

THE CONSCIOUS BOARD GAME

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- A. SET UP:** “Objective Truth: the structure and functioning of a system whose very presence forms existence itself.” Start with: 3 Food, 3 Air and 1 Impression in the Diagram of Nutrition, 7 Part-of-Center cards in your hand and 3 Law-cards in your Law-pile. Roll die to establish your type. Multi-player games: roll to select dealer.
- B. STATES OF ‘T’:** States of ‘T’ are permanent (**H-THE PATH**). Magnetic Center moments last only 1 turn (**G-LAW-CARDS**: ★). Each facet (of all states of ‘T’ attained) may be performed once per turn - except for roll-options; choose only 1.

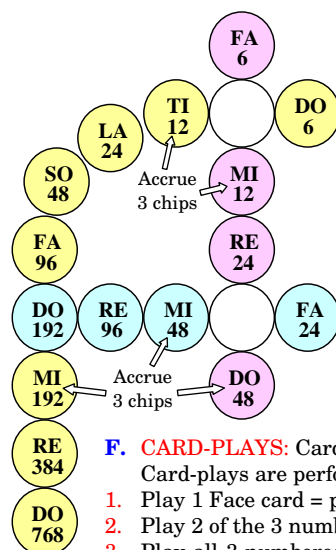
Facet	Multiplicity	Magnetic Center	Deputy Steward	Steward	Master
Card-Play	1 card per turn	+1 card this turn	+1 card per turn	+1 card per turn	+1 card per turn
Power	None	None	Transform Emotions	Wild Shock	All Shocks
Skill	None	None	Breathe when I eat	Eat when I breathe	Carbon 12
Roll-option	None	None	None	Roll again & take roll	Take opposite side

- C. PLAY:** Play begins off the outer end of the Fibonacci spiral. Players occupy the same space (**P-DUPLICATES**). The dealer goes first. Play continues clockwise until all players complete their 1st turn. Afterwards, the player who is behind goes next. If 2 or more players are on the same game-space, the last player to arrive goes next.
1. Players may execute the various facets of their turn in any order. However, once a facet starts, a player may not begin a new facet until all actions/reactions created in the current facet are completed.
 2. The last facet of every turn is the roll: Roll 1 die & take roll or Roll-option; the roll includes taking what you land on (**E-GAME-SPACES**). Note: If your roll displaces any chips in play, lose 1 card from your hand by random draw.
 3. **FIRST TURN:** Your 1st turn is special. It is a Magnetic Center moment and a multiple Law-card play.
 - ▶ You *must* select and play 2 Law-cards from your Law-pile see **G-LAW-CARDS**.
 - ▶ You *may* also play 2 cards from your hand (Multiplicity = 1, Magnetic Center moment = 1) see **F-CARD-PLAYS**.

- D. DIAGRAM OF NUTRITION:** “Substances...for the coating and perfecting of their own higher-being-bodies.” The octaves of Food, Air and Impressions fill, note-by-note, via the process of *Harnel-Miaznel* (**J-HARNEL-MIAZNEL**). The process stops at *intervals* where chips accrue until shocked: Food stops at MI-192 & TI-12, Air stops at MI-48 and Impressions stop at DO-48 & MI-12 (**I-SHOCKS**: ▶). 3 chips can accrue on these notes; other notes may have only 1.

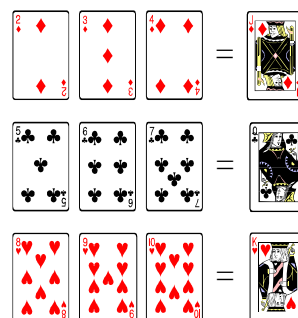
★ **EXCESS:** If a note is full (contains the maximum allowable number of chips), an additional chip becomes *excess*.

