



# CULT LEADER

(PRINT AND PLAY)



# HOW TO PLAY

## Overview

### Number of Players & Character Types



**6 -7 Players**  
2 cult members (1 cult leader, 1 martyr)  
4-5 villagers (1 Skeptic, 3-4 Villagers)



**8+ Players**  
3 cult members (1 cult leader, 1 martyr, 1 cultist)  
5+ villagers (1 Skeptic, 4 Villagers)

## Objectives



**"The Town"**  
The objective of villagers is to and banish identify the cult leader as soon as possible.



**"The Order"**  
The Order's objective is world domination. They can achieve this either by getting to the final tile of the board or by converting everyone in the town to be a cult member.



FOR AGES 12+ 7 - 12 PLAYERS

Box Contents: Game Board, 67 Action Cards, 6 Tokens, 1 Flame of Devotion, 12 Character Cards, 12 Affiliation Cards, 8 Sun Shades

## CULT LEADER

A powerful cult, the Order of the Golden Sun, covertly controls a town and its government through manipulation and fear. As the cult's influence grows, the townspeople find themselves enamored by the cult members' mystique even while they are trapped under the cult's strict rule. A small group of skeptics embarks on a dangerous quest to unmask the cult leader and reveal their hidden motives. In this thrilling social deduction board game, players must work together to expose the truth behind the Order of the Golden Sun and save their town from total dominance. Will you be able to uncover the cult leader's identity before it's too late?

*"The 'Cult Leader game' has an exciting conversational aspect and its randomized cards keep players on their toes throughout the entire game. Plus, the stunning art design takes the game to a whole new level."*



## Set Up & Game-play

Board set up can be seen to the left.

1. Place Flame of Devotion on the first tile of the Board "Intrigue"
2. Everyone gets one character card and a corresponding affiliation card
3. Moderator calls midnight meeting
4. Martyr and Cult Leader meet each other
5. All Cult Members meet each other
6. Moderator confirms Skeptic
7. Youngest player or previous winner starts
8. During your turn, draw two cards, play one, discard the other
9. Read the directions on the card to see what you can do

## Things to Note

- If the villagers vote out the Martyr during Banishing, the cult moves forward two tiles on the board.
- A player can choose to accuse during their turn instead of drawing two cards, but if they guess the Cult Leader incorrectly , they are out of the game

# HOW TO PLAY

Depth

## Set Up

1. Set up the game board with the Flame of Devotion (the candle) on the first tile.
2. Put cards in the right tiles
3. Shuffle the deck of cards and place it in the middle of the board.
4. Deal each player an affiliation card and a character card.
5. The affiliation cards will indicate if a player is a member of the cult or a villager, while the character cards will give each player a special role within their affiliation group.
6. The roles in the game are:
  - **Moderator:** conducts midnight meetings. They should know which players are cult members and skeptics
  - **Cult leader:** a powerful leader spreading propaganda across the town.
  - **Martyr:** a character that can sacrifice themselves to protect the cult leader and advance the cult on the board.
  - **Cultist:** a regular cult member that is either created at the beginning of the game or converted during gameplay.
  - **Villager:** a regular member of the town working towards taking down the cult.
  - **Skeptic:** a villager that is immune to conversion. If the cult tries to convert them, they are set back one tile on the board

## Game Play

1. After character and affiliation cards have been distributed, the cult members call a midnight meeting. All players close their eyes. First, the cult member and martyr open their eyes and acknowledge each other. Next, any additional cult members open their eyes and acknowledge each other. All cult members including the martyr and cult leader should know each other. But only the martyr should know who the cult leader is. Everyone opens their eyes.
2. The game begins when the youngest member or the last winner draws two cards from the deck. They choose which one to play and discard the other card. If the card is a Keeper card, they are allowed to keep it for another turn and skip their turn now.
3. The game continues in this manner, each player drawing two and discarding one, until the game ends.
4. Players can take actions during their turns by playing an action card. There are 3 main types of cards players can draw from the deck. These are:
  - Information cards: to collect information about the opposing team
  - Attack cards: that can be used to attack players in some way.
  - Control cards: that control the game play
  - Retribution, Deity's Light, and Divine Power are Keeper cards and can be saved until your next turn. Divine Power can be used at any time in response to an attack from another player, even if it is not your turn.
5. A round begins with a player taking a turn and ends when the game reaches the same player.
6. Every time the cult progresses on the board, the cards associated with that tile are shuffled into the deck. If the cult moves back, the cards do not have to be taken out.
7. Once the cult's **Flame of Devotion** reaches the tile Exposure, there is no need for the cult members to hide. The Cult Leader can ask for a midnight meeting and ALL cult members put on **Sun Shades**
8. The **Purify** card can only be played once in a game. Once used, it should be taken out of the game completely.
9. Any player can **Choose to Accuse** during their turn instead of drawing two cards. If they do, they have to call out who they think is the Cult Leader. The person accused only says if they are the Cult Leader or not. If they guess right, the game is over and the villagers win. If they guess wrong, the accuser is out of the game.
10. When **Conversion** is played, all players close their eyes and the moderator calls for the Cult Leader to choose a new convert. The moderator places an Indoctrination Token into the chosen player's hand. Hint: Moderator can tell all players to put their hands away and give time for the player to hide the token discreetly.
11. If **The Banish** card is played, players have to make a decision on who to kick out of the game. They can have a discussion before the vote is called but everyone has to point to the person they would like to vote out at once.
  - If there is a tie, the vote is disregarded and the game resumes with no one banished
  - If Martyr gets banished during a vote, the cult moves forward 2 tiles
  - If the Cult Leader is banished, the game is over

# CHARACTER CARDS

## *Specialty Characters*



### *Cult Leader*

Cult leader makes all the decisions on behalf of the order (e.g. who to sacrifice, who to convert). If the villagers successfully identify them, the game is over and the town wins.



### *The Martyr*

The martyr tries to get the townsfolk to banish them. If successful, the Order advances two tiles on the board.

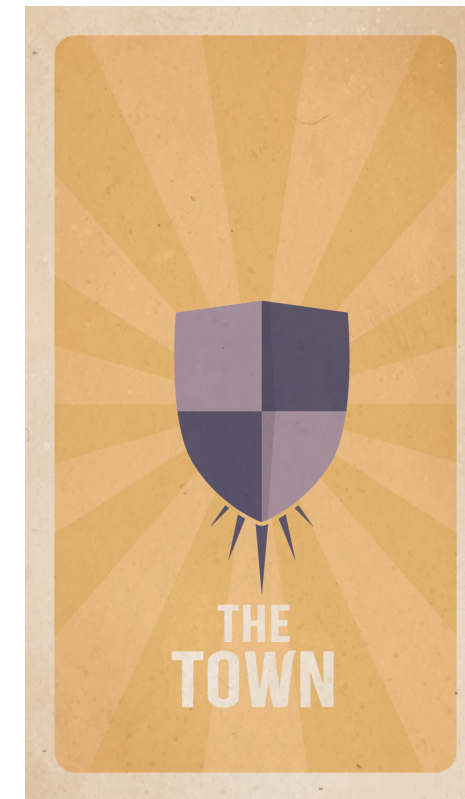


### *The Skeptic*

If the Order tries to convert the skeptic, the conversion fails and they are set back one tile on the board

# AFFILIATION CARDS

These cards are shown to other players when a "reveal" action card is played



# ACTION CARDS - LAYOUT



# ACTION CARDS - TYPE



*Attack*  
These cards target another player in the circle



*Keeper*  
These cards can be kept and played at a later turn.



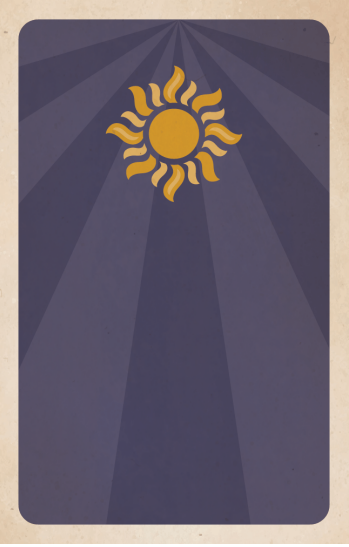
*Pro-Town*  
These cards advance the town agenda



*Control*  
These cards give you control over some aspect of the gameplay



*Inform*  
These cards allow you to gain some information about other players allegiance



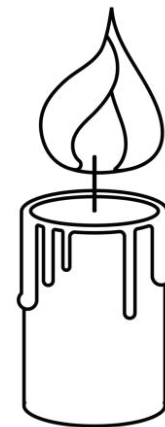
*Pro-Cult*  
These cards advance the Order's agenda

# TOKENS & PAWNS



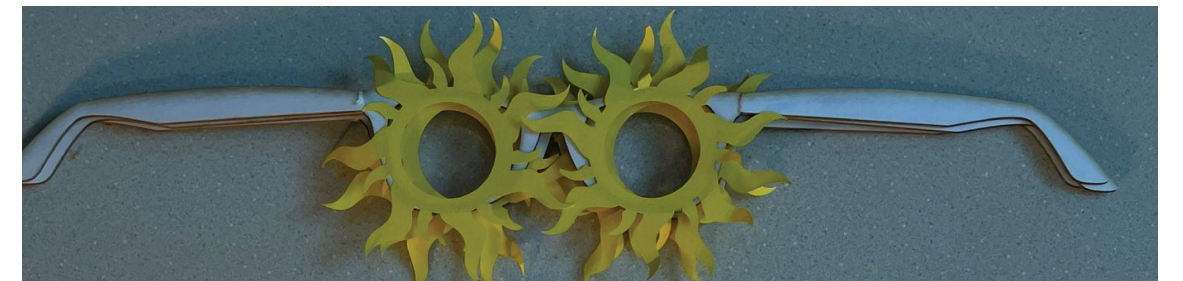
## *Indoctrination Tokens*

The moderator hands these to players as they are converted into the Order.



