

HELL-O!

AND
WELCOME
TO

DEMONIAC!

(PRONOUNCED "dee-MOAN-iac")

A DEMONIAC is a person possessed by demons.

**Your task in
DEMONIAC: THE POSSESSIVE CARD GAME
is to do the possessing!**

TIP:



Visit
DEMONIACGAME.COM/RULES
for the latest rules,
FAQs, and additional
devilish details.

WHAT'S INSIDE



30 BODY POSSESSION CARDS



30 MIND POSSESSION CARDS



18 DISTURBANCE CARDS



12 EXORCIST DIVINITY MINI CARDS



7 EXORCIST CHARACTER CARDS



6 EXORCIST WEAKNESS CARDS



6 VICTIM CHARACTER CARDS



6 DEVILISH DICE



EVIL RELICS EXPANSION

(FEATURING
A CUT-OUT
RELICS)

SETUP

Shuffle the **BODY POSSESSION**, **MIND POSSESSION**, and **DISTURBANCE CARDS** together. This is the **DECK**; place it to one side of the playing area.

Each player selects a **VICTIM CHARACTER CARD** and places it in front of them with the innocent, non-possessed side up. The rest of the victims can be returned to the box.

Set up a single exorcist for the game by choosing one of the **EXORCIST CHARACTER CARDS** and placing that card face-up at the head of the table. Shuffle the **EXORCIST WEAKNESS CARDS** (featuring the large symbols on them) and deal five of the six cards symbol-side down around the exorcist in the shape of an inverted cross (see image). Return the remaining **WEAKNESS CARD** to the box without looking at the symbol, along with the **EXORCIST CHARACTER CARDS** not in play. Finally, shuffle the **EXORCIST DIVINITY MINI CARDS** and deal one on top of each of the weakness cards surrounding the exorcist, number side up. The remaining mini cards can be placed back in the box as well.

Deal a starting hand of **SIX** cards from the deck to each player.

You're ready to play DEMONIAC!



ORDER OF PLAY

**THE PLAYER WHO COMMITTED
THE MOST RECENT SIN GOES FIRST,
with turns proceeding clockwise.**

Each player's turn has three phases:

DRAW

**Draw three cards from
the deck into your hand.**

ACTIONS

**Take up to three actions per turn.
One action consists of either playing a single
card from your hand, or rolling any
number of dice once.**

DISCARD

**Place cards from your hand in the discard pile
until you only have six remaining.**

HOW TO PLAY

A game of Demoniac proceeds in the following general stages:

-  Possessing your victim so they have enough power to attack the exorcist (playing cards)
-  Attacking the exorcist to expose their weaknesses (rolling dice)
-  Strengthening your victim based on the exorcist's weaknesses (playing cards)

The first demoniac to successfully attack the exorcist with the proper possessions wins the game!

TIP:

These are just guidelines—the stages may well overlap. For example, a player might begin responding to some of the exorcist's weaknesses before all of the weaknesses are revealed.

POSSESSING YOUR VICTIM WITH DEMONS!

Your goal is to attack and defeat the exorcist, but first you must earn the dice you will use to attack.

Playing **POSSESSION CARDS** will strengthen the evil within your victim and earn you dice.

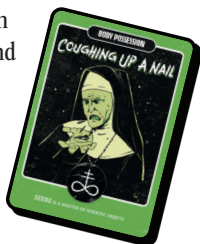
POSSESSION CARDS are played in five spaces surrounding your victim, creating the shape of an inverted cross. You can play a possession in an empty spot, or replace a previously-played possession and move the old card to the discard pile. **Each card surrounding your victim gains you one die you can use in your attacks against the exorcist.**



You will earn a crucial extra die when you turn your victim into a **DEMONIAC**!



There are two types of possession cards: **MIND POSSESSIONS** and **BODY POSSESSIONS**. Mind possessions are purple and body possessions are green.



TO TURN YOUR VICTIM INTO A DEMONIAIC, you must surround them with possessions that match their **MIND** and **BODY STRENGTHS**. You can find the victim's strength in the circles at the bottom of their card.



Surround your victim with a corresponding number of mind and body possessions to convert them to a **DEMONIAIC**. You may then immediately flip your victim card over to reveal their evil state!



Example: *Little Linda has a body strength of 4 and a mind strength of 1. Possess Little Linda with four green cards and one purple card (location doesn't matter) to turn her into a Demoniac.*

TIP:

Transformation into a demoniac is permanent, so no need to worry if you later have to remove or replace some of the required possession cards. Your dice count will fluctuate depending on how many possession cards surround your victim, but you always keep the bonus demoniac die once earned.

EXPOSING THE EXORCIST'S WEAKNESS

The exorcist starts the game strong, surrounded by five **EXORCIST MINI CARDS** that conceal the **EXORCIST WEAKNESS CARDS** underneath. Each mini card has a number on it, indicating its strength, and a hidden divine effect on the reverse side.

To defeat the exorcist, you must first expose each of its five weaknesses by attacking the mini card on top.

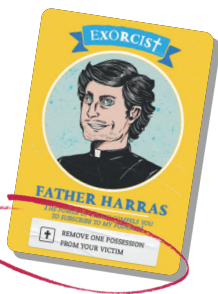
You attack by rolling dice. Roll one die for each possession card currently surrounding your victim, plus a bonus die if your victim has become a demoniac. Each roll counts as an action, and you may use subsequent actions to re-roll any number of dice. For instance, you may use the first action of your turn to roll five dice, and then use your second action to re-roll three of those dice.



Each die has a pentagram symbol  on three sides, which counts as a hit. There are two blank sides which have no effect. But watch out for the final side, the holy cross , which triggers the exorcist's counter-attack at the end of your rolls!

