

[CULTIST SIMULATOR NEWS: NEW GAME PLUS, NEW CONTENT, PREPOSTEROUSLY DIFFICULT VICTORIES]

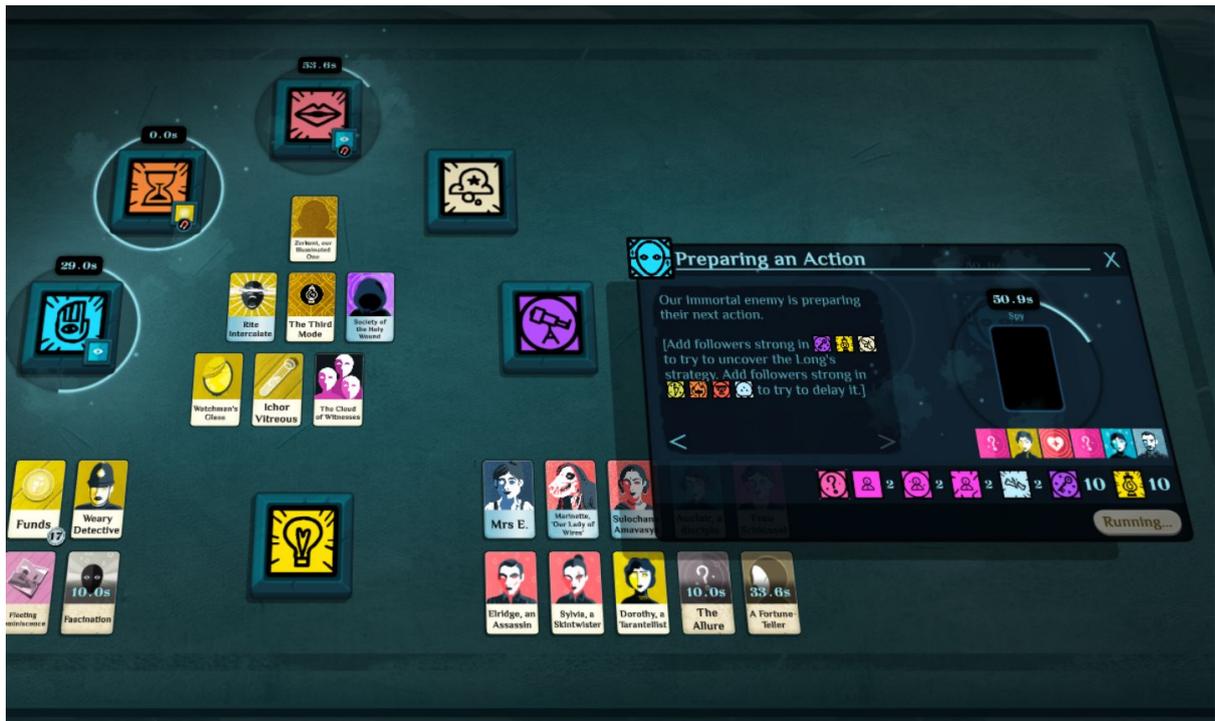
NORMAL MODE IS UNFORGIVING. ADVANCED IS BASICALLY UNFAIR.

[Cultist Simulator](#) will release a new game mode, new content and new challenges on **Tuesday 22nd January 2019**. The update adds an advanced player-versus-demigod mode where you help a previous character ascend while muzzling - or murdering - one of four displeased immortals.

It goes live at **11AM PDT / 7PM GMT** on [Steam](#), [Humble](#), [GOG](#) and [itch.io](#).



The update's free for all players and entirely optional. It's unlocked by beating the 'normal' game, and if you're up for the challenge, adds a whole new level of complexity to master.

