



Have questions?

Reach out to me at elliottcurran@demonicdeli.com or at demonicdeli.com/contact.

The full rules and video are available at demonicdeli.com/rules.

GAME OVERVIEW

Demonic Deli is a fast-paced combo-building card game made by 15-year old game designer Elliott Curran.

It focuses on creating a quick and easy game that still has strategy and replayability, making it perfect for groups with diverse levels of seriousness.

In Demonic Deli players take the role of chefs racing to feed customers and win the favor of the Deli Demon. First to 10 points is the winner.

MECHANICS

Each player starts with a hand of ingredient cards. These are played to create sandwiches, and have special abilities that allow you to play more cards, steal cards, or summon the demon.

Sandwiches of specific types can be used to feed customers and earn points.

The demon can be summoned to possess a customer and stop them from being fed.

AVAILABILITY

The game will be launching on Kickstarter in the Summer of 2026 for around \$15-20 dollars based on estimates.

My goal is to make the game cheap and easily accessible by as many people as possible.