## *Flame of Devotion*

This pawn is used to track the Order's position on the board as they progress through the game

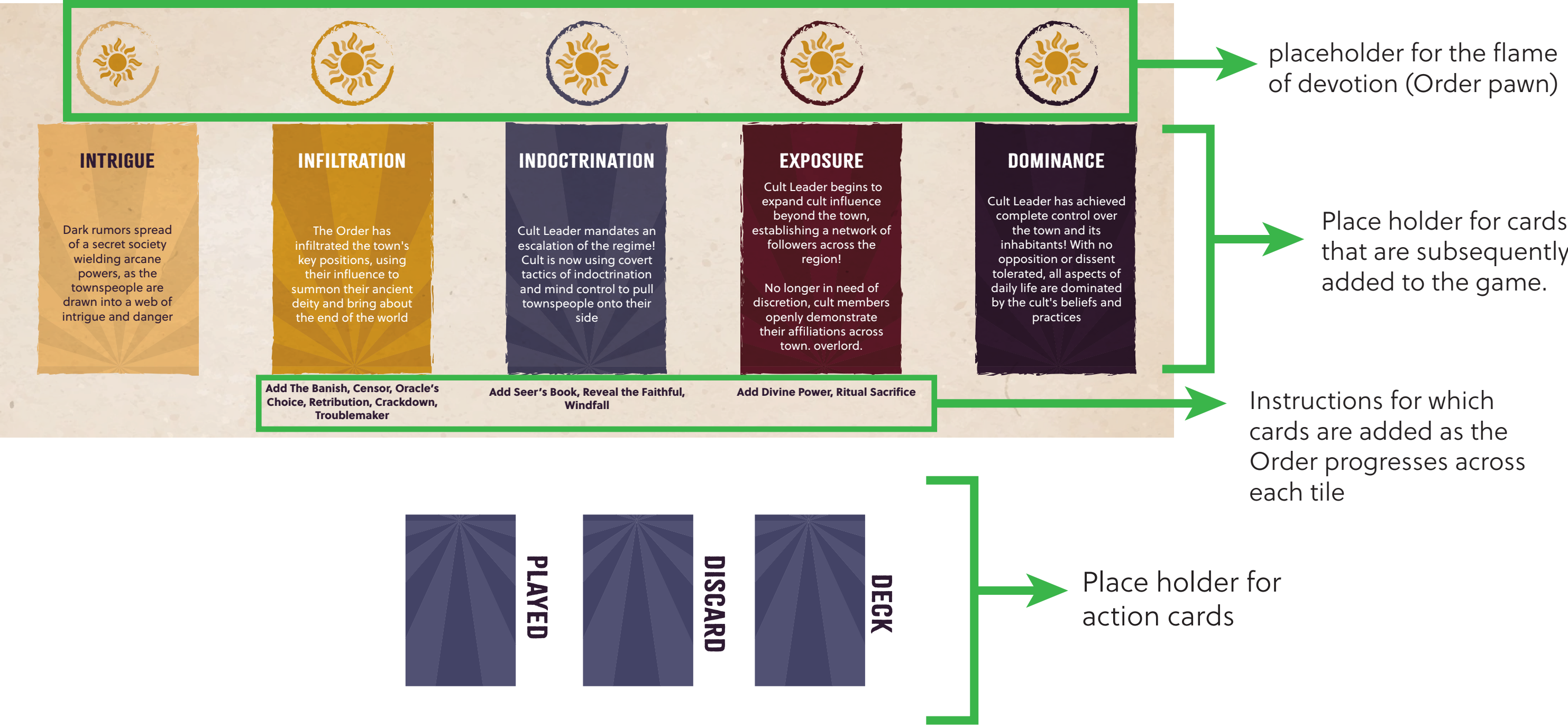


## *Sun Shades*

Members of the Order put these on once they advance to round four to identify their allegiance

# BOARD LAYOUT

The board is comprised of 5 tiles that represent 5 different stages in the Order's progression towards dominance. They must advance through all 5 tiles without revealing the identity of the cult leader to win the game. They start on tile 1: Intrigue, and with each subsequent advances across the board introduces new cards that increase the game intensity.



# LIST OF ACTION CARDS

## Information Cards - 9 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(1) Seer's Book** - Take a peek at another player's affiliation card; *T3*

**(2) Reveal the Faithful** - Choose a player and reveal your cards to each other; *T2*

**(2) Divine Delegation** - Give your discarded card and a new card to another player to play. Look at both; *T1*

**(2) Divine Alliance** - Give your discarded card to another player. They pick an additional card from the deck & play; *T1*

**(2) Oracle's Choice** - Select 3 random cards, place three on top of deck and discard third; *T2*.

## Attack Cards - 7 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(3) To the Dungeon** - Skips the next players turn; *T1*

**(2) Censor** - Silences the next player for one round; *T2*

**(2) Cultists Curse** - Steal one keeper card from another player; *T2*

# LIST OF ACTION CARDS

## Pro-Cult - 16 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(12) Cult Takeover** - Advances the Order one tile on the board; *T1*

**(4) Conversion** - Select a villager to become a cult member; *T1*

## Pro-Town - 7 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(5) Ritual Sacrifice** - Force the Order to select one of its members to eliminate from the game; *T4*

**(2) Crackdown** - Moves the Order one tile backwards on board; *T2*

## Keeper Cards - 7 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(2) Deity's Light** - Prevent actions/cards from being played against you; *T1*

**(1) Divine Power** - Vetos one card played by another player ; *T4*

**(3) Divine Power** - Attack another player using an attack they've used on you ; *T2*

# LIST OF ACTION CARDS

## Control Gameplay Cards - 22 cards total

**(Card Count) Card Title** - Description; *Tile Introduced*

**(3) Zealot's Blessing** - Gain an extra turn; *T1*

**(5) The Banish** - Call a vote to eliminate one player from the game; *T2*

**(1) Purify** - Reset the games, rules and conditions. Add all cards back to deck; *T1*

**(2) Purge the Deck** - Select 3 random cards and select one to permanently eliminate from the game; *T1*

**(1) Windfall** - For one round, all players draw 3 cards instead of 2; *T3*.

**(2) Turnabout** - Reverse direction in which turns are taken; *T1*

**(2) Transposition** - Physically swap places with one player in the circle; *T1*

**(2) Troublemaker** - Switches two players affiliation cards. Their allegiance and roles remain the same; *T2*

**(4) Possession** - Force the next player to play the top card in the deck; *T1*

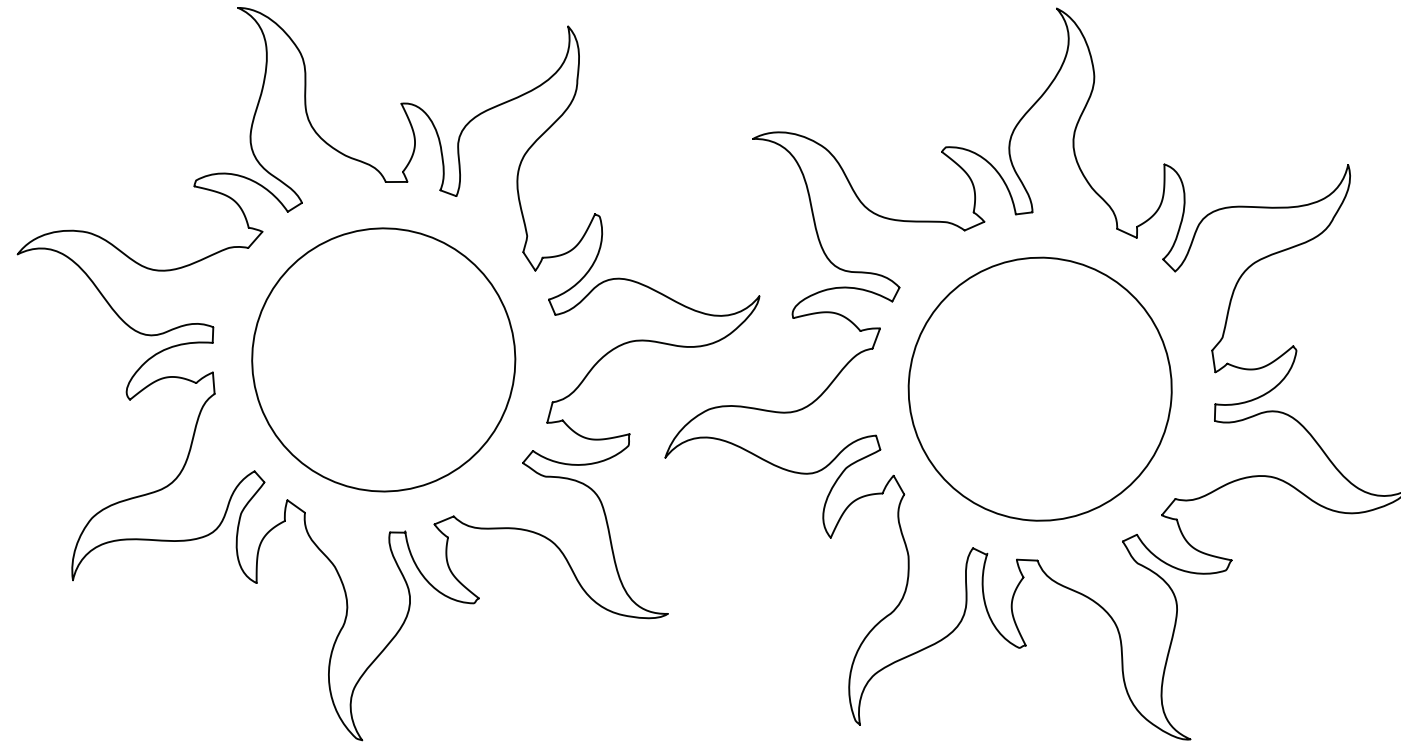
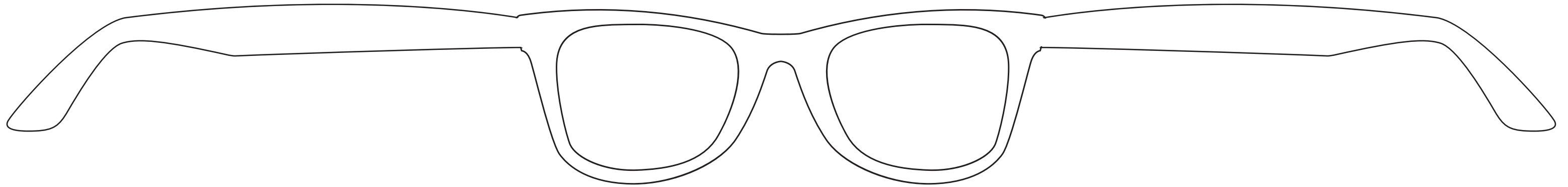


