



# RULEBOOK VERSION 0.1



# TABLE OF CONTENTS

INTRODUCTION.....	3
COMPONENTS .....	4
SETUP .....	4
SETTING UP THE FATE CARD DECKS .....	5
SETTING UP THE ADVENTURER CARD DECK .....	5
COINS AND FATE SHARDS .....	5
“X2” TOKENS .....	6
UNDERSTANDING THE ADVENTURER CARDS .....	7
BUYING AND USING RELICS .....	8
UNDERSTANDING THE FATE CARDS .....	9
FATE CARD COMBO EXAMPLE .....	11
DEALING WITH DEATH CARDS .....	12
PLAYING THE GAME .....	13
SAMPLE GAMEPLAY .....	14
REFRESH.....	14
READ FORTUNE .....	15
RESOLVE .....	18
RENOVATE .....	18
WINNING THE GAME .....	19
CHANGING THE DIFFICULTY .....	19
LOSING THE GAME .....	19



## INTRODUCTION

You are Zadarra, the most renowned Fate Weaver in all of Immacus. Adventurers come from far and wide to have their fates read, weaved, and even manipulated to give them their heart's desire.

However, all is not right in Immacus. The Astracites have corrupted the Trilisian Flame, the source of your immense power – making it nearly impossible to fate weave.

You must fight back the Astracite influence by collecting relics - using their abilities with fate shards to help aid in your powers, alter fate by matching powerful Trilisian Runes, and increase your clairvoyance all while making a little coin along the way. Survive all 10 rounds to win the game.



Hey Zadarra,  
The other serpentine living blades and I share a link, and Garterus, Viperus, and Serperus all have new wielders. I know you got a business to run, but I think the corruption of your Trilisian Flame and the new wielders are connected. I think something is coming - something bad. Whatever that may be, as my wielder I expect you to keep me from falling into the wrong hands. Not just anyone can be entrusted with the power of death.

# COMPONENTS

- 64 Fate Cards (16 cards per suit)
- 12 Adventurer Cards
- 18 Relic Cards (3 cards per relic)
- 9 Fate Shards (4 large and 5 small)
- 9 Gold (4 large and 5 small)
- 4 "X2" Tokens
- 5 Day/Night Cycle Cards
- 3 Clairvoyance Point Tracks
- 1 Clairvoyance Point Tracker

## SETUP



Drawn Adventurer

Available Relics

Adventurer Deck



Fate Shards and Gold



"X2" Tokens



Rank I Troll Mimic Chest



Fate Card Play Area



Fate Card Decks



Day/Night Cycle



Clairvoyance Point Track and Tracker Card





## Setting up the Fate Card Decks

\* This setup is for the Apprentice difficulty. For higher difficulties, see page 19.

1. The Fate Cards determine an adventurer's fate as well as grant rewards for satisfying their desires. Separate the Fate Cards into the 4 suits, (Happiness 😊, Love ❤️, Power 👑, and Wealth 💎) and remove their Death Cards, which have a (💀) icon in the top corners of the cards.
  - a. Randomly remove 3 cards from each suit. Place these back in the box.
  - b. Shuffle the Death Cards for each suit and randomly place 1 Death Card in its matching suit. Place all unused Death Cards back in the box.
  - c. You should now have 9 Fate Cards and 1 Death Card per suit for a total of 10. Shuffle each suit deck and place them face down in front of you.

## Setting up the Adventurer Card Deck

2. The Adventurer Cards will direct your choices from the Fate Cards. There are 12 adventurers total, but only 10 will visit your shop during each game. Shuffle the Adventurer Card Deck and randomly remove 2 cards. Place these back in the box. Place the deck face down nearby.

## Setting up Available Relics

3. Relics will help you regain your power over fate and diminish the Astracite's corruption. There are 6 different Relics in the game that you can purchase and upgrade. Separate each Relic and stack them in descending order from Rank III, Rank II, and finally Rank I on top. Place them outside of the play area.
  - a. Take the Rank I Troll Clan Mimic Chest card and place it nearby. You will start with this Relic for free. All other Relics must be purchased.

