

## DEATH AS SATAN

Shit happens. Even the little Wiz-tards get a lucky hit every now and then. When you die, do the following in any order:

- Discard your Demons into their discard pile.
- **Keep** your other ONGOING cards and effects in play, unless instructed otherwise.
- If another player kills you, give them the Satan's Salute Standee.
- Gain a Dead Wizard Token, *but ignore the face-up effects*. Your score is still affected by that token's -3 VP value.
- Set your HP to 20.



*So You Want to Be*  
**SATAN**  
*A Guide to Being Evil*



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Well, HELLO, you Wizard weirdo! If you're reading this, then you've popped open **A GUIDE TO BEING EVIL** and hey, good for you... a little evil can really spice up a game night! But I want to warn you: It's NOT for everyone, and that's ok! Some Wizards just don't have that KILLER INSTINCT, the deep dark muck in their soul necessary to be truly EVIL... and hey, good for those people. LADEEDA, I'm so fucking nice, hoho, look at me... I'm FUCKING PERFECT.

Screw those people because you're going to be EVIL and if you're lucky, you're going to be EVIL to THOSE PEOPLE... that'll teach 'em! Hahaha. The key to evil fun is to embrace the bad. Messing with the other players is your job as much as winning. They deserve an authentic SATAN experience and it's your job to give it to them. They WILL get upset, but deep down, they want you to do it. Lie as much as you want, get them to argue with each other, let them turn on themselves... it's so, so fun! Often the Wizards will unite against you! The fucking nerve! But don't worry, that is the perfect time to pick the one you know is weak and say something like, "Take this deal or I'll ONLY attack you the REST OF THE GAME... EVERY ATTACK!" This gives the weak-willed goober an ultimatum they can use to justify taking the deal you KNOW they already want to gobble up, the greedy piggy. And once that's done, the Wizard alliance will be broken and you will be on your Satanic path to victory!

AGAIN, if you cannot embrace the devious evil ways of Satan, don't play as Satan. As a matter of fact, I forbid it! I, SATAN have decreed you must have some EVIL, some GUILE, and some BLOODLUST if you're going to represent me in this game. If you play it wrong, I will know and I will make you pay!

Happy gaming and as always, HAIL Satan!



## OVERVIEW

So, you'd like to become Satan. Well, do you have the conniving charm to negotiate between fighting parties (whom you are also fighting), along with a callous disregard for fairness when driving a wedge between players? Well, you fucking better! To treat this shit as a simple game is a huge mistake, for you are not just collecting Victory Points, but you are sowing chaos and reaping its rewards.

## SATANIC CONTENTS

- 81 Tarot-Sized Satan Cards
- 1 Oversized Satan Card
- 40 Penta-Coins
- 1 Satan Hit Point Token

## DETERMINING THE SATAN PLAYER

What're we, your mother? Make a fuckin' decision on your own, jeez.

## SETUP

### 1. Oversized Satan card

Put your oversized Satan card in front of you and set your HP to 20.

### 2. Your Starting deck

Instead of a measly 10 cards, you start with 15 diabolical Satan Starter cards. Among these 15 cards are 10 **Hellfires**, 2 **The Satanic Shuffles**, 1 **Terrible Temptation**, 1 **Digging your Grave**, and 1 **Satanic Wand**. Since you are above buying cards, you'll gain cards through **Satanic Shuffles** and other effects later.

### 3. Your Satan Stack

Holy fucking shit, this stack is filled with the most abusive effects! As you progress through your stack, you'll build a deck that breaks the will of your foes with Demons, Beelze-Buttholes, Wands, and moral dilemmas.



## GAMEPLAY

Before the game, shuffle your Satan stack and your starting deck separately. At the start of the game, draw 5 cards from your deck. Each turn, you'll play cards from your hand in front of you for their effects and/or ATTACKS. Satan cards you gain are placed in your discard pile, unless instructed otherwise. Your discard pile is always face up. When your deck is empty and you need to draw a card or affect cards on the top of your deck, you will shuffle your discard pile, which becomes your new deck.

Just like the Wizard players, at the end of your turn, place any cards you played and any cards remaining in your hand into your discard pile, then draw 5 cards.

For all other rules, refer to the **Satanic Panic** rulebook.

## END OF GAME

You win by the same rules the Wizard do. If the Legendary Devil stack is empty, if the Line-Up cannot be filled, or if the Dead Wizard Tokens run out, the game ends immediately and the player with the most VP wins.

## HOW TO PLAY AS SATAN

Playing Satan comes with great power and an even greater responsibility to be a dick about it. Those goddamn Wizards are out to get you and they don't make a secret of it, so why play fair? There are two games being played, one of Victory Points and another of misdirection. As long as the other players are unified against you, you'll have a tougher time getting the best deals from your opponents.

As Satan, you win by having the most VP just like those squishy Wizards, but you'll collect VP a little differently. Cards from your stack are each worth 1 VP but you also get VP for each of your Penta-Coins. Penta-Coins are gained through killing foes, and there are other ways to acquire them too. Burying your foes in a pile of **Dead** and **Damned Wizard Tokens** pays off quite well.

