SYMETRA

Game Rulebook

SHAPE YOUR FATE

CONTENTS

ABOUT

1 to 6 Players   **Ages 13 & Up**
20 to 120 Minutes (depending on no. of players)

SYMETRA is a strategy **card** game where players **actualize** their **potential energy** by **fusing**, combining and **charging cards** in the matrix. Once **cards** are **charged** in the **matrix** players can use their unique **actions** to **Shape their Fate**!

To win at **SYMETRA** have the most **energy** in your **actual energy** pool at the end of the game.

QUICK START

Both sides of the back cover have game summaries and **Section 7.0 Stages of Play** has sequential play instructions. Refer to other sections as neeeded. You can also watch game overview and gameplay videos at gamepointcentral.com/games/symetra.

PREFACE

I would like to thank all those who have shown support for **SYMETRA** throughout the years, including you. It would not be what it is today without the testing and input of many friends, family and philosophers of past and present.

As a game designer and a student of integral spirituality, I was inspired to create a deck that could be used for gaming and divinatory readings. I wanted the deck to encompass many of the base elements, emotions and energy patterns I came across in various works of fiction, spirituality, and divination. I ended up with these 60 unique cards.

I have taken great care to match and balance the cards symmetrically on multiple levels to provide great breadth and depth of subjective and objective connection and exploration. I hope you enjoy **SYMETRA** as much as I enjoyed creating it!

Sincerely,
  Brad Finlayson

CREDITS

SYMETRA
SHAPE YOUR FATE

*Greetings Earth being, my name is **Symetra**. I was born on your world during the times of Ancient Egypt, and now travel the multiverse through means of technology and magic.*

After my ascension I settled on Orbworld, an immense planet, mostly unexplored, that surrounds a pulsating, central sun. On Orbworld, beings are able to shape their surroundings at will into whatever they wish, and manifest objects from any world. This attracts many visitors from all over the universe who wish to discover and create without limit. It is the best of all worlds in one.

Recently an evil tribe has emerged that is wiping out civilizations and stealing their magic items to fuel their weapons capable of warping the laws of physics. They are literally 'deleting' their targets and the assaults are increasing in frequency.

Luckily, I have a device I acquired during my travels that operates on the same level as their technology and is able to combat their tactics. This hexagonal computer card, with the energy and intention of a sentient being, taps into the quantum mechanics of a particular element, emotion or energy. Whatever frequency it is tuned in to, it gives the user supreme perception of and control over that force within a certain range of space and time. I have begun making copies of this device and arming people with them.

I also discovered that beings from Earth are resistant to their reality altering technology, which is why I have returned to Earth: to find the best psychic warriors on the planet and bring them back to Orbworld to fight at my side. What do I offer in return? I offer access to magic and technology beyond your wildest dreams, training in the mystical arts, the chance to save many lives from certain doom and awaken your inner hero!

*I have preset this deck to the most common elements, emotions and energies found on Orbworld. Now show me your skill at wielding them and earn the opportunity to **Shape your Fate!***

Visit **gamepointcentral.com** and **gaimsource.com** for more interaction and information on the **SYMETRA** Game & Oracle Deck, the **G-Aim System** and other **Game Point** games!

1.0 PHYSICAL COMPONENTS

1.1 In the Box
Cards There are 60 hexagon-shaped **cards**.

Beads There are six colours of beads in sets of 50. Each player uses one set of a unique colour.

Rules Comprehensive rule book.

1.2 Nice to Have
Flat Surface A flat surface is recommended to easily arrange the hexagonal cards with beads.

Symetra Play Mat We've created a printable playmat to help keep track of your **actual** and **potential energy**. The mat also includes some handy game tips. You can download the playmat from gamepointcentral.com/games/symetra.

Note-taking Aids Barring a proficient memory, players may wish to record who wins each **cycle** in case it breaks a tie at the end of the game.

2.0 SETTING UP

2.1 Beads
Colours Each player chooses a colour and gets 50 beads of that colour.

Actual and Potential Players divide their beads into an **actual** pool of 30 beads to their right and a **potential** pool of 20 beads to their left.

2.2 Cards
Designate a dealer who randomizes the **deck** and deals 3 **cards** to each player, starting with the player to the the dealer's left and proceeding clockwise around the play area.

2.3 Turns
Turn Order Players' **turns** proceed clockwise.

First Turn To determine who goes first, each player in **turn** order after the dealer puts the top **card** of the **deck** into the **discard** and notes its **cost** (number on card). The player who reveals the **card** with the highest **cost** starts the first **round**.

Any tied players should repeat the process.

Each following **cycle**, the next player in **turn** order to the current starting player's left becomes the new starting player for the that **cycle** and takes their **turn** first.

3.0 AREAS OF PLAY

3.1 Cards
The 60 unique **cards** in **SYMETRA** represent the different **elemental**, **emotional** and **energetic** forces that exist in the Cosmos.

Deck The face down pile of unused **cards**. If a **deck** ever has 0 **cards**, shuffle the **discard** back in and **discard** a **card** from the top for each player who draws from that **deck**.

Hands Each player starts with 3 **cards** in **hand**. Keep your **hand** private. Any time a player has 0 **cards** in **hand**, they move 3 **energy** from their **actual** into their **potential**, and draw 2 **cards**.

Matrix The collection of **cards** in the middle of the play area is called the **matrix**.

Discard Put **discarded cards** in a pile face up.

3.2 Energy
Energy is represented by coloured beads. Each player has their own colour of beads, allowing one to easily see where their **energy** is and which **cards** they **control**.
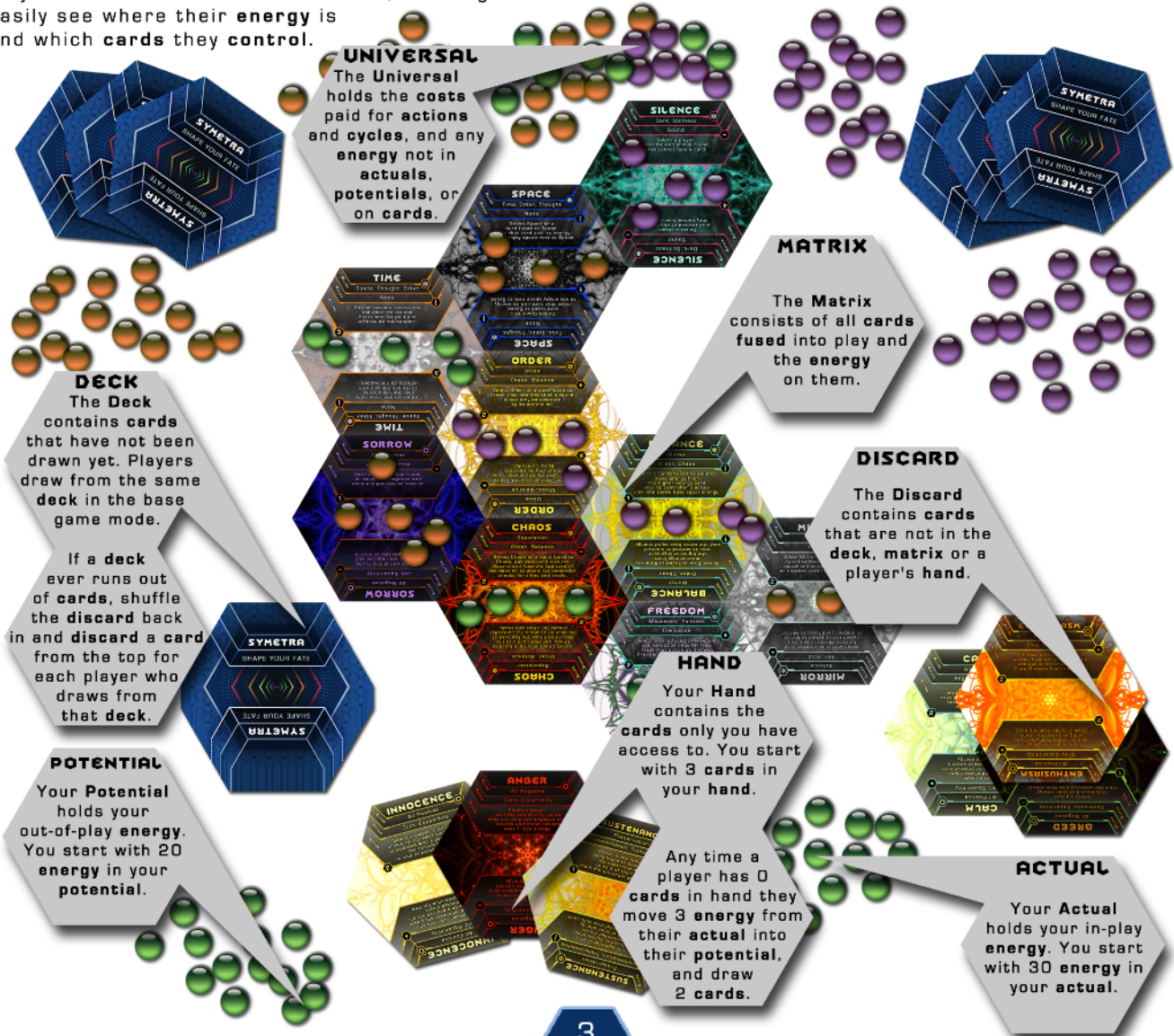
Potential and Actual Each player starts the game with 30 **actual energy** and 20 **potential energy**. Players separate these pools with their **actual** to their right and their **potential** to their left.