# GAME ASSETS

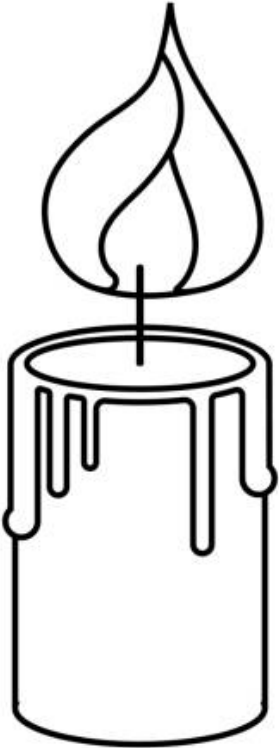
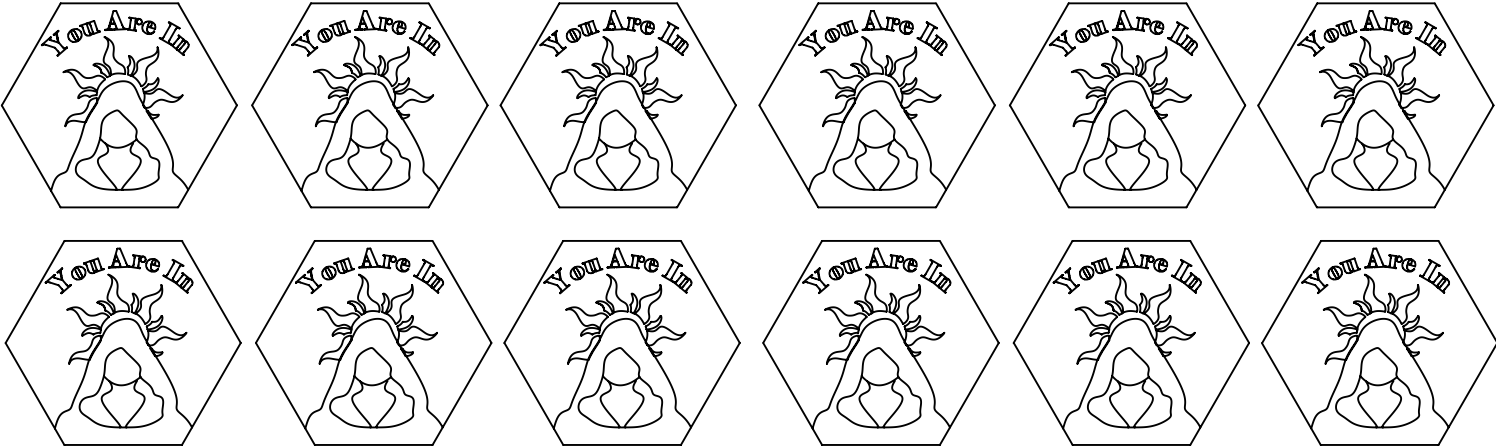
All items on the following pages should be printed (cards should be printed double sided to get front and back) and cut out.

# GLASSES

Cut out 6 sets of glasses and stick the sun motifs on the frames

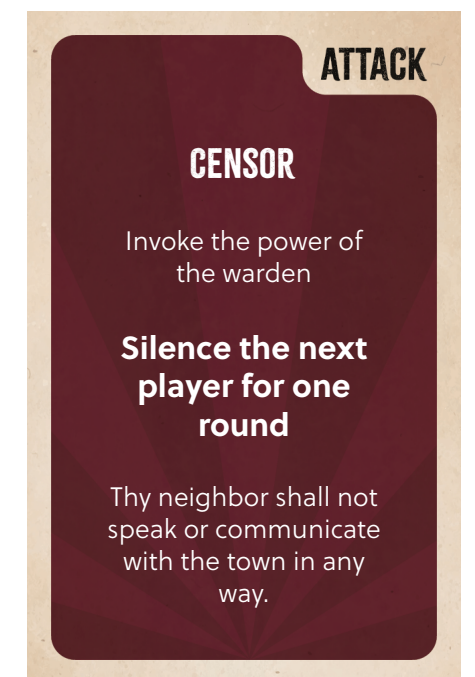