1. Excess unable to ascend by Harnel-Miaznel is discarded. “Carbonless”.
 2. Excess Food at MI-192 is discarded. “Indigestion”.
 3. Excess Air at MI-48 is discarded. “Hyperventilate”.
 4. Excess Impressions at DO-48 are discarded. “Pouring from the empty into the void”.
 5. Excess Hydrogen-12 is exchanged for a card. “Higher 12”.
 6. Excess Hydrogen-6 becomes surplus (**K-CRYSTALLIZATION**). “Surplus”.
 7. Excess-surplus at Hydrogen-6 is re-assimilated as cards or chips. “Re-assimilate”.
- Options: ♦ FA-6 = Air-192 or a card. ♦ LA-6 = Food-768 or a card. ♦ DO-6 = a card.



E. GAME-SPACES: LAND ON IT - TAKE IT.

- Yellow = Food Enter: DO-768.
 - Blue = Air Enter: DO-192.
 - Red = Impression Enter: DO-48.
 - Orange = Card Draw: Part-of-Center.
 - Green = Law Draw: 1 Law-card.
- ✓ Also draw 1 Law-card for every Law-space passed.
 ✓ You may look at any Laws added to your Law-pile.



F. CARD-PLAYS: Card-plays develop centers and create shocks (**I-SHOCKS**: 2.).

Card-plays are performed individually as separate facets of a player's turn.

1. Play 1 Face card = place 1 chip on the board on the corresponding Face card.
2. Play 2 of the 3 numbered cards = place 1 chip on the corresponding Face card.
3. Play all 3 numbered cards = place 2 chips on the corresponding Face card. This play puts 2 chips on 1 Face card and creates only 1 ‘Self-remembering shock’. Note: Each card may contain only 2 chips (except JOKER). If more than 2 chips are acquired on a card during a facet, discard 1 chip and bump 1 chip UP to the next card, e.g., (J♦ to Q♦), (K♥ to J♠), (K♠ to A♦), (A♠ to X-Joker) or (X-Joker to JOKER). Multiple bumps are possible if the card receiving a chip already contains 2 chips. Perform shocks for each bump but do not apply Harnel-Miaznel to shocked chips nor deal with excess until the chain-reaction created within the current facet is completed.

- G. LAW-CARDS:** If you pass a Law-space, you must (on your next turn) select and play 1 Law-card at random from your Law-pile (shuffle, roll, count from left and select Law). On your 1st turn...and when you pass 2 Law-spaces, you must select and play 2 Law-cards from your Law-pile - 1 at random and 1 by choice (look when choosing). You may only choose an Ace or Joker if forced to...and if forced to, choose the JOKER before an Ace. All Law-cards selected must be placed in play *face up* at the beginning of your turn. Each Law-card represents 2 separate facets of your turn: obey the Law - play the card. Execute both facets this turn. ♦ When you complete both facets, discard the Law-card.

- OBEY LAW:** Read the Law-card and obey it! ♦ Law-cards do not affect non-living players.
 - ▶ Laws that *affect* notes affect all chips on the notes.
 - ▶ Laws that *create* notes add 1 chip to the notes. Excess at DO (768, 192 or 48), FA (96 or 24) or RE-24 ascends by Harnel-Miaznel. Excess at H-6 or where chips accrue see **D-DIAGRAM OF NUTRITION: 2-7**. Discard other excess.
 - ▶ If a Law says, "Lose half your cards", pick cards at random - split odd amounts in your favor. ♦ If a Law says, "Stay asleep", do not take what you land on nor utilize other facets until you awaken but do obey Laws in play.
 - ▶ Laws that affect all players are applied to each player (on his next turn) as if the player selected the Law-card. The Law is obeyed (even if asleep). If awake, desirable card-plays are made and all applicable shocks taken.
 - ▶ If a Law or wild-chip (**H-THE PATH: 3**) is used to cancel another Law-card, it cancels all Law-cards in play that have the same designation as the Law-card being cancelled, i.e., freed from 1 Law of Fate...freed from all Laws of Fate; or if indicated, the Law cancels all Law-cards in play regardless of their designation. Note: If the 2♣ or 2♠ is cancelled, the Law they protect without escape becomes *unprotected*. ♦ Discard cancelled Law-cards.
- PLAY CARD:** Use the Law-card in a card-play (this turn only). Law-cards do not count as plays from your hand.
 - ▶ Numbered card: Play it with card(s) in your hand (or with other Law-cards being played) to create a Face card.
 - ▶ Face card, Ace, X-Joker or JOKER: Play it to create a Face card, Ace, X-Joker or JOKER on the board.
- ★ Law-spaces landed on are Magnetic Center moments. Do not play a Law-card: keep the Law-card you drew to build your Law-pile. Instead, you may play 1 extra Part-of-Center card from your hand (this turn only).

