

IN PITNIGHT BLUNTED VALLEY I,
IN ONE GRAY MARROW SNOW,
IN STONY WOMB OF SKY DECIDE
THAT DEATH MEANS NOTHING NOW:

AT EDGE OF WELLWORN ALLEY I,
AT DOOR OF LIFETORN FRIEND,
AT THICK OF EMPTY SICKNESS SAW
THE END, THE END, THE END

AS SEAMLESS STITCHES CRUMBLLED,
EDEN'S ATOMS FLEW APART;
AS WHITE NOISE DROWNED THIS QUIET WORLD,
I COMFORTED MY HEART

I FLOATED WEIGHTLESS NOWHERE
WHERE THE SILENCE SLOW EXPANDS,
WHERE EGO GAVE ITS GRAVE CONFESSION:
" ONLY I D C O M M A N D S . "

CONFRONTED BY THE PRISON OF
A CHOICE THAT IS NO CHOICE
I SAT WITH FINAL TERROR
AND EARNED REASON TO REJOICE

AFTER YEARS IN FEAR OF FAILURE
FEIGNING FEALTY TO TRUTH
THE PRIZE I FOUND IN TOTAL VOID
WAS FREEDOM FROM MY YOUTH

WITHOUT THE GENTLE LIE THAT CLINGS,
WITHOUT EYES SHUT TO FATE,
A MIND BURDENED WITH NOTHING
EITHER BREAKS, OR MUST CREATE.

CREATION

万物 CREATION is a found-object storytelling and

world-building game that revolves around a single, simple mechanic: re-appropriation.¹ The game is sandbox-style, deliberately open-ended,

¹万物 (Japanese: *banbutsu*/Chinese: *wànwù*): “All Creation,” or, literally, “the 10,000 things.”

intentionally flexible, and suited for a wide range of thematic applications for players to explore based on their personal proclivities and aesthetic preferences. This is not a rule book in any absolute sense. This is a book of suggestions – many suggestions, rigorously conceived suggestions, but suggestions nonetheless. These suggestions are meant to give some insight into what this *platform for creation* can produce – the *type* of experience it can offer. The rules within are dense, extensive, arcane, and often obtuse. If you don't like a rule, get rid of it. Change it. Simplify it. Complicate it. There will be times when the answer to a gameplay question can't even be found in this manual. It will be up to you and other players to decide how to play. This is intentional. All of these rules have been made to be broken.

In the rules for a Mythic theme as outlined below, players each take on the role of a deity of their own invention (together referred to as the Pantheon), repurposing objects from their lives and giving them new meaning as the deific monuments of an infant universe styled in the primitive geocentric physics of our own Earth creation myths. These objects can be literally anything, from rocks and twigs and shells, to bottle caps and scraps of paper and broken rubber bands, to potted plants and ornate statuettes and personal artworks.

The deities may each decide on certain game parameters at the start of the game. There are suggested values for beginning players to ensure a balanced game, but once players become more comfortable, they may enjoy experimenting with alternative rules. The elasticity of these parameters can result in very unbalanced games, games that last a very long time, that last a very short time, that create worlds that quickly implode on themselves, that go through cycles of destruction and rebirth, that are dominated by a particular trait or set thereof, or admit the invention of almost anything, no matter how nonsensical. Generally, if a deity tries to warp the rules of reality too much to their advantage in order to ensure a victory, the universe will have no stability and fall apart to the detriment of all players. In that sense, to fully enjoy the game, players must be willing to set obvious victories aside, and let the story unfold.

Deities interact with the board (called the Map) by expending their power, or Influence, by placing objects – referred to as Acts of Creation – on the Map after obtaining the agreement of the other members of the Pantheon. Deities may steal each other's Acts by providing a superior interpretation of the object placed, encouraging sincere role-play and a willingness to look at an object from multiple perspectives. The deity with the most Influence by endgame – determined either by an Influence cap or a round cap – is considered the Steward of Creation and the victor of the game.

There is also a style of play that introduces alternative victory conditions that force players to decide between acting selfishly or altruistically, with a potential outcome of all players emerging victorious or all players losing.

The explanation of each Act can be recorded round-robin in a History, leading to the completion of a unique Creation Myth by the end of each game. Through the combined imaginations of several deities, each with their own unique attributes and ambitions, a new universe rich with syncretic, co-opted meanings and stories blossoms organically into life.

A NOTE

In a world that has become infatuated with production and waste, it is easy to lose sight of the beauty and potential for meaning that exists all around us, especially in more unlikely places. In a culture of novelty and obsolescence, it is easy to overlook the resilience and value of objects that we have been conditioned to view as trash or worthless trinkets.

Hopefully you will find the basic idea behind the game intuitive and interesting. With any luck, there will be a wide range of challenges faced, stories told, and worlds born as a result of the individual types of lives players lead and the objects they encounter in it.

Using this game as a means of exploring your own artistic production, crafting new items to play with to promote and improve your imaginative output is a great way to utilize the game mechanics. However, the spirit of the game is in reusing the things around you, seeing them in new ways, thinking about them in new ways, and trying to break free of certain assumptions we make about our material world and often materialistic societies.

For that reason, it is strongly suggested that you make the effort wherever possible to not destroy or consume in order to create, and to force yourself to reimagine and reinterpret those things that are already around you, as they are, as they present themselves to you.

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LAWS.I.I

OVERVIEW

THE ETERNAL GAME

CREATION: Mythic has three modes, or Styles, of play: the Roleplay game, the Standard Game, and the Strategic game. The Roleplay game is the most open-ended, consisting of a short series of principles that guide a play event similar to the way the rules for hide-and-seek are communicated on a playground. Roleplay style allows for more leeway in creating unbounded worlds and unbounded deities and can be played almost anywhere, but requires the most active investment on the part of players in order to be satisfying. On the other hand, the Strategic game is

numbers-intensive, rule-heavy, and relies on very explicit communication between players, with a restricted set of pieces selected at the start of the game. Both of these Styles involve free creation of and negotiation of new rules. The Standard game is intended as a medium between these two extremes. While the Strategic game is in some senses most similar to a traditional board game, in having a restricted number of pieces, the Standard game is more forgiving in terms of getting familiar with the basic re-appropriation mechanic, and for that reason is likely the best choice for beginning players.

These Styles are modified by the complexity and depth of rules and features included, referred to as the game Scope. The Scope of the game may be Basic, Full, or Advanced. Basic games utilize restrained features in order to create a more focused experience. Advanced games assume players will be bending and re-interpreting rules regularly and offer ideas suited to in-depth or long-term play. Full games strive to offer a wide range of features without being too open-ended or including features that have a high risk of being “game-breaking.” The most “generic” game of Creation is the Full Standard game.

SCOPE/STYLE	ROLEPLAY	STANDARD	STRATEGIC
BASIC	FLEXIBLE	ACCESSIBLE	TACTICAL
FULL	IMAGINATIVE	INTERPRETIVE	ANALYTICAL
ADVANCED	SANDBOX	EXPERIMENTAL	ITERATIVE

The rubric of possible game types arising from the Scope and Style parameters described in this booklet, with words giving a sense of the type of game that may result.

This booklet describes the Standard, Roleplay, and Strategic game Styles in that order. Information for all Scopes is included in each Style section, coded to the Scope for which they are intended. A section on further alternative modes of play follows, which covers how to play different kinds of games with limited resources and offers some ideas for unconventional play. A full overview of all abilities and gameplay features is available in the Appendices and Glossary.

LAWS.I.II

DEMONSTRATION

BEGINNINGS

The rules will be explained in detail later. First, just follow along with this small-scale sample Basic Standard game with 4 players using the default parameters. This demonstration will give you an idea of the game and what to expect when being guided through your own first game.

To prepare, let's look at some basic concepts.

MANIFESTATIONS OF THE DIVINE

Creation: Mythic revolves around placing **Acts** in the process of creating a new universe with a group of deities. In a Standard game, the **Map** is the entire playing area, and your Act will go on one or more **Fields** within it.

DEITIES AND ATTRIBUTES

At the start of each game, each player takes turns selecting Attributes in order to invent a deity they personify throughout the game. Playing as the deity you create, you seek to exert your **Influence** on the world by leaving your mark upon it with Acts that reflect the forces you control.

The sorts of Acts you can play are based on the **Attributes** you have chosen for yourself. If you have the Attribute “Flora,” for example, you are the deity of plant life, immobile life, etc., so you would be able to interpret objects based on their similarity to some sort of Flora-esque idea (like huge trees). Try imagining you are a Flora deity for the following examples.

THE MAP AND PLACING AN ACT

In order to place an Act, take an object – anything, even if you have to go into another room to retrieve it – and place it on the Map, declaring what it is and its name. The other players (the **Pantheon**) then vote on whether or not your idea makes sense, either allowing or disallowing the Act to be officially placed.

INFLUENCE AND FIELDS

Your Influence as a deity is what lets you place Acts and do other things. You start with a certain amount of Influence, and spend it to place Acts. As a default, the cost is 1 Influence per Field. A Field occupied by an Act is referred to as an **Act-Field**. Think of it like occupying territory.

As a Flora deity, a strong Act might be a potted plant that you call “Tree.” The boundaries of the Fields on the Map may be drawn freely in any shapes or sizes, but for simplicity we will use a square grid to demonstrate.



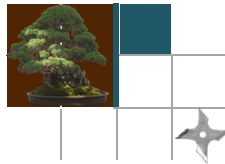
Let's say you place a potted plant on the Map and call it “Tree.”