Zero Actual If at any time a player has 0 **energy** left in their **actual**, then that player must leave the game. Their **energy** is removed from the game and their **cards** are put into the **discard** (unless playing the original game mode, in which case empty **cards** remain in the **matrix**).

Universal The **Universal** holds the **energy** paid for **actions** and **cycles**, and excess **card energy**.

On Cards **Energy** is used to **charge cards**. A **card** can only have one colour of bead on it at a time and the player whose **energy** is on the **card** is that **card's** controller. Cards have a maximum **capacity** of 5 **energy**. If at any time a **card** exceeds its **capacity** move the excess **energy** into the **universal**. If at any time a **card** has 0 **energy** on it put it into the **discard**.

AREAS OF PLAY

UNIVERSAL
The **Universal** holds the **costs** paid for **actions** and **cycles**, and any **energy** not in **actuals**, **potentials**, or on **cards**.

MATRIX
The **Matrix** consists of all **cards fused** into play and the **energy** on them.

DECK
The **Deck** contains **cards** that have not been drawn yet. Players draw from the same **deck** in the base game mode.

If a **deck** ever runs out of **cards**, shuffle the **discard** back in and **discard** a **card** from the top for each player who draws from that **deck**.

DISCARD
The **Discard** contains **cards** that are not in the **deck**, **matrix** or a player's **hand**.

POTENTIAL
Your **Potential** holds your out-of-play **energy**. You start with 20 **energy** in your **potential**.

HAND
Your **Hand** contains the **cards** only you have access to. You start with 3 **cards** in your **hand**.

Any time a player has 0 **cards** in hand they move 3 **energy** from their **actual** into their **potential**, and draw 2 **cards**.

ACTUAL
Your **Actual** holds your in-play **energy**. You start with 30 **energy** in your **actual**.

4.0 CARDS & THE MATRIX

4.1 Cards
There are 60 uniquely named hexagon-shaped **cards**.

4.2 Type
The three **card types** are identifiable by a distinct background and icon: **Element** �֎, **Emotion** ◯ or **Energy** ❁.

4.3 Polarity
A **card** is **positive** (+), **negative** (−) or **neutral** (|).

4.4 Affinity & Enmity
Each **card** has **affinity** and/or **enmity** with other **cards**. All **cards** have at least one **affinity** but some **cards** have no **enmities**. In some cases, like **emotion** or promo **cards**, the **affinity** or **enmity** may only be listed on one of the **cards** so check both cards. It's advantageous to find one or more **cards** with an **affinity** or **enmity** to the **card** you're **fusing** into the **matrix**. [see **Section 8.1 Card Fusion** for details]

4.5 Action
Each **card action** has a **cost** and **instructions**. You must move the **cost** from the **card** into the **universal** before following the **instructions**. Each **card action** can be used only once per **round**. [see **Section 8.3 Card Actions** for details]

4.6 Matrix
The **Matrix** consists of all **cards fused** into play and the **energy** on them. Any time a **card** in the **matrix** has 0 **energy** on it, put it into the **discard**.

Empty Matrix At the start of each **cycle** the **matrix** will be empty. It may be empty at other times too. When a player **fuses** the first **card** into an empty **matrix** they move 1 **energy** from their **potential** onto that **card**.

PARTS OF A CARD

AFFINITY
When you **fuse** a **card** to a **card** it has **affinity** with, move **1 energy** from your **potential** onto the **card** you just **fused** into the **matrix**. Do this before you **lock** the **card**. When combining multiple **decks**, **cards** with the same name also have **affinity**.

TYPE
Type is shown by the background pattern and icon: **Element:** ✖, **Emotion:** ◯ , or **Energy:** ❁ .

ENMITY
When you **fuse** a **card** to a **card** it has **enmity** with, move 1 **energy** from the **card** already in the **matrix** into its **controller's potential**. When you **fuse** 2 **cards** you **control** with **enmity**, move 1 **energy** from your **potential** onto each **card**. Do this before you **lock** the **card**.

VOID
Emptiness

Mirror, Veil

Select Void or a card fused to Void, move all energy on that card into its controller's actual and put that card into its controller's hand.

DESTRUCTION
Transcendence

Creation, Preservation

Select a card fused to Destruction, move its energy into the universal and put it into the discard.

POLARITY
Polarity is shown by the background colour and icon: **Positive:** white & +, **Negative:** black & −, or **Neutral:** grey & |.

NAME
There are 60 unique **cards** in **SYMETRA**.

COURAGE
All Positive

Fear

Select a player, until the end of this round, they may use 1 of their card actions once without paying its cost or using up its once per round action.

ACTION
Card Actions have a **cost** and **instructions** [see **Section 8.0 Actions** for details].

COST
Move this amount of **energy** from this **card** into the **universal** when you use this **card's action**.

5.0 GAME LENGTH

5.1 Duration
A game takes 20 to 120 minutes depending on the number of players and game mode being played.
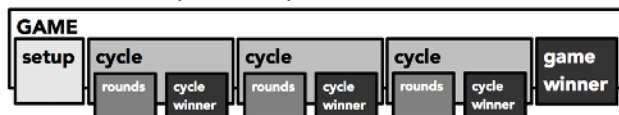
5.2 Turns, Rounds & Cycles
Turns per Round In a **round** each player has exactly one **turn** — so three players would need three **turns** to complete one **round**.
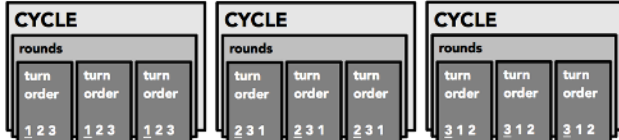
Rounds per Cycle Each **cycle** has three **rounds**.

