



THE DARK RITUAL – OR HOW TO WIN!

To win, a player must complete three Dark Rituals.

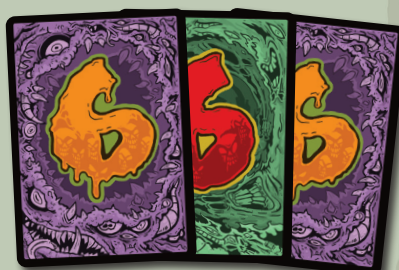
At any time, even during another player's turn, after all Sacrifice rewards have been collected, if the combined value of the characters on their Altar is exactly 6 or -6, a player may begin a Dark Ritual.

To do this, they say a small prayer to their Dark Lord, something like "Oh Noble Lord, accept these unholy souls and bring us eternal darkness." The prayer should last about 6 seconds. Nothing can disturb this ritual. It is therefore impossible to start another ritual at the same time. However, it is possible to play green cards if they disrupt the ritual and change its final value.

If, at the end of these six seconds, the value of the Altar is still 6 or -6, the ritual is successful.

If a ritual is successful, the player discards the characters on their Altar and takes a Dark Favour card. If it is their third one, they win the game!

Of course, nothing prevents you from doing several Dark Rituals in the same turn, you just need a bit of luck and talent.



TIPS & TRICKS FOR A HAPPY DEMONIC APOCALYPSE

If there are no more cards in the Necronomicon, shuffle the Graveyard and make it the new Necronomicon. Discard the first card to create a new Graveyard.

There is no limit to the number of characters on an Altar. It can contain as many characters, positive or negative as you want.

Once a Dark Ritual has been cast, it is not possible to cast another until the first one is completed.

You may cast a Dark Ritual during another player's turn if you have the necessary points on your Altar card, and if no other Dark Ritual is currently being resolved.

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SACRIFICE 666 RULEBOOK

SO YOU FOUNDED YOUR OWN DEMONIC CULT? WHY NOT? BUT BE AWARE THAT YOU ARE NOT ALONE IN WORSHIPPING EVIL FORCES! UP TO FIVE OTHER CULTS ARE COMPETING TO BRING THE UNDERWORLD TO EARTH.

YOU'LL HAVE TO PROVE YOURSELF IF YOU WANT TO SUMMON YOUR DARK LORD. TO WIN, YOU MUST COMPLETE THREE DARK RITUALS BEFORE YOUR COMPETITORS.

YOU'LL SEE, IT DOESN'T REQUIRE ANY SPECIAL SKILLS, EXCEPT GEOMETRY FOR THE PENTACLE, AND MEDICINE FOR THE SACRIFICE, AND LATIN FOR THE INVOCATION... ALMOST NOTHING, WE TELL YOU.

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Let's make sure everything is there. In your box you should have:



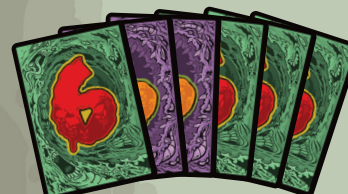
•66 Character cards



•7 large Altar cards



•This rulebook



•12 Dark Favour cards

**Everything is there?
Then let's start!!**

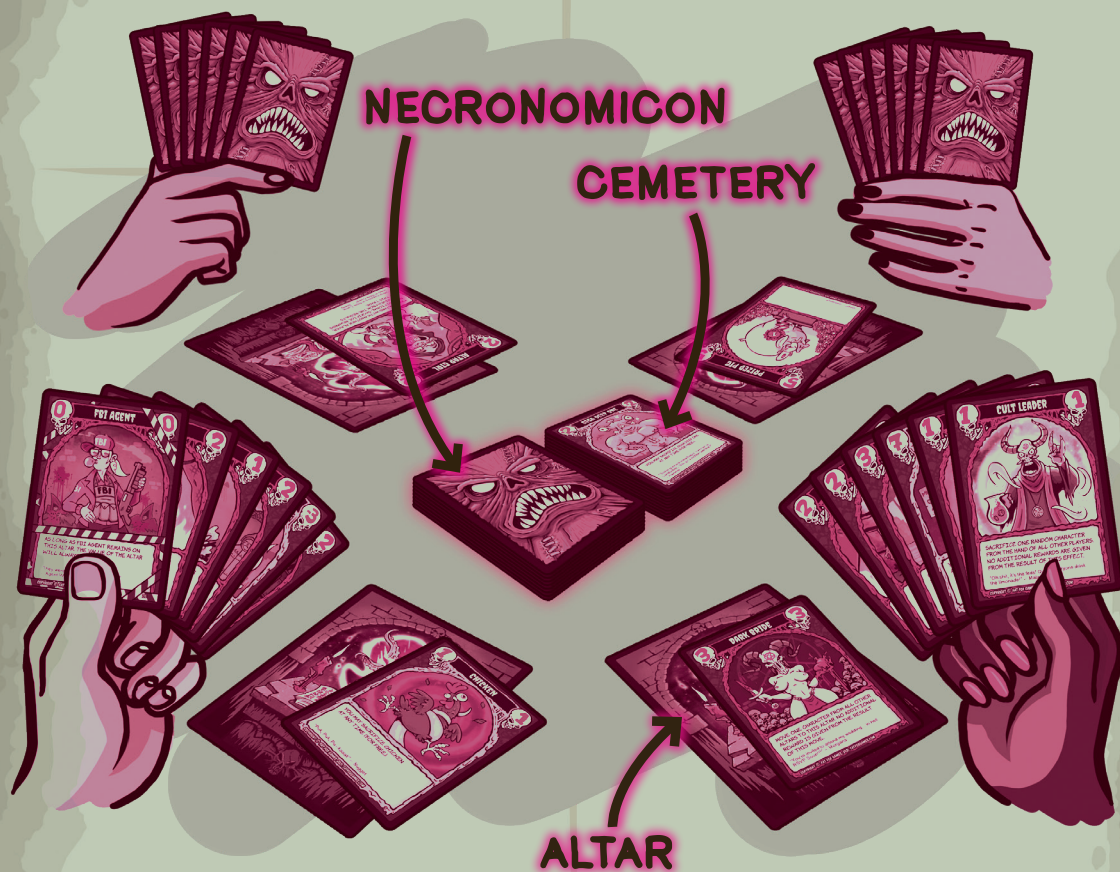
SETTING UP THE GAME

To start, you'll need a play area. A table, a car hood, a goat skin with a pretty pentacle in blood letters...whatever. Stand around it with your competitors and each take an Altar card, those big cards with the image of your Dark Lord.

Shuffle the cards and form a pile in the center of the playing area. This is what true warlocks call the Necronomicon. Deal five cards to each player, who takes them in hand so they can look at them without the others seeing them. This is what they call a player's Hand. Yeah, they didn't break their brains with that one.

Take the first card of the Necronomicon, and put it next to the deck, face up. This new, not-so-glorious pile is called the Graveyard. When a card is removed from the deck to go into the Graveyard, it is "discarded".

Place the Dark Favour cards to the side in easy reach for now—you'll need them later.



All that is left is to choose a first player. Normally, it is the most virgin player at the table who starts. You are free to find another method if no one is available.

THE CHARACTERS

All the cards of the Necronomicon are characters. No need to get attached to them, they are only there to be used as fodder for rituals. Yes, you will sacrifice these characters, which consists in putting them face up on one of the Altars of the game, yours or another player's.

On both sides of the upper part, the characters have a value from -6 to 7. Below their picture, they have text that explains what happens when you sacrifice them. This is their "sacrifice reward". If a sacrifice effect is not applicable, you don't apply it. It's as simple as that! But if a sacrifice triggers another sacrifice, you trigger the effects in the order they appear!

Warning! The reward for sacrifice applies ONLY if the Character card is sacrificed (placed from a Hand to an Altar, or if the effect of a card specifically tells you to sacrifice another one).

For example: If a Character card is sacrificed, and its reward tells you to move other cards without mentioning sacrifice, the rewards of those moved cards do not apply.



FLOW OF THE GAME

Starting with the first player, players will take turns, until someone manages to complete their third Dark Ritual.

On their turn, a player can do two different actions chosen from four options.. You can't do the same thing twice: a cult leader has to set an example and be creative!

The four possible actions are:

- **Sacrifice a character from their hand** to any Altar. Some characters (with a green border) can be sacrificed for free anytime and do not count against the one sacrifice limit. Don't forget to apply the sacrifice reward of the card!
- **Sacrifice the top card of the Necronomicon** but only on their own Altar. In order to do so, the player must first make a micro invocation of the type "Glory to the great Cthulhu," "By the power of the ancestral cheese," or "Long live the author of this fantastic game, may his soul prosper in the thousand hells." Here again, the sacrifice reward of the card applies.
- **Draw** a card from the Necronomicon
- **Discard** all the cards present on **their** Altar.

If, at the end of their turn, a player has more than six cards in their hand, they discard them at random to bring them down to six.

The player to their left then plays their turn.