If your Act takes up 4 Fields, it is 4 Fields in size and costs 4 Influence to play, and gives you 4 Influence (1 per Field) at the end of each round. The Tree takes up 4 Fields, so it costs 4 Influence to play.

The farther your Act is from your Attributes, or the less obvious your interpretation is, the more justified other deities will be in voting it down. Your Attributes also determine certain special **Abilities** you can use and other special traits your deity has.

ELEMENTAL FIELDS

In Standard games, the **Elemental** Attributes provide traits that govern how you shape the Map and where you may place Acts. The **Solid** and **Liquid** deities fill in Fields that roughly represent earth and water (but could be other things).



Here, the Tree has been placed on a grid of Solid Fields (brown) with a body of Liquid and a Liquid channel nearby (blue) and a Gas deity Storm (shuriken) some distance away.

Generally, you must place Acts either on one of your Fields or an adjacent Field. In the case of the Tree, you could place the Act as a Liquid or Solid deity. The **Gas** deity must play Acts next to **Storms** that they move around the Map, and here the Gas deity's storm is too far away to allow playing the Tree. The **Life** deity draws borders around Fields showing them as capable of supporting Life. The **Plasma** deity has a **Beacon** of Light that allows placement of Acts on half the board at a time. There are more as well!

CELESTIAL THEATRE

Here are the profiles of the deities who appear in the Demonstration:

NAME	HO	Pok	Wa	.
PRIMAL ATTRIBUTE	Genesis	Transience	Balance	Chaos
COSMIC ATTRIBUTE	Energy	Decay	Corporality	Dimension
ELEMENTAL ATTRIBUTE	Life	Gas	Solid	Vacuum
REALM ATTRIBUTE	Mountain	Underworld	Flora	Stars
ICON	Sun	Three Dots	Enso	Mobius

In descending order of power, there are four categories of Attributes in the Basic Standard game: **Primal**, **Cosmic**, **Elemental**, **Realm**. To view a description of these Attributes now check the Appendices. The **Icon** is a symbol a deity chooses with which they represent themselves.

RECAP

Acts are placed on Fields on the Map. At the end of each turn, deities receive Influence based on how many Fields their Acts occupy. To place an Act, a deity takes an object of their choice, describes how they are interpreting it (“This Hershey’s Kiss is like a mountain.”), explains why it is relevant to their Attributes (i.e., placing a Mountain because you are the Mountain god), and gives the Act a Name. The Pantheon then votes in favor or against the Act, by majority, and if the Act passes, the deity pays an Influence price and the Act is officially placed.

The game begins with deities filling in Fields in accordance with their Elemental Attributes, referred to as Elemental Fields, which grow each turn. The Map is divided into the Material Realms and the Empty Realms by the Vacuum deity at this time. The Elemental Fields determine where a deity may place Acts. In this game, the Solid deity will fill in Solid Fields. The Gas deity fills in no Fields, but has a moving storm (shown as a shuriken) for placing Acts. The Life deity will expand the areas that can support Life (called Fertile Regions) by drawing borders around Fields.

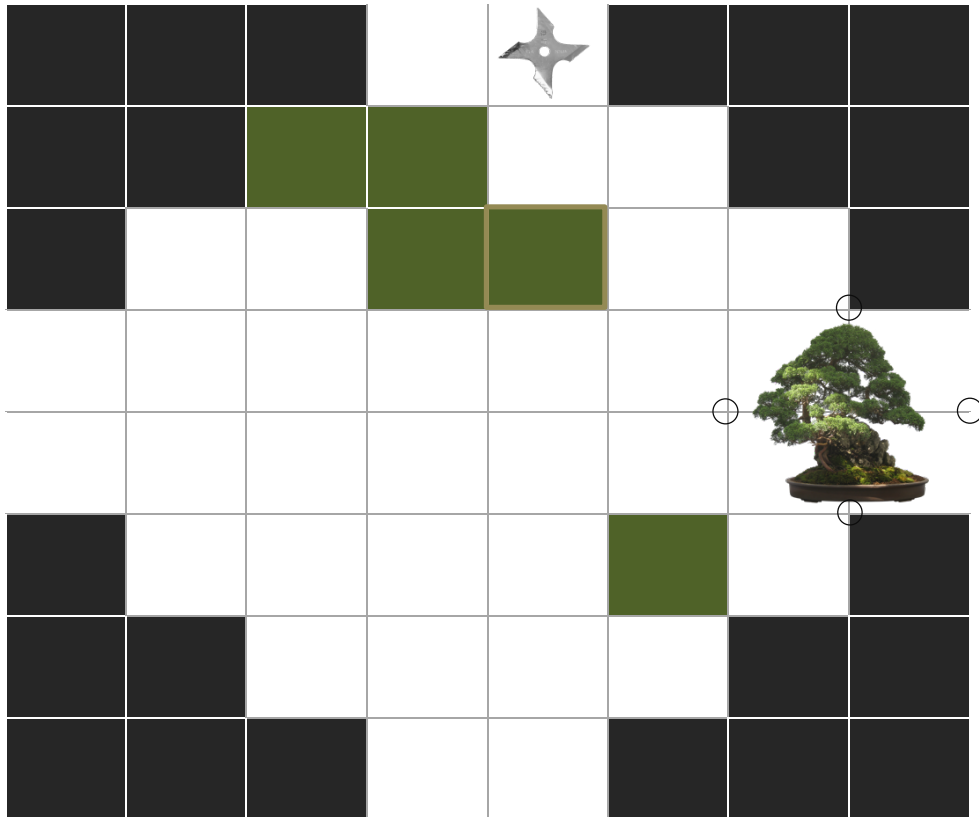
Other Elements have their own properties!

GAME PARAMETERS:

# OF SPACES TO EDGE	4
ROUND:INFLUENCE CAP	5:36
TURN TIME LIMIT	N/A
HISTORY MIN:MAX (sentences)	0:3
ACT SIZE MIN:MAX	1:4
ACTS PER TURN	1
ACTIVE ACT MAX	N/A
DECAY CYCLE (rounds):RATIO	3:20%
GENESIS BONUS INFLUENCE	2
DEITY START INFLUENCE	4
ENERGY (Influence/Field)	1
GAS (# of storms:movement)	1:2
LIQUID (starting:turn Fields)	2:1
SOLID (starting:turn Fields)	4:2
LIFE (Origin cost:spaces a turn)	3:1
VACUUM (border spaces:free spaces)	24:3

ORDER: HO, ., WA, POK

INITIAL ELEMENTAL FIELD PLACEMENTS



STARTING INFLUENCE

HO: 5

Wa: 3

.: 3

pok: 3

ACTION

WA places **the** **Floating Tree**

(small bonsai)

Balance starting Act

HISTORY

Where once there was Nothing, an immense mountain of pure Life energy arose: the Great Shining Deity HO. In the early days, as HO's bright forces sloughed off Her Body like snow from a warming peak, pools of it coalesced as a massive cloud of steam emanated out in all directions, and a magnificent, golden Tree grew up from it: the Floating Tree. From the wondrous Tree's first fruit sprang Wa, the August Deity of Verdant Balance, who cooled the hot gas into rich soils.

Now far in the reaches of Creation, in the dark, quiet realms, a nameless god exerted his will, however subtly. Great whirlpools began to form as HO's energies rushed and clashed, but no bottom to these deep pits could be seen.

At the edge of one of these whirlpools, a being that hovered between that state of nothingness and that state of abundance was spun into existence. This gray figure was the Wise Deity pok, the embodiment of change and entropy.

ROUND I



ROUND END INFLUENCE

HO: 6

Wa: 7

.: 4 (1 Chaos)

pok: 3

ACTION

HO plays Shambling Mountain

candy

Remaining Influence: 5

Wa plays Young Paradise

flower heads

Remaining Influence: 0

. plays Soft Torch

yellow marble

Remaining Influence: 2

pok plays Threshold

ring rock

Remaining Influence: 2

HISTORY

As HO collected Herself, she transcended her form, leaving behind a vestige in Wa's fresh earth: the living Shambling Mountain, from whence her rivers of pure Life continued to flow.

Wa condensed more great lands from the swirling gas, as beautiful flowers sprung up in his wake: the Young Paradise.

At that time, the first, distant star appeared, an omen from the quiet god: the Soft Torch.

In anticipation of the crumbling of abundant Life, pok threw open a portal, a great ring floating in the swirling gaseous wastes, to house the dead and rotting: Threshold.

ROUND II



ROUND END INFLUENCE

HO: 10

Wa: 14

∴ 7 (2 Chaos)

pok: 4

ACTION

HO plays Phoenix

bird figurine

Remaining Influence: 6

WA plays Palm of Gaia

fern

Remaining Influence: 3

. plays Ragnarok

shuttlecock

Remaining Influence: 1

pok plays Gray Mists

cotton balls

Remaining Influence: 0

HISTORY

In mockery of pok's statement, HO birthed a mighty bird of fire, the Phoenix, destined to die and live again.

To the south of the great bird, Wa raised another of the lush gardens of old: the anchor for the lands to the south, the Palm of Gaia.

It was in these early times that the dire comet Ragnarok appeared in the skies, burning coldly through day and night.

To help guard her Threshold in the North, pok breathed a long breath, and blew a poison fog, the Gray Mists, to hang in the Eastern wastes.

