

RULEBOOK

Dark Pact



**Occult researchers vie to
fulfill pacts with
otherworldly patrons.**

Overview

Dark Pact is a deck building game for 1–4 players with unique victory conditions. Each player has their own deck, discard, hand, and play area.

There are 13 unique Dark Pacts. A player instantly wins by playing one and meeting its condition. For your first few games, each player will start with a Dark Pact (to have a goal to aim for).

If no player completes a Dark Pact before the Supply deck runs out, then the player with the highest scoring deck (Insight points – Curse points) wins.

Contents

1 Exile tile

Plus an alternative card version



1 Graveyard tile

Plus an alternative card version



4 Grimoire tiles

Labeled A B C D



4 Summary cards



174 Game cards

52 Player cards

- 40 Start cards
Each labeled A-B-C-D

- 12 Grimoire cards
Each labeled A B C D



122 Supply cards

- 13 Dark Pact cards
- 57 base cards
- 26 '23' cards
- 26 '24' cards



Player cards and Supply cards used in 3 or 4 player games have sort indicators in their lower right corners, as do the Dark Pacts used in players' first games.



Player cards

Grimoire cards

Player Count

First Game Dark Pact

First Game: separate as many of the Dark Pacts marked I II III IV as the number of players. Shuffle them and deal 1 to each player face up in their personal discard area. The player receiving the "I" pact, Secular Power, is the first player.

Later Games: Do not give out any Dark Pacts. Instead, choose a player to go first.



3. Shuffle the supply cards (including all Dark Pacts not handed out) to form the Supply deck.

First Game: Do not use the Demon game cards with a * in their upper right corners: Jealousy, Torment, Mesmerize (23), or Torment (24). These attacks are tricky for new players to deal with. Add them in later games.



In the center, place the Graveyard tile (or card) towards one end. Put the Supply deck nearby. Flip 10 cards face up in the center to form the initial Supply. Place the Exile near the Supply's other end.



4. Players shuffle their 10 start cards.

The first player draws 5 cards to form their initial hand. The next 1-3 other players clockwise draw 6, 7, or 8 cards, respectively, and then discard down to 5 cards in hand. Discarded cards are placed in each player's personal discard area. After all players have done so, begin play.

Setup

1. Use cards based on the number of players.

4 Players: use all 174 game cards.

3 Players: do not use the 26 '24' Supply cards or the 13 'D' Player and Grimoire cards.

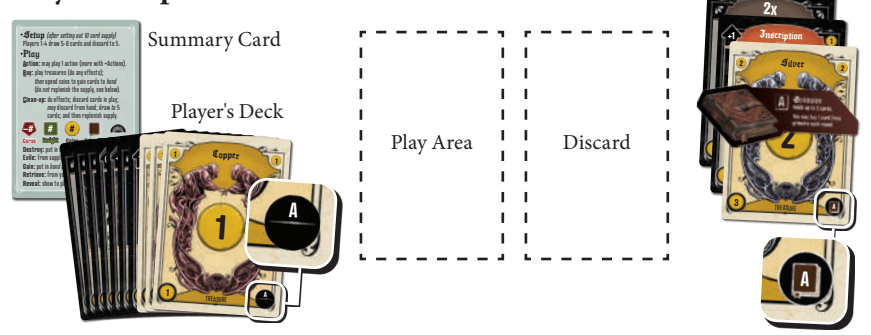
2 Players: do not use the 26 '23' and 26 '24' Supply cards or the 13 'C' and 13 'D' Player and Grimoire cards.



2. Hand out player start cards.

Give each player (A-D) a summary card; an initial deck of 10 start cards marked with their corresponding player letter A-B-C-D; and the matching Grimoire tile and 3 Grimoire cards.

Player Setup



Card Types

Game cards are either Actions, Treasures, or Multipliers.

Action cards



Treasure cards

Treasure cards have gold frames, with colored bottoms to indicate their type.



Multiplier cards

Multiplier cards, either 2x or 3x, are always played with an Action or Treasure.



