

Evilpact English Manual v1.0.0 (text only)

Please look for pictures in [japanese manual](#).

1. Story

You are an wisdom seeking "investigator" who was enchanted by a grimoire that you found one day.

As you collect more grimoires, you realize that someone else out there is doing the same.

Some follower of a cult must be planning a conspiracy.

To stop the conspiracy, you must collect more grimoires than they do.

Even if that meant relying on unspeakable powers...

2. Objection

The objection of the game is to collect more grimoires than your opponent, while also making a contract with a demon. The player who has more magic powers than their opponent in the majority of the elements wins. However, if only one player did not fulfil their contract by the end of the game, that player loses regardless of their magic powers.

Win a victory over magical powers or trick the opponent into unconditional defeat... Plan a spell-driven stratagem and enjoy thrilling tricks.

3. Contents

Round Track Board ... x1

Round Marker ... x1

Game Summary Card ... x2

Spell Card ... x10

Grimoire Card ... x40

- Normal Card ... x5 for each element
- Insight 3 Card ... x1 for each element
- Insight 5 Card ... x1 for each element
- Turbidity Card ... x5 *Each has different power.

4. Setup

1) Determine starting player by any means.

*Starting player will change at the end of each round.

2) Place Round Track Board on the right side of the first player as shown in the picture below and Round Marker on "1" of the Board.

3) Shuffle 40 Grimoire Cards and place it on the right side of the Board as the Deck.

4) Each player takes one set of 5 different type of spell card as his/her Hand.

*The Hand can NOT be seen by others.

Then choose one card at random and "seal" it besides the Board without shown to the opponent.

5. Game Play

This game consists of 8 Rounds and 1 "Contract with Demon" phase between 4th and 5th Round. Each Round consists of Card Refilling, 4 Turns, and End of Round. In each turn, player acquires a card and casts a spell.

5-1. Actions in each Round

Each Round goes in following procedure.

1. Card Refilling:

Starting Player in this Round takes 5 cards from Deck and place them in Explore Area face up.

2. Takes Turns:

Starting Player and the opponent takes turns twice alternately in each Round to acquire cards or cast a spell.

3. End of Round:

Starting Player in this Round advances Round Marker to the next position. Then the opponent starts next Round or phase."

5-2. Contract with Demon

This phase starts after the end of 4th Round. Each player choose one card from his/her Hand and place it onto the Contract card area on Round Track Board face down. After this action this card is under contract and is not considered as his/her Hand. At the end, one of the two advances Round Marker to the 5 position."

5-3. Actions in each Turn

Players can take Action A and B in any order in each Turn.

[Action A] Card Acquiring

A player must do this action once in a Turn.

A player acquires 1 card from Explore Area and place it in his/her library onto the same element. If the turn is the 4th one, described as ""Turn 4"" in the 5-1 Pic., that player acquires 1 more additional card. During this action, some card effects might be revealed."

[Action B] Spell Casting

A player can do one of "b-1" or "b-2" once in a Turn.

The effect of spell casting depends on how many magic power does the player store in his/her library. If the requirement of magic power written on the spell card is fulfilled, the effect written in right side of the card is taken. (see upper right Pic.)

If both of two conditions are fulfilled at the same time, the effect that needs more magic power is taken.

Only the spell of Hastur can be cast against to the spell the opponent cast. A player can cast the other spell before or after Hastur's spell, because this spell is cast in the opponent's Turn.

b-1) Spell Casting form Hand

In case of fulfilling more than 1 requirement of magic power, a player can cast that spell. After revealing that card from Hand and taking the effect, remove that card from the game. Removed card is placed in Purge Area face up and won't be used in this game.

b-2) Spell Casting under contract (once per Game)

Revealing the card under contract on the Round Track Board, the player takes the effect as the player has 5 or more magic power of that element regardless of stored magic power in the library.

Example)

If that player has 4 icons of Fire element grimoire in total described in the upper Pic, the effect of requirement(3) is taken.

5-4. Grimoire Card Effect

Insight 3 and 5 Card

The effect of the grimoire card that has text of "Insight (X)" is taken if the number of Turn this card was acquired in that Round is X or more. There is only 1 card of Insight(3) and Insight(5) in each element and the effect has no difference by element.

Turbidity Card

The player chooses one of elements written on the card by icons when acquired. That Turbidity Card is placed onto the color the player chose.

The pairs of elements of Turbidity Card are below.(5 patterns)

6. Decision of Winner

After End of 8th Round, the winner is determined. Both players check the three conditions below in order.

1. Fulfilment of Contract or NOT

Any cards under contract that hasn't been revealed, is revealed. Each Player counts the magic power of the element equal to the revealed card. If the number is less than that of the opponent, the player acknowledges his/her defeat.

When only one player defeat is defeated, the opponent becomes winner. In any other case, check the 2nd condition.

2. Who has the most magic power of each element

Players compare the magic power of each element and determine who wins, lose or tie for each element. The player who has won more than the other wins the game. If it is tie, check the 3rd condition.

3. Who has more card in Hand

The player who has more card in Hand wins the game. If it is tie, this game ends in a tie.

Tips

- The maximum magic power including for 1 element can be from 7 to 10 points.
- Spell Card can be spelled once per 1 Turn. Don't hesitate to cast a Spell too much! Fulfil the contract with Daemon and acquire more grimoires applying all of your spells.

Spell Cards

Cthugha

③: You choose 1 card from opponent's Library and exclude the card from this game.

⑤: You choose 1 or 2 card(s) from opponent's Library exclude the card(s) from this game."

Cthulhu

③: The opponent chooses 1 card from his/her hands at random and shows it, then excludes it from this game.

⑤: The opponent chooses 2 cards from his/her hands at random and shows them, then excludes those from this game.

Hastur

③: Counter spell of Red or Blue spell.

⑤: Counter spell of Red, Blue, Black, or White spell.

Nyarlahotep

③: Choose up to 2 Turbidity Cards from all Libraries and replace as the opposite element in the original Library.

⑤: Choose up to 4 Turbidity Cards from all Libraries and replace as the opposite element in the original Library.

Eihort

③: Turn an "Insight 5" Card in your Library sideways and then it gives 2 magic power.

⑤: Turn all "Insight 5" Cards in your Library sideways and then it gives 2 magic power.