ROUND III



AGE DECAY

HO Decays Phoenix

. Decays Abyss and Soft Torch

Wa Decays Young Paradise

pok Decays Threshold

ROUND END INFLUENCE

HO: 10 | Wa: 15 | .: 11, (2 Chaos) | pok: 11 (4 Transience, 4 Decay)

ACTION

HO MOVES Mountain

HO plays Drifting Spores

dandelion seeds

Remaining Influence: 9

WA plays Hanging Garden

small vines

Remaining Influence: 12

. creates ABYSS

Remaining Influence: 5

pok DECAYS Gardens

Remaining Influence: 0

HISTORY

There came a time when the Shambling Mountain shifted, and left behind solid seeds of life. These Drifting Spores were carried by the wind to sprout and grow whether in soil or in the skies.

In the West, Wa created the Hanging Garden, completing the Four Great Gardens to the North, to the East, to the South, and to the West.

The Quiet God steeped himself in one of the great vortexes, and it became somehow blacker, somehow deeper, emptier; as if to foreshadow things to come.

It was then that pok, concerned with what she perceived as an overly rapid spread of Wa's gift of Life, infected the Hanging Gardens with a deep rot.

With the sudden destruction of Wa's Vision, the First Age drew to a close, and more early wonders fell into oblivion. The Phoenix burned, the Young Paradise withered, and the Threshold was lost in the misty wastes.

ROUND IV



ROUND END INFLUENCE

HO: 11 | Wa: 18 | ..: 19 (3 Chaos) | pok: 18 (3 Decay, 1 Transience)

ACTION

HO REJUVENATES Phoenix

Remaining Influence: 4

WA plays Tree of Wisdom

driftwood

Remaining Influence: 11

. plays Pearl of the Void

glass sphere

Remaining Influence: 7

pok plays Maze of Souls

steel wool

Remaining Influence: 8

HISTORY

With the dawn of the Second Age, in a burst of light the Phoenix blazed back into life, a perpetual symbol of HO's power.

Humbled by the loss of two of his great gardens, but determined to move forward, Wa sprouted a tree in the West, the Tree of Wisdom, as a testament to his maturity and a complement to the Floating Tree in the East that birthed him.

The Quiet God made himself known now, when a strange glowing orb appeared in the sky like a beacon for something yet to come.

With the path to the Threshold lost, the spirits of the dead had begun to wander and grow restless. pok drew them in with her Storm, and molded a twisting labyrinth to cast them into, where they would guard the Palm of Gaia and the Tree of Wisdom: the Maze of Souls.



TWILIGHT OF THE GODS



GAME FINAL INFLUENCE

HO: 30

Wa: 29

..: 24 (3 Chaos)

pok: 22 (4 Decay, 2 Transience)

ACTION

HO DISINTEGRATES Phoenix

Remaining Influence: 26

WA plays Phoenix Blossoms

(orange peels cut like stars)

Remaining Influence: 18

.WARPS Mien of Madness

(stone mask)

Remaining Influence: 16

pok DECAYS Mien of Madness

Remaining Influence: 10

HISTORY

The Time of the Gods was coming to a close, and the Dawn of the Created was nigh. To help HO reclaim control over the world She began, the Phoenix sacrificed itself in a grand inferno as tribute.

The dust that fell from the Phoenix's body settled into fresh soil, fertilizing it, which Wa cultivated to bloom the Phoenix Blossoms.

It was then that the Nameless God sought to exert his will, and brought forth a demonic vision from another plane that dominated the void: the Mien of Madness.

pok, desperate to save Humanity from this twisted threat, spent much energy to push back the mad vision, crippling the power of the Nameless God.

Thus did the Time of the Gods come to a close, with HO the All-mother remembered best among men, and pok receding from their minds but as a goddess of death and rot.

LAWS.II

STANDARD GAME

THE AWAKENING OF THE GODS

The start of every Standard game of CREATION: Myth is the Awakening phase. Players take turns selecting Attributes from the Primal, Cosmic, Elemental, Realm (and, in Full games, Domain) categories, which define the powers of a new god. Players then create a profile for their newborn deity with an Icon and anoint them with a name (alternatively, they may select one of the templates provided at the back of this manual). This is the character they role-play throughout the game. While there are no rules that enforce literally acting out the personality of a deity during play, putting careful thought into the explanations of one's Acts of Creation is critical to competitive play and eventual victory – as you will soon see.

To begin, determine who is the oldest among the players. This player selects a Primal attribute. The next oldest then chooses a different Primal attribute, and so on down to the youngest. There must be a Genesis player in every game. If no player selects Genesis of their own accord, the oldest player is the Genesis player by default (in addition to whatever Primal Attribute they first chose). This will make the oldest player very powerful, so it is generally wise to make sure someone has chosen Genesis of their own accord. If any player selects a Primal Attribute that requires making a decision before selecting Cosmic Attributes, do so once all players have completed making a Primal selection.

Next, from youngest to oldest, choose Cosmic attributes one by one. Then, again starting from the oldest and moving down to the youngest, select Elemental attributes. Finally, from youngest to oldest, select Realms. Every deity naturally has the Domain Attribute: Architecture (the entire set of Domains is in the Full Game).

The following pages give a description of all the Attributes in the Standard Game, in the order in which they are chosen (Primal, Cosmic, Elemental, Realm). Don't spend an eternity worrying about what they "do," you won't figure it out until you start playing. For now, just pick ones that seem interesting to you. Their function will be clearer as you proceed.

Attributes surrounded by boxes are suggested for Full games. Attributes surrounded by double boxes are suggested for Advanced games.

For your very first game, restrict yourself to the following Attributes. The Attributes in parentheses represent Attributes you can add if you have 5 players. If all players are new to the game, the recommended size for a first game is 3-4 players:

PRIMAL	Genesis, Balance, Void, Chaos (Transience)
COSMIC	Time, Space, Energy, Corporality (Dimension)
ELEMENTAL	Plasma, Gas, Liquid, Solid (Life)
REALM	Mountain, Flora, Fauna, Underworld (Stars)

ATTRIBUTES

PRIMAL

genesis

*In the beginning, God created the Heavens and the Earth.*²

The Genesis player is the Supreme Creator of the Universe, and is responsible for unfolding, drawing, or otherwise setting up the field of play, drawing the boundaries and grid of the Map to a shape and scale of their choosing. This action grants the Genesis player an Influence bonus on top of the starting Influence. The Genesis player may also decide the starting Fields and turn Fields for each of the material Elemental Attributes (Plasma, Gas, Liquid, Solid).

The Genesis player may also utilize a special skill as an Act – Rejuvenation – which restores either single Acts which have fallen into Decay at a cost of 3 Influence per Act-Field (maximum one Act per turn), or *all* Decayed Fields on the board for 1 Influence per Decayed Act-Field.

² The Old Testament, Genesis 1:1

balance

The Balance player personifies equilibrium, harmony, neutrality and stasis. At the beginning of the game, you may place a Permanent Act (limited by the maximum size for the game) anywhere on the Map for free. This Act does not require Pantheon approval (which enables the Balance player to set the “tone” of the game). The Balance deity also determines the maximum number of active Acts permitted per player.

As an Act of Creation, you may create a Safeguard that protects an Act from Gazes, Decay, or Nullification (requires an object and an explanation of how it acts as a shield). The Safeguard itself can be Decayed or Voided, which makes the Act vulnerable again (Decayed or Voided Safeguards are just considered “broken” or “pierced” and removed from the map, but the object can be reused by the Balance player as a Safeguard). Creating Safeguards costs 2 Influence per Field.

The Balance deity determines the Duality parameters.

transience

*All conditioned things are impermanent.*³

The Transience deity governs the arising and passing of phenomena, the embodiment of change. At the start of the game, the Transience player determines the Decay rate, that is, the duration of an Age in the Cosmic Cycle of Death and Rebirth.

The Transience deity may also declare the conditions for Rebirth, when the Map is refreshed and all Decayed Fields are Rejuvenated automatically. These periods of Rebirth are defined by a certain Decay threshold. This threshold can be a number of Acts (e.g 5 Acts total) or a percentage (e.g. 75% of Fields). When it is reached, all Decayed Acts are Nullified and the Fields they are on are Rejuvenated. Abyssed Fields remain Abyssed.

The Transience player has no special Ability, but gains 1 Influence every time any Act is Decayed, Nullified, Gazed, Dredged, or Rejuvenated. In addition, the Transience deity does not incur a Decay penalty.

The Transience deity determines the Transformation parameters.

³ The Dhammapada, Chapter 20, verse 277.

void

*When battling monsters, take care lest you too become a monster, and if you gaze into an abyss, the abyss gazes also into you.*⁴

You embody the Abyss, more nothing than nothing. Upon selecting Void, you may select one Attribute per player to be banned from the world you create. If you ban another deity's Primal Attribute, the affected player must immediately select another. There must always be enough available Attributes for each deity to have an Attribute from every category. If Genesis is banned, the game ends. The Void player may also choose to ban specific concepts instead (towers, mammals, trees, etc.), each of which must be ratified by the Pantheon. If the Pantheon votes down 3 proposed concepts, the Void player may use Nullify for 1 Influence per Field instead.

As an Ability, you may Nullify any Act and remove it from the Map for 2 Influence per Field (does not affect the Fields themselves). This object may not be reused by a deity for an Act, and can only be accessed with Dredge. The Void player receives 1 Influence per round for each such Nullified Act.

The Void deity defines the Vacuum parameters.

⁴ Friedrich Nietzsche, Beyond Good and Evil, Aphorism 146

chaos

*There was neither non-existence nor existence then; there was neither the realm of space nor the sky which is beyond. What stirred? Where? In whose protection?*⁵

You are the primordial fabric of being. Neither absence nor presence, you are the incomprehensible background static of all things and no things. You decide the starting Influence of all deities.