## Coins and Fate Shards

4. These are the currencies in the game. Set all gold coins and Fate Shards outside the play area. You will obtain these by satisfying the adventurers.



## “X2” Tokens

5. These tokens are used to keep track of which Fate Cards are rotated twice during a round. Set these aside until needed.

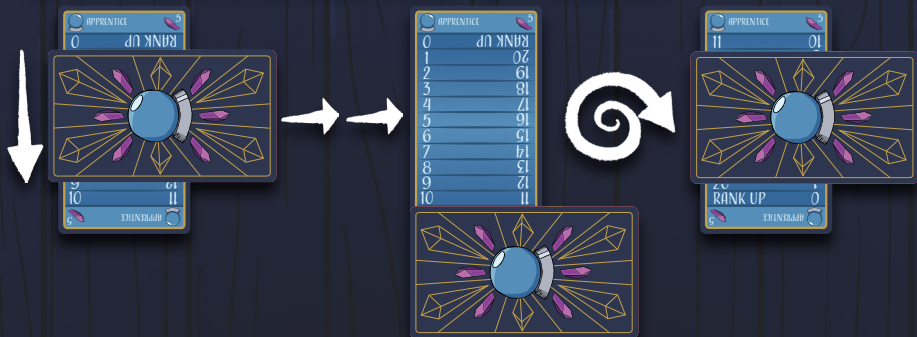
## Day/Night Cycle Cards

6. The Day/Night Cycle Cards will be used to determine the adventurer's desires based off of the time of day they arrive at your shop.

- Randomly select 1 Day/Night Cycle Card and place it nearby. Use the back of a Day/Night Cycle Card not chosen to denote the time of day by sliding it down to reveal the first sun (☀️), moon (🌙), or blood moon (🌑) icon.





## Clairvoyance Point Track and Tracker Card

7. The Clairvoyance Point Track will show your clairvoyance point progress at the end of each round. Use the tracker card to notate your current standing on the point track by sliding it down. Once you reach the end of the point track on the card, rotate/flip to continue.



You will be able to store additional Fate Shards the further you progress down the track and upgrade your rank. You may store up to 5 in the beginning. If you ever move down a rank, remove extra fate shards down to your maximum storage amount at the end of the round.

### Fate Shard Limits by Rank

- Apprentice x5 
- Adept x10 
- Master x15 
- Fate Weaver x20 



## UNDERSTANDING THE ADVENTURER CARDS

Adventurers come from all over Immacus in hopes of you changing their fates to something good, so don't let them down! Each adventurer has a required Fate Card suit that must be used in their final reading or you immediately lose the game. The optional suit will grant additional gold for each corresponding suit in the final reading.

Adventurer's desires and needs will also change based off of the time of day (*they are fickle creatures*). Be mindful of the time of day to satisfy the adventurer's correct desires. During the Blood Moon, adventurers will offer bonuses based off of the number of Fate Cards that gain the "X2" Token.



- ① Adventurer's name
- ② Required Fate Card Suit - Must be present in the final reading.
- ③ Day/Night Cycle Desires - Desires for the time of day.
- ④ Optional Fate Card Suit - Not necessary, but bonus is given.
- ⑤ Blood Moon Bonus - No required suit, just bonus for "X2" Tokens.