- H. THE PATH:** "After some time, with the help of magnetic center, a man may find a school." Qualifications for entry:

Fakir	Monk	Yogi	Balanced Man	Sly Man
J♦, Q♦ & K♦	J♥, Q♥ & K♥	J♣, Q♣ & K♣	3 Queens and/or Kings in any 3 suits	J♠, Q♠ & K♠

If you attain an *Ace*, *X-Joker* or *JOKER*, count the Ace as 2 cards (J, Q, or K), X-Joker as 2 Aces (♦, ♣ or ♥) & the JOKER as four Aces. ♦ New states of 'I' go into effect on the next facet of your turn, not in the facet creating them.

- DEPUTY STEWARD:** When you enter a '*School*', you attain Deputy Steward (**Q-FIFTH OBLIGOLNIAN STRIVING**):
 - ▶ Skill: If at least 1 Food is on MI-192, subsequent Food may be shocked to FA-96. "*Breathe when I eat*".
 - ▶ Card-play: **B-STATES OF 'I'** ▶ Power: **I-SHOCKS: 3** ▶ Roll-option: **B-STATES OF 'I'**.
 Fulfilling the 5th striving, you must help others attain school but only with cards relating to your own school.
- STEWARD:** When you acquire 1 chip on all 4 Aces you attain Steward - Higher Emotional Center. "*April Fools*".
 - ▶ Skill: If at least 1 Air is on MI-48, subsequent Air may be shocked to FA-24. "*Eat when I breathe*".
 - ▶ Card-play: **B-STATES OF 'I'** ▶ Power: **I-SHOCKS: 4** ▶ Roll-option: **B-STATES OF 'I'**.
 A Steward can manifest all facets of Steward and Deputy Steward (as separate facets) on every turn.
- MASTER:** When you acquire 3 chips on the X-Joker, discard 1 chip and bump 1 chip UP to the JOKER - attaining Master - Higher Mental Center. "*Impartiality*". You must acquire 3 chips on the JOKER to win (**M-WINNING**). Note: If you acquire 4 chips, make 1 chip wild - re-assimilate it as a Food, Air or Impression; or draw a card; or use the wild-chip to cancel a Law; or use the wild-chip to cleanse yourself from Hasnamuss (**S-HASNAMUSS**):
 - ▶ Skill: If at least 1 Impression is on DO-48, subsequent Impressions may be shocked to RE-24. "*Carbon-12*".
 - ▶ Card-play: **B-STATES OF 'I'** ▶ Power: **I-SHOCKS: 5** ▶ Roll-option: **B-STATES OF 'I'**.
 A Master can manifest all facets of Master, Steward & Dep. Steward (as separate facets) on every turn.

- I. SHOCKS:** Chips must be shocked across intervals...the 'obligatory-gap-aspects-of-the-unbroken-flowing-of-the-whole.'