Cycles per Game For three to six players, a game lasts as many **cycles** as players: three players, three **cycles**; four players, four **cycles**; five players, five **cycles**; six players, six **cycles**. A two-player game lasts four **cycles**.

Recap To sum up, each player gets one **turn** per **round**, three **rounds** make up a **cycle**, and one **cycle** per player completes a game (except for a two player game, which has four **cycles**).

ORDER OF PLAY (3 PLAYERS)

GAME				
setup	cycle	cycle	cycle	game winner
	rounds / cycle winner	rounds / cycle winner	rounds / cycle winner	

PLAYERS 1 2 3

CYCLE				CYCLE				CYCLE		
rounds				rounds				rounds		
turn order	turn order	turn order		turn order	turn order	turn order		turn order	turn order	turn order
1 2 3	1 2 3	1 2 3		2 3 1	2 3 1	2 3 1		3 1 2	3 1 2	3 1 2

NUMBER OF PLAYERS

PLAYERS	CYCLES
PLAYERS 1 2	CYCLES 1 2 3 4
PLAYERS 1 2 3	CYCLES 1 2 3
PLAYERS 1 2 3 4	CYCLES 1 2 3 4
PLAYERS 1 2 3 4 5	CYCLES 1 2 3 4 5
PLAYERS 1 2 3 4 5 6	CYCLES 1 2 3 4 5 6

ALWAYS 3 ROUNDS PER CYCLE

CYCLE		
round	round	round
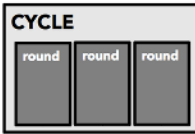
5.3 Player Exit
Start of Cycle A player must have four **energy** in their **actual** at the start of each **cycle**. If not, that player leaves the game. Their **energy** is removed from the game and their **cards** are put into the **discard**.

Zero Actual If at any time a player's **actual** pool is empty then that player must leave the game. Their **energy** is removed from the game and their **cards** are put into the **discard**.

Players exiting the game will not change the total number of **cycles** to be played as previously determined during setup.

6.0 WINNING

6.1 Cycle Winners
Each player who has the most **energy** on their **cards** at the end of a **cycle** wins that **cycle**. Winning a **cycle** is worthwhile, but it is possible to win the game without winning **cycles**.

Each winner moves their **energy** from the **universal** into their **actual**. Each other player moves their **energy** from the **universal** into their **potential**. Each player then moves all the **energy** on all their **cards** into their **actual** and all **cards** are put into the **discard**.

6.2 Game Winner
The last player in the game or the player who has the most **actual energy** after the end of the final **cycle** wins the game.

6.3 End of Game Tie
In the event of a tie the winner will be the tied player who won the most **cycles**. If there are still tied players, the winner will be the tied player with the most **cards** in hand. If there are still tied players after that, the tied players (and only the tied players) will play another **cycle**.

7.0 STAGES OF PLAY

7.1 Setup
Beads Each player chooses a colour of 50 **energy** beads and divides them into 30 **actual energy** to their right and 20 **potential energy** to their left.

Cards Play area includes a face-down **deck** of **cards**, a **discard** pile, and an area for the **matrix** of **cards** in play.

First Hand Designate a dealer who randomizes the **deck** and deals 3 **cards** to each player starting with the player to their left and proceeding clockwise.

First Turn To determine who goes first, each player in **turn** order after the dealer puts the top **card** of the **deck** into the **discard** and notes its **cost** (number on card). The player who reveals the **card** with the highest **cost** starts the first **round**. Any players who are tied repeat the process.

Each following **cycle**, the next player in **turn** order starts the first **round**.

Turn Order Players' **turns** proceed clockwise.

7.2 Game Duration & Winner
Length of Game Each player has exactly one **turn** (in **turn** order). This makes up a **round**. Three **rounds** make up a **cycle**. For three to six players, total **cycles** equals total players. For two players there are four **cycles**.

Goal Your goal is to move as much **energy** from your **potential** into your **actual**. The player with the highest number of **actual energy** is the winner. Alternatively, if you're the only player still in the game you are the winner. (see **Section 6.0 Winning** for details)

Zero Actual If at any time a player's **actual** pool is empty then that player must leave the game. Their **energy** is removed from the game and their **cards** are put into the **discard**.

7.3 Start of Cycle
Actual to Universal At the start of each **cycle** each player moves 3 **energy** from their **actual** into the **universal**.

7.4 Turn Order
Turn order proceeds clockwise and each player has one **turn** per **round**.

First Turn of Cycle The first player in the first **round** of the first **cycle** was chosen in setup (**Section 7.1**). At the start of later **cycles** the first player is the player next in **turn** order.

7.5 During your Turn
During your **turn** you have 2 **player actions** (**card fusing** and **charging**) and your **card actions** that you may use once each in any order, or not at all. These **actions** can be **re-acted** to and used as **re-actions**. (see **Section 8.0 Actions** for details)

Fuse a Card Select a **card** from your **hand** and put it in front of you face up, check for **re-actions**, **fuse** the **card** into an empty space connected to the **matrix**, check for **affinities** and/or **enmities**, and **lock** it with 1 **energy** from your **actual**. The first **card fused** into an empty **matrix** receives 1 **energy** from its **controller's potential**.

Charge a Card Select 1 to 3 **energy** from your **actual** and put it in front of you, check for **re-actions**, and move the **selected energy** onto 1 **card** you **control**. **Cards** have a **capacity** of 5 **energy**. Move any extra **energy** into the **universal**.

Use a Card Action Announce the **action** and any initial **selections** it requires, check for **re-actions**, re-check the initial **selections** to make sure they are still valid, **pay** the **cost** from the **card** into the **universal**, and follow the **action's instructions**. Each **card action** can be used once per **round**.

Holding Back Do not feel obliged to **fuse** or **charge** a **card**. It may be in your interest to do nothing if you don't think you can win the **cycle**. This gives you more **card** options for later and keeps your **energy** safe in your **actual**.

Re-Actions If it's not your **turn**, you may **re-act** to an **action/re-action** with a **card action** you have in the **matrix**.

No Re-Actions without Action Only a player whose **turn** it is can initiate an **action**. If they use no **actions**, there can be no **re-actions** from other players.

7.6 End of Turn
At the end of your **turn** draw a **card**. Drawing this card is not an **action** and cannot be **re-acted** to.

7.7 End of Round
Final Actions/Re-Actions Each player, in **turn** order, has a last chance to use their **card actions**. **Actions** and **re-actions** continue until all players decline to take further **action**.

7.8 End of Cycle
Cycle Winners Each player who has the most **energy** on **cards** they **control** at the end of a **cycle** wins that **cycle**. Each winner moves their **energy** from the **universal** into their **actual**. Each other player moves their **energy** from the **universal** into their **potential**.

Clearing the Matrix Each player then moves all the **energy** on all their **cards** into their **actual** and all **cards** are put into the **discard**.

Significance The player who wins the most **cycles** won't necessarily be the winner of the game although winning a **cycle** suggests a player is doing well. The number of **cycles** each player has won is good to know in case you need to break a tie at the end of the game.

7.9 End of Game
Game Winner The last player in the game, or the player who has the most **actual energy** after the end of the final **cycle** wins the game.

In the event of a tie the winner will be the tied player who won the most **cycles**. If there are still tied players, the winner will be the tied player with the most **cards** in hand. If there are still tied players after that, the tied players (and only the tied players) will play another **cycle**.

8.0 ACTIONS

During your **turn** you have 2 **player actions** (**card fusing** and **charging**) and your **card actions** that you may use once each in any order, or not at all.

Actions can be **re-acted** to and used as **re-actions** (see **Section 8.4**). You can use **card actions** as **re-actions** during other players' **turns** but each **card action** can still only be used once per **round**.