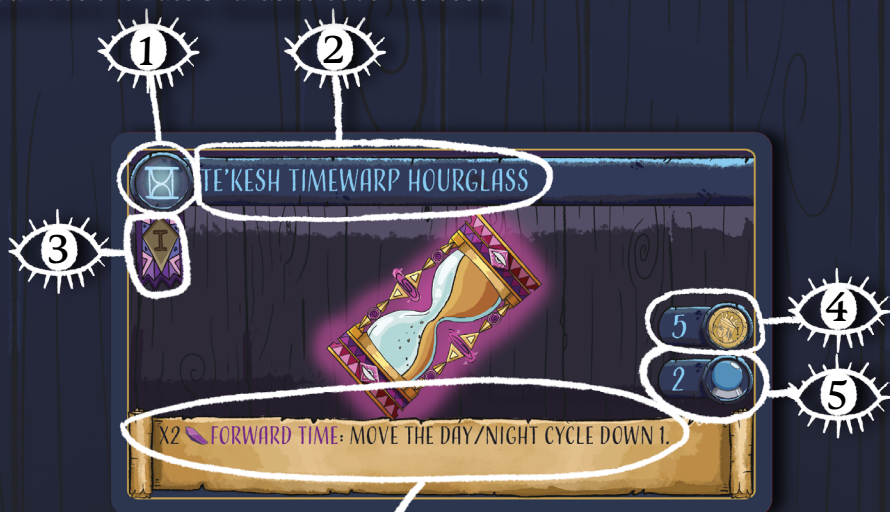


## BUYING AND USING RELICS

Relics will give you more flexibility in satisfying an adventurer's desire, conquering Death Cards that appear, or even give you more Clairvoyance Points.

At the start of the game, you will receive the Rank I Troll Mimic Chest Relic. All other Relics should be placed in their respective stacks during set up. The cost of Relics is notated on the card as well as their Clairvoyance value at the end of the game. Stack the higher-ranked relic on top of the lower rank to upgrade.

Each Relic has different abilities that can be used by spending the amount of Fate Shards from your reserve to pay the cost of the ability. There is no limit as to how many times you can use an ability as long as you have the Fate Shards to cover its cost.



① Relic Icon

② Relic Name

③ Relic Rank

④ Relic Cost - When paid, collect the Relic.

⑤ Clairvoyance Value - The Relic's worth at the end of game.

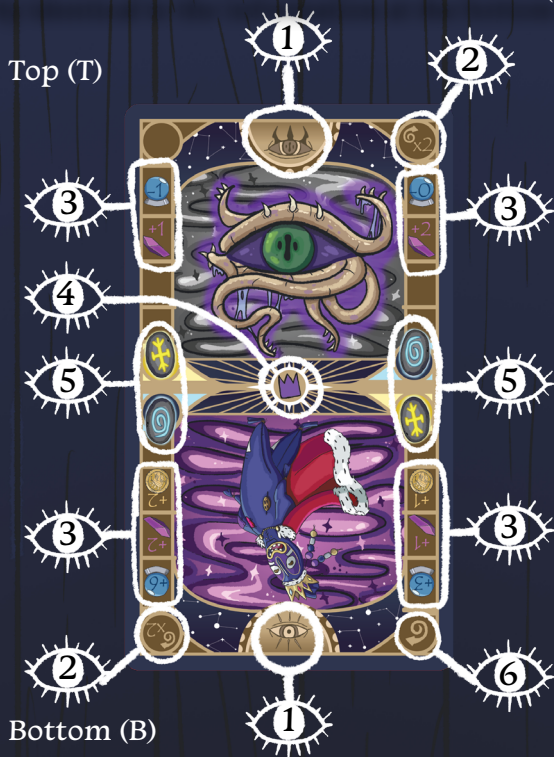
⑥ Ability Cost and effect - When paid, the Relic's effect occurs.