- FOOD:** Food is shocked when Air becomes RE-96. "*Air Shocks Food*".
 - ▶ 1 Food at MI-192 is shocked to FA-96 when an Air reaches RE-96 - including an Air-96 added by a Law.
- SELF-REMEMBER:** Card-plays create 'Self-remembering'. "*I Remember Myself*".
 - ▶ 1 Impression at DO-48 is shocked to RE-24 for each Face card created on the board. Note: When an Impression reaches RE-24, including an Impression-24 added by a Law, 1 Air at MI-48 is shocked to FA-24.
- TRANSFORM EMOTIONS:** A Deputy Steward can combine 2 different Face cards, (J & Q), (J & K) or (Q & K) from the same suit, to create 1 Ace of the same suit (♦, ♣, ♥ or ♠). "*Transform Emotions*".
 - ▶ 1 Impression at MI-12 is shocked to FA-6 and 1 Food at TI-12 is shocked to DO-6 for each Ace created.
- WILD:** A Steward can combine 2 unlike Aces from ♦, ♣ or ♥ to create the X-Joker. "*Wild Shock*".
 - ▶ A *choice* of 1 of the above shocks is performed for each X-Joker created.
- ALL SHOCKS:** A Master can combine the Ace of ♠ and the X-Joker to create himself (JOKER). "*All Shocks*".
 - ▶ 'Shock Food', 'Self-Remember' and 'Transform Emotions' each time you create yourself! Note: 'All Shocks' is 1 facet of a turn; complete all shocks - then apply Harnel-Miaznel to shocked chips and/or deal with excess.

- J. HARNEL-MIAZNEL:** “A new arising from the previously arisen through the ‘Harnel-Miaznel,’ the process of which is actualized thus: the higher blends with the lower in order to actualize the middle and thus becomes either higher for the preceding lower, or lower for the succeeding higher.” ♦ To ascend, higher Carbon (C) must be present in the body. Chips enter on the first note of each octave. If the note can have only 1 chip, an additional chip becomes *excess*.
1. Excess must either ascend by Harnel-Miaznel or be discarded. E.g. Excess Air at DO-192 needs C-48 to become RE-96 (ascend or discard); excess Air at RE-96 needs C-24 to become MI-48 (ascend or discard). The process stops at intervals. Chips cannot, by the process of Harnel-Miaznel, traverse an interval - they must be *shocked* across.
 2. The notes directly after an interval are attained by the shock itself. Ascension beyond these notes again requires Harnel-Miaznel (ascend or discard). Exceptions: If FA-24 is full, an Air shocked to FA-24 automatically ascends to SO-12; if SO-12 is full, shocked Air reaching SO-12 automatically ascends to LA-6. ♦ LA-6 = Hydrogen-6 = C-6.
- K. CRYSTALLIZATION:** Players create 2 higher bodies: *Astral* and *Mental*. Each body goes through 3 stages of growth: accumulation, crystallization and maturation. Accumulation is the process of acquiring *excess* at Hydrogen-6 (H-6). An excess chip at H-6 becomes *surplus*. The surplus accumulates at H-6 - and the Astral body begins to form. E.g. the first Air at LA-6 *fills* LA-6; if LA-6 is full, excess Air that reaches LA-6 becomes surplus - an *Astral disc* of Air. Choose a disc-color and place the Astral disc next to LA-6. (Laws do not affect higher body discs.)
1. When you accumulate 7 Astral discs at H-6 - 3 Food, 3 Air and 1 Impression (3-3-1), you crystallize Astral body.* *“I have crystallized the body Kesdjan”*. Distribute the 7 Astral discs onto the first 3 notes of Food and Air and on the first note of Impressions - under any Physical chips that may be on these notes. After crystallization, the Astral body goes through maturation. The Astral body matures by acquiring additional surplus at H-6; additional surpluses become Astral discs and re-enter into the corresponding octave on the next vacant note of Food, Air or Impressions - under any Physical chips that may be on the note. Astral discs are not stopped by intervals or subject to shocks. The Astral body simply fills, note-by-note, with Astral discs *independently of Harnel-Miaznel* until H-6 is again full (contains 1 Astral disc). Subsequent Astral discs reaching H-6 become higher surplus - *Mental discs*. Change disc-color and accumulate the Mental discs at H-6 until 3-3-1 is again achieved.
