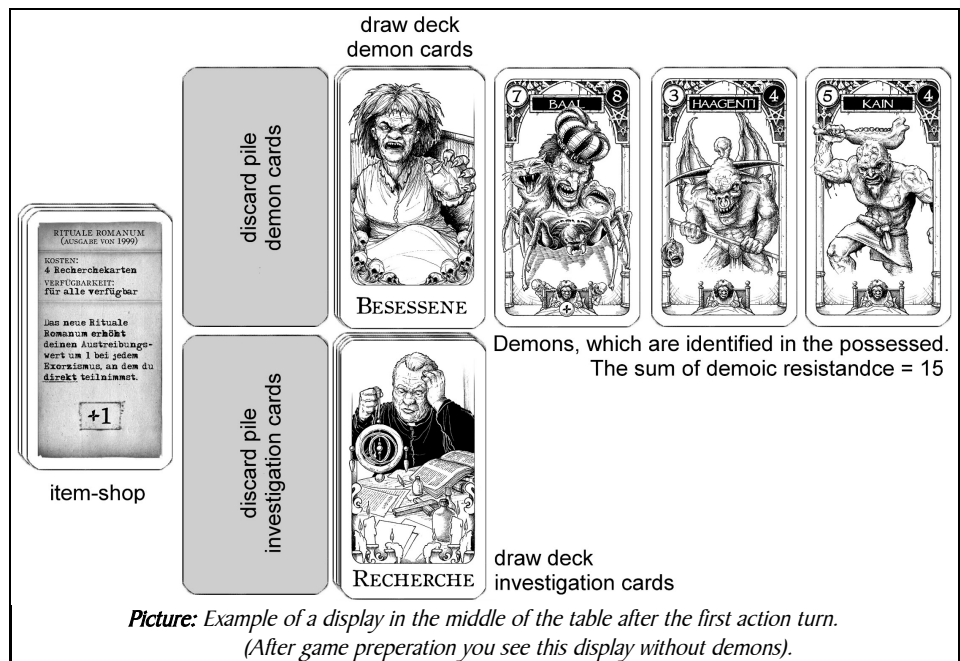
The starting player is the one with the lowest *ID number* (counting just the last digit).

The other three cards of the set go into your hand, which give you additional game play actions and responses.

Shuffle the investigation cards and give each player two cards hidden in his hand. The remaining cards are placed face-down in the middle of the table.

The demons cards are shuffled and placed face-down in the middle of the table, so that the reverse side showing the possessed demoniacs is shown. This stack represents the possessed. Leave enough space for playing demon cards.

The item cards are set out in a row, so that players can examine all of them. This display forms the store.



D) Course of play

The game is played in rounds.

A round consists of the following 7 phases:

1. Action plays
2. Resolution of actions
- If an exorcism was performed, go to 3. If no exorcism was performed, the power of evil increases and goes to 7.
3. Response plays
4. Resolution of responses
5. Check Victory Conditions
6. Purchasing items
7. Recover action and response cards back into your hand.

I. Action plays

Keep your three character cards in your hand, with the gray areas uppermost. These areas show three possible actions:



- a) Exorcism
- b) Investigation
- c) Pray / Trance / Psychoanalysis / Going to the movies

Choose one action and put its card face-down in front of you. Once all players have chosen their action, each action card is played and resolved as described in the card texts. Since these effects vary for each character, read the card texts carefully.

The following is a list of possible actions, which does not comprehensively address the effects for each character. Nevertheless, you can find information here not found on the card (this should be read before the game).

a) Exorcism

An *exorcism* is a condition that can occur later in the game during an expulsion. It can be played by one or more characters.

Characters playing this card move virtually to the sickbed of the possessed to prepare for the expulsion. Here the victim is professionally evaluated and the demons within are identified, according to the specialty of the character. In the game, this is simulated by having each character (with the exception of the horror film expert) draw at least one demon card from the possessed and playing it next to him. If the same demon card is drawn twice, this is a sign that the demon is particularly strong in the possessed.



If you reveal a demon with the "+" symbol, then you must reveal an additional demon(s).

