

## 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
- 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
- Players:
  - 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.

## PLAYER AID

### basic emotions

#### of five elements:

openness courage / humility sadness / guilt / grief sorrow / regret intolerance / depression	 water	compassion / confidence fear / anxiety / frustration panic / terror / phobia
equanimity / harmony sympathy / empathy worry / greed / disgust	 metal	kindness / happiness anger / rage / wrath resentment / content
	 earth	generosity / tranquility love / joy / forgiveness hate / impatience jealousy / hysteria
	 fire	

### supporting (feeding) cycle:



### dominating (destroying) cycle:



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