

Round Summary



1. PRODUCTION

Produce resources and coins.



You may repay debts during this phase.

2. CARDS

1. Discard all building cards except 1.
2. Draw 4 building cards and 1 event card.
3. Pass 2 of your new buildings, as shown on back of cards. (Not in round 1.)

You may repay debts during this phase.

3. DEALS

Follow instructions in the app:

1. Make an offer. (You can't offer a soul!)
2. App distributes offers. Accept or pass.
3. App redistributes offers. Accept or pass.
4. App returns chests.

4. ACTIONS

1. If you have 2 event cards, discard 1.
2. Plan event and actions.
3. Resolve plan as shown on action board.
4. Pay for extra actions.
5. Check for achievements / .

5. INTEREST

1. Advance interest marker a number of steps equal to your debt.
2. Then increase debt by 1 for each time interest marker entered its starting space.
3. If debt goes beyond 10, set it to 9 and gain .

6. REPUTATION

1. All highest players gain .
2. All lowest gain .
3. Markers slide toward middle.

7. WITCH HUNT

8. INQUISITION

Advance the production wheel to the next round.

DON'T FORGET!

You can take out a loan and buy or sell resources whenever you want.



WITCH HUNT & INQUISITION

7. WITCH HUNT (2 & 3)

1.  Players accuse simultaneously. (You may show empty hand.)
2. If 2 players match, accused must show 3 pieces of soul or confess.

8. INQUISITION (3 & 5)

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PART I - DARK RITUAL

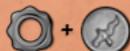
1.  You can buy angel wings for 5 coins each.
2. Prepare chests:
 - + **THE DEVIL** must include all pieces with cultist's marks . Can also include mortal pieces .

+ **CULTIST** and **MORTALS** may guess devil.



Round 5: Cannot guess devil if devil was revealed in round 3.

+ **MORTALS** may also guess cultist.



+ **EVERYONE** may include  to bribe inquisitors.

3. Open and resolve chests:

- + Place coins on board. Each set of 5 coins bribes 1 inquisitor, A, B, then C.
- + Inspect the souls in devil's chest and give rewards to devil and cultist.
- + Resolve the guesses:

Round 3:

- If no 2 guesses agree, return all guesses.
- If 2 guesses agree, remove all guesses. Any player accused twice must say whether accusation is true or false.
- Use the app to return chests to their owners.

Round 5:

- Score all guesses from both rounds.

PART II - INQUISITORS

For each inquisitor, you must show 1 piece of soul, pay 1 indulgence, or take penalty.

At the end of round 3:

- + Reveal inquisitors B and C.
- + All *Houseguests* go back to their deck.
- + Flip inquisition overview tile.

STARTING CHESTS



DEVIL:



CULTIST:



MORTAL:



FOR EXPERTS:





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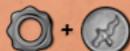
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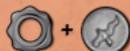
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