

Ghastly Grimoires

Designer Kedric Winks
Artist Eric York

Stats

2-4 Players,

30-45 mins,

Age 10+

Aim of the Game

Be the first player to collect at least 5 symbols matching your secret cult identity and declare yourself the winner without the other players correctly discovering which cult you are in.

Components

25 Large Book Cards,
9 Circular Identity cards,
40 Coins,
1 Scrying Skull

Sometime in the early 20th Century dark forces work behind the scenes to harness terrible arcane powers. Several cults are actively trying to acquire tomes of magical significance and use them to bring about their own version of the apocalypse. As a member of one of these cults you must use all your cunning and wealth to secure the books you need, but be careful if the other cults spot what you're up to they will stop you in your tracks.

This game uses hidden identities and simultaneous actions to create a social deduction game that relies on auctions as it's primary mechanic with some Take That and voting elements. The theme is Lovecraftian and the art is available in eye-catching CYMK primary colors or monochrome black and white. The game and art are available to license now. Contact the designer Kedric.winks@gmx.com a table top simulator demo or a physical prototype.