## UNDERSTANDING THE FATE CARDS

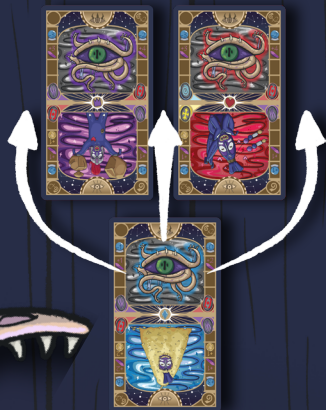
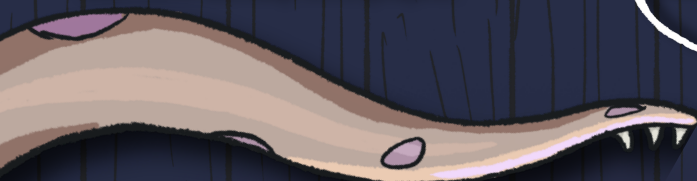
Fate Cards come in 4 suits: Happiness (😊), Love (❤️), Power (👑), and Wealth (💎). The top half of the card is the Astracite-clouded fate, while the bottom half of the card is the clear-sighted fate. Fate Cards are played top-side up. Now don't let all those eyes below intimidate you. The Fate Cards are dual-sided, meaning, information at the top (T) of the card is nearly identical to the information at the bottom (B) of the card.



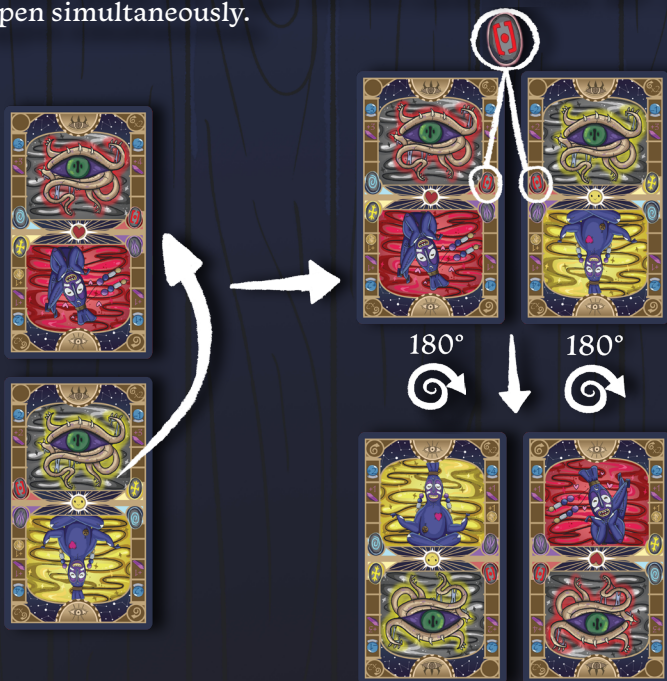
- ① Fate Type - Astracite (T) and clear-sighted fate (B).
- ② X2 Rotation Icon - Indicates a face has been seen top-side up twice.
- ③ Fate Rewards - Rewards given based off of the rotation icon above.
- ④ Fate Suit - Suit of the Fate Card.
- ⑤ Trilisian Runes - Match these to rotate Fate Cards 180°. Only top-side runes can be matched with one another.
- ⑥ Rotation Icon - Indicates the card has been rotated once.



Playing 4 Fate Cards from any suit is considered a final reading and each reading must have 4 cards. When playing your 4 Fate Cards, they can be placed on the side of another card or in between two cards that have already been played.



Rotating Fate Cards will be integral to collecting more resources to better combat the Astracites as well as accumulating Clairvoyance. To do this you must match corresponding Trilisian Runes by placing them next to each other, which will trigger the Fate Cards to rotate 180°. Rotating pairs happen simultaneously.



When Fate Cards rotate to a new fate, that is considered 1 rotation. Fate cards can rotate a maximum of 3 times from Astracite-clouded fate → clear-sighted fate → Astracite-clouded fate (X2) → clear-sighted fate (X2). The X2 notates the number of times that face has been seen top-side up. Once the cards have rotated 3 times, new matches have no effect.



If rotating the Fate Card creates a new match with a rune from a stationary card, the stationary card will rotate. This can lead to a combo of rotation, but only a match with a rotating card and a stationary card can trigger a rotation combo. Each Fate Card can rotate a maximum of 3 times.