Play Overview

Dark Pact is a *deck-building* game. Each player manages their own personal deck, which begins at 10 cards and will grow and change during the game. Each player has their own draw pile, hand of cards, play area, and discard.



During your turn, you will play cards from your hand to your play area, following the instructions on each card as you play it. This may result in drawing more cards into your hand, discarding some of them, or other effects.

A player's turn is divided into three parts:

Action, Buy, and Clean-up.

Action cards are played during the Action step; **Treasure** cards are played during the Buy step; and **Multiplier** cards are played in either step, along with an **Action** card or **Treasure**.

During the Buy step, you will purchase cards from the center supply and/or 1 card from your Grimoire, typically adding them to your hand.

During Clean-up, you will move cards from your play area to your discard, after resolving any clean-up effects on them. You then optionally discard cards from your hand and, if your hand has fewer than 5 cards, draw up to 5 cards, ready to play on your next turn.

Whenever you need to draw cards and don't have enough of them in your draw pile, reshuffle the cards in your discard to form a new draw pile and continue. All your game cards — except those currently in your Grimoire — collectively form your *deck*.

The goal is to *build a deck* that you can play to satisfy a winning condition listed on one of 13 unique **Dark Pacts** or — if the Supply deck runs out — the one with the most **Insight** points — **Curse** points. Most games end with a **Dark Pact** victory.

Play

Play proceeds clockwise, starting with the first player.

On your turn, you:

- May play 1 **Action**.
- May play **Treasures** and then **Buy** cards from the Supply and/or 1 card from your Grimoire to your hand.
- Do **Clean-up**:
 - resolve any Clean-up effects (marked ,
 - discard cards in your play area,
 - you may discard cards from hand (*before* drawing cards),
 - if your hand has fewer than 5 cards, draw until you have 5 cards.
 - replenish the Supply as needed.

A. Actions

On your turn, you may play and resolve 1 Action card from your hand, placing it in your play area in front of you.

To resolve it, do its instructions in order, from top to bottom. If an instruction can't be fully done, do as much of it as you can before doing the next instruction. An instruction that says "may" is optional; all other instructions must be done (if possible).

- An instruction can affect cards in your hand, deck, discard, in play in front of you, or in the Supply, Exile, or Graveyard.
- Some effects apply to *all* players; while others affect your *rivals*: all players except you.
- References to *different* cards means cards with different *titles*.

+Actions. If a card provides +1 or more *actions*, you may, *after* resolving the current Action card, play additional action cards until you either run out of actions or cards to play or don't wish to play more.

- Actions are also listed in a card's upper left corner for ease of tracking them during play.
- The "+" listed before the # of actions indicates that they are added to your remaining actions for the turn and are not resolved until after this action card.



Draws. If a card effect provides *draws*, immediately draw that number of cards from your draw pile.

- If your draw pile runs out *and* you need to draw additional card(s), reshuffle your discards to form a new draw pile.
- There is no hand limit. You may count the cards remaining in your draw pile.

Coins. If an action card provides *coins*, during your later Buy step you will add them to any **Treasure** coins you play.

- Coins are also listed in a card's upper right corner so they can be easily totaled in the Buy step.



Curse  and **Insight**  **Points.** These points have no immediate effect when played but count towards satisfying some Dark Pact winning conditions or if the game ends due to the Supply deck running out.



Destroy. To *destroy* a card, choose a card as directed (typically from your hand or play area) and put it in the Graveyard.

Turn Example

Alice begins with 5 cards in hand and uses her initial 1 action to play **Personal Laboratory** for +2 actions, using 1 of them to play **Personal Library** to draw 2 cards.

With 1 action left, Alice plays **A Little Learning** for +1 action and 1 draw and then **Self-Sacrifice** to destroy her **Wisdom** card, placing it in the Graveyard.

Alice now has 3 cards left in hand including **Investigate**, another action card, but she is out of actions to play it.