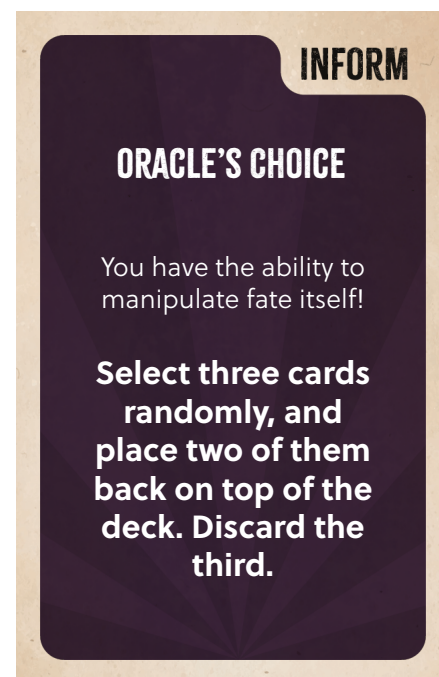
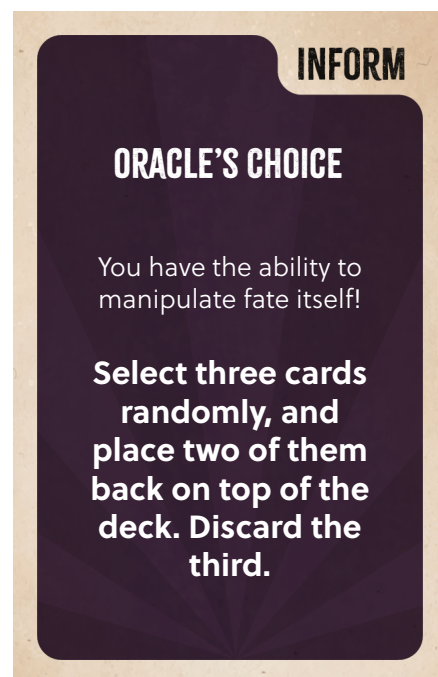
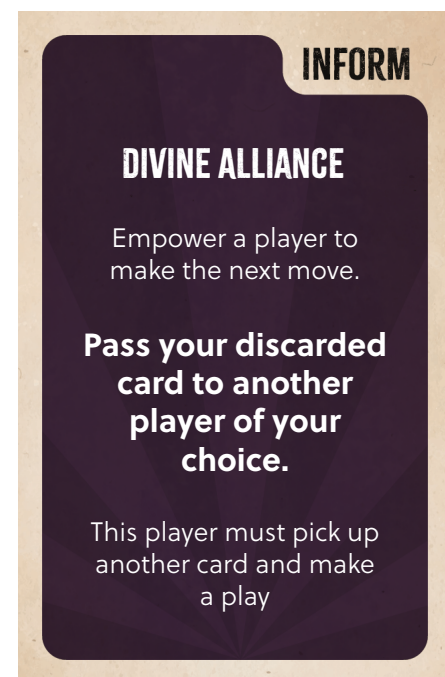
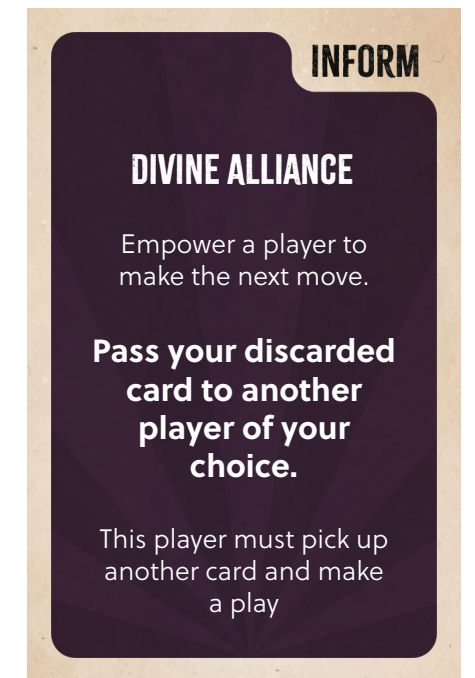
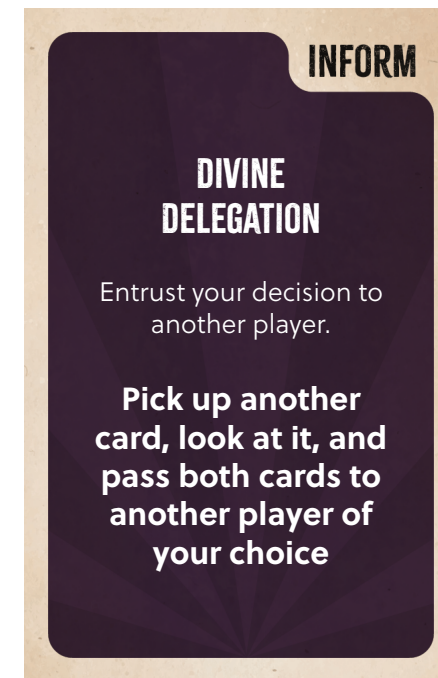
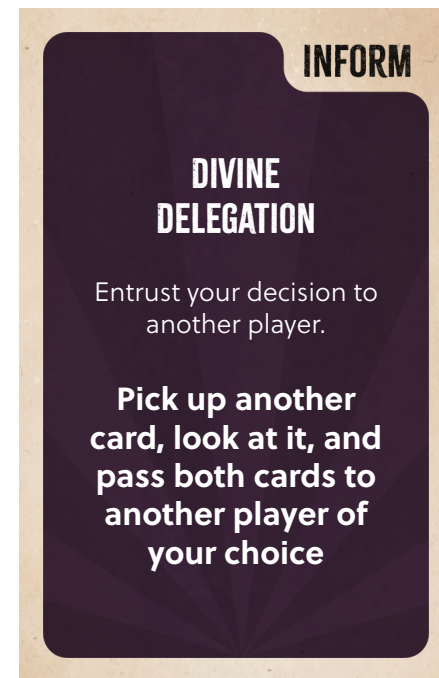
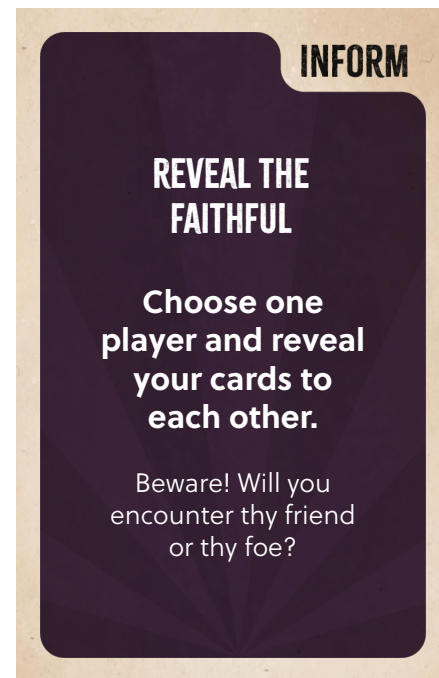
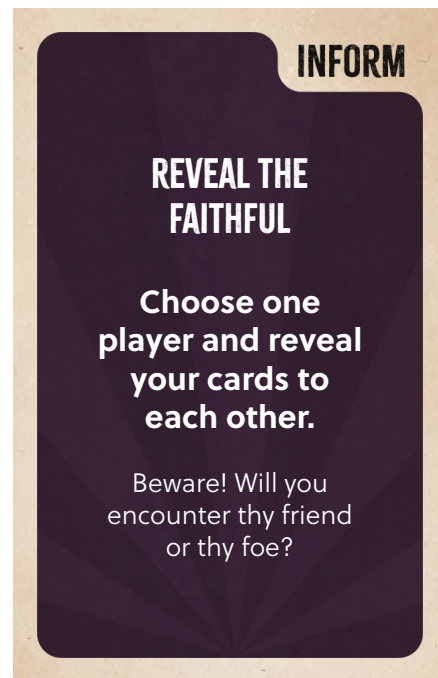
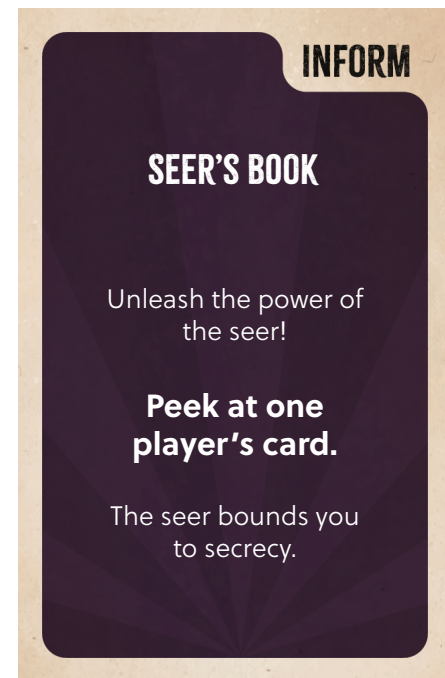