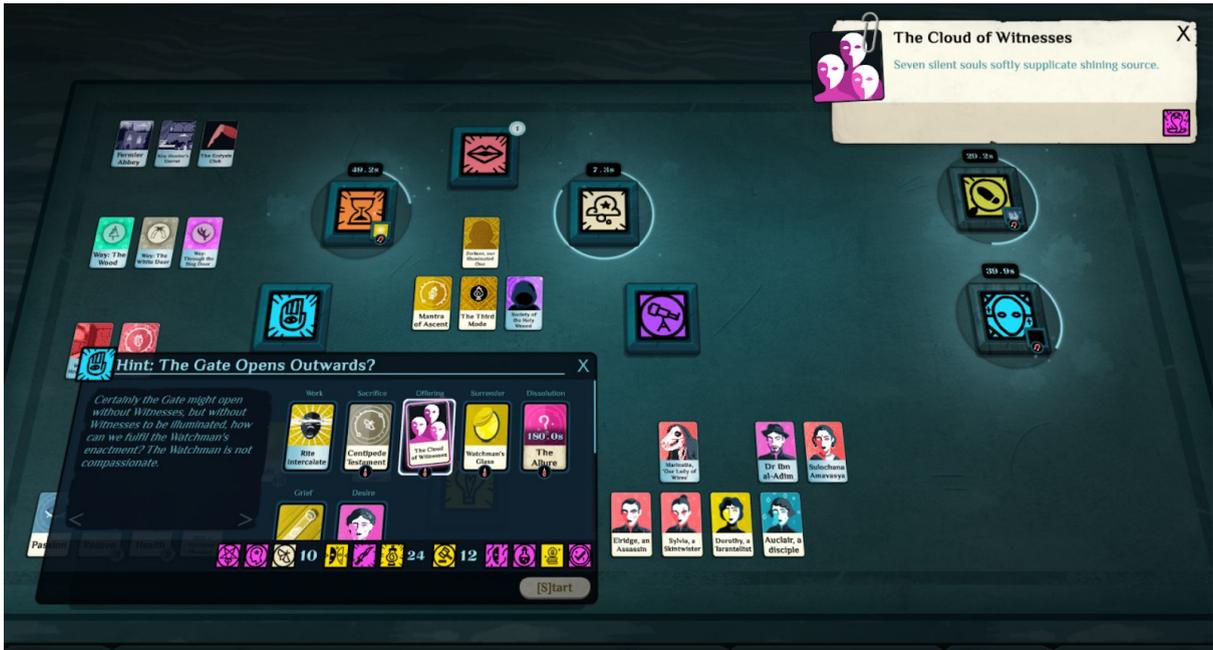


KEY FEATURES

★ **MAJOR VICTORIES:** You achieved immortality? Well done. Now, the hard bit. Play as your own Apostle, executing a doomsday plan to make your immortal character something like a god. Pursue the path of Grail, Lantern or Forge. Assemble the Great Feast; open a door into light; or Bring the Dawn.

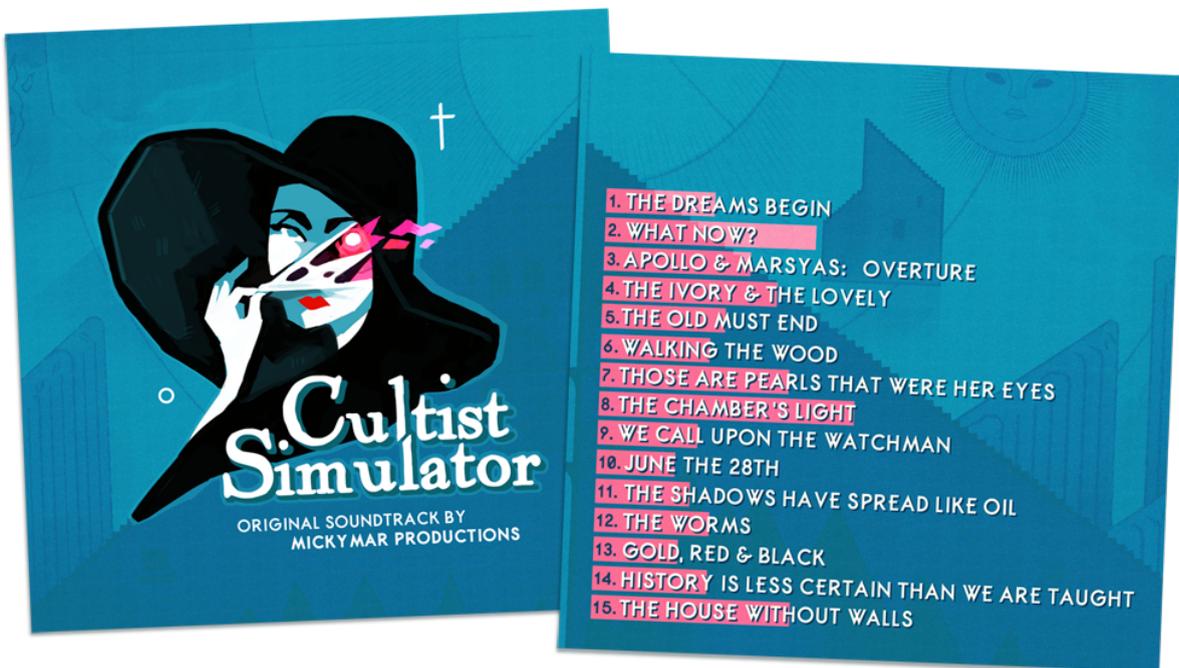
★ **MOAR LORE:** Delve even further into the rich lore of the *Cultist Simulator* world. What is the Dawnbreaker Device? Where is the flaw in the world to be found? What is the Third Mode of the Tricuspid Gate? Who are the avid, ancient, brilliant women who call themselves the Ligeians... and why are they helping you?

★ **IMMORTAL ENEMIES:** They're here to prevent your greater ascension, and add challenge and replay value while they're at it. These powerful NPCs make Detectives and Rivals look like playground bullies. See your loved ones kidnapped; your finances shredded; your affairs exposed to the public; your dreams become a battleground. Confront them in person, if you dare.



SEIZE FORBIDDEN MUSIC

Along with the new content, we're also releasing *Cultist Simulator's* 15-track OST from the same delectable composer as *Fallen London* and *Sunless Sea*. It'll release across Steam, Humble, iTunes, Amazon, Google Play and Bandcamp at £7.99 / \$9.99.



TIME-STRAPPED JOURNO LINKS

★ Launching **Tuesday 22nd January at 11AM PDT / 7PM GMT**

★ Content update **free to all *Cultist Simulator* owners**

★ Soundtrack costs **£7.99 / \$9.99**

★ [Press kit](#)

★ [Launch trailer](#)