8.1 Card Fusion
During your **turn** you may attempt to add one (and only one) of the **cards** in your **hand** to the **matrix**.

8.1.1 Steps
1) Select a **card** from your **hand** and place it in front of you face up.
2) Check for **re-actions** (see **Section 8.4**).
3) Fuse the **card** into an empty space connected to at least one **card** in the **matrix**.
4) Check each adjacent **card** separately for **affinities** and/or **enmities** (see below for details).
5) Lock the **card** with 1 **energy** from your **actual**.

8.1.2 Conditions
All steps are mandatory. If any **affinities** or **enmities** are missed and the game has moved on, they do not come into effect.

Empty Matrix At the start of each **cycle** the **matrix** will be empty. It may be empty at other times too. When a player **fuses** the first **card** into an empty **matrix** they move 1 **energy** from their **potential** onto that **card**.

Affinity When you **fuse** a **card** to a **card** it has **affinity** with, move 1 **energy** from your **potential** onto the **card** you just **fused** into the **matrix**.

Enmity When you **fuse** a **card** to another player's **card** it has **enmity** with, move 1 **energy** from the other player's **card** into their **potential**.
When you **fuse** a **card** to another **card** you **control** it has **enmity** with, move 1 **energy** from your **potential** onto both **cards**.

Multiple Affinities and Enmities You can **fuse** a **card** adjacent to some combination of **cards** it has **affinity** and/or **enmity** with, and then follow the rules for each **card** combination individually. If a **card** reaches it **capacity** before **locking**, move the 1 **energy** from the **lock** into the **universal**.

Only check for **affinity** and **enmity** when first **fusing** a **card** into the **matrix**, never when a **card** is moved around the **matrix** by a **card action**.

Emotion Cards **Emotions** have **affinity** with entire **polarities** of **cards**. When you **fuse** a **card** to an **emotion card** of the same **polarity**, the **card** you are **fusing** has **affinity**. **Element** and **energy cards** have **affinity** with all **emotion cards** of the same **polarity**, even though it is only written on the **emotion card**.

8.2 Card Charging
During your **turn** you may attempt to add **energy** to one (and only one) of your **cards** in the **matrix**.

8.2.1 Steps
1) **Select** 1 to 3 **energy** from your **actual** and place it in front of you.
2) Check for **re-actions** (see **Section 8.4**).
3) Move the **energy** onto 1 **card** you **control**.

8.2.2 Conditions
Capacity **Cards** have a maximum **capacity** of 5 **energy**. Move any extra **energy** into the **universal**.

8.3 Card Actions
During the **round** you may attempt to use each **card action** you **control** once (and only once) at any time during your **turn**, and as a **re-action** when it is not your **turn**.

Card Actions have a **cost** and **instructions**.

8.3.1 Steps
1) Announce the **card action** and make any **selections** it requires.
2) Check for **re-actions** (see **Section 8.4**).
3) Re-check the **selections** to make sure they are still valid, and that the player and **card** are still allowed to use the **action** (see **Section 8.3.2**).
4) Move the **cost** from the **energy** on the **card** into the **universal**.
5) Follow the **action's instructions**. Do this step even if the **card** has been **discarded** due to having 0 **energy** after paying its **cost**.

8.3.2 Conditions
In the Matrix To use a **card's action** you must **control** the **card** in the **matrix**.

Cost A **card action** has a **cost** (the number printed on the card) which you must move from the **card** into the **universal** in order to use the **action**. If a **card** does not have enough **energy** to pay for its **action**, at either step 1 or 4, then that **action** cannot be used and is **cancelled** (see **Section 8.6**).

Selections The original **cards** or players you **selected** may have changed since your initial **selection** due to **re-actions**. This may affect how the **action** plays out, if at all (see **Section 8.6**).

If a **card action** uses another **card's action**, it does not count towards using that **card's action** once per **round**. That **card's controller** may also use that **card's action** this **round**.

If a **card** switches **controllers**, the new **controller** may also use that **card's action** this **round**.

If two **card's actions** contradict each other, which is normal for **cards** with **enmity**, the most recently completed **action** takes precedence.

8.4 Re-Actions
A **re-action** is any **action** that is used during **step** 2 of another **player** or **card action**, including one of your own.

After a player announces an **action** and **selections** there is an opportunity for each player, in **turn** order after the player who initiated the **action**, to announce a **re-action**. The **re-action** happens first.

The player who **re-acted** pays the **cost** from their card into the **universal**, and follows their **action's instructions**. After that, the first player completes steps 3 to 5 of their **action**.

You can use **card actions** as **re-actions** during other players' **turns** but each **card action** can still only be used once per **round**.

The 2 **player actions** you have during your **turn**, **card fusing** and **charging**, can be **re-acted** to and used as **re-actions** but only during your **turn**.

8.5 Chain Re-Actions
A **chain re-action** occurs when a player **re-acts** to another player's **re-action**. Keep adding **re-actions** to the **chain re-action**, in **turn** order after each player's **re-action**, until all players decline to **re-act**, and then the **chain re-action** explodes!

Last In, First Out The **chain re-action** proceeds from the last announced **re-action** to the first announced **action**. As each **action** happens, its **controller** re-checks **selections** and allowances, pays the **cost** from the card into the **universal**, and follows their **action's instructions**.

Players may have multiple **actions** in a **chain re-action**, but each **action** can only be used once.

8.6 Cancelled Actions
A **cancelled action** is an announced **action** that cannot be completed. When an **action** is **cancelled** it cannot be used again during the same **round**.

An **action** may be **cancelled** because:

A **card action** prevents it.

A **selection** has become invalid because the **selection** has left the game, has been moved and is no longer **fused** to the **card**, or is being protected by another **card's action**.

The full **cost** of the **action** cannot be paid.

The **card** itself is no longer in the **matrix**.

The player who announced the **action** is no longer in the game.

9.0 EXTRAS

Due to Symetra's uniqueness, new players do not have their usual reference to a similar game experience from which to draw upon to help them pick up the game quickly and easily (like at a Convention for example). We created the base game mode as a fast way to teach and learn the basics of but Symetra is meant to be played with a few more layers of game rules.

It goes without saying that the 'Original Game Mode 9.3' is Symetra at its best. Players have more time to set up intricate strategies, tactics and combos.

The 'Good Karma Rule 9.2' is also meant to be a permanent rule that creates interesting diplomatic and strategic options for players who draw and use positive cards.

I would say that the ultimate game mode combination is: team draft in original game mode with the good karma rule and no cycle limit (play until there is only 1 player or team left). Enjoy!

9.1 Strategic Advice
Fuse your **cards** to multiple **cards** that it has **affinity** and/or **enmity** with, **lock** it, use its **action**, and then **charge** it. This can allow you to get the benefit of the **action** while still having your **card** at maximum **capacity**.

Each **card's action** has times when they are best used. Try different ways of using a **card**, both offensive and defensive.

One can win the game without winning a **cycle**.

9.2 Good Karma Rule
I recommend permanently implementing this rule as soon as you are ready, as Symetra was meant to allow players to use beneficial **card actions** on other players and still be competitive.

There are currently 10 **positive cards** that have been designated as 100% 'Good Karma Cards': Compassion, Courage, Hope, Innocence, Light, Order, Passion, Sound, Transcendence & Vigor. These 10 **cards** are **positive cards** that select other players or their **cards**, and that cannot be karmically abused as the effect of the **card** can always be fulfilled.

When any of these **cards** are used to **select** an opposing player, or their **cards**, the **controller** of the 'Good Karma Card' moves **energy** from their **potential** into their **actual** equal to the final **cost** paid for the **action** plus 1. This includes any modifications to the **cost** shown on the **card**. Good karma only works on opponents, not teammates.

