

## CULTIVATION

(card game by Cameron Browning, Carolina, Shipra Gupta and Mark Bruels)

### Contents:

52 cultivation cards  
1 game board  
4 cult leader figurines  
16 manifesto tokens  
120 follower figurines

3-4 players

In cultivation you are an aspiring cult leader on his path to ascension to a greater world beyond the minor toils of this world. In the end you will have to make a decision whether you will take many followers with you or whether you are no longer in need of their services.

In order to reach your higher goal: the stage of ascension you will need to make claims with your cards in order to attract followers and strengthen your manifesto, while making your way through four preliminary stages each of which offers you new powers.

### Setup:

Each player gets a cult leader figurine. The follower figurines are placed in a shiny box right next to the game board in their midst to strengthen the players' greed for them.

### Beginning:

The player with the strongest argument for why he or she should begin begins. If this issue cannot be resolved within 2 minutes players draw cards and the one with the highest card begins. When people tie they redraw. Rounds run in counter clockwise order. The person on the left of the one who starts shuffles the cards and each player receives 5 cards.

### Followers:

Followers are either apprentice or acolyte. While followers are still apprentices (they are placed on the cards for your claim) they are vulnerable to other players' actions and you may lose them. When they have become acolytes they are safe.

Until you reach the Cultivation stage followers only help you reach the next stage.

### Cards:

The cards are of four different suits, with 4 cards each representing arguments for objects, theories and deities and one brainwash card. Objects, theories and deities have values from 1 to 4, indicating how strong an argument they make.

When it is your turn you have to either draw one card from the stack or you can take as many cards as you want to from the discard pile. Anyhow you may only take cards from the top of the discard pile, which means that if you want an argument that is not on top you will have to take all the cards up until you reach it.

When you have 3 cards of one suit with one object, one theory and one deity each you can make a claim. You place these three cards next to each other in front of you and you receive 5 apprentice followers from the shiny box, which are placed on top of these cards. They become acolytes when it is your turn again. The first thing you want to when it is your turn is therefore to move followers off of your claims and make them acolytes.

You can make as many claims as your hand allows.

At the end of your turn you have to discard one card and place it face up on the discard pile.

The brainwash card plays different roles in different stages. During the first two stages the player is brainwashed. They have to discard their entire hand and pick up the same number of cards from the stack. The brainwash card does not go into the discard pile. It is put to the side.

#### Your first claim:

When a player makes their first claim this constitutes their initiation ceremony and they can place their cult leader on the first stage on the board.

At the same time they receive the appropriate manifesto token and place them in front of them. In the first stage having manifesto tokens allows you to strengthen other players claims. When you have stronger arguments for any of the other players' claims, you can place them on top of their card and both you and the other player receive a follower. When you strengthen your own claim you receive one follower.

#### Judgement Day:

Judgement Day comes either when one of the players has no more cards on their hand or when there are no more cards on the stack. For every argument on your hand that you do not have the appropriate manifesto token you lose a follower. After this you have to give up one of your manifesto tokens. All cards (also your claims) are reshuffled and the player right of the one who started the previous round begins.

#### Stages and your powers:

##### Ceremony:

You can strengthen your own and others claims. You need an argument of the same kind that is higher than the one used. When you play off on somebody else's claim you both receive one follower, if it is your own claim you receive one.

Brainwash cards brainwash the player who picks it up.

Incubation:

You contradict other players argument by placing a higher card of a suit that you have the manifesto for on their card. You receive as many followers from that players claim as your argument is higher than their argument.

Brainwash cards brainwash the player who picks it up.

Manipulation:

You can use brainwash cards instead of any argument card. When you play it as an argument off of somebody else's claim it has a worth of five.

Cultivation:

You can trade in 5 of your acolytes for another card from the stack.

Winning:

You win the game by either acquiring 5000 followers or having a supreme claim while in the cultivation stage. A create a supreme claim with the highest object, theory and deity of one suit. Brainwash cards cannot be used to make the supreme claim.