# TOKENS

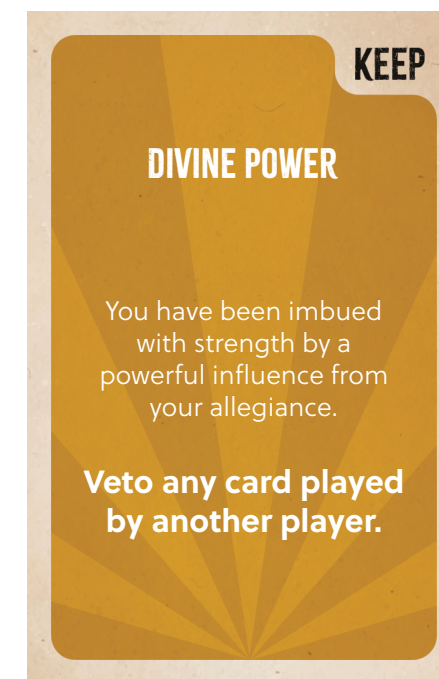
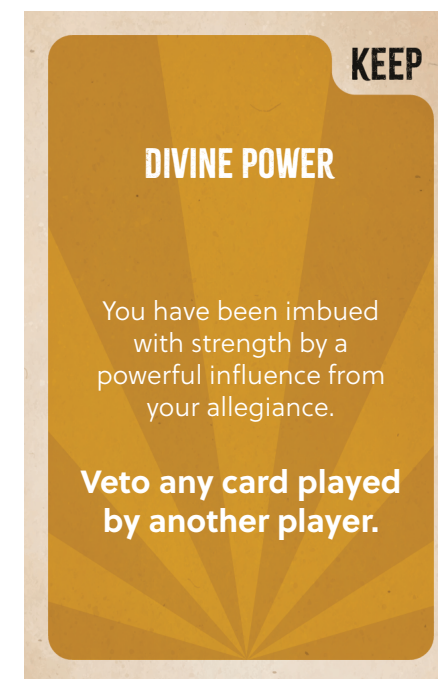
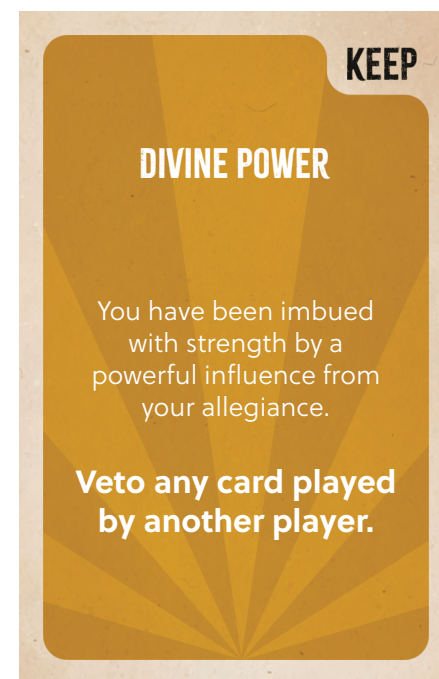
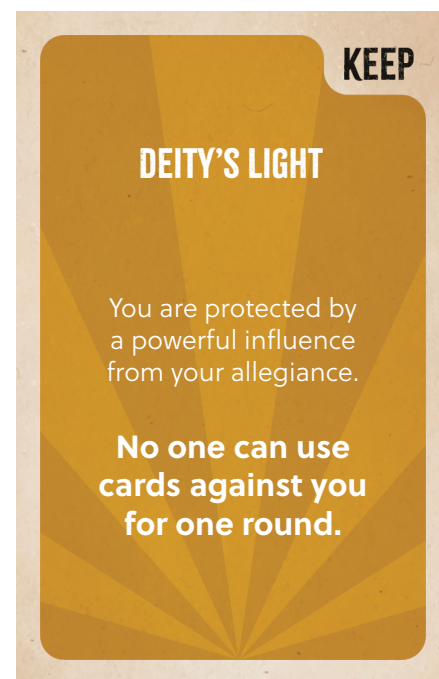
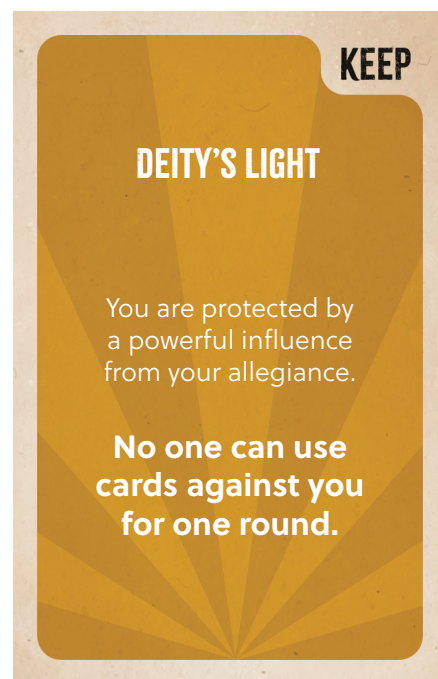
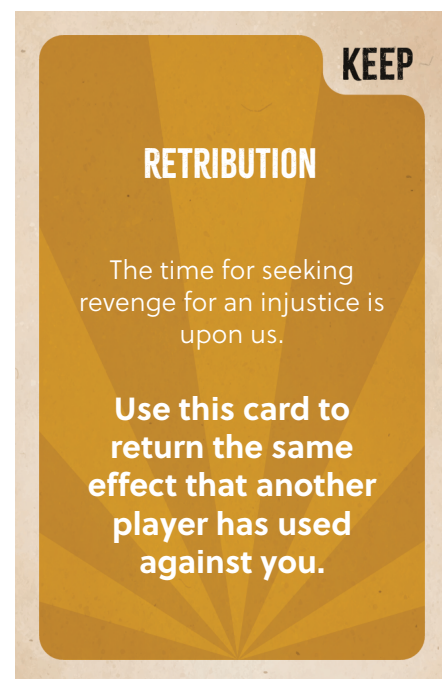
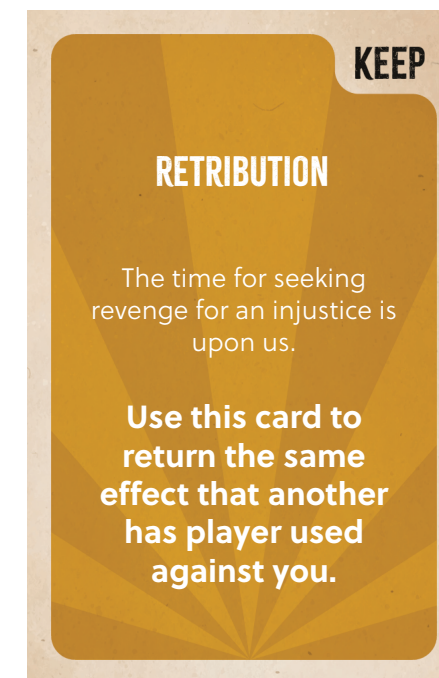
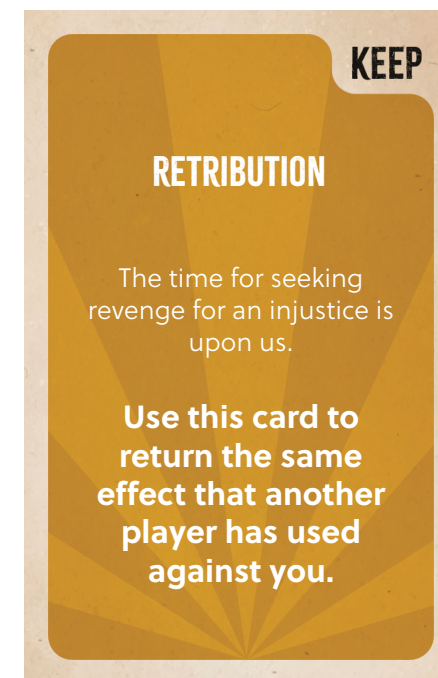
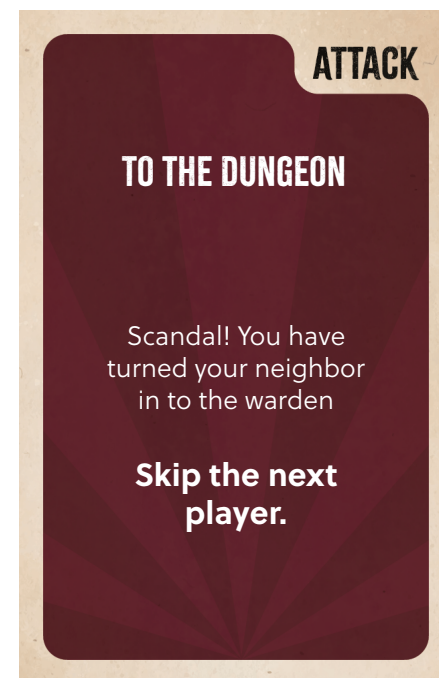
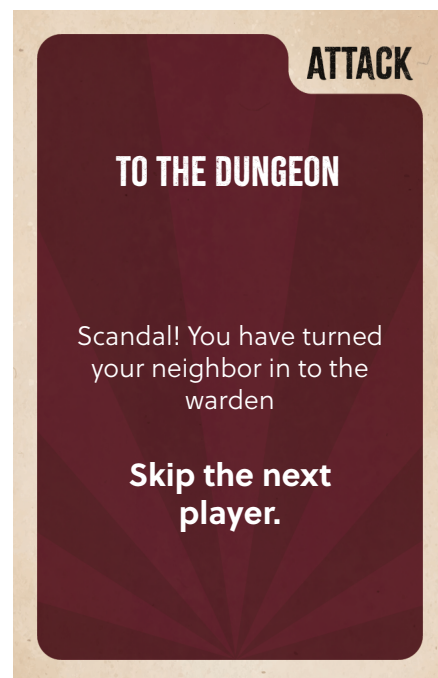
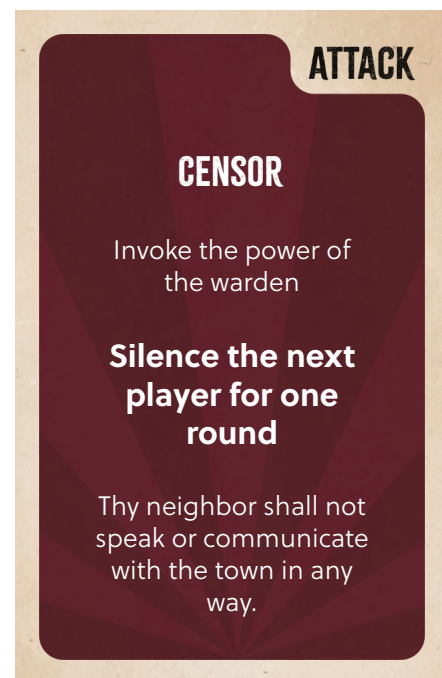