Specific beats General. Card text may alter the rules. Always follow specific card text if there is a conflict. Other terms used on actions include:

Exile. To *exile* a card, choose a Supply card and put it in the Exile.

Gain. To *gain* a card, take it from the Supply (or indicated location, usually the Exile or Graveyard) and put it *in your hand* unless the effect or the card gained indicates differently (onto your deck, in your discard pile, etc.).

Replenish. If an effect destroys, exiles, or gains cards from the Supply then, *after* resolving all affected cards, replenish the Supply by flipping new cards from the Supply deck to bring the Supply back to 10 cards.

Exception: do *not* replenish the supply during your Buy step (the Supply will be replenished at the end of Clean-up).

Reveal. To *reveal* card(s) from a location (typically your hand or the top of your deck), show them to other players before returning them to that location in the same order (unless otherwise instructed).

Discard. To *discard* a card, put it in your discard area face up.

- If you discard several cards at once, other players see only one of the discarded cards (the one on top of your face up discard pile).

Retrieve. To retrieve a card, take any card from your discard pile (unless it is empty) and put it in your hand. You may inspect your discard pile.

React. If an *attack* or another specified condition occurs, then other players — out of turn — may reveal React cards, typically to ignore the attack.

Modifying Actions with Multipliers

As part of playing an action card, you may play one or more **2x** or **3x Multipliers**. Multiply all multiplier *values* together (for example, playing a “2x” and a “3x” with a card produces a multiplier of 6).

Then, multiply all *numerals* listed on the action card by this product (in this example, an action card with “+2 draws” would be treated as if it had +12 draws).

- If a number is spelled out (e.g. “one” instead of “1”), it is *not* multiplied by 2x or 3x cards. The number (#) sign on *Sacrifice* can be multiplied.
- Multiplier cards are played along with the card they are affecting as a single *play*, but are considered distinct *cards* in play for **Dark Pacts** that count cards in play.

Multipliers are discarded during Clean-up even if the action card they are modifying stays in play (e.g. *Visions*).

Multipliers *can* be played when using a revealed **React** card. After resolving the (multiplied) React effect, discard any Multiplier cards used before returning the revealed **React** card to your hand.

Multiply Examples

You play 2x and 3x Multipliers with **A Little Learning**, which multiplies its numerals by 6 (2 x 3) so that you receive 6 coins, +6 actions, and 6 draws. (This card also now has 6 **Curse** points, if that is relevant.)

Note that **A Little Learning** is played *once*, to greater effect, not 6 times.



Many effects change when all numerals on a card are multiplied:

2x **Torment** produces 4 draws, not 2, for you while your rivals will discard 2 cards - but only if they have at least 8 cards in hand, which is quite different!

2 Draws
Rivals with at least 4 cards in hand discard 1 card.

2x **Enlightenment** would allow you to gain a card up to cost 16, not 8, from the Supply.

May gain a card costing up to **8**.
If it is an **Insight** card, you may play it (without using an action).



B. Buy cards

The Buy step consists of two parts: playing **Treasures** (optionally and in any order) and then purchasing cards from the Supply and/or 1 card from your Grimoire. Most **Treasures** provide coins. A few also produce other effects; resolve them as you play each Treasure.



2x and 3x Multipliers can be played with **Treasures**, affecting the number of coins they produce and any other effects involving numerical values. This includes any **Curses** on them (to help satisfy the **Dark Pact** *Curse the Land*).



Cost Icon

After playing **Treasures**, spend coins from your Actions and **Treasures** played this turn to buy as many cards as you wish and can afford from the Supply. You may also buy 1 card from your Grimoire. Costs are in cards' lower left corners.

Restriction:

If you have any **Cursed Treasures** — a **Treasure** with 1 or more **Curses** — in play, you cannot buy **Insight** actions.



Cards are bought one at a time, gaining them *to your hand* unless a card states otherwise (such as all **Dark Pacts**, which are placed in your discard area). Do *not* replenish the Supply after buying a card (do this in Clean-up instead, *see below*).