## YOU ARE ABOVE THE MORTAL'S GAME

You do not bother yourself with the limited glyph magics attained through **Power** like Wizards do. Your power is internal and infernal; you do not stoop to their level to buy or gain standard cards. Unlike the squalid choices of the main Line-Up, you'll have access to your own stack of tarot-sized cards. An effect that instructs you to gain or play a standard card is ignored, as you are above such rules.

## GAINING CARDS

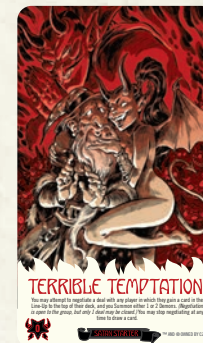
The 2 starting **The Satanic Shuffle** cards will grow your deck into the anus-blasting experience your foes will grow to hate. For a reliable collection method, focus on getting the Satan's Salute Standee, as it gives you the same ability as **The Satanic Shuffle**, turn after glorious turn.

## NEGOTIATING DEALS

Cards like **Terrible Temptation** allow you to make deals with your foes to get a sweeter outcome for yourself, or just to divide your enemies. You can also leverage your future ATTACKS as a resource by offering to spare a specific foe as part of another card's negotiation, or so they do not target you with their ATTACKS. You cannot grant an opponent a free card draw or other game effect, but you can also just lie and ATTACK them anyways.

## USING DEMONS

Demons are more accessible to you through your cards, allowing you to be more cavalier with their pathetic lives. Demons provide more opportunities to ATTACK, and with it, the power to negotiate who gets ATTACKED. Will you focus on one poor bastard, or spread the hate around? Demons each have an ONGOING ability, keeping them around to use strategically, but they also die when you die, so get what you can out of them.



## KILLING PLAYERS

Killing players is your bread and fucking butter. Keeping pressure on a foe can break their spirit, leaving them to give up on ever killing you, shifting their focus to their Wizard opponents instead. Spreading out your kills can give the impression that you are fair with your executions and just in your choices. Either way, kills grant Penta-Coins, which are of generous help to your victory, so don't let a kill slip past you.

## PENTA-COINS

Worth 3 VP each, Penta-Coins are one of your main drivers to damnation domination. When you kill an opponent, you'll gain 1 Penta-Coin. There are card effects that can award Penta-Coins too, and another player cannot destroy or steal your Penta-Coins. When a Penta-Coin is destroyed as part of your card's effect, return it to the supply.



**NOTE:** If your players feel that 3 VP is too much or too little of a reward, it can be adjusted by a point or two for the next game.

## BEELZE-BUTTHOLES

Beelze-Buttholes reduce an opponent's HP total, making for easier kills. When a Wizard has the maximum of 5 Beelze-Buttholes at one time, they will only have a total of 5 HP. Will you pile these tiles on one poor Wizard, or distribute the sorrow evenly? You cannot be affected by Beelze-Buttholes, so don't worry about a diminished HP total, you big stud.



## SATAN'S SALUTE STANDEE

As per the rules of the arena, when you kill an opponent, you'll gain the Satan's Salute Standee. But unlike a bitch-ass Wizard, you may once per turn look at the top 3 cards of the Satan stack. Gain 1 of them and put the other 2 on the bottom of the Satan stack. The Satan Standee is an **ONGOING** effect and is counted toward your total ONGOINGS.



## SPECIFIC CARD CLARIFICATIONS

**Demonic Double Down:** Even if the card leaves the Line-Up from a method other than being bought (such as being destroyed or replaced), the Demons are still Summoned.

**Digging Your Grave:** The unchosen Dead Wizard Tokens are returned to their stack in a random order.

**Hellfire:** Because this ATTACK is UNAVOIDABLE, there is no need to wait and see if the ATTACK is defended against. So Satan can often just play all of these out quickly or together, especially in the early turns of the game.

**Hail Satan:** Note that it is the OTHER players doing the defeating, not Satan technically. So Satan will not get Penta-Coins/the standee from this effect.

**Satano-Crunching!:** When you redirect an ATTACK, you "gain control of it" so if it defeats a player, it counts as you defeating them.

**Terrible Temptation:** While the players may agree to additional ramifications beyond those outlined on the card itself (gaining a card in the Line-Up in exchange for either 1 or 2 Demons), nothing outside of the card itself that is agreed to is binding. So complicate the deal at your own risk!

**Spin the Wheel, Suckers:** Players with Damned Wizard Tokens can still only be defeated one time, even if there are multiple Mayhems in the 5 cards they destroy.

**The Rapture!:** This is not technically an ATTACK, and CANNOT be defended against.

**Wand of Hades:** The Dead Wizard Token from outside the game should still be chosen at random. By default, you should simply pull from all of the Dead Wizard Tokens in the box that didn't make it into their stack. But if you have Dead Wizard Tokens from other ANNIHILAGEDDON products, you can pick from those randomly as well!

**Who's the Asshole?:** If multiple players are tied for the least, Satan can pick between them.

**Wretched Rimmers:** Even after the last Satan's Taint is handed out, the card remains in play (and still counts as an ONGOING effect).