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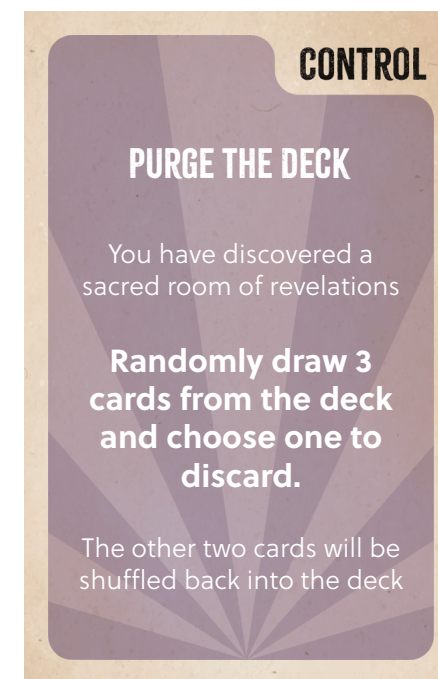
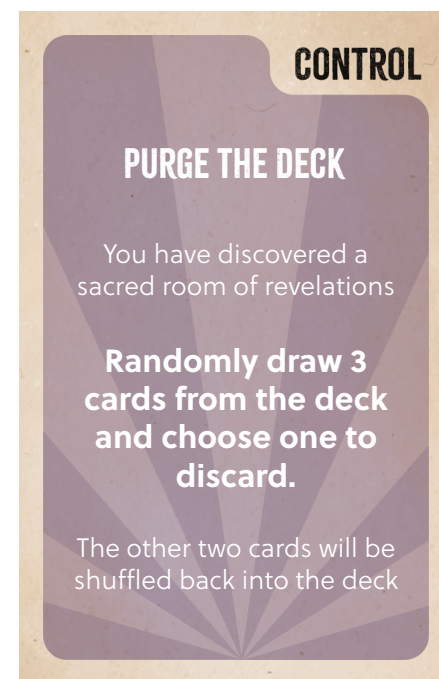
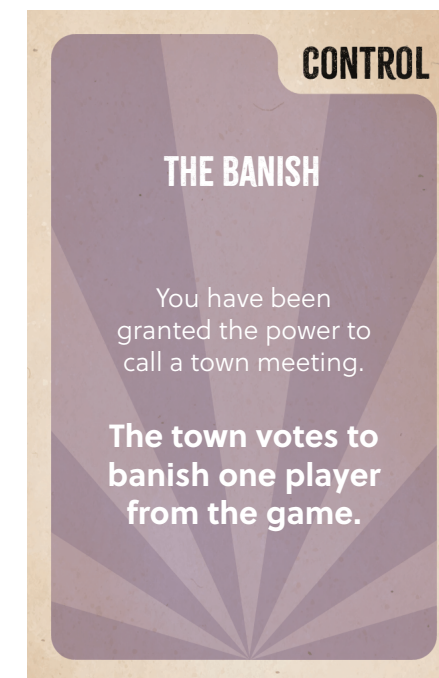
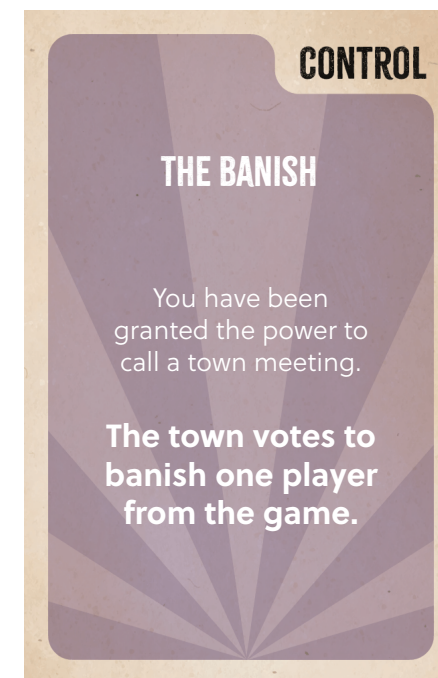
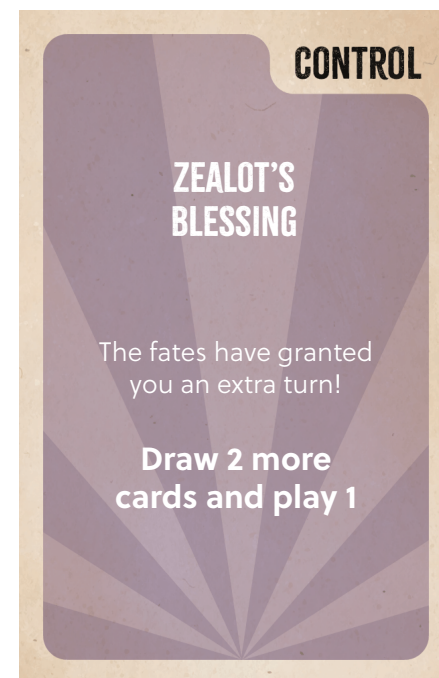
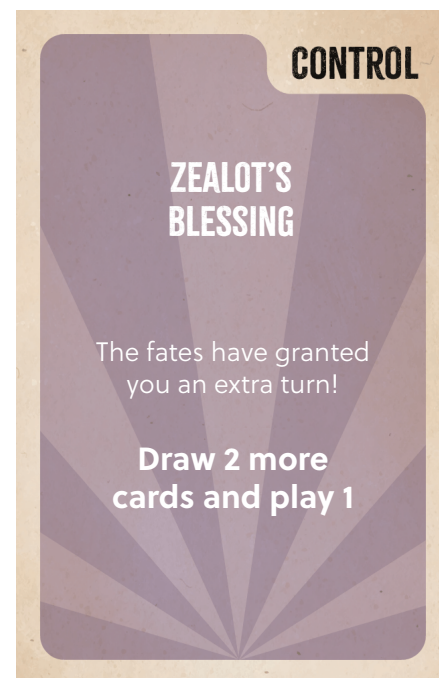
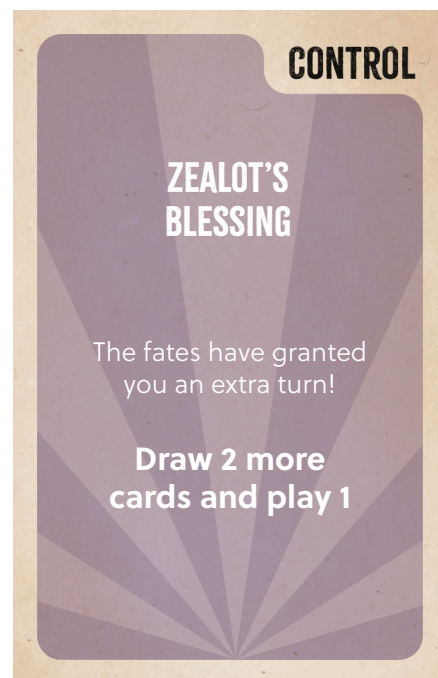
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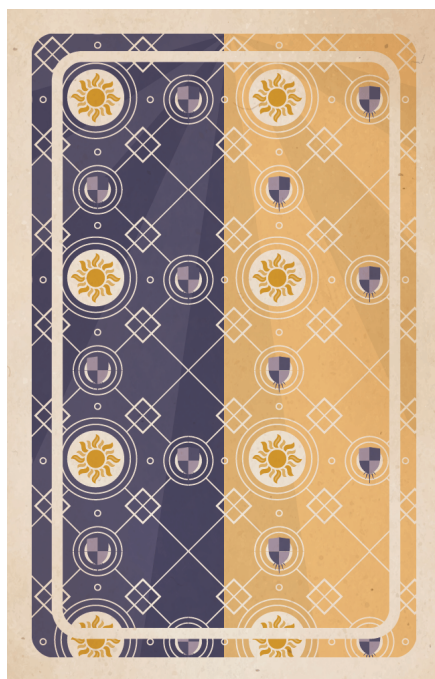
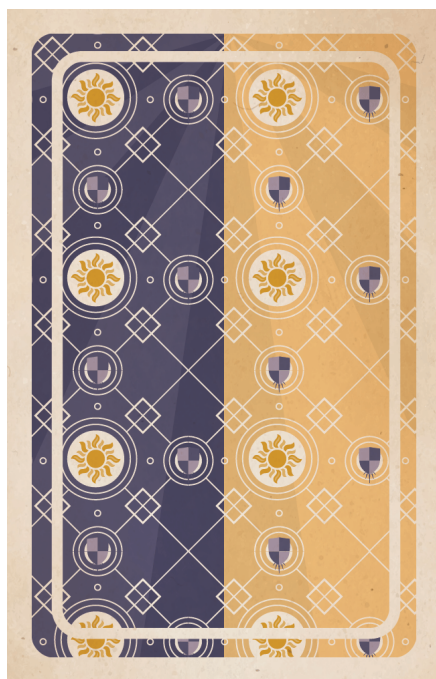
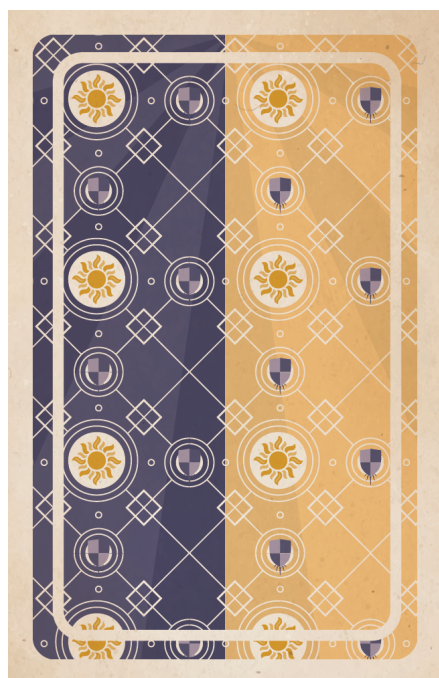
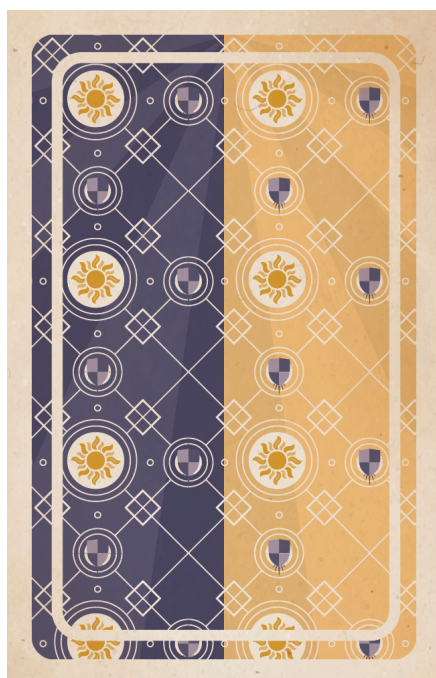
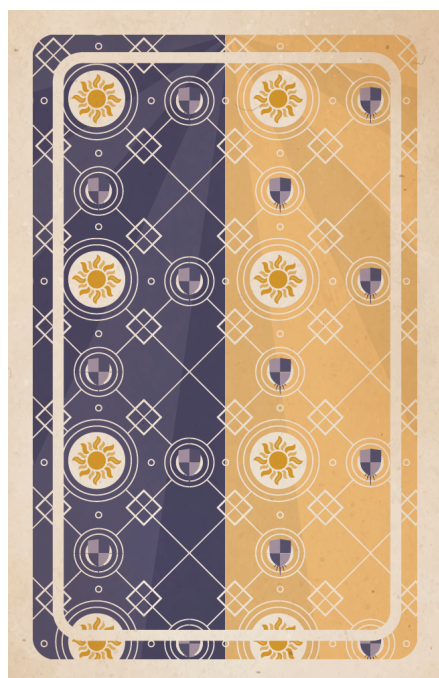