 2. When you accumulate 7 Mental discs at H-6 - 3 Food, 3 Air and 1 Impression (3-3-1), you crystallize Mental body.* *“I am Immortal within the limits of the Sun”*. Distribute the 7 Mental discs onto the first 3 notes of Food and Air and on the first note of Impressions - under your Physical chips and on top of your Astral discs. Once crystallized, the Mental body matures until H-6 is again full (contains 1 Mental disc). A full Mental body (1 Mental disc on every note) becomes a *Causal* body (M-WINNING:). ♦ Excess-surplus (beyond *full* at Hydrogen 6) is re-assimilated.
- * Add any excess-surplus created when 3-3-1 is attained to your 3-3-1. Note: Before attaining 3-3-1, accumulations exceeding 3, 3 or 1 become *excess-surplus* and must be re-assimilated (D-DIAGRAM OF NUTRITION: 7.).
- L. DEATH:** Die at the end of the Fibonacci spiral (R-WILD SPACES: 1 & 2.) or by Law (O-EARLY DEATH:) whichever comes first. Players without a crystallized body are out of the game! Players with a crystallized body (the non-living) play on!
- ♦ Non-living players discard their Law-cards and keep 7 Part-of-Center cards from their hand (player's choice) or they draw cards from the deck to bring their hand to 7 cards.
- Note: Law-spaces and Part-of-Center spaces function differently for non-living players (N-DECAY:).
1. **DIE WITH AN ASTRAL BODY:** Discard your Physical chips and replace your Astral discs with *chips*. Astral chips function like Physical chips, ascending by Harnel-Miaznel and Shocks. Note: Any Mental discs at H-6 remain there until the Mental body is crystallized. You develop the Astral body and crystallize the Mental body the same way you developed the Physical body and crystallized the Astral body. Surplus Astral chips become Mental discs. Mental discs accumulate at H-6 until 3-3-1 is attained.
 - When you accumulate 7 Mental discs at H-6 - 3 Food, 3 Air and 1 Impression (3-3-1), you crystallize Mental body (see * above). *“I am Immortal within the limits of the Sun”*. Note: Execute any remaining facets of your turn in order to acquire additional excess-surplus at H-6 then discard the Astral body (offer it, clockwise, to non-living players of the same type). Replace your 7 Mental discs & any additional excess-surplus discs with *chips* and distribute them into the corresponding octaves.*
 2. **DIE WITH A MENTAL BODY:** Discard your Physical chips and offer your Astral body, clockwise, to non-living players of the same type - then discard it. Replace your Mental discs with *chips* and distribute them into the corresponding octaves.*
- * Mental chips function like Physical chips, ascending by Harnel-Miaznel and Shocks. You develop the Mental body the same way you developed the Physical body until the Mental body is full. A full Mental body (at least 1 chip on every note) is called a *Causal* body (M-WINNING:). If you fall below at least 1 chip on every note, you revert to Mental body. Note: Excess-surplus (beyond *full* at Hydrogen 6) is re-assimilated.
- M. WINNING:** The first player to attain 3 chips on the JOKER and a Causal body wins the game! *“I start over”*. Note: A Hasnamuss must be cleansed in order to win the game.
- ♦ If a living player has 3 chips on the JOKER and completes his Causal body before finishing the Fibonacci spiral, players *not yet qualified for school*, attain school...by virtue of there being a Man # 7 in the world!