You are the only deity that can restore Nullified Acts, with your ability Dredge, at a cost of 1 Influence per Field. You may restore the Act under your own control in a location of your choice – ignoring Elemental Field restrictions. You also uniquely have the power to Undo Permanent zones at a cost of 5 Influence/Field. Undoing has no effect on anything except for Permanent zones.

Each round, you gain $1/n$ Influence Points per Act, rounding down, of all Acts in play across all deities – including Decayed and Nullified Acts (where n =number of players).

⁵ Rig Veda, Creation Hymn (Nasadiya)

limit

*I am the Alpha and the Omega, the Beginning and the End, the First and the Last.*⁶

You embody the infinite, the eternal, and the perpetual. At the start of the game you may set a round limit and/or an Influence limit on the game (in other words, you decide the victory conditions). You also decide the maximum number of Actions that may be taken per turn.

As an Act of Creation, you may make any Act of your choice Permanent and immune to Gazes, Nullification, Decay etc. for 1 Influence per Field. Permanent Acts are vulnerable to only one thing: the Chaos deity's Ability, Undoing.

The Limit deity defines the Radiation parameters.

⁶ The New Testament, Revelation 22:13

abstraction

*All our representations are, it is true, referred by the understanding to some object; and since appearances are nothing but representations, the understanding refers them to a something, as the object of sensible intuition.*⁷

At the start of the game, the Abstraction player decides the maximum and minimum sentence requirements for the History. The Abstraction deity may refer to words on objects for justifying Acts (other deities may not).

The Abstraction player may also use the ability “Transcendental Imprint” to draw Acts directly onto the Map. Imprints are immune to direct Decay and Nullification, but not Gazes. Imprints may not be compounded or included in Networks. Imprints are Buried as Acts and rendered defunct if an object is placed on top of them, even partially. If the Act(s) covering an Imprint is Nullified, the Imprint becomes active again under the control of its last owner. If the Act covering an Imprint is Decayed (i.e., the Field is filled in with a Decay mark), the Imprint is permanently destroyed.

⁷ Immanuel Kant, Critique of Pure Reason

probability

Who said God does not roll dice? As an Act of Creation, roll 2 dice:

2: limit	5: no effect	8: domain	11: decay
3: abstraction	6: realm	9: no effect	12: void
4: cosmic	7: Prophecy	10: elemental	

If you roll an Attribute, you may proceed to make an Act that utilizes that Attribute (this includes Abilities). You may not play an Act that does not relate to the Attribute. When choosing, you may only select Attributes that another deity or you possess. In Basic games, rolls of 8 are to be treated as Realm rolls. The Probability deity may always choose to make a Prophecy if dissatisfied with the dice roll outcome.

Prophecy: Select an Act, Field, or a group of Fields for 11/Field. Make a prediction about this Field or group of Fields and draw Prophecy hatches around them (even in games that are not recording a History, Prophecies should be written down for later reference). Prophecy borders may not overlap. Prophecies could include ideas like, “An Act will be placed here,” “This area will one day be ocean,” “This Act is doomed to fall into Decay,” “The deity X will bring a Beast of Fire into this place,” etc. If the Prophecy

comes true, the Prophet immediately gains 3I/Field/accurate category (one time only), and the Fulfiller gains 2I/Field/category (one time only). If some but not all categories come true, the deity and Fulfiller receive 0 Influence. If the Prophet Fulfills the Prophecy personally, the deity receives a total of 1I/Field/accurate category (one time only). If the entirety of a Prophecy comes true, it is Fulfilled, and this is marked on the Map. Prophecies remain active until Fulfilled or the end of the game. Prophecy borders may not be adjacent, but corners of Prophecied Fields may touch.

At the start of the game, you may also elect to make dice rolls an inherent part of gameplay. All players roll a die:

3n or lower: no dice are used

4n or higher: dice are used

where n=number of players (see special rules on utilizing dice in-game in the Appendices).

The Probability deity determines the Life parameters.

metaphysic

*The first imagination or invention of a particular effect, in all natural operations, is arbitrary.*⁸

At the start of the game, the Metaphysic player may change any one (1) rule, OR invent one (1) new rule. This rule must be established at the end of the Primal Attribute selection round. This rule may not directly enhance or diminish a particular Attribute, though indirect enhancements or handicaps are acceptable. The Metaphysic player may not invent or alter a rule to the effect of being able to invent or alter more than one rule. Any and all deities are entitled to Abandon Creation if the Metaphysic player alters or invents a rule that the Pantheon deems unacceptable.

If all deities Abandon Creation, the game ends, the rule is recorded, and prohibited among that group of players. If the rule is introduced again, any deity is free to point out its previous introduction and end the game on that basis; the Metaphysic player loses. This must be done immediately after the Metaphysic player makes their adjustment. If not all deities Abandon Creation, those that abandoned may return to the game if they wish.

⁸ David Hume, A Treatise of Human Nature

The deity of Metaphysic also has access to a special ability, Paradigm Shift. For 1/10 your current Influence, you may change your Domain Attribute. For 1/8 Influence, you may change your Realm Attribute. For 1/6 Influence, you may change your Elemental Attribute. For 1/5 Influence, you may change your Cosmic Attribute. For 1/4 your current Influence, you may change your Primal Attribute (all rounding up). You may select an Attribute already taken by another deity, but you may not change the parameters allowed by your new Attribute whether or not a deity already chose it during the Awakening phase.

Note that if you change your Primal Attribute, you will not be able to utilize Metaphysic abilities or return to being a Metaphysic deity, and your invented rule from the start of the game – if any – will cease to exist. If you select Genesis, you must immediately open a new map and the game enters Multiverse play (see section on Multiverses in the Appendices).

ATTRIBUTES

COSMIC

space

As the deity of Space, at the start of the game you decide the minimum and maximum Act size. Further, the Space deity is free to add lines to the Map as they wish to create further Field partitions.

As an Act of Creation, for 1 Influence/largest Field count you may Curve the space of the Map, splitting Fields into separate units or combining them into larger units. The resulting unit(s) is considered the same as any other Field for Influence expenditure and expansion purposes.

time

As the deity of Time, you may establish a limit on turn and/or round and/or game length. This can be based on a unit of time, such as 3 minutes, or based on some other criteria, such as total number of sentences spoken by players. Game length may not be determined by number of rounds or Influence, as this is determined by the Limit deity.

As an Act of Creation, you may expend 2 Influence/Active Act under your control to Dilate Time and give yourself 2 extra turns, which must both be used immediately. This Ability may be used cumulatively, but may only be activated during the second of any 2 extra turns.

energy

You represent force, power, and the transmission of information, in their most fundamental, purest form. As the deity of Energy, you determine the Influence gained per Field per round.

As an Act, you may Disintegrate any of your Acts to give yourself an Influence boost. The Act is removed from the board and considered Nullified, providing 5 Influence per Field. You may also Disintegrate another deity's Act at a cost of 3 Influence per Field (no Influence boost).

corporality

You represent the physical, the tangible, the concrete. As the deity of Corporality, you determine the number of Acts each player may play during their Action stage.

The Corporality deity does not have a special action, but does not have to place Acts in the minimum number of Fields possible and is not constrained by Act size or total active Act limits.

decay

Nothing lasts forever. As the deity of Decay, you decide the ratio of Decay as well as the Abyss threshold. While your Acts can be Decayed, you suffer no penalty on account of this and continue to gain Influence from your Acts as normal.

As an Act of Creation, you may cause one Act to fall into immediate Decay for 2 Influence/Field. You receive 1 Influence per round for each Act on the board in Decay. Deities with Acts in Decay lose 1 Influence/Act-Field per round (not including Transience deity or Decay deity).

dimension

As the deity of Dimension, at the start of the game you decide limits on the z-axis of the Map (that is, height of objects). You may set a uniform height (for example, 6 inches), create a topological shape that must not be trespassed (for example, a pyramid shape where there is more height allowance at the center than at the borders of the map), or force the game to be 2D if you wish (all players automatically gain Primal Attribute: Abstraction in this event. If there is an Abstraction deity already, that player may choose another unclaimed Attribute from any Attribute category. If

there are not enough Attributes to select an unclaimed Attribute, the deity may select any Attribute – with the exception of Genesis – but may not modify game parameters in accordance with that attribute).

Further, as an Act of Creation, you may Warp the boundaries of the Map along any axis to place an Act that crosses over the Map for 1 Influence (Fields on the Map must be paid for in the usual manner). Everything outside the boundary is considered one Field, no matter how large the object, for Influence purposes. The object must touch at least one Field on the Map. The Dimension deity may also place an Act completely outside the bounds of the Map in a location of their choosing for 3 Influence. Once again, this Act is considered to occupy 1 Field for future Influence purposes.

Because of your ability to tap into other worlds, you to some extent represent the Cosmic Absurd, the maddening, and “things that should not be,” and when using your Warp ability, may make Acts to that effect.

reflexivity

As the deity of Reflexivity, you govern networks, interactions, relationships, cycles, and feedback. At the start of the game, you determine the maximum number of Acts that may be compounded/built on each other.

As an Act, you may Coordinate Acts you have played and propose they be viewed as a Network for 0 Influence. This Network must be named and justified as a type of meta-Act, which the Pantheon must accept by majority vote like other Acts. On top of the Influence gained from each Act independently, Networks confer an additional 1 Influence for each Act in the system.

You are not restricted by the maximum you set for compounding Acts.

relativity

As the deity that governs the physical influence objects exert upon each other, you decide the minimum and maximum number of Fields in between Acts.

