

# RITUALE des WAHNSINNS

## Rituals of Madness

a cardgame by Dietmar Bockelmann & Henning Poehl  
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English Translation: Phil Eklund  
2-5 players, ages 10+, duration approx. 45 min.


### Components:

- 12 ritual places showing various Great Old Ones and their names.
- 92 ritual cards: 80 more or less qualified cultists and 12 events.
- 5 Secret Influence cards.
- 1 game overview card.

### What's This Game About?

Wishing to gain mastery over the human world, you seek the ancient and forgotten ritual places where the Great Old Ones can be called. Here your power will grow, depending upon the skill of the four cultists performing the ritualistic invocation. But the cultists have to fight against many bad events. Furthermore, the order in which the cultists appear in the ritual is of paramount importance.

### Setup

- Set the game overview card in a place accessible by all players.
- Give each player a Secret Influence card, which he places in front of him. Discard unneeded Secret Influence cards from the game.
- Set all 12 ritual places in the center of the table.
- For 2- or 3-players, remove from the game the 8 cultist cards with the "2-3" icon  on the lower left. For 4- or 5-players, play with all the cards. Shuffle the ritual cards and deal each player 7 cards facedown. These are the players' hand cards. Place the remaining ritual cards as a facedown draw deck in the middle of the table.
- Everyone simultaneously examines at his hand cards, and then grabs one ritual place from the center of the table to place in front of him. There is no order, as only the speed of decision determines who gets which card.

### Known & Forgotten Ritual Places

Ritual places that lie in the middle of the table are considered forgotten.

Ritual places that are in front of a player are considered known.

### Cultist Cards

Depicted at the top of each cultist card are various ancient signs. The number of these symbols combined with the card's order of appearance at the ritual place is crucial for the secret influence you can win in an invocation.



Each cultist card has an insanity rating on the upper left corner, indicating his devotion in paying homage to the Great Old Ones.



Under the insanity rating are 3 cult symbols, which indicate the ritual places the cultist can visit (only those with the corresponding symbol).



### Play sequence

Each game round is divided into 3 phases:

1. Send out cultists.
2. Visit ritual places and, if possible, perform invocations.
3. Strengthening.

#### 1) sending out cultists

All players simultaneously send out a cultist by placing a card facedown in front of them. Then everyone reveals their cards at the same time.

#### 2) Visit Ritual Places

The player whose cultist has the lowest insanity rating is the first to assign his cultist to a ritual place, followed by the player with the next level of insanity, etc.

There are 2 cases:

### a)

If at least one of the cult symbols of your cultist matches a known ritual place (either your own or an opponent's), you must place your cultist there. If there are several valid possibilities, choose among them.

### b)

If none of the cult symbols of your cultist matches a known ritual place, then you must discover a forgotten ritual place from the center of the table. Examine the deck in the center of the table and select a ritual place matching one of the cult symbols on your cultist. Place this ritual place in front of you and place your cultist on the left side.

How to arrange the cultists at the ritual places.

The first cultist is always placed to the left of the ritual place, all other cultists are placed in clockwise order around the ritual place (top, right, and bottom) in order of appearance.



You can harm an opponent by placing a low-grade cultist in the fourth position of his ritual place.

You can't immediately place a cultist at one's own empty ritual place, which you get by the "Auftauchen" (rise up) event.

### Perform Invocations

Once a fourth cultist has arrived at your ritual place, perform an invocation immediately:

- The #1 cultist (to the left) becomes psychotic and runs to another player of your choice (who places the card facedown to the left of his Secret Influence card).
- The #2 (above) and #3 (right) cultists are placed facedown to the left of your Secret Influence card.
- The #4 cultist (below) is placed facedown to the right of your Secret Influence card.
- The ritual place is then forgotten. Put it back in the middle of the table.

### Playing Event Cards

The event cards indicate when they are played. The event cards are always performed immediately and in the order in which they were played. Then discard them into a discard pile.

