



Gather your friends and start a cult. Name your cult and choose a Leader. Distribute 6 coins to each player. These represent personal investment into the cult. Invest and see it succeed, or be selfish and escape unscathed.

To form your cult, place a coin in the center and do one of the following, until everyone has placed three coins:

- Describe your commune.
- Express a core tenet.
- Explain a positive aspect.

Set a timer for 7 minutes 29 seconds. This is how long the totality of today's eclipse will last, after which Leader says the world will end. Go quickly in a circle, choosing one:

- Indulge in dogma. (Place coin in center)
- Plead for reason. (Take coin from center)
- Reveal an atrocity. (Steal coin from Leader)
- Condemn a member. (Steal coin from Member)

Additionally, Leader may:

- Give a rousing speech. (Request each player put coin in center)
- Enact a great treachery. (Take all coins from center)

When the totality ends, count coins. Who has more than half?

Center: The entire cult prospers.

Leader: Leader escapes, leaving the Members in anguish.

Members: The cult disbands, Leader is held accountable.

None: The cult ends in death and misery.

Narrate the outcome.