As an Act you may Gravitare another Act as you please. This enables you to move Acts around the board. The cost is 3 Influence/Act-Field/Field of movement. If this causes the Act to enter a different type of Elemental Field, the Pantheon must make a decision on whether that Act can sustain such a movement. The creator of the Gravitated Act may provide an argument in its defense. If the Act is deemed incapable of sustaining the movement, the Act goes into immediate Decay. If the Act overlaps another Act, the smaller Act goes into immediate Decay. If both Acts are the same Field size, both go into Decay. Imprints cannot be Gravitated. If a Decayed Act is Gravitated, it remains in Decay.

Further, you may create Abysses out of any Decayed Field for 3 Influence/Field. These Abysses may be used as loci for your Gravitare ability (see section on Gravitation). If there is an Act on that Field, it is immediately Nullified.

dialectic

At the start of the game, the Dialectic deity decides the threshold for acceptance or rejection of an Act (unanimous consent, simple majority, no acceptance needed, etc.).

If the Pantheon votes down an Act you have proposed, you may override their objections and place your Act anyway, for an additional 1 Influence per Field. This is not a traditional Ability, as it is only used after your Act has been proposed.

ATTRIBUTES

ELEMENTAL

plasma

You have power over matter in states of high energy: fire, electricity, and plasma (including phenomena such as stars and magma). At the start of the game, you may place 1 Beacon (a Sun, a chariot of fire, a lighthouse, etc.) on any boundary of the Map. The half of the board that corresponds to that corner is in Daytime, and you may play any Act within that half on any Field of your choice. After placing an Act, you may move your Beacon to another part of the Map boundary for a set amount of Influence. The portion of the Map in Daytime then changes. The Beacon provides a set amount of Influence each round.

The other half of the Map, opposite to the Beacon, is considered to be in Nighttime. When placing Acts, Fields in “twilight” (i.e. on the dividing line) cost double the Energy rate per Field, and Fields in Nighttime (i.e. on the opposite end of the Beacon) cost triple the Energy rate per Field. When placing an Act, at least one Field *must* be a Daytime or “twilight” Field (i.e. Acts cannot be played in complete darkness).

gas

You have power over expansive fluidity, atmospheres, clouds, mists, fogs, storms, air, winds, and gaseous entities in general. You start the game with a number of 1-Field Storms, which require some form of token to place on the board (this may be anything so long as it fits within one Field; the Pantheon is not able to veto Storm tokens). Storms are considered distinct from Acts and cannot be Voided, Decayed, Transformed, etc. Storms may move into the Empty Realms. Storms may be moved a number of Fields per turn, and all your Acts must be played within range of a Storm.

Acts placed by the Gas deity are unique in that they are always capable of Movement, and may be moved through any Elemental Field (excluding Abysses). An Act does not need to have the Gas Attribute; it need only be under the control of the Gas deity to be capable of this. The exception to this is Imprints, which can never be Moved.

liquid

You have power over currents, water, dense fluidity, torrents, and liquids in general. You start the game with a set number of Fields which you can freely fill in to represent Liquid Fields. These Fields must, however, all be contiguous. Each turn, you may expand your Liquid areas by a set number of Fields. All of your Acts must be either on Liquid Fields or adjacent to them (diagonals OK).

You uniquely have the ability to split your Fields. You may draw channels along the border between two Fields (only as much as is necessary to clearly see the Liquid line) and expand your Liquid channels by 4 Fields in this way for the price of 1. The remaining space on these Fields is whatever Field they already were, and Gas Fields may still be filled in as other Elemental Fields (including Liquid at a later time). For Influence purposes, these Fields are still treated as single units.

solid

You have power over solid states of matter, earth, rocks, minerals, geologic formations and crystals. You start the game with a set number of Fields which you can freely fill in to represent Solid Fields. You may place these Fields anywhere you like. Each turn, you may expand your Fields by a set number of Fields, but your growth is limited to Fields directly adjacent to your existing fields (no diagonals). You may only play Acts on these Fields or on Fields adjacent to them (diagonals OK).

life

You have power over self-sustained, self-reproducing systems. Anything that would conventionally be considered “alive” is within your control and ability to create (plants, animals, fungi, bacteria, ‘extraterrestrial’ lifeforms etc.). You may instill mobility and consciousness into any of your Acts (provided you have a good enough story for it!), and are not constrained by more conventional approaches to creating Life the way the Flora and Fauna deities would be.

At the start of the game, you select 1 Field on the board as the Origin of Life. You may extend these Origins by 1 Field per turn, or you may designate a new Origin of Life elsewhere on the map for a set amount of Influence. Life Fields are considered “Fertile Regions” upon which the Creation of living Acts costs 0 Influence.

The Life deity may only play Acts on spaces that are or are adjacent to Fertile Regions.

vacuum

You have the power to create holes, empty spaces, vortexes, abysses, etc. At the start of the game, you may draw boundaries on the Map in accordance with your Field allotment to maintain as permanent vacuums, which make up the Empty Realms. You may play freely on any of these Fields and Fields adjacent to them (including diagonally), but nowhere else. You may Move any of your Acts at no Influence cost, though they must always be kept entirely within the Empty Realms.

As an Act of Creation, you may designate any Empty Field with no Act on it an Abyss at a cost of 2 Influence per Field. Abysses provide you with 1 Influence per Field per round. All Abysses provide you Influence, including ones you do not intentionally create. You may “funnel” Decay into an Abyss so that none of your Acts are affected. [ex: You have 9 1 Field Acts and 1 1-Field Abyss. On a Decay round, you must Decay two Fields. You may choose the Abyss to absorb 1 Field of Decay. The Abyss is unaffected.]

radiation

You have power over waves and vibrations. You have no Elemental Fields of your own. Instead, your sphere of activity is determined by distance from your or any other active Acts.

To place an Act, count the number of Fields between any active Act and the nearest Field of your desired location and divide by 4 [by default]. This is the Influence cost per Field, rounding up.

As an example, start with an Act that is already in play. You want to place an Act that is 5 Fields away. $5/4$ is more than 1, so the cost of your Act is 2 Influence per Field. Your Act takes up 4 Fields, so the total cost is 8 Influence.

transformation

The Transformation deity may only play Acts on Fields with multiple Elemental Attributes, or on the borders of different Fields (such as between a Solid Field and an Empty Realm Field [no Abysses]). Playing on borders costs as many Fields as the Act touches as normal, but there is no obligation to play on the fewest number of Fields possible.

The Transformation deity may only create Elemental Fields with multiple Attributes, and is considered to possess control over all Elemental Attributes for the purposes of placing these Fields as well as Acts upon them. The Transformation deity may create an unlimited number of Fields per turn, at a cost of 1 Influence per Field. The Transformation deity is not limited by a starting position and may add Fields wherever they like. The Transformation deity has no initial Field placement.

duality

The Duality player plays “Binary Nodes” as Elemental Fields, one pair per turn (one “on,” one “off”), on any Field. Whenever a deity plays an Act on one of these Fields, the Duality player may play a corresponding Act for 0 Influence of the same size using any Field with an opposing Node type.

The Pantheon may vote down these Acts, but it requires a unanimous rejection [the Duality deity does not vote]. If rejected, the Duality deity also obtains Influence from the hostile Act as if it was their own. If accepted, the Duality deity gains no Influence from the hostile Act). For Act placement purposes, the Duality player may consider themselves a deity of whatever Field Attribute their Node is on (for Transformation Fields, all present Elemental Attributes). If there is a Time constraint, the Duality player has one full turn length to respond to a Node trespass.

The Duality player may only place Acts on their own Nodes, which triggers an inverse Node as usual. However, the Duality player must construct enough Nodes to accommodate the entire initial Act (a 4 Field Act must be placed on a grid of Fields that all have Nodes), and the corresponding Act(s) must also all be placed on Node Fields (however, it is acceptable to place four 1 Field Acts on different Nodes). In this way, the Duality player may play multiple Acts per turn.

For Decay purposes, Fields are considered linked (so for every 1 Field of Decay, the Duality player suffers as though two Fields were in Decay, one from each Node type), but are independent for Act size maximum and Act number maximum concerns (so a 9-Field Act with a 9-Field companion would be seen as 2 Acts of 9 Fields each).

If there is somehow no corresponding Node available for an Act, the Act may not be played.

ATTRIBUTES

REALM

structure

Structure is an Attribute that all deities possess automatically. Structure is essentially the ability to engage in basic architecture – buildings, bridges, roads, and the like. While any sort of directed creation could be considered a sort of “architecture” – or at the least, civil engineering – this Attribute exists to explicitly permit the creation of, well, structures.

There is some overlap between Structure and Relic, and the level of technological capacity that Structure should allow for is contingent upon the will of the Pantheon for a given game (for example, an “impossible” magical structure of a cloud highway might be acceptable, but a modern skyscraper may be considered inappropriate – or vice versa!).

sky

The Sky deity has the power to place any sort of atmosphere-related object, structure or phenomenon, including clouds, rainbows, aurora borealis, storms, horizons, ball lightning, floating structures, etc. The Sky deity may also play Acts within range of the Gas deity's Storms.

stars

The Stars deity has the power to place any sort of 1-Field Act in the Empty Realms, as well as play Acts that have some sort of celestial body element (craters, for example).