- Once a player starts spending coins to buy cards, they may not play any additional cards, such as **Cursed Treasures** or newly gained **Treasures**.
- After buying cards, any unspent coins are lost and do not carry over to future turns.

Your Grimoire can hold up to 3 cards. One of your 3 initial Grimoire cards, *Inscription*, after being bought and later played, allows you to shift a card from the Supply to your Grimoire if it has fewer than 3 cards.



Buy Example

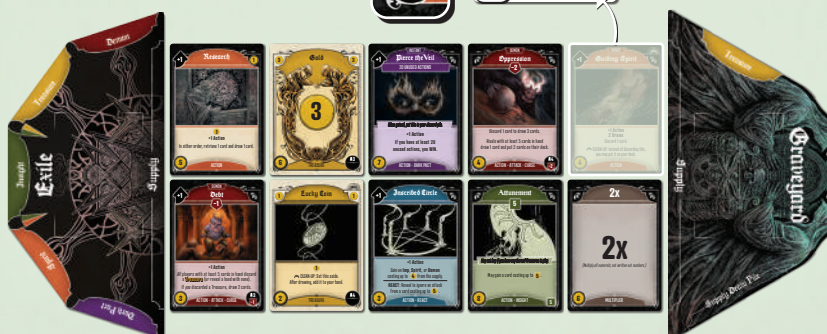
2 Coins + 2 Coins = 4 Coins

Alice begins her Buy step with 2 coins on **A Little Learning**, and **Self-Sacrifice** in her play area (from her previous Action step). In her hand, she has 3 cards: a 2x Multiplier, **Investigate**, and a **Copper**.



Alice wants to buy **Guiding Spirit**, cost 4, from the Supply, so she plays the 2x Multiplier with her 1 coin **Copper** for 2 more coins and takes **Guiding Spirit** into her hand.

Cost 4 Coins



C. Clean-up

Clean-up effects are marked  both in the text box and in the upper right frame corner, allowing you to easily spot them when your cards are overlapped.

Clean-up consists of five parts, done in order:

1. Do any Clean-up effects () of cards in play, as instructed.
2. Discard cards in your personal play area to your discard pile.
3. You may discard any number of cards from your hand. You are not required to discard down to 5 or fewer cards in hand.
4. If you have fewer than 5 cards in hand, draw cards until you have 5 cards in hand (reshuffling your discards to become a new deck if needed).
5. If there are fewer than 10 cards in the Supply, replenish it by flipping cards from the Supply deck to bring the Supply back to 10 cards.

If the Supply is full, the next player clockwise begins their turn.

If you are unable to replenish the Supply due to its deck running out, proceed to Game End below.

Clean-up Example

Alice has no Clean-up effects on the cards she played this turn, so she puts them all in her discard pile. She then considers the *Investigate* action card in her hand and decides to discard it, keeping just the *Guiding Spirit* that she bought.

Alice then draws 4 cards: the 2 left in her deck and, after reshuffling her discards, 2 cards from her new deck. 1 Supply card is replenished, replacing the *Guiding Spirit* that Alice bought.

The next player then begins their turn.

On Alice's next turn, she plays *Guiding Spirit*. During Clean-Up, instead of discarding it, Alice will put it on top of her deck (before drawing).



CLEAN-UP: Instead of discarding this, you may put it on your deck.

Game End

Deck End (uncommon).

If you are unable to replenish the Supply due to its deck running out, the game ends *instantly*.

Combine your deck, discard pile, hand, any cards in your play area, and any stored cards into a single deck and total its **Insight**  points (from **Insight** cards) and any **negative** points from **Curse**  cards, as listed in cards' lower right corners. Do not include cards in your Grimoire.

A few **Insight** cards list "Deck End" and "?" points. If a game ends via a Deck End, these add **Insight**  points as described on the card.

The player with the highest total wins! If several players tie for most points, they all win.

Dark Pact Victories

If, during your turn, you satisfy the condition of a **Dark Pact** that you have in play, you win.