- N. DECAY:** Non-living players do not draw Part-of-Center cards when they land on Part-of-Center spaces - they decay!*
- 1. ASTRAL BODY:** Players with an Astral body suffer Astral decay when they land on a Part-of-Center space and must roll the die and decay 1 chip of Food, Air or Impressions (player's choice of location) as indicated by the roll.
 - ▶ Roll a 1 or a 4 = decay 1 Food; roll a 2 or a 5 = decay 1 Air; roll a 3 or a 6 = decay 1 Impression.
 If your Astral body completely decays before you crystallize the Mental body, you are eliminated! Total Astral decay occurs when a player completes the reverse spiral (**R-WILD SPACES: 3.**). *Note: Hasnamusses do not decay.
 - 2. MENTAL BODY:** Players with a Mental body treat Part-of-Center spaces the same as players with an Astral body - except they provide for World-maintenance instead of decaying. They *give* decaying matter to the Universe, placing it on the board beginning with the closest corresponding game-space in front of their playing piece. Only 1 chip can occupy any game-space. The first player to land on one of these game-spaces takes in double.
 - ▶ Living players cannot take chips that were given to the Universe by non-living players.
- ★ Non-living players do not draw Law-cards when they pass Law-spaces. However, Law-spaces landed on are wild! Players who land on a Law-space may enter 1 Food, Air or Impression or they may draw 1 Part-of-Center card.
- ▶ Law-spaces landed on are still Magnetic Center moments. Play 1 extra card from your hand (this turn only).
- O. EARLY DEATH:** Players with a crystallized body who die before completing the Fibonacci spiral continue play, on their next turn, moving in the same direction around the spiral.
1. If you play a Law that kills you, you die - unless you are able to cancel the death-Law during that turn.
 2. If you play a Law that indicates you die in so many spaces, you die as indicated. Place the death-Law *face up* on the board and mark the death-space with a chip. You die when you reach or pass this death-space...but not until your next turn; you may perform all facets of that turn (except roll) in order to improve your status - including, if applicable, using a Law-card to cancel the death-Law.
- P. DUPLICATES:** Living players do not share duplicates with non-living players. Note: Hasnamusses do not share.
1. If you hold duplicates (2 identical cards in the same suit), place 1 duplicate *face down* on the board. "*Dupes*".
 - ▶ Place the duplicate (on the board) back into your hand when the duplicate from your hand has been played.
 2. When a player comes into contact with another player (occupies the same space) and if each player has duplicates, the players exchange duplicates with each other. Players may exchange only 1 duplicate per contact.
 - ▶ Players *who have multiple duplicates* exchange 1 duplicate by random draw.
 3. If a player lands on a space occupied by 2 or more players, he exchanges 1 duplicate *with all players who have duplicates* in reverse order of their arrival on that space. ♦ On your 1st turn, you exchange duplicates clockwise.
- Q. FIFTH OBLIGOLNIAN STRIVING:** "The striving always to assist the most rapid perfecting of other beings..."
1. When 2 or more players land on the same game-space, each player must declare his state of 'T'.
 2. A Player with a higher state of 'T' (except Hasnamuss) must try to help a player with a lower state of 'T' by giving him a card - provided that the card given is the final card needed by that player to attain a higher state of 'T'.
 - ▶ A player may not give a player a card that the player already has in his hand...or on the board.
 - ▶ A player who gives another player a card draws 3 Part-of-Center cards from the deck.
 3. A player who forgets to offer help must forfeit 1 card to every player in the game - provided another player catches him after any player moves but before all players move from the space of contact. Forfeit cards clockwise by random draw. A player can escape being caught and avoid forfeit if he catches himself and offers to help all players involved in the original contact. If the player is able to give cards, he draws cards.
 4. Living players cannot help non-living players (or vice-versa) attain a higher state of 'T'.
- R. WILD SPACES:** Remember to perform (**P-DUPLICATES:**) & (**Q-FIFTH OBLIGOLNIAN STRIVING:**) on wild spaces.
1. The space off either end of the Fibonacci spiral is WILD! Make it any game-space you wish! Note: All players encounter this space on the roll in which they complete the Fibonacci spiral in either direction.
 2. A living player must apply the wild space before he dies and is allowed on his next turn to perform all facets of that turn (except roll) in order to improve his status. Players *who survive death* roll and continue play - moving backward around the Fibonacci spiral.
 3. A non-living player with an Astral body can apply the wild space at the end of the 'reverse' spiral before his Astral body totally decays and is allowed on his next turn to perform all facets of that turn (except roll) in order to improve his status. Note: All non-living players *with a crystallized Mental body* roll and continue play - moving forward again around the Fibonacci spiral until completing the game.
- S. HASNAMUSS:** If you land on a Hasnamuss, you do not get the space landed on. If a Hasnamuss lands on you, he can ask you for a specific card...if you have it, you must give it to him. If you attain the same state of 'T' as a Hasnamuss and then *land on* a Hasnamuss...you are destroyed! Note: A Hasnamuss must cleanse himself to win (**H-THE PATH: 3.**).
- T. LEGEND:** 1. ▶ Green applies to living players. 2. ▶ Black applies to non-living players. 3. ▶ Red applies to both.