Thus a character can reveal several demons even if the action card specifies only one demon.

After all players have revealed the number of demons indicated on their action cards, they can see what they must do in this round and can react accordingly later.

Note: *Playing the exorcism card in itself is not an exorcism; it merely expresses an intention to perform this rite. The actual exorcism is performed only after the appropriate response card "expulsion" is played.*

b) Investigation (Recherche)

Draw the indicated number of *investigation cards* from the draw deck and keep two to add to the action cards in your hand. If you can draw more than two cards, discard the excess face-up onto the discard pile.

The exception is the horror film expert, who draws and keeps three cards.

Your handlimit is five cards.

You must always draw the indicated number of cards, even if this exceeds your handlimit. You must immediately decide which five cards to keep, and discard the rest.

At the end of each investigation, you can have no more than five cards in your hand.

c) Pray/Trance/Psychoanalyze/Going-to-the-Movies

Each character has a special way of expunging spirits and protecting himself from evil.

With the help of this action, your character can get rid of demons that he has accumulated, or get more added.

Determine the result of this action with the roll of a die.

If your roll allows a card to be removed from your character's display, you always choose which card to discard.

This can lead to victory!

If you fail your action, you must possibly add a demon card to your character, taken from the possessed (draw deck).

Where such a demon is laid is specified on the action card.

2. Resolution of actions

After all action cards are played, there are two possibilities of how the game proceeds:

I. No Exorcism Occurs.

There are two possible reasons for this:

- (1) There is no exorcism because nobody has played an exorcism action. This increases the power of evil, since nobody acted against it. Each player must take a demon from the possessed and add it to the evil side of his ID card.
- (2) An exorcism action was indeed played by one or more players, but the possessed is not bedeviled by any demons (e.g. if the only character who has played an exorcism is the horror movie expert, or if the only demon on the victim has been removed by the psychologist). In such a case there is no exorcism, but the power of evil will not grow, because at least one exorcism action was played.

If no exorcism occurs, the players take their played action cards back into their hands, and start a new game round by again selecting an action from their three action cards and playing them.

I. An exorcism occurs.

An exorcism is always performed if at least one player has played an exorcism card on a victim who suffers from at least one demon. The action card remains face-up before the players, and the game continues by having the players play their responses.

3. Response plays

Now rotate your two remaining character cards in your hand, so that the black areas are uppermost. These areas show, depending on the previously-played action, two of these three possible responses:



- a) Expulsion
- b) Hide / Home Video
- c) Disruption / penance

Each player chooses a response card and plays it face-down in front of him.

Once everyone has chosen his response, the cards are revealed and resolved.

The effect of each response is described in the card text. Read this carefully, as the effect is character-dependant. The following is an overview of possible responses, not all of which appear on the card texts for each character. Therefore, this section should be read before the game.

a) Expulsion

Generally, an expulsion can be played by any player, as long as the possessed has a demon card. Only players who have previously played an exorcism action, are directly involved in the exorcism.

Players who have not played an exorcism action still influence the proceedings indirectly, from afar (e.g., via webcam, cell phone or fervent prayers).

The exact results of an expulsion are explained below, after the rest of the responses.

b) Hiding / Home Video

Die Wirkung der Verstecken-Reaktion hängt davon ab, welche Aktion der Spieler zuvor gespielt hat:

I. You previously played an exorcism action.

The hiding response allows you to try to withdraw from the exorcism. Roll a die. You succeed in hiding if the number rolled is smaller than the number of exorcists who are directly involved in the exorcism.

If several characters try to hide from an exorcism, those with a higher ID number hide first.

A character who hides no longer counts as being directly involved in an exorcism.

Thus each character that hides reduces the likelihood of a successful concealment of the remaining characters.

If you fail to hide, your character is directly involved in the exorcism, and must participate in the expulsion by making a normal die roll, without playing any investigation cards.

The horror film expert can't hide, so he can instead operate his video camera (see page 10).