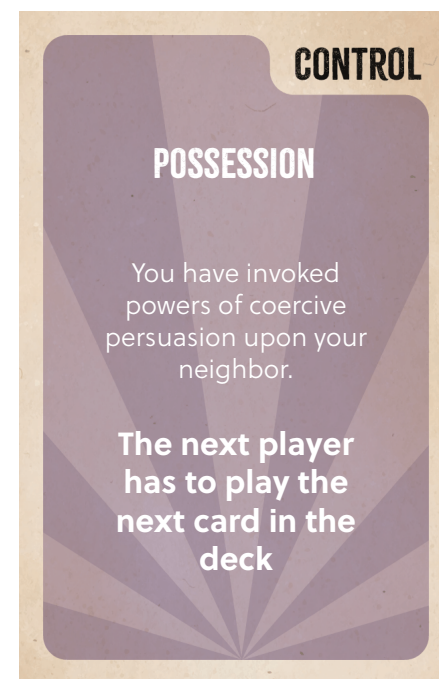
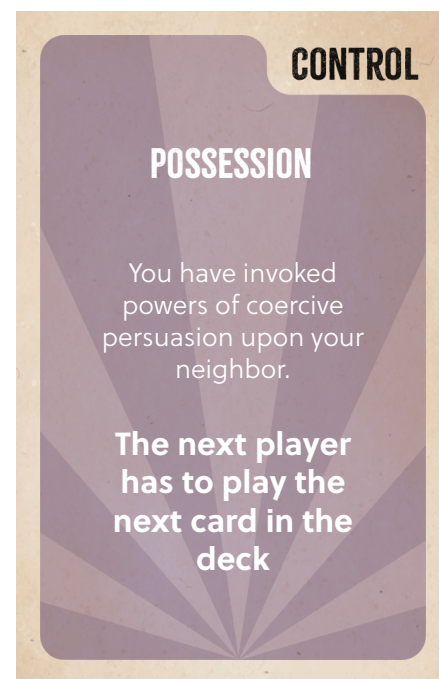
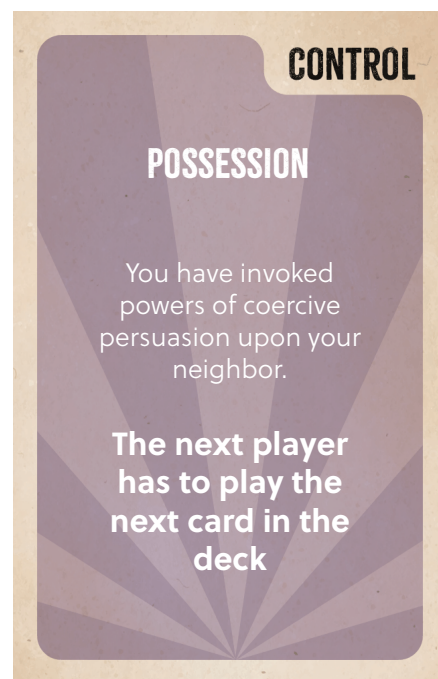
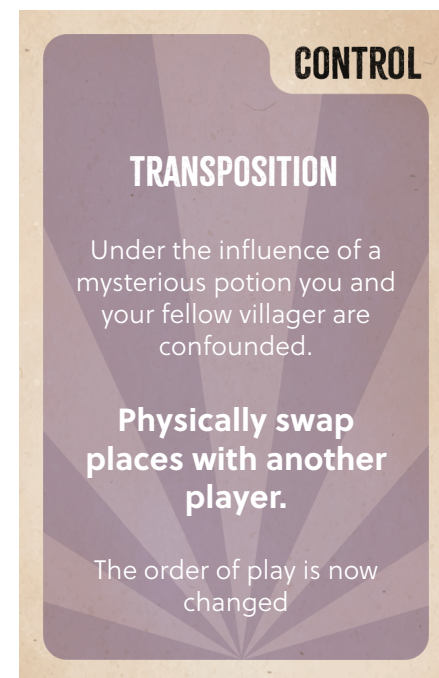
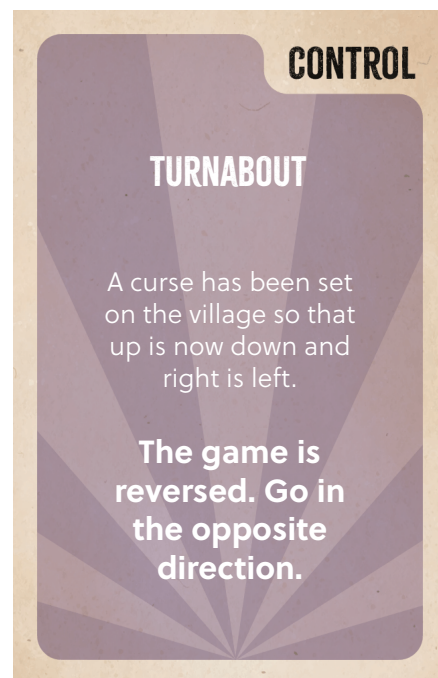
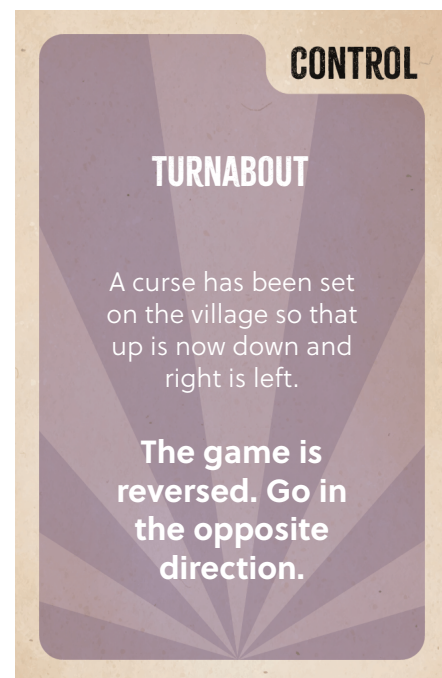


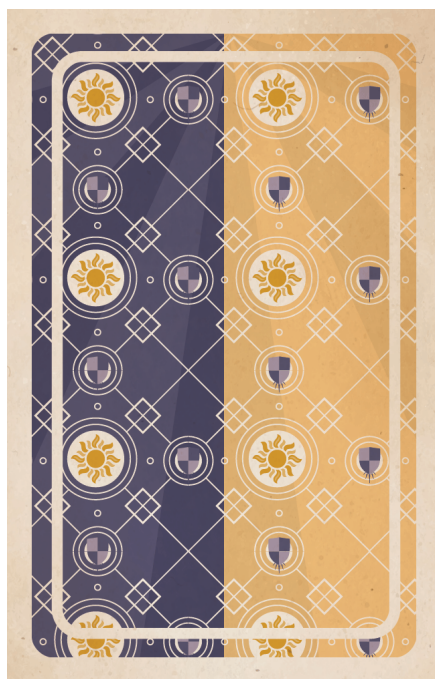
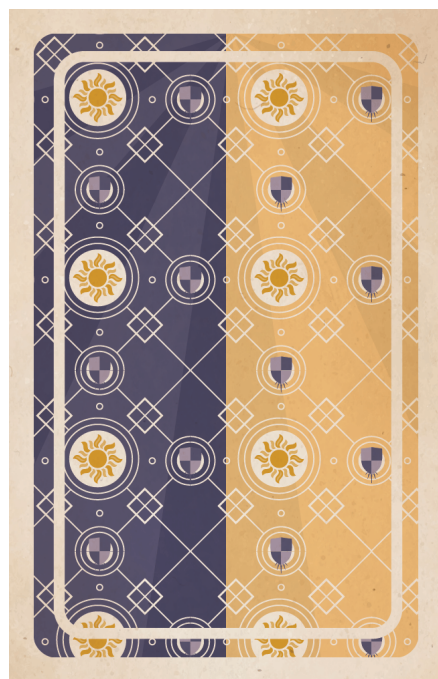
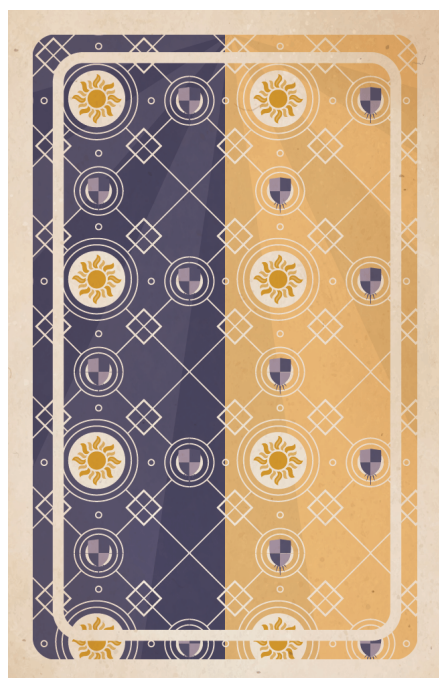
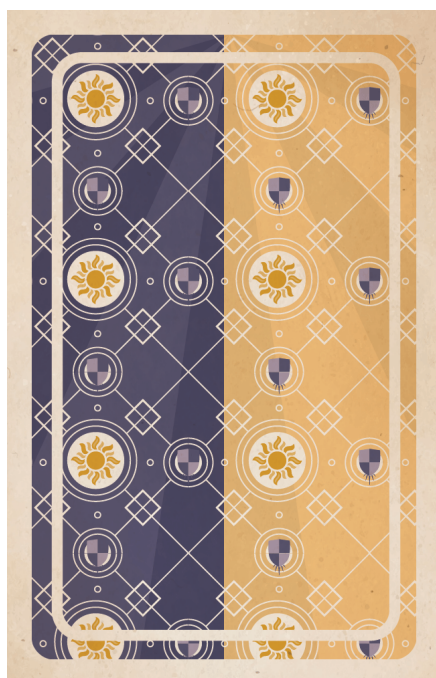
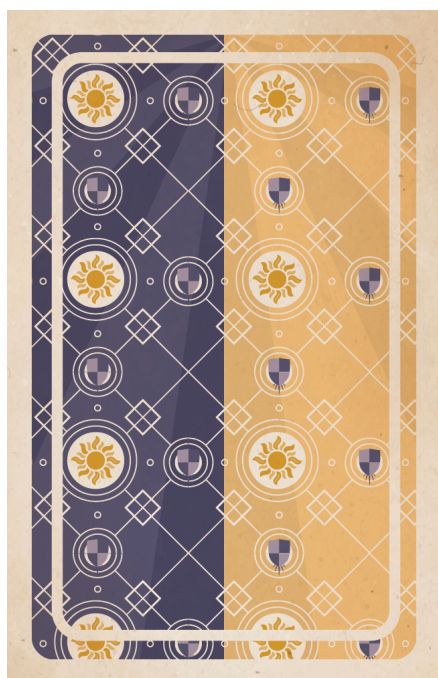














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The village is getting closer to the Cult leader. The Order must act fast to deter the villagers efforts.

**Order calls a midnight meeting and decides on a player to eliminate from the game.**



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An unexpected resistance has forced them to retreat.