### 3) strengthening

Each player now restores his hand cards to 7 cards by drawing from the draw pile.

### Endgame and Scoring

The game ends immediately when a player needs to draw a card, but cannot because the deck is empty.

Each player then counts the points (number of ancient signs) of the cultists facedown to the right of his secret influence card and multiplies the total by 5. He then adds the points of the cultists to the left of his secret influence card.

### Warning:

rituals that remain incomplete at the end of the game count negatively!

- The #1 cultist (to the left of the ritual place) scores 0 points.
- The points of the #2 (above) and #3 (right) cultists are subtracted from your score.

### Winner

The player with the most points has achieved secret global domination and has won the game.



### Game Notes

More player explanations can be found here: [www.sphinx-games.com/rituals-of-madness](http://www.sphinx-games.com/rituals-of-madness)

## Translation for the cards:

### 80 Cultists:

- 20 x Unwissende/r (Untaught):  
insanity 1-20%, one elder sign
- 18 x Anhänger/in (Follower):  
insanity 30-47%, two elder signs
- 16 x Adept/in (Adept):  
insanity 50-65%, three elder signs
- 14 x Priester/in (Priest):  
insanity 70-83%, four elder signs
- 12 x Hohepriester/in (High Priest):  
insanity 88-89%, five elder signs

### 12 Event cards:



#### 2 x Auftauchen (Rise Up)

Play this card at any time in Phase 2. A new land rise up from the sea and releases a forgotten ritual place. Take any ritual place from the center of the table and place it in front of you as known.



#### 2 x Das klappt nicht! (That doesn't work)

Play this card when another player plays an event card. This card negates the effect of the played event card.



#### 2 x Falscher Gott (False God)

At the end of Phase 1, play this card on any cultist. The cultist worship to a false god and must be put on a known ritual place whose god symbol he does not show. If there is no such, then he discovers a new one.



#### 1 x Fremdbestimmt (Opponent-Targeted)

At the end of Phase 1, play this card on another player's cultist before he visits a ritual place. You (rather than the other player) determine which ritual place the cultist must visit. He must have the symbol of the ritual place chosen.



#### 1 x Geistiger Zusammenbruch (Mental Breakdown)

At the end of Phase 1, play this card on any cultist. The cultist has a mental breakdown and for this round the madness value "100".



#### 1 x Lichter Moment (Right Mind)

At the end of Phase 1, play this card on any cultist. The cultist has a right mind and for this turn the madness value is "0".



#### 2 x Neuaufstellung (New arrangement)

Play this card at any time in Phase 2 on any ritual place. 2 cultists placed at a ritual place have to swap places. You decide which.



#### 1 x Peinlicher Irrtum (Embarrassing Mistake)

Play this card at any time in Phase 2. A cultist notices that he has gone to the wrong ritual place. Remove any cultist from a ritual place and place it on another already known ritual place whose gods symbol it shows. If there is a gap in the original ritual place, the remaining cultists move up to close the gap.

## OVERVIEW

Play Sequence

Each game round is divided into 3 phases:

1. Send out cultists.
2. Visit ritual places and, if possible, perform invocations.
3. Strengthening.

## Where are the cultists going?

If at least one god symbol of the cultist corresponds to a known ritual place, it must be attached to one, otherwise he must discover a suitable forgotten ritual place from the center of the table.

## How to arrange the cultists at the ritual places.

The #1 cultist is always placed to the left of the ritual place,

the #2 cultist is placed at the top of the ritual place,

the #3 cultist is placed at the right side of the ritual place,

the #4 cultist is placed at the bottom of the ritual place.

## Make an invocation

The #1 cultist (to the left) becomes psychotic and runs to another player of your choice (who places the card facedown to the left of his Secret Influence card).

The #2 (above) and #3 (right) cultists are placed facedown to the left of your Secret Influence card.

The #4 cultist (below) is placed facedown to the right of your Secret Influence card.

The ritual place is then forgotten. Put it back in the middle of the table.