For example, if a player used the Light **card** on an opponent, paying the 1 **energy cost** and **selecting** them to draw a **card**, Light's **controller** moves 2 **energy** (1 **cost** + 1 karma bonus) from their **potential** into their **actual**. If the Light player had the Depression **card** used on them this **round**, making all their **card actions cost** 1 extra **energy**, the Light player would move 3 **energy** (2 **cost** +1 karma bonus) from their **potential** into their **actual**.

If you are using this rule, you should grant the good karma bonus to any player who uses a **card action** on an opponent or their **cards** that benefits them. Use democracy and common sense to determine whether the **action** is beneficial in that situation.

9.3 Original Game Mode
Cards with no **energy** on them remain in the **matrix** instead of being **discarded**. At the end of **cycles**, **energy** withdrawal from **cards** proceeds in **turn** order, is optional, and can be of any amount.

Players may use their **charge action** to move 1 to 3 **energy** from one **card** they **control** to a **fused** empty **card** or a **fused card** they **control**.

To count the **cycles** and **rounds,** mark the starting player with a die and use it to count the **rounds**.

9.4 Draft Mode
In draft mode you shape your strategy by choosing the **cards** you will use as your own **deck** and **discard**. Look for your favourite **cards** that suit your play style, for powerful **card** combinations that have **card actions** that work well together, and/or have **affinity** or **enmity** with each other.

Drafting Deal out randomized packs to each player: 3 packs of 6 **cards** for 2 or 3 players, 3 packs of 5 for 4 players, 2 packs of 6 **cards** for 5 players, and 1 pack of 10 for 6 players. If you have extra cards or decks deal out 3 packs of 6 for 4 or 5 players, and 2 packs of 9 for 6 players.

Each player **selects** a **card** from their first pack, places it face down in front of them, and passes the rest to their left. Repeat until all **cards** have been **selected**. Repeat this process with the remaining packs, reversing the direction you pass the extra **cards** each pack. Players may view their **cards** as they draft. Each player uses the cards they selected as their private deck. Play with any other game modes as normal.

If a **card** says 'the' **deck** or **discard** read it as ''their' **deck** or **discard**. If a **card** says 'any' **deck** or **discard**, any players' **deck** or **discard** are valid.

If a player's **deck** ever runs out of **cards**, shuffle their **discard** back in, and put a **card** from the top into their **discard**.

9.5 Team Mode

SYMETRA is great fun in teams of 2 or 3 players. Amazing **card** combinations become possible when working together!

In Team Mode, the team with the most combined **energy** in their **actuals** wins the game.

Team mode works with any other game modes.

There are 2 Team Modes: Blind and Shared.

Blind Team Mode Team members sit across from each other, positioned so **turns** alternate between teams evenly. There is no sharing of hidden information, like content of **hands**, or private communication in Blind Team Mode.

Shared Team Mode Team members sit beside each other, share their **turn**, and can share private information like the contents of their **hands**, strategies and tactics. Certain procedures like **re-action** checking and end of **turn card** drawing still happen in regular **turn** order clockwise around the play area.

When you **fuse** a **card** to another **card** a teammate **controls** that it has **enmity** with, both players move 1 **energy** from their **potential** onto their **card**.

Players still win and lose **cycles** individually.

Due to player discussion, allow extra play time for Shared Team Mode.

9.6 Tournament System

The best example of the tournament sytem is with 9 players, but the system can be adapted for any number of players as long as there are 3 more more players per game, with each game having equal players.

A tournament consists of 3 stages. Each stage has 3 separate games of 3 players each. Randomly decide which players play each other in the first stage.

The winner of each game receives 3 points and the runner up receives 1 point. All other players receive 0 points but their order of placement should be noted for tiebreaking purposes.

Play 2 more stages, grouping equal/close point players together each time, prioritizing pairing players together who have not played yet.

After the end of the 3rd stage, the player with the most points wins. In the event of a points tie, the player who placed higher when the tied players played against each other wins.

9.7 Rule Tweaks to Try

Have no **cycle** limit, play until there is only 1 player or team left.

Play more **rounds** per **cycle**. Try 4, 5 or 6 **rounds**. This allows you to create more **card** combinations.

Card actions can be used as many times per **round** as a player wants, but all costs must still be paid.

Change initial **actual** and **potential** amounts by alowing players to use multiple sets of beads. This is particularly fun with the Original Game Mode as this allows players to **control** more **cards** in the **matrix**. Keep the same ratio of 30 to 20 **energy** in the **actual** and **potential**.

Allow the 3 **energy cycle cost** to be optional and partial so that a player may pay 1 **energy** for each **round** they wish to participate in. Before their turn starts a player chooses if they want to use one of their **rounds** or not. If they do not, they skip their **turn** and do not draw a **card**. They may still use **card re-actions** and can still use **card actions** during the end of **round** phase.

9.8 Solitaire Mode

Set Up Have at least 100 **energy** beads ready. Shuffle the **deck**, and note the time.

Steps
1) Draw 3 **cards**.
2) Fuse cards from your **hand** into the **matrix** next to at least one **card** that it has **affinity** or **enmity** with. Add 1 **energy** onto the **card** for each **card** fused to it that it has **affinity** with. For each **card** fused to it that it has **enmity** with, add 1 **energy** onto both **cards**. Note that **emotions** have **affinity** with entire **polarities** of **cards**.
3) Discard any **cards** face down you do not play.

The first **card** you **fuse** into the empty **matrix** is your choice and receives 1 **energy** automatically.

Repeat steps 1 through 3 until the entire **deck** is gone, and note how long it took you. Then count up how many **cards** are in the matrix, and how much total **energy** are on all the **cards**.

Visit **gamepoincentral.com** to compare your scores with others. My best so far is 52 cards, 107 energy, 17 minutes.

Rules
You cannot move a **card** after it has **energy** on it.

You cannot add **energy** onto a **card** after you have **fused** another **card**, even if it should have received more **energy** in the first place.

You cannot look through the **discard**.

9.9 A.I. Solitaire Mode

In A.I. Solitaire you play against 1 or more artificial opponents that start with an actual energy advantage and make their decisions randomly with dice or the best obvious play that you can see.

Run the game as normal but follow these rules:

• A.I. opponents always go first.
• A.I. opponents start with 40 actual energy and 10 potential energy.
• A.I. opponents start with 3 cards in hand as normal and keep their hand face down.
• A.I. opponents never use actions that will result in a net loss in energy before re-actions are resolved.
• Always fuse their card in the space that yields the most total energy difference in affinities & enmities. If 2 or more spots are tied roll to decide.
• If ever in doubt, choose the obvious best strategic choice, otherwise roll.
• Normally a 6-sided die is sufficient but if you don't have the right number of sides on a die to match the number of options or group them evenly, choose the closest die with enough sides and disregard the extra numbers and reroll.
• To choose which card the A.I. will fuse designate left to right on a 6-sided die: 1-2= left card, 3-4 = middle card, 5-6 = right card.
• Time and Mirror are the toughest cards for the A.I. to use and should be held as re-actions and used at the first opportunity.
• Chaos, Transformation, Calm and Anger could be either beneficial or detrimental. For these cards randomly select targets between both the A.I. opponent and their cards, and you and your cards.
• A.I. can work well with the '**Good Karma Rule 9.2**' allowing you to open up their options with positive cards being used on you.

