

# **Demon in the Details**

## **by No Credit**

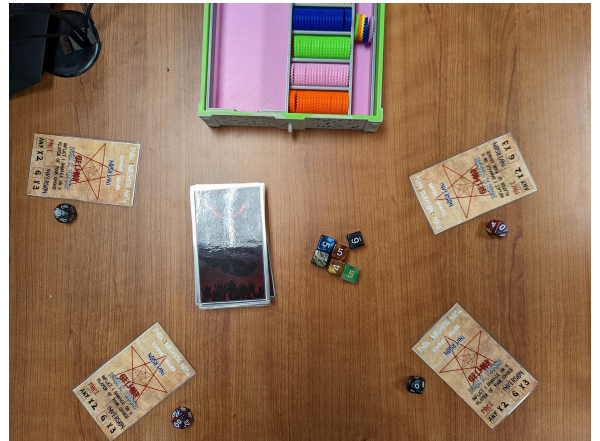
**Watch for the fine print.**

**2-4 players, ages 10+**

**Play time 30-40 min**

### Components:

1. 60 demons contracts cards
2. 4 Gelmior contracts cards
3. 6 six-sided dice - 6D6
4. 4 ten-sided dice - 4D10
5. 20 Burn Tokens (Orange)
6. 20 Frost Tokens (Pink)
7. 20 Shield Tokens (Yellow)
8. 20 Poison Tokens (Green)
9. 20 Disable Tokens (Blue)



Who are the Players: The players are demonologists in a spell slinger's tournament in the pirate city, all duking it out in order to prove they are the strongest Demonologist on the continent.

Goal of the Game: The goal of the game is to remain the last demonologists standing by reducing all other players health to 0, by collecting and using contracts to harm them. Whenever a player's health is reduced to 0 they are knocked out of the game. The game ends when only one player is left standing with health remaining, making them the winners.

### Setup:

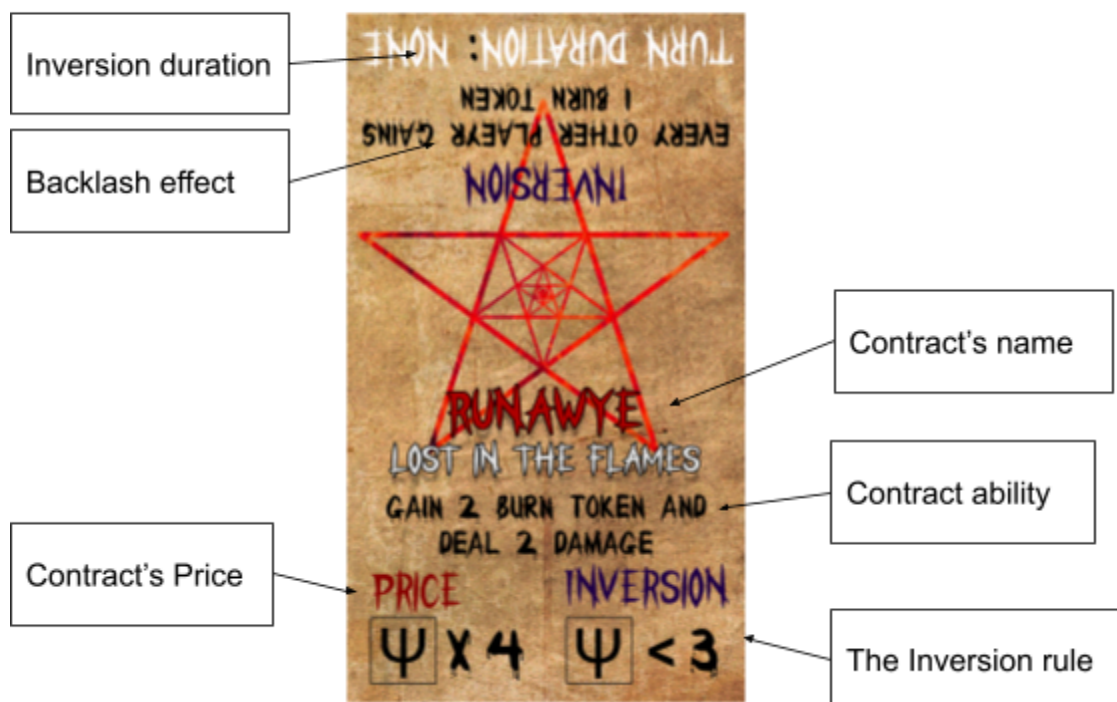
Place the contract deck, dice, and all token in a way all players can reach them  
Each player starts with his health counter (a 10 sided die) set to 10 and places a **Gelmior Contract** before them as a starting contract. Players roll a dice to determine who goes first. Players take turns in a clockwise fashion.