### FATE CARD COMBO EXAMPLE

Step 1: We are in the middle of a reading with 2 Fate Cards already played. We play a Love card with a matching rune to trigger a rotation.



Step 2: The Love and Happiness cards have rotated 180° with the match. There is a new match with a rotating Fate Card and a stationary card.



Step 3: The Happiness and Power cards have rotated 180° with the match. Since this is the second rotation of the Happiness card, it gains the "X2" token.



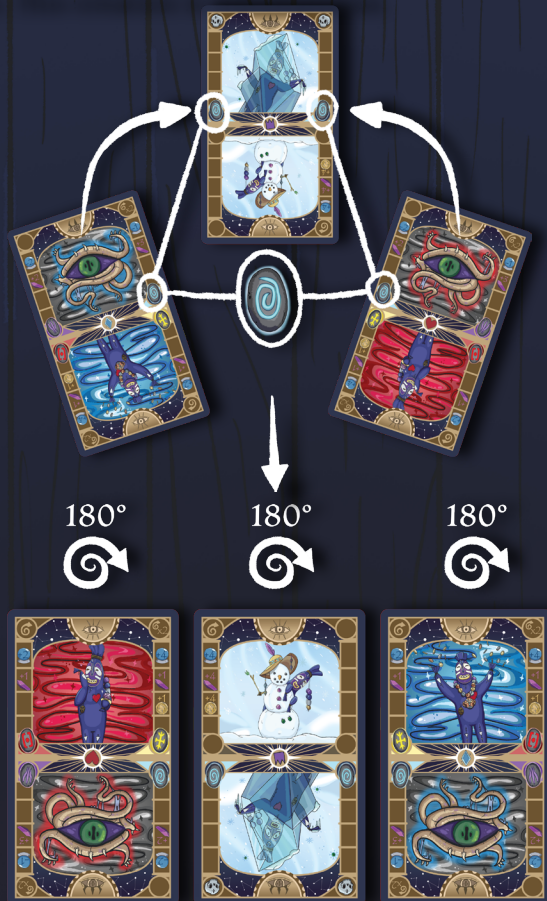


Once the reading is complete and the Fate Cards have ceased rotating, the fate rewards of each card is notated on the top corners of the card based off of how often it was rotated during the reading. Ⓞ for one rotation and Ⓜ for two rotations.

## DEALING WITH DEATH CARDS

Death Cards are a unique and dangerous obstacle that must be overcome to ensure your adventurer does not succumb to death by the Astracite's influence.

Unlike average Fate Cards, Death Cards do not rotate when there is one matching Trilisian Rune. Instead, you must match both sides of the Death Card before it will rotate. The Death card must be rotated or the game ends, and you cannot rotate a death card again once it has been rotated once. This rotation is simultaneous.





## PLAYING THE GAME

The game has 10 rounds with the following steps in each round:

### 1. Refresh

- a. Move the Day/Night Cycle Card down one step. If the Day/Night Cycle Card cannot be moved down one step, the game ends. This is considered a win.
- b. Flip the top card of each Fate Card suit if you have not already done so.
- c. Flip the top card of the Adventurer Card Deck.

### 2. Read Fortune (in any order)

- a. Play a card from the suit the adventurer requires.
- b. Play a total of 4 cards from any suits to complete the reading.
- c. Rotate cards if the Trilisian Fate Runes match.
- d. Rotate cards again if the rotated card triggers a new matching rune.
- e. Use Relic abilities as needed.

### 3. Resolve

- a. Gain acquired resources from the reading.
- b. Move your Clairvoyance Point Tracker up or down according to the reading's Clairvoyance value.
- c. Discard the used Fate and Adventurer Cards.