**Move the order marker back one space on the board.**



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**Advance the cult marker one space on the board**



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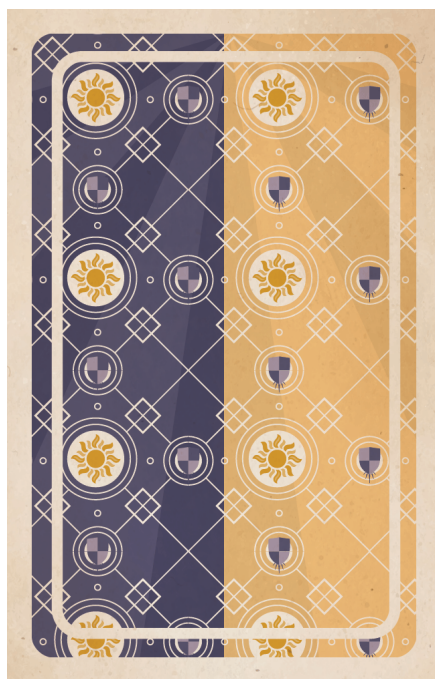
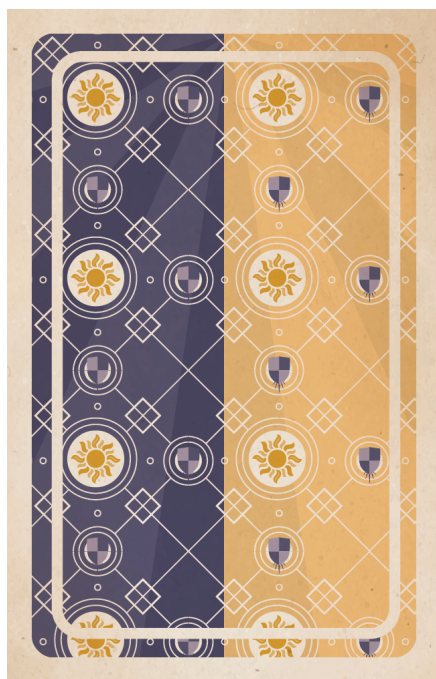
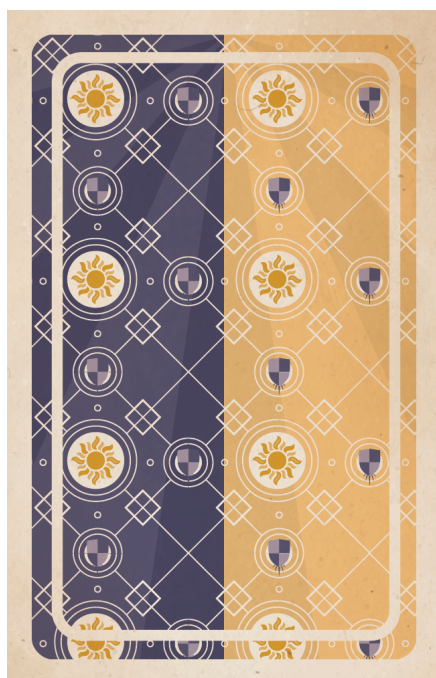
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The Cult Leader grows ever stronger in their quest for ultimate control

**Advance the cult marker one space on the board**



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### CONVERSION

The Order's influence grows stronger and villagers are joining its ranks.

**The cult leader initiates a new convert during a midnight meeting.**



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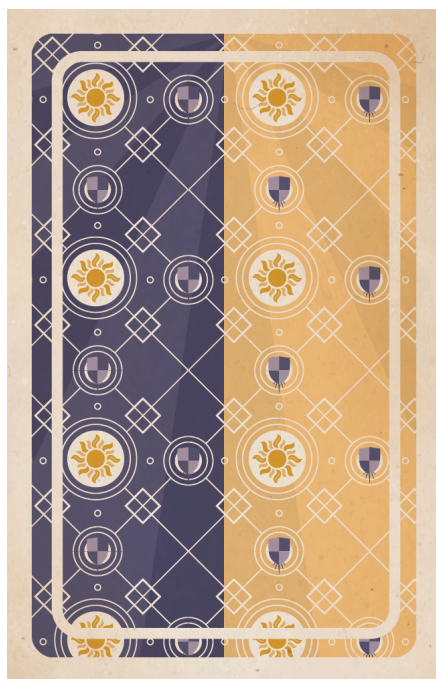
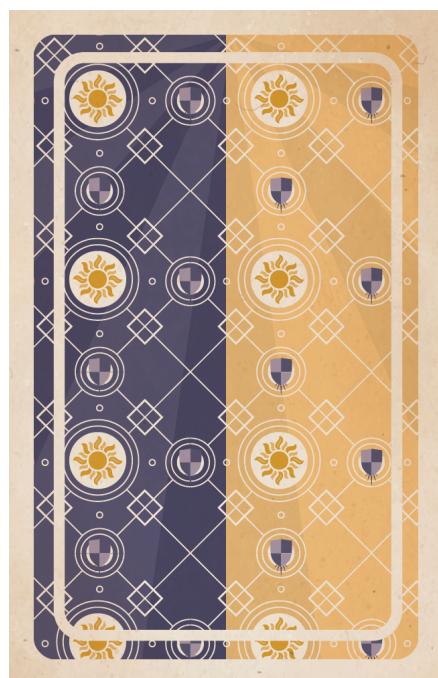
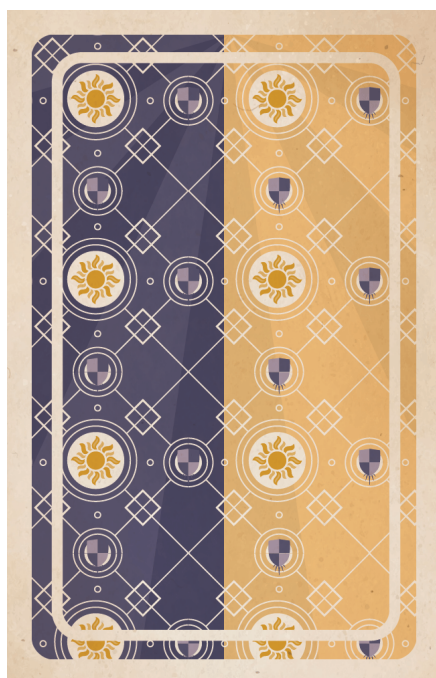
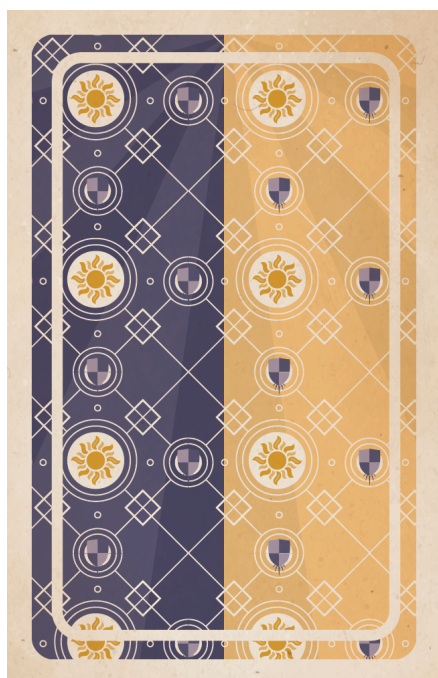
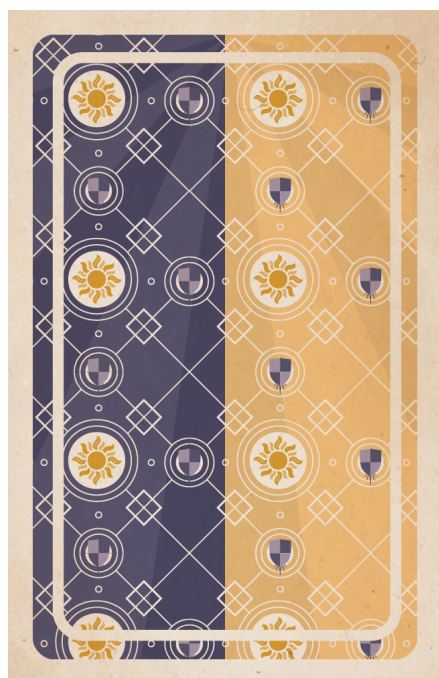
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THE  
CULT LEADER



THE  
CULTIST



THE  
CULTIST



THE  
CULTIST



THE  
MARTYR



THE  
VILLAGER



THE  
SKEPTIC



THE  
VILLAGER



THE  
VILLAGER



THE  
VILLAGER







**THE  
ORDER**



**THE  
ORDER**



**THE  
ORDER**



**THE  
ORDER**



**THE  
ORDER**



**THE  
TOWN**



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**THE  
TOWN**





## INTRIGUE

Dark rumors spread of a secret society wielding arcane powers, as the townspeople are drawn into a web of intrigue and danger



## INFILTRATION

The Order has infiltrated the town's key positions, using their influence to summon their ancient deity and bring about the end of the world

Add The Banish, Censor, Oracle's Choice, Retribution, Crackdown, Troublemaker



## INDOCTRINATION

Cult Leader mandates an escalation of the regime! Cult is now using covert tactics of indoctrination and mind control to pull townspeople onto their side

Add Seer's Book, Reveal the Faithful, Windfall



## EXPOSURE

Cult Leader begins to expand cult influence beyond the town, establishing a network of followers across the region!

No longer in need of discretion, cult members openly demonstrate their affiliations across town. overlord.

Add Divine Power, Ritual Sacrifice



## DOMINANCE

Cult Leader has achieved complete control over the town and its inhabitants! With no opposition or dissent tolerated, all aspects of daily life are dominated by the cult's beliefs and practices



DISCARD



DECK