A.I. Opponent Turn Order:

1) Fuse their card (except if they have Love or Hate in play then they use those card actions first). Designate a number for each card they have
2) Use all cards that won't be discarded by paying the cost. Choose best obvious order or random.
3) Charge card with least amount of energy on it with the most amount of energy that doesn't exceed the capacity.
4) Use remaining card actions, even if it causes them to be discarded.
5) Draw their card and keep it face down.
6) During the end of round phase A.I. opponents attempt to use any card actions they could not use earlier due to lack of valid selection or cost.

9.10 Frequently Asked Questions

When a card says it lasts 'until the end of the round' does this mean 1 full round from when it was used, or after the end of round phase ends and before the next round starts? All effects will end before the next round starts. The other option was the it was done in early testing but was changed as it was very difficult to keep track of. This way opens up the strategy of different cards being more optimally used near the beginning or end of round.

Why do Thought and Ether say 'any deck' in their actions' instructions? This is for draft mode where each player has their own deck. The controller of these cards can look at the top of any players deck, not just their own.

If Freedom or Ether use a card that can select itself by name, how does it work? If Freedom or Ether use a card action that refers to itself by name (like Space for example), the text now refers to Freedom or Ether instead of the original card.

How do Humility & Pride work? Normally at the end of each cycle the players who have the most total energy on cards they control in the matrix win their energy back from the universal. Humility reverses this so that the players who have the least total energy on cards they control in the matrix win their energy back from the universal. Pride's addendum reverses this back to normal. Note that each card moves energy to help towards that goal. Humilty moves a total of 2 energy from any number of cards you control. This could be 2 off one card or 1 off two different cards. Pride puts up to 4 total energy from your actual divided onto any number of cards you control. This could be 4 on one card, 1 each on four different cards, 1 on one card and 3 on another card, or any combination with up to 4 energy.

How do Sound & Silence and Movement & Stillness work? These are the card actions that give or take away the player actions: fusing cards and charging cards. Sound and Movement have addendums allowing them to be used even if the controller was selcted by Silence or Stillness this round.

Transcendence, Transformation & Sustenance have two lines of affinty. Is this a typo? No, like Ether, Thought, Time & Space they have only affinities and no enmities. However, all the card names could not fit on one line so the enmity line was needed.

How do Innocence & Guilt work? Innocence & Guilt were the hardest cards to word. They basically make any player a magnet for positive or negative actions. So whenever any player is selected (not cards) the player selected with Innocence or Guilt are selected again by the action once for free. This extra action happens right after the original card action.

Why do the different card types (elements, emotions & energies) seem irrelevant? Emotion cards are important to note as they have affinity and/or enmity with entire polarities of cards. As for elements and energies, their distinction is important as Symetra is forward compatible with future games where elements and energies are handled differently. It also gives more suits when creating adaptations of traditional playing card games.

If a card action's cost is brought to 0 by another card's action can it be used for free? Absolutely! However you don't get energy back if it's below zero!

How do re-actions work? Re-actions are any action that is used as a re-action to another action being announced. The re-action happens first.

What can be used as re-actions? Re-actions are normally card actions that have been held to be used during another player's turn in response to something that player does. The 2 player actions can be used as re-actions during your turn.

When can I re-act? What can be re-acted to? After any action is announced (a card being fused, the amount of energy to be charged, or a card action and its selections) each player in turn order after the player who initiated the action gets an opportunity to re-act with their own action. This continues around the play area until all players decline to re-act and then the chain re-action explodes from the last announced action to the first. You can even re-act to your own action once the check gets back to you after going around the table.

If a card action is used can it also be used as a re-action during the same round? No. Each card you control can only be used once each round, either as an action on your turn or the end of round phase, or as a re-action during another player's turn.

In the base game mode, if a card such as Creation or Space refers to an adjacent empty space and the card is discarded after paying the cost, what are the valid space selections? You can select any space that was valid before the card was discarded. This is the way it works in original game mode where cards are not discarded when they have 0 energy.

If Sustenance or similar card has only enough energy to use the action and can select itself is it removed from play between paying the cost and gaining the energy back? Cards are immediately put into the discard when they have 0 energy on them in the basic game mode. So if Sustenance only had 1 energy on it when you pay the cost it would be discarded between steps 3 & 4 of the card action (see section 8.3.1) and therefore could not recharge itself. If you selected another card with Sustenance it would still happen as the selection is still valid.

To clarify this further with Sustenance specifically, even in the original game mode where cards remain in the matrix when they have 0 energy on them, Sustenance would still not be able to recharge itself because the action states that the card's 'controller' moves up to 3 of their energy from the universal onto the card, but as soon as the card has 0 energy on it, it no longer has a controller, and therefore no matching colour of bead to refill with.

10.0 ORACLE USE

Symetra can also be used as an oracle deck for divinatory readings. You can use your game deck or acquire the oracle deck which has the same 60 cards, but with more art showing and oracle information rather than game information. The oracle guidebook comes with a lot more spreads and information on divination than shown here.

10.1 Principles of Divination

Purpose Divination has been used for millennia by seekers of truth and spiritual knowledge to awaken their intuition and receive guidance and insight from higher planes of consciousness.

With this new knowledge, combined with their reason and experience, they are able to alter their path and improve many aspects of their life.

Destiny and Free Will Consider that both destiny and free will exist. Without conscious intervention you are on a set path, your destiny, but with an informed free will, you can make a different choice, walk a different path.

Divination gives you a fresh perspective, revealing possibilities and opportunities that were previously hidden, empowering you to Shape Your Fate!

Holographic Universe This concept proposes that all the information of the universe, past, present and future, is contained within the quantum field, connected to all particles.

It is possible to access this information by using meditative practices to tune one's mind to different people, ideas or events.

10.2 Meditation & Concentration

Meditation is a state of mind without active thought. When one's mind is clear and quiet, one is able to receive information from intuitive sources normally drowned out one's active mind. However, before having no thought, one must first go from many thoughts to one thought. This is called concentration.

In order to achieve concentration, one focuses on a technique conducive to meditation. The most common form of meditation involves witnessing one's breath while being aware of any thoughts, feelings and sensations that arise.

You can do this with your eyes closed, or use the cards, either the front or back, which have been designed to be used as a pattern with a centre point to focus upon for meditative purposes.

Gently close your eyes, or stare at a card with a soft, relaxed gaze. As you inhale, become energized and aware. As you exhale, feel yourself relax deeper and deeper. First feel all the tension in your body melt away. Then allow all unnecessary thoughts and feelings to leave your mind.

If thoughts or feelings arise during meditation, do not focus on them. Instead let them arise naturally in their related chains until they putter out, float away or pass through you.

Continue until you slip from active, singular thought concentration into meditation without active thought. You should now feel calm, open and ready to receive the wisdom of the reading.

10.3 Oracle Spreads

A spread is an arrangement of cards. Each position in a spread's layout represents an aspect of life or a period of time.

Flower of Life This is the main spread used with Symetra. It covers most areas and aspects of life, although it may be used for more specific topics.

Lay out the cards face down in numerical order, 1 through 6, followed by the 7th, central card face up. Interpret the 7th, Cosmic card by itself, and then proceed to reveal and interpret the cards in numercial order 1 through 6. As you flip over each card, interpret it on its own, in relationship to the central, Cosmic card, and to any other cards next to it in the spread.

1 = Physical Health, 2 = Emotional Feelings, 3 = Wealth & Home, 4 = Relationships & Romance, 5 = Creativity & Career, 6 = Spirituality & Purpose, and 7 = Cosmic Source

10.4 Doing a Reading

Here are the steps for doing a reading.

1) Meditation Enter a state of meditation so that you are calm, aware, receptive and in tune with your intuition. See **Section 10.2 Meditation**.
2) Preparation Shuffle and cut the cards in whatever ways you wish. If you are doing a reading for somene else you should get them to shuffle and/or cut the deck as well.
3) Spread Proceed to lay out, reveal and interpret the cards as described in **Section 10.3**.
4) Interpretation Here are some guidelines on how to interpret the cards and spreads based on different factors.

