

COVENANT OF PLAY

BREAKING DEMON'S CONTRACT



Breaking Demon's Contract

A game by Chia Pek Fann. Special Thanks to Poon Jon.
For 2 - 4 players, ages 13 and up.

Introduction

Sometimes, the deepest wounds are the ones we choose to ignore.

In Breaking Demon's Contract, one of your closest friends—now the Possessed—has knowingly made a pact, opening the door for a demon to take root in their life. Whether out of fear, anger, pain, or pride, this invitation has created a stronghold where darkness now thrives.

But true friendship doesn't look away.

Together, you and your fellow players must confront the lies, navigate the struggles, and push back against the spiritual grip of the demon. This is a journey of empathy, truth, and teamwork—where actions speak louder than words, and healing comes through unity.

Will you stand firm? Will you reach out and fight for the one who can no longer fight for themselves?

The contract can be broken—but only if you choose to act.

Game Overview

Breaking Demon's Contract is a cooperative card game for 2 to 4 players. Together, players work to save the Possessed by building **Friendship Points** and using **Talk It Out!** to reveal the hidden demon.

Once revealed, the demon becomes stronger. Players must then use action cards like **Prayer**, which inflicts damage, to weaken the demon and break the contract before time runs out.

Goal

Build Friendship, reveal the demon, and defeat it to save the Possessed—before time runs out.

Components

The game contains everything you need, including:



128 cards



3 pawns



1 dice



25 Energy
Points



35 Friendship
Points

Setup

1. Pick your Hero

First, choose a hero that fits your preferred play style. While playing with heroes is optional, it adds a whole new layer of fun to the game.

More details about hero abilities can be found on page 18.



Hero Card Reference

2. Set Up the Possessed and Demon

Choose a Possessed character you want to save, then randomly draw a Demon card and place it face down next to the Possessed.

Place a Possessed Vitality Tracker beneath the Possessed card, then place a red wooden pawn on the tracker to mark its Health. The Health value is shown at the bottom left of the Possessed card.

Position them at the middle of the table.



Possessed and Demon Setup Reference

3. Action, Diurnal Cycle, and Event Decks Setup

Place the Action Deck in the center of the table, with space next to it for the Discard Pile. Then, place the Event Deck and Diurnal Cycle deck beside them.



There's no strict rule on how to arrange the decks, as long as you understand their functions.

Here's a brief explanation of the decks

Action Deck: These cards allow players to perform various actions, such as healing the Possessed, dealing damage to the Demon, and more.

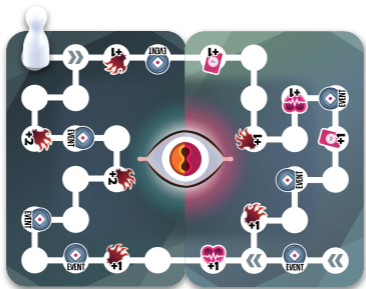
Event Deck: Contains random events that may be triggered throughout the game, adding unpredictability and challenge.

Diurnal Cycle Deck: Also known as the Day-Night Cycle, it represents the passage of time and determines which actions players can take during each phase.

For more details on the Event cards, see page 10. For more on the Diurnal Cycle, refer to page 8.

4. Pilgrim Map *(Optional)*

There are four variations of the Pilgrim Map. Combine any of the four to form the map layout, then place a white wooden pawn on one of the starting points. Pilgrims are optional, but it's recommended to skip them for your first playthrough, as they may add extra complexity to the game.



Pilgrim Map Setup Reference

5. Setup Overview



How to Play

Once setup is complete, each player draws cards based on the number of players. Each player receives 5 Energy Points (⚡).

- 2 players - 5 Action cards, 5 ⚡.
- 3 players - 4 Action cards, 5 ⚡.
- 4 players - 3 Action cards, 5 ⚡.

Here's what your starting hand should look like—you can place it face up on the table. And yes, it's perfectly fine for other players to see your cards.



3 - 5 Action Cards

Hero

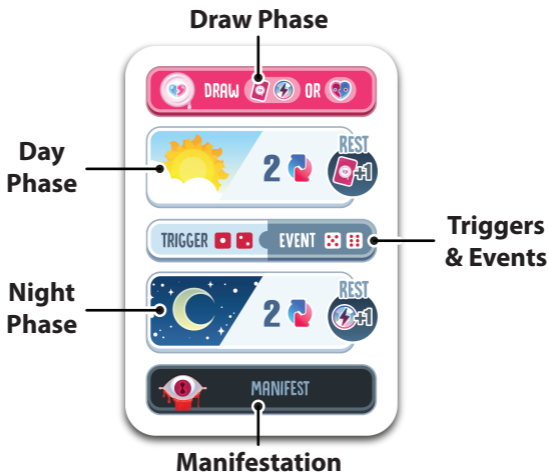


5 Energy Points

Each player has a maximum hand size of 7 cards and can hold up to 5 ⚡ at any given time. If a player draws a card that would exceed the hand limit, the extra card must be discarded immediately.