II. You previously played a non-exorcism action.

Your character automatically succeeds in hiding. Depending on your character, this allows you to draw one or more investigation cards into your hand. Thus, hiding acts as an additional investigation. In this case, the home video is also treated as an additional investigation.

c) Disrupt / penance

If you didn't play an exorcism action, you can try to disrupt an expulsion. The exception is the Exorcist, who can't interfere with the expulsion, but can instead perform a penance.

4. The resolution of responses and the expulsion procedure

The play of a response card always ends with an expulsion, carried out as follows:

- Play investigation cards
- Dice roll
- Identify Expulsion value
- Identify Expulsion resistance
- Expulsion results, and card distribution to the participants

a) Play investigation cards



You can play an investigation card only if you played an expulsion-response card. These cards are played in any number or order. Effects are applied in the order

played.

Once played, the effects are applied and may no longer be withdrawn.

Your investigation cards affect the expulsion even if you are later disqualified by a *psychological report*.



If you are disqualified, then right after the die roll you are excluded from playing any more cards. Even the "Devil is Lying" card is unplayable. But anybody else can

still play their cards.

You should lay the cards that affect the Expulsion value (psychological reports, evidence of possession, and holy water) next to the expulsion, so the others can take note of them.



b) Dice roll

All players, who have either played an expulsion response, or those who failed a hiding or home video roll, now roll the dice (with the exception of those disqualified by a *psychological report*). Everyone, who has played a disruption response and has not been detained by the *police*, rolls simultaneously.

c) Identify expulsion value

If you play an exorcism action, you receive the full value of your dice roll. But if you have played only one expulsion response and no exorcism actions, your die roll is halved, rounding up.

Then add all the positive and negative modifiers from your displayed items and investigation cards. There may be also character-dependant modifications, and modifications from items (holy water syringe) and investigation cards (evil-warding items) from other characters.

Sum the contributions from all players to obtain the Expulsion value for this exorcism.

The halved die roll:

value of diece roll 1 or 2 = 1

value of diece roll 3 or 4 = 2

value of diece roll 5 or 6 = 3

d) Identify expulsion reststance

To obtain the *demonic resistance*, sum all the black numbers within the white circles from all the demon cards played on the possessed.

For all players who have played a disruption response, the number rolled is halved, rounding up.

There may be also character-dependant modifications. The values of all disrupting players are summed, forming the *disruption value*.

The disruption value is added to the demonic resistance, forming the *expulsion resistance*.

e) Expulsion results and distribution of the demon cards

The expulsion may end in two different ways:

I. The expulsion value is higher than the expulsion resistance.

The exorcism was successful, and by the Power of God the characters have broken the demonic resistance. If you are awarded a vanquished demon, place it on the left side of your ID card.

The Power of God in your character is indicated by the black number in a white circle of the demons you accumulate.



II. The expulsion value is less than or equal to the expulsion resistance.

The fight to exorcise the demons from the possessed has failed. The Power of Evil wins and the demons infest the participants. If your character is infested by a triumphant demon, place it on the right side of your ID card. The Power of Evil in your character is indicated by the white number in a black circle of the demons that infest him.



After the expulsion, all of the demons played on the possessed are moved in turn to the displays of the participating characters. The order in which the players receive demons is given by the strength that each character contributed to the expulsion. Start with the character with the highest expulsion value (regardless of whether the expulsion was successful or not). He chooses one demon to place on his display, and then the character with the next highest value chooses, and so forth.

After the player with the lowest value has selected, the choice goes back to the player

with the highest value.

In case of a tie, the last digit of the ID determines the player order. The higher ID chooses first.

5. Check victory conditions

After the distribution of all demons, players check to see if they meet the victory conditions listed on their ID cards. If so, that player wins. If more than one player meets his conditions, then they win collectively.


6. Buying

Now, you can buy any item displayed in the shop, by discarding an investigation card from your hand. Place the item(s) acquired above your ID card, where they remain until the end of the game. The effects of items are additive. The shop has one special item for each character, which only they can use, as well as three items that can be used by any character. Who can use which item is listed on the card under "Verfügbarkeit" (availability).