Name What does this card mean literally, and to you personally? Does its teaching become immediately apparent to you?

Possibilities The possibility words at the bottom of the card are there to spark intuition and give extra meaning to the card, with the bottom, boldest word holding the most weight. These words illustrate possible ways that the card may show up in life, and help you flesh out how it relates to the reading.

Fused Cards Fused cards affect each other by strengthening or weakening, supporting or opposing, causing cards to be well or ill dignified. This leads to a narrowing down of the relevant possibilities. Fused cards with affinity or enmity affect each other more than cards that do not.

Affinity & Enmity When you have cards in a spread that have affinity with each other, they strengthen and support each other, increasing their power, especially if they are fused.

When you have cards in a spread that have enmity with each other, they weaken and oppose each other, decreasing their power, especially if they are fused.

Polarity Polarity determines how a card operates in nature and behaves with other cards.

Positive cards build up, expand, grow and keep things going and flourishing. They represent friends, new options, support, assistance, victory and celebration.

Negative cards break down, contract, hinder, destroy, challenge and change. They represent rivals, stagnation, energy-draining situations, poor habits and obstacles.

Neutral cards interact with other cards in a less direct manner than positive and negative cards. They represent balance, equality, impartiality, acceptance, stability, tools and things to focus on.

Type The three card types represent different parts of our world.

Element cards represent physical and material actions, objects and environments.

Emotion cards represent feelings, psychical phenomena, people and ways of being. Emotions fuel action or inaction in other realms.

Energy cards represent patterns, transitions, states and cycles of nature in and around us.

Spread Totals You can get a sense of the overall atmosphere and patterns that permeate and dominate the reading by comparing the card totals for each category.

Count the number of cards in each category: Affinities and Enmities; Positive, Negative and Neutral Polarities; and Element, Emotion and Energy card types.

Appendix I. GLOSSARY

Keyword [section #]: definition and explanations.

Action [8.0]: When you do something in Symetra it is called an action. There are 2 types of actions: player actions and card actions. Player actions can only be done during your turn, where as card actions can be used as re-actions during other players' turns and used during the end of round phase in addition to being used during your turn.

Action (player) [8.1 & 8.2] See **Player Action** below.

Action (card) [8.3]: See **Card Action** below.

Actual [3.2]: Each player starts with 30 actual energy on their right. Actual energy represents your in-play energy and is the win condition of the game. Use cards to actualize potential energy. If at any time a player has 0 energy left in their actual, then that player must leave the game.

Affinity [8.1]: These are cards that have a supportive relationship with each other. When you fuse a card next to a card it has affinity with, move 1 energy from your potential onto the card you just fused into the matrix.

Cancelled Actions [8.6]: A cancelled action is an announced action that cannot be completed.

Capacity [3.2]: Cards have a maximum capacity of 5 energy. If at any time a card exceeds its capacity, move the excess energy into the universal.

Card [4.0]: Cards represent computer devices that give the user access to the elements, emotions & energies of the Cosmos at a quantum level. Players usually have 3 cards in hand and fuse 1 into the matrix during their turn.

Card Action [8.3]: Each card has a unique action that affects the game. Pay the cost from the card into the universal and then follow the instructions.

Charge [8.2]: Charging is a player action where you move 1 to 3 energy from your actual on to 1 card you control in the matrix. In the original game mode you can also use your charge action to move 1 to 3 energy from 1 card you control in the matrix onto a fused card you control or a fused empty card.

Control [3.2]: The player whose energy is on a card is that card's controller.

Cost [4.5]: The cost of a card's action is the number shown on the card. The cost is paid off the card into the universal before the instructions are completed.

Cycle [5.2]: Symetra game flow proceeds in cycles. Each cycle consists of 3 rounds, and each round consists of each player have 1 turn. Play as many cycles as there are players at the start of the game, except 2 players play 4 cycles.

Deck [3.1]: The deck is the face down pile of unused cards. If a deck ever has 0 cards, shuffle the discard back in and discard a card from the top for each player who draws from that deck.

Discard [3.1]: All cards discarded by card actions, determiming the starting player, and end of cycle clearing are put in a pile face up.

Element [4.2]: See **Type** below.

Emotion [4.2]: See **Type** below.

Energy (card type) [4.2]: See **Type** below.

Energy (counter) [3.2]: Energy is represented by coloured beads. Each player has their own colour of beads, allowing one to easily see where their energy is and which cards they control. Each player starts with 30 actual energy (which is the win condition) and 20 potential energy. If at any time a player has 0 energy in their actual that player leaves the game.

Enmity [8.1]: These are cards that have an oppositional relationship with each other. When you fuse a card next to a card you don't control that it has Enmity with, move 1 energy from that card into its controller's potential. When you fuse a card next to a card you control that it has Enmity with, move 1 energy from your potential onto both cards.

Fuse [8.1]: Fusing is a player action where you put 1 card from your hand into the matrix, check each adjacent card for affinities & enmities, and lock it with 1 energy from your actual.

Hand [3.1]: Each player starts with 3 cards in hand. Keep your hand private. Any time a player has 0 cards in hand, they move 3 energy from their actual into their potential, and draw 2 cards.

Instructions (card action) [8.3]: Each card action has instructions that describe how that action works in the game. After you pay the cost from the card into the universal follow the card's instructions.

Matrix [4.6]: The Matrix consists of all cards fused into play and the energy on them. Any time a card in the matrix has 0 energy on it put it into the discard.

Negative [4.3]: See **Polarity** below.

Neutral [4.3]: See **Polarity** below.

Player Action [8.1 & 8.2]: There are 2 different player actions: fusing a card (from your hand into the matrix) and charging a card (you control in the matrix with energy from your actual). You can use each player action once per round and only during your turn. Player actions can be used as re-actions.

Polarity [4.3]: Polarity is shown by the background colour and icon: Positive: white & +, Negative: black & –, or Neutral: grey & |.

Postive [4.3]: See **Polarity** above.

Potential [3.2]: Each player starts with 20 potential energy on their left. Potential energy represents your extra, out-of-play energy that you can actualize by using card affinities, enmities & actions.

Round [5.2]: Each round consists of each player have 1 turn. There are 3 rounds per cycle.

Selection [8.0]: Most actions require 1 or more selections that are announced during step 1 of an action. If a selection becomes invalid while resloving re-actions during step 2, the action is cancelled.

Turn [7.5]: During a round each player has 1 turn. During your turn you may fuse a card, charge a card and use yoru card actions in any order or not at all. Draw a card at the end of your turn.

Type (card) [4.2]: The three card types are identifiable by a distinct background and icon: Element ❄, Emotion ◯ or Energy ✷.

Universal [3.2]: The universal holds the energy paid for actions & cycles, and excess card energy beyond the capacity. At the end of each cycle, each player with the most energy on their cards in the matrix wins their energy back from the unviersal into their actual. Each other player loses their energy from the universal into their potential.

Appendix II. RULES SUMMARY

Teaching Flow
1) **Card** game where glass beads represent **energy**
2) Game setup: 30 **actual**, 20 **potential** & 3 **cards**
3) **Cycle cost**, **universal**, 1st player & **discard**
4) **Cycle** win is most **energy** on **cards**, gets **energy** from **universal** to **actual**; game win is **actual energy**
5) **Cycles/rounds/turns/**end of **round** phase
6) 3 **actions**: **fusing**, **charging** & **using cards**
7) **Card** explanations: name, **polarity**, **affinities**, **enmities**, **action**, **cost** & **capacity**.
8) **Re-actions** and **chain re-actions**.