### Turn Sequence:






1. **Initial Arcane Charge:**  
At the start of their turn, the player rolls 6D6 dice. The dice represent their magical potential and are used to determine what actions the player may use.
2. **The Interference:**  
Other players may use charged spells to interfere with the active player turn by applying whatever status effects they have.  
For example




- a. Player A used Freezing Touch on his turn, allowing him to freeze a dice for another player, preventing them from rerolling it. To use this feature they will have to discard the freeze token they gained when using Freezing Touch.
3. **Arcane Focus:**  
The player may reroll once as many dice as they want.
4. **The Interference:**  
Other players may use charged spells to interfere with the active player turn by applying whatever status effects they have.
5. **Contract Making:**  
The player may invest dice to the sum of 10 or more to purchase a new contract from the deck or any faced up contract which haven't been taken. When making a contract, a player may choose to either take it, or leave it face up on the table. However, even if the player chooses to leave the contract face up the dice used to purchase that contract are still unavailable. A player may have a maximum of five spells at any moment; in the case of getting the 6th one, the player will discard one of his contracts.  
However, Inversion contracts require the player to invest a die in replacing them, leaving him with one less die to work with this turn .
6. **Contract Charging:**  
Contracts require dice to activate their abilities. Different Contracts might have different requirements to be used, which the player must play by placing dice on the card, following its special rules.  
**Each contract can only be activated once each turn.**

### Contract card anatomy



Price examples:

Rule	Translation
 <p>A price tag with a brown, textured background. At the top, the word "PRICE" is written in red, dripping paint. Below it, the word "EVEN" is written in black, dripping paint, and is enclosed in a black rectangular box. To the right of the box, the text "X2" is written in black, dripping paint.</p>	<p>To pay this Price, to dice of even value must be placed on the contract</p> <p>Acceptable Prices will be (2,2), (2,4), (6,4) etc...</p>
 <p>A price tag with a brown, textured background. At the top, the word "PRICE" is written in red, dripping paint. Below it, the text "&gt;3" is written in black, dripping paint, and is enclosed in a black rectangular box. To the right of the box, the text "X1" is written in black, dripping paint.</p>	<p>To pay this Price, one die of value greater than 3 must be placed on the contract</p> <p>Acceptable Prices will be a die of value 4,5, or 6.</p>
 <p>A price tag with a brown, textured background. At the top, the word "PRICE" is written in red, dripping paint. Below it, the word "SUM" is written in black, dripping paint, and is enclosed in a black rectangular box. To the right of the box, the text "&gt; 15" is written in black, dripping paint.</p>	<p>To pay this Price, a player can place any amount of dice on the contract as long as their total sum is larger than 15.</p> <p>Acceptable Prices will be a die could be (5,5,6), (5,4,3,6) etc...</p> <p>Some contracts might require the sum to be exactly a specific number to work. Those contracts will use the "=" to single that.</p>
 <p>A price tag with a brown, textured background. At the top, the word "PRICE" is written in red, dripping paint. Below it, the Greek letter Psi (Ψ) is written in black, dripping paint, and is enclosed in a black rectangular box. To the right of the box, the text "X4" is written in black, dripping paint.</p>	<p>The Ψ symbol means this contract requires a "combo" of dice to activate. A combo is a set of dice of consecutive values (1,2,3   3,4   2,3,4,5,6 are all combos of different lengths).</p> <p>For example, a player will need to place a combo of length 4 on the contract to pay this Price. Acceptable Prices will be (1,2,3,4), (2,3,4,5), (3,4,5,6).</p>
 <p>A price tag with a brown, textured background. At the top, the word "PRICE" is written in red, dripping paint. Below it, the number "2" is written in black, dripping paint, and is enclosed in a black rectangular box. To the right of the box, the text "X2" is written in black, dripping paint.</p>	<p>This contract requires 2 dice of value 2</p> <p>Acceptable Prices will only be (2,2).</p>

Rule	Translation
	<p>To pay this Price, to dice of even value must be placed on the contract</p> <p>Acceptable Prices will be (2,2), (2,4), (6,4) etc...</p>
	<p>To pay this Price, one die of value greater than 3 must be placed on the contract</p> <p>Acceptable Prices will be a die of value 4,5, or 6.</p>
	<p>Any Inversion rule refers to all of your dice even if the contract is not used.</p> <p>For example the sum in this card refers to the sum of all of your dice being less than 18.</p>

#### 7. Uninvert Contracts:

If a player has any flipped contracts which ended their **Inversions duration** this round, flip them back to their normal orientation.