In addition, the Stars deity is free to define patterns between placed or drawn Acts in Empty Realms as constellations and receive Influence from them in the same way the Reflexivity deity would.

flora

The Flora deity has power over plants, fungi, and other sorts of rooted/immobile life. Flora Acts may be played on Fertile Regions for 0 Influence/Field.

fauna

The Fauna deity has the power to place living animal/beast/monster-type Acts. Fauna Acts may be played on Fertile Regions for 0 Influence/Field. These Acts can be Moved by 1 Field per turn; this is done during the Field Placement Stage.

mountain

The Mountain deity may play Acts related to mountains or other such geological structures (natural arches, spires, plateaus, islands, hills, etc.). Mountain Acts do not necessarily have to conform to a specific Elemental Attribute (that is, they do not have to be Solid/made of rock, etc.).

underworld

The Underworld deity has power over death, magic, afterlife, hell, demons, angels, spirits, monsters, and ghosts. Thus the Underworld deity may place Acts that function like Flora and Fauna (monsters, spirits, etc.) as well as structural/geologic formations that are relevant to a plane of Death, a Hell, an afterlife, a Purgatory, or Heaven, etc.

cave

The Cave deity may place Acts relating to caves, tunnels, caverns, chasms, and canyons. Whenever a new Act with the Cave attribute is placed, it automatically is considered part of a Map-wide network, receiving an Influence boost in the same manner as the Reflexivity deity. If one of these Caves is lost to Decay, the Network is not considered compromised.

relics

The Relics deity has insight into the crafting of objects and the manipulation of natural rules on their own terms, and can create various sorts of items and structures that require advanced knowledge of the workings of the world. For example, you may place Acts that involve sophisticated technology that belong to or are the cultural icons of, perhaps, a special hyper-intelligent race of followers, as well as more primitive objects, like swords – magical or otherwise. The Pantheon should not limit Relic Acts based on their claimed technological sophistication.

ocean

As an Act, the Ocean player may Designate large elemental field bodies (Gas: Nebula/Storms etc.; Liquid: Ocean/Sea etc.; Solid: Desert/Tundra etc.; Life: Biomass etc., Vacuum: Wastes etc.) with names for 1/2 Influence/Field. They must utilize some object that justifies the name as a landmark of sorts, but that object does not need to cover the entire area. Such Oceans cannot be Decayed. The Ocean deity may play on these Oceans for 0 Influence. Further, the Ocean player is able to play structures, Flora, and Fauna that related to Oceans.

river and lake

The deity of lakes and rivers may place Acts related to the same. The elemental attribute of the lake or river is not restricted, and thus may be played on any elemental field with any elemental attribute (for example, a lake of mist in the middle of a Solid field).

The river and lake deity may draw rivers from lake-type Acts to Designated Oceans for 1/2 Influence per Field, rounding up. These rivers become part of the lake Acts and provide 1/2 Influence per Field, rounding up when assessing Influence for the lake Act.

sun

The Sun deity has the power to place Acts anywhere in the half of the board where the Plasma beacon is, provided they may place that Act in accordance with their Attributes. They may play Acts that are related in any way to Daytime, the movements or properties of the Sun/Beacon, and may play any type of Plasma Attribute Act in the Empty Realms.

darkness

The deity of Darkness may place deity of Darkness has the power to play Acts on any Field on the Map in Nighttime. If there is a Plasma or Sun player, Nighttime is the half of the board opposite to the Beacon/Sun. If there is no Sun or Beacon, the whole Map is considered Nighttime and the Darkness deity may place Acts anywhere on the Map. If the entire Map is in Daytime, the Night deity may play Acts related to Night, but must place them in accordance with normal Elemental Field rules.

oasis

The Oasis deity may place Acts of any Elemental Attribute in areas where the target Field and all surrounding Fields are uniformly a different Attribute (so, for example, playing a 1-Field Liquid Act on a Solid Field surrounded by empty Solid Fields. These Acts are always free. If another Act is played nearby the Oasis Act afterwards, this does not compromise the Oasis Act. The Oasis deity may also play any sort of Act that is thematically consistent with the concept of “Oasis.”

moon

The Moon deity may place satellites, objects in orbit as Acts. These may be placed on the line of the boundary between any discrete section of Material Realm and Empty Realm or on any boundary of the Map. These satellites automatically move clockwise by one Field each round. If there is no room for a satellite to revolve to the adjacent boundary, skip to the next. If it cannot move to any other boundary, its location is fixed.

ATTRIBUTES

DOMAIN

Fertility

The deity who governs Fertility may place Acts related to birth, reproduction, fecundity, agriculture, harvest, ecological equilibrium, etc. The Fertility deity gains 1 Influence whenever an Act is Rejuvenated (does not apply to unoccupied Decayed Fields).

Knowledge

The deity who governs Knowledge may place Acts related to intelligence, research, knowledge, academia, scholasticism, lore, etc. Whenever an Act with the Structure or Relic Attribute is played, the Knowledge deity gains a bonus 1 Influence.

Magic

The deity who governs Magic may place Acts related to sorcery, alchemy, wizardry, witchcraft, the arcane or eldritch, the manipulation of natural law or the attempt to break or circumvent it. The use of all Abilities by the deity receives a 1 Influence total discount to a minimum of 0 Influence.

War

The deity who governs War may place Acts relating to armed conflict, battle, violence, glory, armies, soldiers, strategy, fortifications, military, etc. The deity receives 1 Influence every time they use an Ability aggressively.

Justice

The deity of Justice may place Acts relating to law, revenge, retribution, judgment, virtue, forgiveness, redemption, etc. As an Ability, the Justice deity may Breach Safeguards (and Seals) for 0 Influence, destroying them.

Deceit

The deity who governs Deceit may play Acts relating to cunning, pranks, disguises, crime, and falsehoods. Further, the Deity may utilize the Ability Trickery, and for 2 Influence per Act-Field may pretend to have any Attribute in order to place or Gaze away an Act.

Luck

The deity who governs Luck may play Acts relating to fortune, serendipity, coincidence, gambling, uncertainty, and risk-taking. Further, the Luck deity may, as an Ability, Gamble by rolling 1 die under the same rules as Quantum Condensation with the following outcomes:

1: 2 extra turns 2: realm 3: no effect 4: reroll 5: domain 6: elemental

Love

The deity who governs Love may play Acts relating to romance, attraction, devotion, dedication, altruism, heartbreak, and eroticism. Any time the deity uses an Ability in a cooperative way, they receive a bonus 1 Influence.

Beauty

The deity who governs Beauty may play Acts relating to art, expression, inspiration, music, aesthetics, semiotics and interpretation. The Beauty deity receives a bonus 1 Influence whenever an Act is successfully Gazed.

Decadence

The deity who governs Decadence may play Acts related to feasts, orgies, festivals, revelry, stupor, drunkenness, liminality, ecstasy, trance, etc. The deity of Decadence receives 5 bonus Influence at the end of every Age in the Cosmic Cycle (i.e. every Period of Decay).

The Hunt

The deity who governs the Hunt may place Acts relating to hunting, scouting, trekking, giving chase, pursuit, etc. As an Ability, the deity may also Devour Life, Fauna, or Flora Acts for 2 Influence/Act-Field, removing them from the board (they are considered Nullified).

The Absurd

The deity who governs the Absurd may place Acts relating to the bizarre, the grotesque, the disquieting, the bewildering, the psychedelic, the dreamlike, the nightmarish, and the comical. The deity of Absurdity gains 1 Influence whenever an Act is Dredged or Warped.

The Chthonic

The deity who governs the Chthonic may play Acts relating to ecological equilibrium, animism, ritual sacrifice, nature worship, idolatry, etc. The Chthonic deity receives 1 bonus Influence whenever a Life, Flora, or Fauna Act is placed.

Purity

The deity governing Purity may place Acts relating to sincerity, honesty, healing, ablution, cleansing, purpose, oaths and promises, simplicity, wisdom, enlightenment, etc. The Purity deity gains 10 bonus Influence for every Rebirth in the Cosmic Cycle.

Travel

The deity who governs Travel may place Acts relating to journeys, transportation, the crossroads, communication, commerce, and distance. Whenever an Act is Moved, the Travel deity gains 1 bonus Influence.

Calamity

The deity who governs Calamity may place Acts relating to catastrophes, disasters, destruction, strife, pain, and ruin. The Calamity deity may place Acts directly on Decayed Fields, and is immune to the effects of Decay.

Hearth

The deity who governs the Hearth may place Acts relating to the home, civil society, family, marriage, childbirth, filial piety, ancestry, tradition, custom, language, and culture. The Hearth deity gains 2 bonus Influence whenever an entry in the History reaches the game maximum length.

The Unknown

The deity who governs the Unknown may place Acts relating to mystery, secrets, the forbidden, the intangible, the unreachable, the incomprehensible, and the esoteric. The deity of the Unknown receives 1 Influence whenever an Act is Nullified (not counting Safeguards/Seals).

Season

The deity governing the Seasons may place Acts relating to changing weather patterns, cyclical natural phenomena, ephemerality in nature, the physical evidence of the passing of time, etc. The deity of Season may choose to have any of their Acts be Nullified instead of fall into Decay, if they so choose. This costs no Influence and must be decided immediately, at the time of Decay.

ICON

Finally, each deity may assume 1 Icon, and name themselves. Icons are symbols, images, or discrete concepts that represent the deity. The Icon should have some sort of relevance to at least one of the attributes of the deity, which you must argue for to the Pantheon.

This is your first exercise in re-appropriation for a new game. For that reason, avoid giving non-diagetic explanations for Icons (e.g., if you are a Life deity, assuming the Christian cross “because Jesus is also a deity of life” is not a convincing explanation. Saying, “the cross represents a man with arms outstretched, a symbol of human life” is much better. Claiming, “this symbol is a symbol of growth, with a single line erupting into many. This dynamic is representative of the processes of life” is even stronger).