Winning the Game
Game winner is player with most **energy** in **actual**, ties go to most **cycles** won, then most **cards** in **hand**, if still tied, tied players play another **cycle**

Setup
1) Each player takes 50 beads of a colour and divides them into 30 **actual** on their right and 20 **potential** on their left
2) Randomize **deck** and deal 3 **cards** to each player
3) In **turn** order after the dealer, each player flips the top **card** of the **deck** into the **discard**, highest cost indicates starting player, tied players repeat the process
• **Turn** order moves clockwise after starting player
• Play as many **cycles** as there are players at the start of the game, except 2 players play 4 **cycles**

Any Time
• Player with 0 **actual** is eliminated, **energy** is removed and **cards** are **discarded**
• Player with 0 **cards** in **hand** moves 3 **energy** from **actual** into **potential** and draws 2 **cards**.
• **Deck** with 0 **cards**, reshuffle **deck** and put 1 **card** from the top into the **discard** for each player drawing from that **deck**
• **Card** in matrix with 0 **energy** is **discarded** (still complete **card action** if **energy cost** was just paid)
• Move **energy** on **card** in excess of **capacity** into **universal** (**capacity** is normally 5)

Cycle
1) Each player moves 3 **energy** from their **actual** into the **universal**
2) Play 3 **rounds**
3) **Cycle** winners are each player with the most **energy** on **cards** they **control** in the **matrix**
4) Winner(s) move their **energy** from **universal** into their **actual**, others move their **energy** from **universal** into their **potential**
5) Move **energy** on **cards** into **actual**
6) **Discard** all **cards**
7) Player to starting player's left becomes new starting player

Round
1) Each player takes 1 **turn**
2) End of **round** phase: each player may use remaining **card actions/re-actions** in **turn** order until all players pass (no **player actions**)

Turn
1) Use **actions** in any order or not at all
2) Draw a **card** at the end of your **turn**

Actions
1) Announce **action**
2) Check for **re-actions** in **turn** order
3) Resolve **re-actions** last in, first out
• **Actions** announced later can **cancel actions** announced earlier

Possible Actions & Re-Actions
1) **Fuse** a **card** from your **hand** into the **matrix**, once per **round** only, player taking current **turn** only
2) **Charge** a **card** in the **matrix** with 1-3 **energy** from your **actual**, once per **round** only, player taking current **turn** only
3) **Use** a **card action** by paying **cost** from **card** into **universal**, once per **card** per **round**

Fuse a Card
1) Announce **card**
2) Check for **re-actions**
3a) If **matrix** is empty, place **card** in middle of table & move 1 **energy** from your **potential** onto the **card**
3b) If **matrix** has **cards**, place **card** adjacent on at least 1 side to a **card** already in the **matrix**
4) Separately for each adjacent **card**, check the pair for **affinities** and/or **enmities** (see below)
5) **Lock** the **card** by moving 1 **energy** from your **actual** onto **card** being **fused**

Affinities & Enmities
• When **fusing** a **card** adjacent to a **card** with **affinity**, move 1 **energy** from your **potential** onto the **card** being **fused**
• When **fusing** a **card** adjacent to a **card** you **control** with **enmity**, move 1 **energy** from your **potential** onto the **card** being **fused** & onto the adjacent **card** already in the **matrix**
• When **fusing** a **card** adjacent to a **card** you don't **control** with **enmity**, move 1 **energy** from the adjacent **card** already in the **matrix** into its **controller's potential**

Charge a Card
1) Announce how much **energy** you will use from your **actual** (1 to 3)
2) Check for **re-actions**
3) Move **selected** amount of **energy** from your **actual** onto a single **card** you **control** in the **matrix**

Use a Card
1) Announce **card** and any **selections**
2) Check for **re-actions**
3) Check if still valid (cannot use again this **round** either way)
4) Move **cost** from **card** into **universal**
5) Follow **card instructions** (even if paying **cost** caused it to be **discarded**)

Energy movement summary
Cycle Cost: actual to universal
Affinity: potential to card
Enmity you Control: potential to both cards
Enmity you don't Control: card to potential
Lock a Card: actual to card
Charge a Card: actual to card
Card Action Cost: card to universal
Win a Cycle: universal to actual
Lose a Cycle: universal to potential

QUICK PLAY SUMMARY

Setup Each player starts with 30 **actual energy**, 20 **potential energy**, and 3 **cards** in their **hand**.
Game Duration Each player has exactly one **turn** in a **round**. Three **rounds** make up a **cycle**. For three to six players, total **cycles** equals total players. For two players there are four **cycles**.

Start of Cycle At the start of each **cycle** each player moves 3 **actual energy** into the **universal**.
Turn Order Proceeds clockwise around table. To determine who goes first, each player in turn **turn** order after the dealer puts the top **card** of the **deck** into the **discard** and notes its **cost**. The player who reveals the **card** with the highest **cost** starts the first **round**.

During your Turn You may **fuse** 1 **card** from your **hand** into the **matrix** and **lock** it with 1 **actual energy**, **charge** 1 **card** you **control** in the **matrix** with 1 to 3 **actual energy**, and use any **card actions** you have in the **matrix**.
**End of Turn** Draw a **card**.
End of Round Each player, in **turn** order, has a last chance to use their **card actions**.
End of Cycle Each player who has the most **energy** on their **cards** wins. Each winner moves their **energy** from the **universal** into their **actual**. Each other player moves their **energy** from the **universal** into their **potential**. Each player moves all the **energy** on all their **cards** into their **actual** and all **cards** are put into the **discard**.
End of Game The last player, or the player with the most **actual energy** wins.
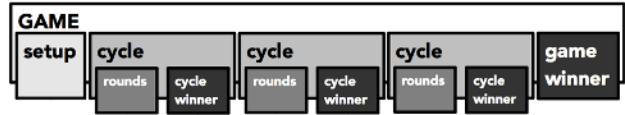
ENERGY MOVEMENT SUMMARY

Cycle Cost:
actual to universal

Affinity:
potential to card

Enmity you don't Control:
card to potential

Enmity you Control:
potential to both cards

Lock a Card:
actual to card

Charge a Card:
actual to card

Card action Cost:
card to universal

Win a Cycle:
universal to actual

Lose a Cycle:
universal to potential

ORDER OF PLAY (3 PLAYERS)

GAME						
setup	cycle		cycle		cycle	game winner
	rounds	cycle winner	rounds	cycle winner	rounds	cycle winner

PARTS OF A CARD

AFFINITIES

TYPE

ENMITIES

POLARITY

NAME

ACTION

COST

AREAS OF PLAY

UNIVERSAL
The Universal holds the costs paid for **actions** and **cycles**, and any **energy** not in **actuals**, **potentials**, or on **cards**.

MATRIX
The Matrix consists of all **cards** fused into play and the **energy** on them.

DECK
The Deck contains **cards** that have not been drawn yet. Players draw from the same **deck** in the base game mode.

If a **deck** ever runs out of **cards**, shuffle the **discard** back in and discard a **card** from the top for each player who draws from that **deck**.

DISCARD
The Discard contains **cards** that are not in the **deck**, **matrix** or a player's **hand**.

POTENTIAL
Your Potential holds your out-of-play **energy**. You start with 20 **energy** in your **potential**.

HAND
Your Hand contains the **cards** only you have access to. You start with 3 **cards** in your **hand**.

Any time a player has 0 **cards** in hand they move 3 **energy** from their **actual** into their **potential**, and draw 2 **cards**.

ACTUAL
Your Actual holds your in-play **energy**. You start with 30 **energy** in your **actual**.