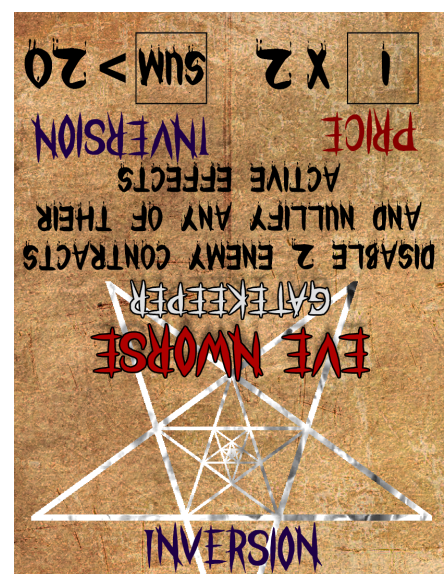
#### 8. The Backlash:

Some contracts have “Inversions” which should be avoided. If a contract is broken by meeting the Inversion requirements, the contract card will flip to the Inversion side, applying a negative effect to the player at the end of their turn.

Each card has its own **Inversions duration**, the duration is equal to the amount of round for which the contract is inverted. A contract that is inverted for more than 1 turn will activate its negative ability at the end of each turn while inverted.

Inversions turn durations:

1. **Instant** - Contracts with **Instant turn durations** will activate their negative effects and then





immediately turn normal, making them for the player's next turn.

**Ex.** Gelmior's Inversion is to suffer one damage that occurs instantly when checking for Inversions at the end of the turn. Gelmior's will flip back immediately afterwards.

2. **Duration 1** - Contracts with a **turn duration 1** act like instant spells; they will only activate their ability on the turn that they flipped, but unlike instants, will remain flipped until the end of the player's next turn.

**Ex.** Roshark's Inversion is to double the damage you receive for the next turn so until the end of your next turn you will take double damage from each attack.

3. **Duration 2+** - Contracts with a **turn duration** of 2 or more will remain flipped for as many rounds equal to the value on the card. Activating their negative effect when flipped and on every consecutive turn in which they **end the turn** flipped

Example:

- a. Eve Nworse contract doesn't allow it's player to have a **Total Sum** dice of with a value larger than 20. Player A ended his round with a roll of (1, 2, 6, 6, 6, 5). The total sum of all of the dice they rolled is 27, which breaks Eve Nworse Inversion rule, flipping it at the end of the player's turn. Once flipped, the Backlash ability will be triggered. Eve Nworse has an **Inversions turn duration** of 1, meaning it will remain inverted for Player's A next turn, making it unusable for that round and only invert at the end of the turn. Eve Nworst will not trigger its backlash on the turn it's turned normal again.

### Gaining and using tokens

Some contacts will give you special tokens which can be used to defeat your opponents. When gaining new tokens from a contract, the player should collect them from the game box. Use the tokens as described in the tokens and keyword segment of the rules.

### Tokens and keywords

1. **Freeze tokens - remain until used** - Freeze tokens can be used to "freeze" an enemy die on their turn; to freeze a die, place it over an enemy die before it is used. a frozen die can't be rerolled this turn.
2. **Fire tokens - remain until used** - Fire tokens can be used to "burn" an enemy die on their turn, to burn a die, or place it over an enemy die before it is used. A burned die costs 2 health points to be used for a contract this turn.
3. **Shield tokens - remain for one round** - Shield tokens block incoming damage. They disappear at the start of the player's turn, even if unused.
4. **Disable tokens - have to be applied to another player immediately once received** - Disable tokens are used to disable a contact for 1 round, removing its effect and Inversion rule for the turn.
5. **Poison tokens - have to be applied to another player immediately once received** - Poison tokens deal damage to you at the start of your turn. This damage ignores armor.
6. When using a **healing** contract, a player's health can't exceed 10.