- With multiple **Dark Pacts**, you can win by satisfying any one of them.
- When using the "first game" **Dark Pact** setup, you do not have to satisfy the **Dark Pact** you were dealt to win (any **Dark Pact** you've acquired this game will work).



7 **Keeper Dark Pact** conditions are based on cards you have *in play*. Once played, a **Keeper Dark Pact** stays in play (due to its Clean-up condition). This allows you to play it on one turn and then win with it on a later turn.



6 **Instant Dark Pact** conditions involve playing the **Dark Pact** card as an action and then *immediately* revealing the listed cards *in hand* (or having 20 unused actions or all cards in play) to win.

- If you play an **Instant Dark Pact** and fail to win, your turn and the game continues.

Dark Pact Example

Later in the game, Alice has *Curse the Land* already in play and, after playing *Research* to both draw a card and retrieve a card, the Dark Pact *Pierce the Veil* in hand, along with her *Personal Laboratory*, *Personal Library*, and three *2x Multipliers*.

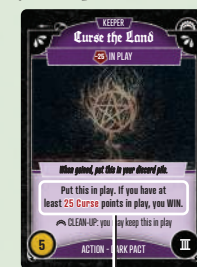
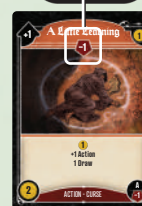
As playing all three *2x Multipliers* with her *Personal Laboratory* yields only 16 actions, not the 20 unused actions needed to instantly win with *Pierce the Veil*, Alice instead plays her *Personal Laboratory*, followed by *2x Personal Library* to draw 4 cards. Among them are *A Little Learning*, another *2x Multiplier*, and her *Cursed Gold*.

She plays *A Little Learning* and then begins her Buy step, playing three *2x Multipliers* with her *Cursed Gold* for -25 total **Curse**  points:

- 1  for *A Little Learning* and
- 24  (2 × 2 × 2 × -3) for her *Cursed Gold*.

This satisfies *Curse the Land* and Alice wins!

Keeper already in play from a previous turn.



Put this in play. If you have at least 25 Curse points in play, you WIN.

1  Curse point + 24  Curse points = 25  Curse points

Except for Deck End totals, a few card effects, and **Insight**  card Buy restrictions, there is no disadvantage to having **Curse**  cards in your deck. 2 **Dark Pacts** require them.

Similarly, there is no advantage to having **Insight**  points, except for Deck End totals and 2 **Dark Pacts**. A 3rd **Dark Pact** requires 4 different **Insight** cards in play.

Most games end by a player satisfying a **Dark Pact**.

Keeper Dark Pacts have greater requirements than similar **Instant Dark Pacts**, as **Keeper** conditions can benefit from **Multipliers**, unlike revealed cards in hand.

Notes

Fine Points:



Stored cards (due to **Visions**) are not considered in play and thus do not count towards **Occult Mastery** or the **Great Work**.

Store 3 cards from hand face down under this card.
CLEAN-UP: Set this aside. At the start of your next turn, add the stored cards to your hand and discard this card.



A **Ritual Knife**, when revealed from hand for **Midas Touch**, will count either **Curse** cards or **Spirits** in play, but not any in hand.

Choose one:
 1 per **Curse** card you have in play.
 1 per **Spirit** you have in play.

Specific Card Notes:



Amulet of Protection and **Exorcism**: these ignore all attacks, including a **Debt** that you play or another player's **Maxwell's Demon**.



Cursed Idol and **Destructive Imp**: these **must** destroy a card in play, which may be themselves.



Awakening: the discard need not be one of the 3 cards drawn. Its ability to **exchange** a card in Exile with a card in the Supply **can** be used on a **Spirit Lord**.



Cursed Brazen Head: action cards drawn may not be played (as you are in your Buy step), but **Multipliers** and **Treasures** drawn can be played.

3 Draws, discard 1 card
 OR
 May exchange a card in Exile for a card in the supply.

2
 3 Draws

About the Exile and Graveyard

Various powers send cards to either the Exile or Graveyard. Some powers count the number of various cards in them or allow players to take cards from them. More powers interact with the Exile than the Graveyard.