Once you've finished rolling, add up the pentagrams for your attack strength. You may then choose to attack one of the exorcist mini cards that has a number equal to or less than your attack power. Flip that mini card over to reveal the divinity effect, which

your opponents suffer but you do not. If your final roll ended with any holy crosses, you suffer the effect printed on the **EXORCIST CHARACTER CARD**, once for each holy cross. (Your opponents do not suffer this effect.) Finally, flip over the **EXORCIST WEAKNESS CARD** to reveal the hidden symbol. This symbol will be key to defeating the exorcist once and for all.



Example: A player, Alice, begins her turn by drawing three cards and then announces that for her first action she is going to attack the exorcist's divinity. Alice's victim is surrounded by four possession cards, so she gets to roll four dice. Her victim is also a demoniac, giving her a bonus die for a total of five. Alice's first roll shows three pentagrams, one blank, and one cross. She uses her second action to re-roll the blank and the cross, resulting in an additional pentagram and a blank. Alice decides she's finished rolling, and attacks the exorcist with a power of 4 pentagrams. There is an exorcist mini card with a value of 4 to the left of the exorcist, which Alice chooses to target with her attack. The card is flipped over and revealed to be "Family Prayers," which forces Alice's opponents to discard three cards. Alice is immune to this effect. Finally, Alice flips the underlying exorcist weakness card to reveal a . After resolving the attack, Alice still has her third action remaining, which she can use to play a card or start a new attack.

DEVILISH DETAIL:
 EACH POSSESSION CARD REPRESENTS AN ACTUAL
 DEMON THAT INFLECTS ITS OWN BRAND OF SUFFERING
 - SEE THE FLAVOR TEXT AT THE BOTTOM OF
 EACH CARD TO LEARN MORE!

RE-POSSESSING YOUR VICTIM TO MATCH EXORCIST'S WEAKNESSES

As the exorcist's weaknesses are exposed, players will begin to see which types of demons are required to defeat the exorcist and win the game.

Every **POSSESSION CARD** has one of three symbols at the bottom, which correspond to the symbols on the **EXORCIST WEAKNESS CARDS**.



To be ready to defeat the exorcist, the possession cards surrounding your victim must have symbols that match the placement of those surrounding the exorcist. The specific placement of the symbols around the exorcist is important.

Remember, you can use an action to replace a possession card currently surrounding your victim with a new one from your hand, placing the old possession card in the discard pile.

For instance, in the example on page 9, Alice's attack revealed a  on the weakness card to the left of the exorcist. However, the possession card currently to the left of her victim has a  symbol. Before she can defeat the exorcist, Alice must replace that possession card with a new one from her hand with a .

CONTINUED FROM PREVIOUS PAGE!

Little Linda's POSSESSION CARDS match the exorcist's WEAKNESS CARDS. She's ready to defeat the exorcist with a six-strength attack!



CREATING DISTURBANCES

Disturbances are drawn from the deck, and can be played as one of your three turn actions. A disturbance causes an immediate effect, typically making things easier for you or more difficult for your opponents. Read the card aloud, resolve the effect, and then place the card in the discard pile.

Disturbances can give you a major advantage in Demoniac! Consider your timing and targets for them to maximize your chances.

DEFEATING THE EXORCIST

Once all five of the **POSSESSION CARDS** surrounding your victim have symbols matching the revealed **EXORCIST WEAKNESS CARDS** in the same positions, you are ready to attack the exorcist directly. To defeat the exorcist, you must attack with a power of **SIX PENTAGRAMS**.

Rolling dice to attack the exorcist proceeds exactly the same as for exposing their weaknesses — the number of dice you get depends on the number of possession cards around your victim, each roll of the dice counts as one action, and you may re-roll any number of dice as another action. Remember—every **+** remaining when you finish rolling will trigger the exorcist's power against you.

The first player to attack for six hits while having possession cards that match all five exorcist symbols will defeat the exorcist and unleash the power of evil!

The winner then seals their victory by flipping over the EXORCIST CHARACTER CARD and reading the exorcist's demise out loud.

TIP:

For the purpose of defeating the exorcist, only the symbol on the possession card matters—there is no distinction between mind possessions and body possessions (purple and green cards). That is only relevant for turning your victim into a Demoniac, and once your victim is a demoniac they remain a demoniac for all eternity.

THE EVIL RELICS

EXPANSION

Once you've played **Demoniac** enough times that satanic possession becomes child's play, there's a way to add a new twist to the game: with the "Evil Relics" expansion, players can fight for control of a cursed object that will bring them additional power!

THE RELICS

Each relic has a special ability and power level printed on one side. The special ability becomes active when a player controls the relic. The controlling player may use the special ability during the action phase of their turn. Relic abilities do not count as one of your three turn actions — their power counts as a bonus.

SETUP

The evil relic starts under the possession of the exorcist. Choose one of the four relics and place it alongside the exorcist. The remaining relics can be placed back in the box.

TAKING POSSESSION OF THE RELIC

Gain control of the relic by successfully attacking the character currently controlling it. Before rolling dice, declare whether you are attacking the exorcist or attempting to gain possession of the relic.

Taking possession of the relic requires a roll that meets or exceeds the strength printed on it. The same dice rules apply as attacking the exorcist: you may use additional actions as re-rolls, and will be penalized for every **+** at the end of your rolls.

If your roll for the relic is successful, you may take control of it. Place it near your victim, and activate its special power once during the action phase of your turn.

Other players may desire to possess the relic themselves, and can attack you to steal control. If their rolls are successful they will place the relic near their victim and immediately gain its power.



TIP:

Don't forget: if there's a holy relic in the game, you have to announce in advance whether a dice roll is aimed at attacking the exorcist or stealing the relic!



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NOTES