### 4. Renovate

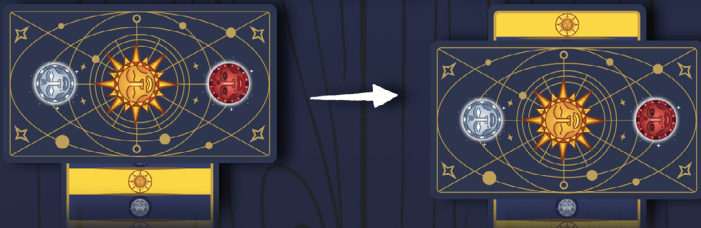
- a. Upgrade or purchase Relics for your shop with acquired resources.
- b. Remove any excess resources remaining down to your limit.

## SAMPLE GAMEPLAY

Here you'll see an up close example of a single round. Assume all game components are set up as previously described (Page 4) and the game is ready to be played, starting with round 1.

### Refresh

Since this is our first round, the Day/Night Cycle Card will reveal the first icon.



We will then flip the top card of each suit of Fate Cards.



Now we will reveal what adventurer will visit our shop first.



## READ FORTUNE

Our first adventurer is Yorri, and he requires a 😊 Fate Card during the day. We'll place this card first though it doesn't matter what order the required Fate Card is played as long as it is present in the final reading.



Next, we'll play whatever 3 Fate Cards we want in an attempt to trigger some rotations. With each new card played, remember to flip the top card of the suit you pulled from.



Here we have a matching Trilisian Rune. This will trigger the Fate Cards to rotate.



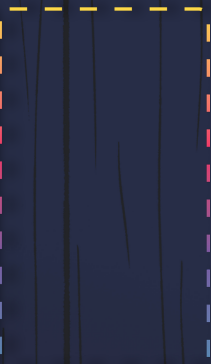


By playing another card, it has triggered another match. Rotation happens, and since this rotated card matches another Trilisian Rune, we've triggered another rotation (cards can be rotated up to 3 times).





180°



Since there are no more matches between rotating and stationary Fate Cards, we'll play the last card of the reading.



180°



180°



That's it for the final reading, and don't forget to place a "X2" token on the cards to keep track of what cards have rotated twice for scoring purposes.

At any point during the read fortune step, we can use Relic abilities by spending Fate Shards, but since we do not have any currently, aside from the Troll Mimic Chest, we will have to save up to gather Relics and use their abilities in a later round.

RESOLVE

We will now count the resources we acquired during the round by the numbers on the top corner of the Fate Cards.



We also got x1 for satisfying Yorri's required suit and then x2 for his optional suit. Clairvoyance Points are tracked on our Clairvoyance Point Tracker Card, while Fate Shards and gold are kept nearby to spend on Relics or their abilities.

RENOVATE

Now it's time to spend that hard-earned coin. We can spend our gold on new Relics or upgrade the Relics we currently own. With our 6 gold, let's buy the Alabaster Naga's Slithemani Stone, leaving us with 1 gold towards the next round.







Discard the used gold, Fate Cards, and Adventurer Cards and prepare for the next round.

## WINNING THE GAME

To win the game, you must complete all 10 rounds or be unable to move the Day/Night Cycle Card down. To satisfy each round, you must place a card from the Fate Card suit the adventurer requires and conquer any Death Cards that appear. If you are unable to satisfy both of these requirements each round, you immediately lose the game.

## CHANGING THE DIFFICULTY

For an added challenge, you can change the level of difficulty in the game by adding additional Death Cards per suit to the game. Final suit total will be 10 cards. Each added level of difficulty will also grant you bonus Clairvoyance Points at the end of the game as follows.

- Apprentice Level (1 Death Card per suit): +0 .
- Adept Level (2 Death Cards per suit): +5 .
- Master Level (3 Death Cards per suit): +10 .
- Fate Weaver (4 Death Cards per suit): +15 .

Keep trying to improve your score and beat your personal record!

## LOSING THE GAME

You lose the game if an adventurer's request is not satisfied or a Death Card is not conquered in a round.







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