A deity may place any sort of object with this icon on it as a Temple to themselves at 1 Influence per Field on any elemental field. Choosing an Icon requires the consent of the Pantheon, but once established, as long as the Pantheon is in agreement that an object somehow contains or represents the deity’s chosen Icon, these Acts may not be denied.

Finally, the deity may not draw, paint, etch, or otherwise add their Icon onto any object to place it as an Act – not even the deity of Abstraction. The icon **MUST** be a found element in or on an object, but with the consent of others, you may be able to get very far with a good Icon (mathematical concepts, linguistic characters, names, objects, animals, professions, and more are all possible sources for Icons).

Generally, sets of objects or overarching categories (“all words,” “all numbers”) are not acceptable, and the Icon should refer to something specific. However, a narrow, limited category like “crosses” (plus sign, Coptic cross, Celtic cross, etc.) makes sense and may be worth letting the Pantheon discuss.

There are no suggested restraints for names.

FINAL NOTE

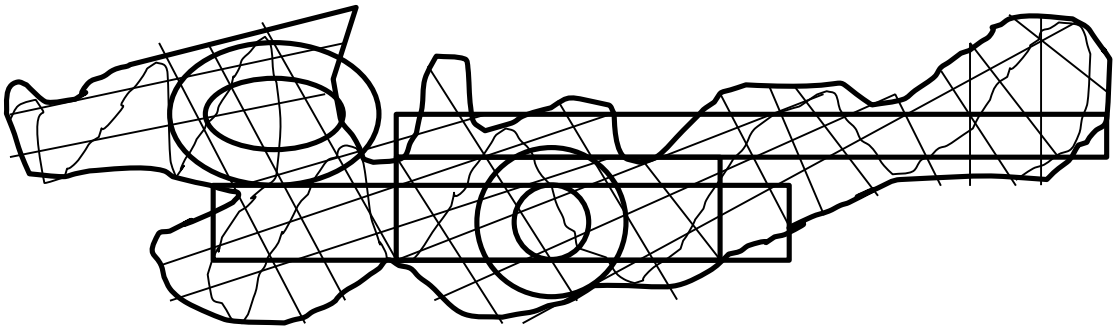
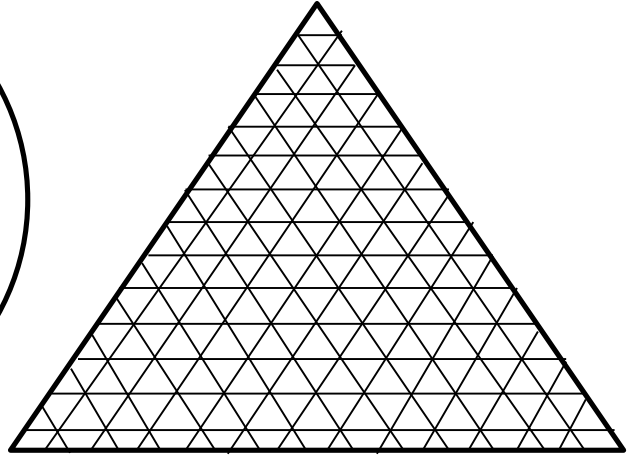
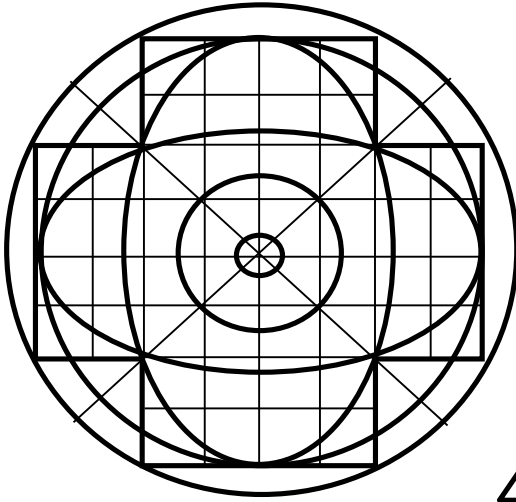
Each deity is responsible for governing their own attributes and watching carefully to make sure others are following the rules. If another deity takes advantage of someone not paying attention and you only realize it a round later, this is just an example of poor governance: you have no one to blame but yourself!

PRIMORDIAL EMERGENCE

DEFINING THE MAP

After the Awakening phase is the Emergence phase. This is when the Genesis player defines the Map (e.g. by drawing it) on the basis on the parameters determined during the Awakening phase (in Full and Advanced games) and players make their initial field placements. The Genesis player is free to define the general shape and size of the Map, and may also draw the playing Fields in a variety of different shapes and sizes if desired. The Space deity may add their own modifications afterwards.

Below are some examples of possible Map shapes and grids:



For a beginner Basic Standard game, create an 8x8 grid of identical 3” Fields (grid paper works well for this). This is your Map, upon which you will place all your Acts in the process of creating the world.

After the Map has been defined, players must make their initial field placements. The defaults mentioned in the following pages are oriented towards a mid-sized (4-Field radius [8x8, 64 Field]) Field Map game, the recommended size and shape for a beginner Basic Standard game.

INITIAL FIELD PLACEMENTS

For the world to develop, deities must condense its primordial forces into the properties over which they have power, imparting their divine substance into the Fabric of Being. Fields are based on the Elemental Attribute of a deity, and determine where they may place their Acts.

The Genesis deity goes first. The Balance deity goes second, and may place their Permanent Act anywhere (they may place it on their Elemental Field type if they wish, but they are not obligated to do so). The Balance deity’s starting Act does not grant Influence until the end of the first round.

After this, deities make their Field placements in the following order: Duality, Gas, Vacuum, Plasma, Solid, Liquid, Life.

For your first 8x8 game, consult the following chart for Elemental parameters as you place your fields (check the Appendices for guidelines on other Map sizes):

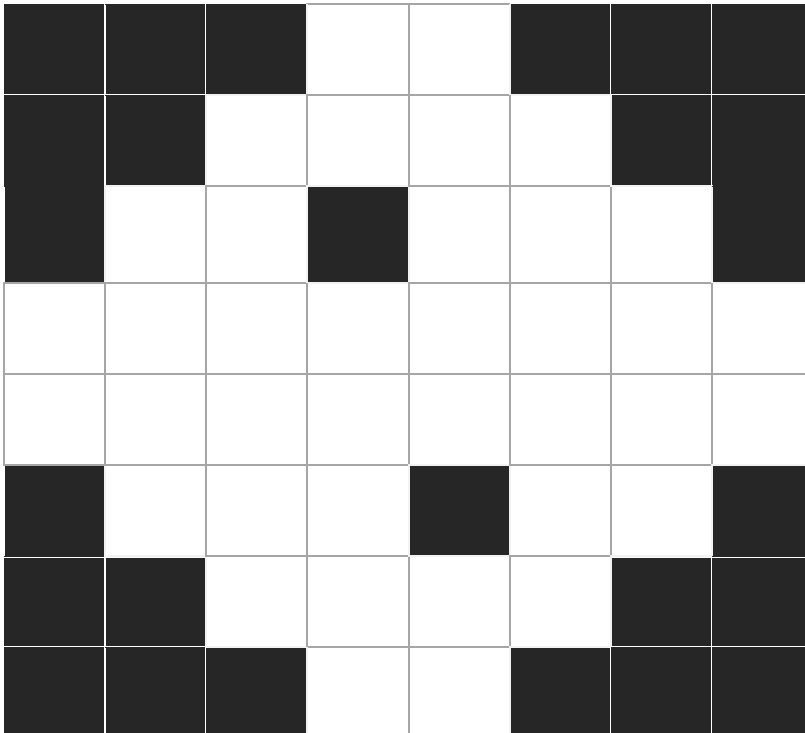
# OF SPACE TO FAR EDGE/CORNER (including center Field)	4
GAS (# of storms : movement Fields per storm per turn)	1:2
PLASMA (Beacon Influence benefit : shift cost)	1:3
VACUUM (boundary Fields: free Fields: turn Fields)	24:0:1
SOLID (starting Fields : turn Fields)	6:2
LIQUID (starting Fields : turn Fields)	2:1
LIFE (starting Origins : Influence cost per new Origin : turn Fields)	1:3:1

First, the Duality player draws symbols to designate their Binary Nodes.

The Gas deity places moving Storms that determine where Acts may be placed. Storms may move over any type of space, but must be initially placed on a Gas Field (all blank Fields are Gas Fields).⁹

⁹After Storms have been placed, deities may fill out Fields “under” a Storm if they wish.

The Vacuum player plays most of their Fields at once by shading in Fields (it is recommended to use a pencil or otherwise shade in lightly, so it is possible to draw inside the Fields for other functions). Boundary Fields must be placed either touching the boundary, or contiguously connected to the boundary (non-diagonally). Free spaces may be placed anywhere. An example is below:



These dark areas are the Empty Realms, and the following rules apply:

The **Liquid** deity may have rivers run through Empty Realms, and if a Liquid field touches the edge of an Empty Realm, the Liquid deity may place Acts on any connected Empty Field.

If a **Solid** deity's field is directly adjacent (non-diagonal) to an Empty Realm, the Solid deity may place Acts on any connected Empty Field.

If a **Life** deity's field is directly adjacent (non-diagonal) to an Empty Realm, the deity may place Acts on any connected Empty Field.

The **Gas** deity is bound by usual rules.

The **Plasma** deity is bound by usual rules.