***Note:** A character may always use only the Roman Rite (Rituale Romanum).*


7. Recover action and response cards back into your hand.

The players collect their played action and response cards. This starts a new round.




Investigation cards in the hand of the gamer.

Items are in possession of the exorcist, expulsion value + 3

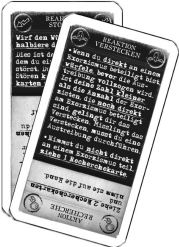


The Power of God is shown on the left side and is here 10.



The Power of Evil, is shown on the right side and is here 4.

played action card



2 respons cards remaining in the hand.

Picture: Example for a display in front of a gamer during the game.

E) Special cases

a) Demonic strength

During an exorcism, the psychologist may remove the demon with the weakest *demonic strength* from the possessed. And the horror film expert has the opportunity to remove the weakest demon from the display of another player. To determine the demonic strength, add both its values together (the demon's black and white number). If several demons are equally weak, the player may choose freely between them.

b) Demon replacement

At the end of an exorcism action, when all the demons have been revealed, the exorcist may choose one to discard. Then he draws a new demon to replace the one discarded. If this demon has minions, he must uncover additional demons, etc.

c) Voodoo priest and demons with minions

The voodoo priest (houngan) always reveals at least two demons in an exorcism. If he first draws a demon with minions, and then one without, then no further are drawn. The only case where more than two cards are drawn is if the second demon drawn has minions.

d) Home video

If the horror film expert directly participates by playing an exorcism action, he can try to tape the exorcism with a home video. If successful, then he hides behind the camera without rolling dice in the expulsion. (This can influence the outcome of the exorcism for the other characters.) He instead rolls the dice twice and sums the values. If this value is smaller than the number of demons from the possessed, the home video is accomplished.

He then removes the demon that lies at the position that corresponds to this sum, and places it into any position on his display. The possessed has now one demon less.

***Example:** The possessed suffers from 7 demons. The horror film expert rolls a 3 and a 2. Since 5 is less than 7, he accomplishes the home video, and removes the fifth demon of the possessed.*

If the home video fails, the character is directly involved in the exorcism, and has to participate in the expulsion, making the normal rolls. This player cannot play any investigation cards during the expulsion.

e) The significance of the ID numbers

The last digit of ID specifies the order in which players act, and determines which player takes his turn in case of a tie.

Depending on the situation, the order is ascending (the lower number takes precedence) or descending (the higher number takes precedence).

Ascending sequences are used when:

- Demon cards revealed
- Investigation card drawn
- Items purchased

Descending sequences are used when:

- Hiding / Home Video taping
- Playing of demons with the same Expulsion values.

f) Empty draw deck

Whenever an investigation deck or a demon deck is exhausted, form a new deck by shuffling the appropriate discard pile, and placing the cards face-down.

F) Acknowledgments

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Plus all those who are not specifically listed here.

G) Contacts



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H) Game Overview

1. Action plays.
2. Resolution of actions.
 - ➔ All actions can be resolved in parallel.
 - ➔ Those who have played an exorcism action now draw, in order of their ID numbers, the number of demons indicated and put them next to the possessed.
 - ➔ The Exorcist may, if he wants to participate, replace a demon.
 - ➔ The psychologist may, if he wants to participate, remove the weakest demons.
 - ➔ If an exorcism can take place, go to 3.
 - ➔ If no exorcism can take place, go to 7. (This may increase "the Power of Evil").
3. Response plays
4. Resolution of responses and the Expulsion Procedure:
 - A) Roll for hiding.
 - B) Those who have played an expulsion response, may play investigation cards.
 - ➔ If a "Psychological report" was played excluding all the exorcists from the expulsion or if "The Devil is Lying" card is played banishing all the demons, the expulsion is canceled, go to 6.
 - ➔ If at least one exorcist and one demon remain, then go to C.
 - C) All who have played an expulsion or a disruption, or their response Hide / Home Video is failed, roll the dice.
 - D) Determination of Expulsion values.
 - E) Distributing the cards to the demon characters.
5. Check Victory Conditions.
6. Purchasing items.
7. Recover action and response cards back into your hand.