The Exile and Graveyard tiles, on one side, list the card types or traits that various powers which interact with the Exile or Graveyard may refer to, so that you can sort those cards around the tile for easy reference, placing all other types of cards on the tile. Use either tile side (or replace them with the card versions, which are more portable if you aren't using the Dark Pact box for storage), as you prefer.

Some powers count the number of *different* cards of a given type present, while other powers compare the total *number* of cards of a given type present (whether or not they are different) to the number of players.

Some **Insight** cards are also **Treasures** (*Talisman*) or **Spirits** (*Ancestral Spirit*). These categories are listed next to each other on the Exile tile; place those cards overlapping both categories so that they can be easily seen.

Etiquette

Cards in the Exile and Graveyard may be inspected. You may inspect your own discards and count the cards remaining in your draw pile. If asked, you must state how many cards you have in hand.

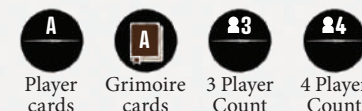


Storing the Cards

The 180 cards come in three 54 card decks (the Exile, A, and C decks) and an 18 card deck. The diagram below illustrates how to split the cards in each deck among the box's card compartments and how to store the Grimorie tiles.



Sort cards according to the indicators in the lower right corner of the card.
 - The Base Game card indicator is blank.



- Dark Pact cards
- Graveyard card
- Exile card
(15 cards)

Base game cards
(57 cards)

- Player **D** deck and **D** Grimoire tile and summary card
- '24' cards
(40 cards, 1 tile)

- Player **A** deck and **A** Grimoire tile and summary card
- Player **B** deck and **B** Grimoire tile and summary card
(28 cards, 2 tiles)
- Player **C** deck and **C** Grimoire tile and summary card
- '23' cards
(40 cards, 1 tile)

Extra space

Credits

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Special Thanks: Veronica Boyce, Cindy Ievers, Chris Lopez, and John Todd.

**TRICK OR TREAT
STUDIOS**

Frequently Overlooked Rules

- Cards are gained *to your hand*, unless otherwise stated.
- Once you start playing **Treasures**, you cannot play **Actions** (even if you draw new ones due to Treasure effects, such as *Brazen Head*).
- Once you start spending coins, you cannot play more **Treasures**.
- You can buy multiple cards in a turn (but only 1 from your Grimoire).
- The Supply is not replenished during your Buy step.
- You *may* keep unplayed cards in hand for use on a later turn.
- You *may* discard newly bought cards (to draw other cards).
- There is no hand limit; during Clean-up, draw until you have 5 cards in your hand.

Setup Summary

1. Use cards based on number of players.
 4 **Players**: use all 174 game cards.
 3 **Players**: do not use the 26 '**24**' Supply cards or the 13 '**D**' Player and Grimoire cards.
 2 **Players**: do not use the 26 '**23**' and 26 '**24**' Supply cards or the 13 '**C**' and 13 '**D**' Player and Grimoire cards.
2. Hand out player start cards and Grimoire tiles.
 Put 3 Grimoire cards  under your Grimoire tile.
*First Game: hand out **Dark Pacts I-IV** (in discard areas).*
3. Shuffle supply cards to form Supply Deck.
 Flip 10.



4. Determine Start Player.
 Shuffle 10 start cards.
 Draw 5-8 cards based on player order.
 Discard down to 5 cards in hand.

Sequence of Play

Play proceeds clockwise, starting with the first player.

On your turn, you:

- A. May play 1 **Action**.
- B. May play **Treasures** and then **Buy** cards from the Supply and/or 1 card from your Grimoire to your hand.
- C. Do **Clean-up**:
 1. resolve any Clean-up effects (marked )
 2. discard cards in your play area,
 3. you may discard cards from hand (*before* drawing cards),
 4. if your hand has fewer than 5 cards, draw until you have 5 cards.
 5. replenish the Supply as needed.