

## PLAYER AID

## during a turn:

 pick up a partner card and fill in open with new partner card (ending the turn)

#### OR

- complete arising emotions:
  - using previously saved tile
    OR
  - converting actioncard to tile (with the five elements conversion)

#### OR

- play a card, pay / receive crystals
- use cards action, if any
- pick up an emotile by matching one of the cards axes
- receive cards income (stress / tranquility)
  - save tile for later usage **OR** 
     apply taken tile **OR** apply both saved & take tiles
     to a players queue
- check own queue for established patterns
- complete sets of eight different emotions on personas and successfully completed tiles.

# end of round cleanup:

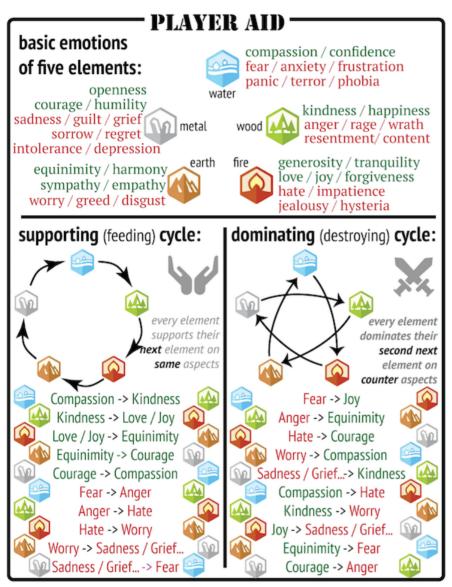
- Fill empty spaces on the sectors
- Replace available persona cards
- Plavers:
  - discards reserved tiles
  - discards unplayed cards,
  - draws a new set of 6 cards,
  - adds 12 crystals from storage
  - discard one of persona cards.
- Decide on the new player order by the number of clear crystals in reverse order. If tie, the shorter queue has precedence.

### scoring:

- + count clear crystals
- + the scores of persona cards
- + recognised own emotions
- + number of actioncards played
- **-** 3 for each triggered pattern
- **-** 1 for each used axes-marker

In case of a tie, first the tranquility marker and then the shorter queue decides the winner.





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