Start of Game



The game begins with the Diurnal Cycle (Day–Night Cycle). There are 10 Diurnal Cycles in total, which you can think of as 10 in-game days. For easier reference, each Diurnal Cycle is made up of specific components—refer to the illustration to see how each cycle is structured.



If players reach the end of the final Diurnal Cycle without destroying the Demon, the game is lost.

Draw Phase

Each player may choose to either draw:

- 1 card and gain 1 .
- 1 .



There's no set order for drawing—players may begin drawing as soon as they've decided which option they want. Once all players have drawn, the game proceeds to the next phase.

Before we continue, let's get familiar with some common icons used throughout the game.



Friendship Point



Possessed's Health



Energy Point




Demon's Vitality





Demon's Attack Point

Day and Night Phase



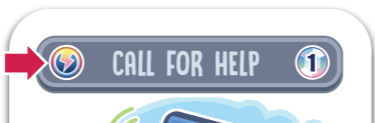
During the Day and Night Phases, players may only perform a limited number of actions **collectively**. Action cards that count toward this limit are marked with icon () in the top left corner.



For example, if the Day Phase is marked with **2**  , it means the group can only use two action cards with the () icon during that phase.

If Player A uses **Caring** (an action card marked with 🤝), then only one more such action can be used by the remaining players—including Player A—for the rest of that phase. Players must discuss and coordinate to make the most of their limited actions.

However, action cards marked with the 🌍 icon (also known as Instant Cards) are not affected by this limitation and can be played freely at any time.



Players are not obligated to use all available actions during the Day or Night Phase. If all players agree, they may **Rest** collectively instead—each drawing 1 card during the day or gaining 1 ⚡ at night.



Each player
draws a card.



Each player
gains 1 ⚡.

Triggers and Events

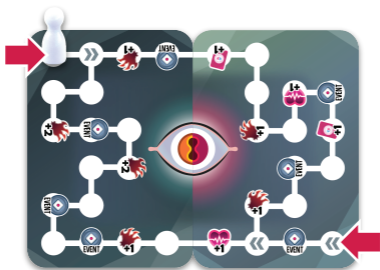


During the Triggers and Events Phase, roll a dice. On a result of 1 or 2, the Possessed is triggered—check its **Trigger Reaction** to apply the effects. If you roll a 5 or 6, draw and resolve an Event card.

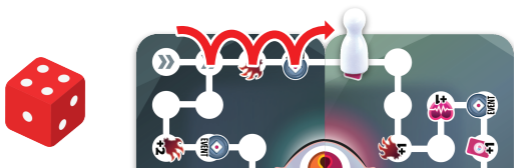
For a deeper and more immersive experience, consider adding the Pilgrim Map to your game.

Pilgrim Map *(Optional)*

There are four variations of the Pilgrim Map. Choose any two to form a full map. The combination you select can affect the overall difficulty of the game. Then, place the small-headed wooden pawn on any starting point of your choice.




Whenever you roll a dice during the Triggers and Events Phase, move the wooden pawn forward by the same number. Apply the effect of the space it lands on instantly.




Below are some of the effects you may encounter, along with their descriptions.



The Possessed gains 1 .



The Possessed gains 2 .



The Possessed takes 1 damage.



The Possessed takes 2 damage.



Reveal an Event card.



Each player draws 1 Action card.

Manifest



During Manifestation, the Possessed takes damage from the demons. Note that additional demons may appear through certain Event cards. If more than one demon is in play, the Possessed takes damage from each of them during Manifestation. The amount of damage each demon deals is shown on the bottom right corner of its card.





Demon's attack points

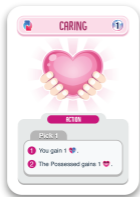
How to Unveil the Demon's Contract and Defeat It

At the beginning of the game, the Demon's Contract remains face down, keeping the Demon hidden from attacks. To reveal it, players must first strengthen their bond with the Possessed by fulfilling the Friendship Requirement shown on the bottom right of the Possessed's card.

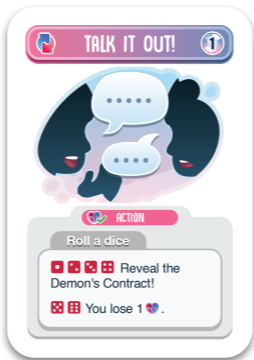
Friendship Requirement



You can earn  by playing cards like **Caring**, **Tea for Two**, and **Good Old Days**. Note that these cards require  to use, as indicated in the top right corner of each card.



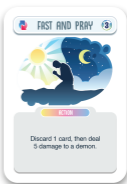
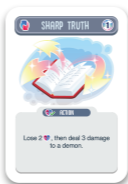
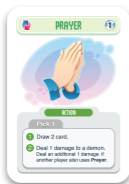
Once you reach the Friendship Requirement, you can use **Talk It Out** to reveal the Demon's Contract.



Now, turn the Demon's Contract face up. This will escalate the challenge, as the Demon can now deal more damage and impose new limitations.



However, you can now attack the Demon. Use cards like **Prayer**, **Dealing with the Past**, **Sharp Truth**, and **Fast and Pray**.

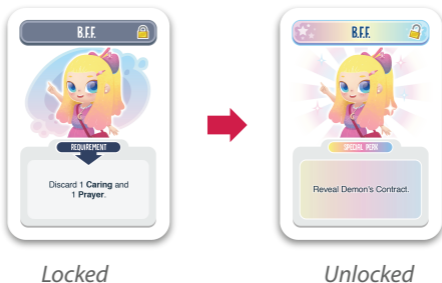


Do take note that some cards require you to meet the Friendship Requirement before you can use them.



Hero Guide

Each Hero card has two sides: Locked and Unlocked. At the start of the game, place the Hero card with the Locked side face up.



To unlock a Hero, the player must fulfill the requirement stated on the card. Once completed, flip the Hero card to its Unlocked side.

Once unlocked, the Hero's Perk is accessible to the player. The perk may be activated at any time and does not require the use of an action. After activation, flip the Hero card back to its Locked side.

Note: A Hero's Perk applies only to the player who owns the Hero and cannot be used by other players. Additionally, Hero cards do not count as cards and do not contribute to the player's hand size.

Booster Items (Optional)

In addition to Hero cards, players may equip Booster Items to add new twists to the game. Booster Item effects are permanent and do not count as cards.



Looking to ramp up the challenge?

For a tougher game, begin with 2 Demons on the table and use Pilgrim Maps. Keep in mind, "Talk It Out" reveals only one Demon at a time.

What's in the box?

Action cards (60 cards)

Prayer (12)	Talk it Out! (4)
Caring (5)	Sharp Truth (4)
Tea for Two (3)	Wild Card (2)
Gifts (3)	Fast and Pray (1)
Good Old Days (3)	Rule Book (3)
Lighthouse (2)	Instant Access (1)
Dealing with the Past (2)	Resurrection (1)
Coffee Break (2)	Trumpet of Victory .. (1)
Call for Help (3)	The Chain is Broken (2)
Healthy Meal (3)	Contract Breaker ... (1)
Time Machine (2)	

Demon's Contracts (10 cards)

Pride (1)	Depression (1)
Sloth (1)	Greed (1)
Addiction (1)	Rejection (1)
Bitterness (1)	Jealousy (1)
Rage (1)	Hopelessness (1)

Possesseds (10 cards)

Sarah (1)	Rosy Boo (1)
Emma (1)	Puddle (1)
Sophia (1)	Jonathan (1)
Victoria (1)	Wilson (1)
Zoey (1)	Ash (1)

The Heroes (8 cards)

Game Changer (1)	Mighty Milo (1)
Foxy Brewster (1)	Thve Hero (1)
B.F.F. (1)	Owlina blade (1)
Dacey Daisy (1)	Buffoon Seal (1)

Events (20 cards)

Selfish Imp (1)	Divine Descent (1)
Impulsive Imp (1)	Overdramatic Eye Roll (1)
Stubborn Imp (1)	Emergency Cat Video (1)
Foolish Imp (1)	Morphin' Time (1)
Clumsy Imp (1)	Pocket-Sized Dragon (1)
Poop Patrol (1)	Cock-a-Double-DOOM!(1)
The Throne of Terror (1)	Lost Sock Summoning (1)
The Donut Bandit . . . (1)	The Backup Unicorn (1)
The Haunted Leftover Pizza (1)	The Mighty Rubber Duck (1)
The Phantom Fart . . (1)	Oops, Wrong Spell! . . (1)

Other Cards

Diurnal Cycle (10)	Vitality Tracker (2)
Pilgrim maps (4)	General Guide (4)

Game Pieces

Friendship Point . . . (35)	Small Headed Wooden Pawn (3)
Energy Point (25)	Concealed Cards Pack (1)
Dice (1)	

Concealed Card List

Title	Type	Acquisition Rate
The Altruist	Hero	8.3%
Suicidal	Demon	8.3%
Bondforge Ring	Booster	8.3%
The Thorned Heart	Booster	8.3%
B.V. 9000	Hero	16.6%
Anxiety	Demon	16.6%
Amethyst Surge Elixir	Booster	16.6%
Crimson Satchel	Booster	16.6%
Voidkeeper Zeyrion	Hero	25%
Powerlessness	Demon	25%
Energex Plus	Booster	25%
Pouch of Plenty	Booster	25%
Lost Hours	Event	25%
first Aid Kit	Event	25%
Sudden-Sadness Imp	Event	25%
Self-Doubt Imp	Event	25%



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