The **Transformation** deity is bound by usual rules.

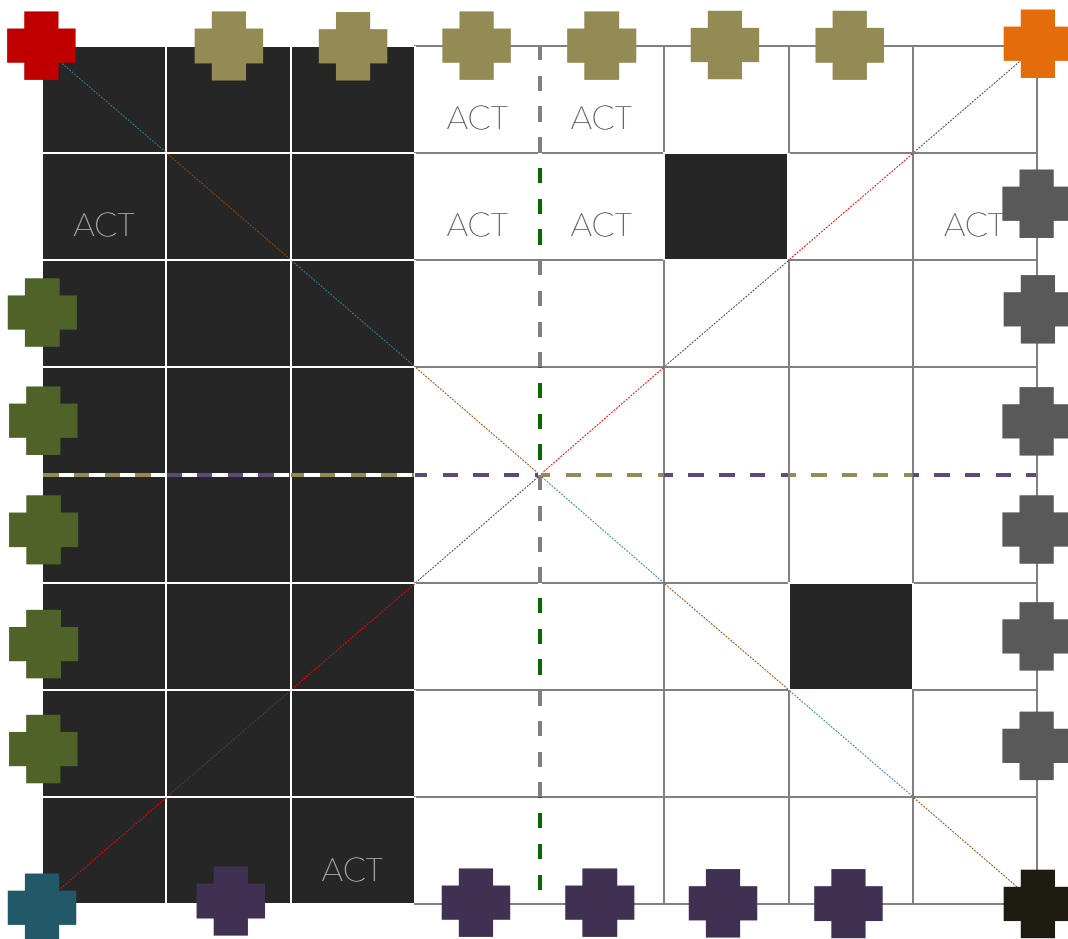
The **Radiation** deity is bound by usual rules.

The **Vacuum** deity may only play in the Empty Realms, or on Fields adjacent (including diagonals) to the Empty Realms.

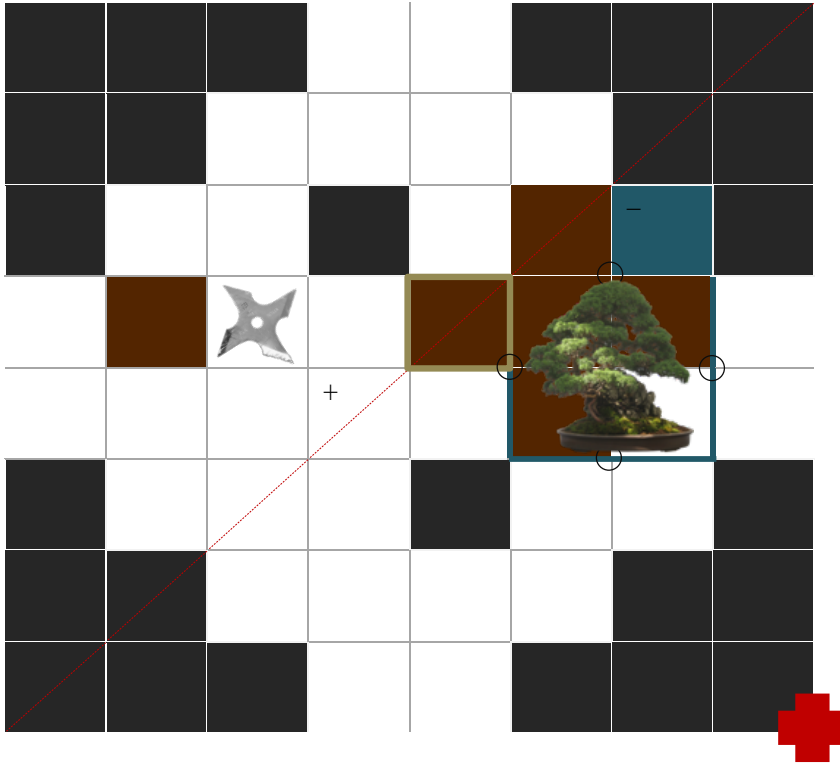
Finally, if there is no Vacuum player, the Void deity may play the boundary Empty Realms (optional). If there is no Void or Vacuum deity, there are no Empty Realms.

The Plasma deity places a Beacon somewhere on the Map boundary that represents a great source of light. The location of the Beacon determines where the Plasma deity may play Acts; the Plasma deity may move it for a certain amount of Influence on their turn. The Beacon may be placed on (or just outside of) boundary borders of Fields with Acts present. The exception to this rule is Dimension Acts that push past Map boundaries; the Beacon may not be placed on these Field borders.

Solid and Liquid elemental fields are represented by filling in Fields. The Solid player must fill in an entire Field, but may split up their Field allotment to place their Fields wherever they like. The Liquid deity must keep all of their Fields contiguous, but may draw lines on the borders between Fields to cover up to 4 Fields for the cost of one.



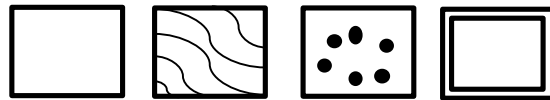
Beacon placements on a square grid with an asymmetrical Empty Realms distribution.



Field placement example with all Elements that have initial placements (Duality, Plasma, Gas, Vacuum, Liquid, Solid, Life) and the Balance player's Permanent initial Act (Tree of Life, small circles denoting Permanence). The shuriken represents the Gas deity's Storm; the plus/minus represent Binary Nodes; the red Greek cross represents the Beacon and the diagonal line represents the boundary between Day and Night based on the Beacon's position. (The line does not need to be drawn)

Finally, the Life player draws a border on a Field to represent the Origin of Life.

While using color is the easiest (markers, pencils, etc.), Fields can be represented with just a pencil if necessary. Here are some examples of how Fields can be represented in monochrome (a full chart of suggested Field markings in monochrome, color, etc. is in the Appendices):



Gas

Liquid

Solid

Life



Empty Realm

Abyss

Decay

Permanence

THE AGE OF THE GODS

After the initial field placements, standard play begins. Players take turns in this order: Chaos, Metaphysic, Genesis, Probability, Balance, Transience, Abstraction, Limit, Void. Influence is tracked communally on a scoreboard visible to all players at any time. The game as a whole is divided into rounds, each composed of one turn per deity.

METAMORPHOSES

Turns are divided into the following two stages:

Field Placement Stage

The player may fill in Fields on the Map in accordance with their turn allotment for Elemental Fields, move the Beacon (Plasma), or move Storms (Gas). The Life deity may create a new Origin *and* expand existing Origins; the new Origin receives its own turn Fields on following turns.

The Field Placement Stage is also when deities may Move Acts.

Action Stage

The player engages in an Act of Creation, by either placing an Act or engaging in Divine Intervention (using an Ability).

PLACING AN ACT

To place an Act, select any non-Act object around you and place it on the Map. The cost of the Act is decided by the minimum number of Fields the Act fits inside. The Act must fit reasonably within its Fields at its base, but there may be overhang if there is no contact with the Map itself. Acts must always be contained within the smallest number of Fields possible.



The first example is acceptable. The second example is definitely too big to be a 1 Field Act, and will probably need 4 Fields. However, the larger bottle cap flipped upside down is fine. How nitpicky you get depends on the deities playing.

As you do this, explain to the Pantheon what your interpretation of the object is and its name. If you are playing with a History, provide a short description of your deity's motivation or goal in this Act of Creation. If the total number of deities in the Pantheon is even, the deity suggesting the

Act does not vote. If the total number of deities is odd, the deity suggesting the Act participates in the vote. Influence for Acts is NOT received at the end of the player turn, but at the end of the round, during the Celestial Accolade phase.

NOTE: when interpreting objects, imagery on the object is an acceptable source of inspiration, but language is not. The only deity that may use words or numbers as a means of justifying an interpretation is the Abstraction deity.

VOTING ON ACTS AND ABILITIES

The default system for voting is simple majority. If an Act is voted down, deities may make one more attempt to place an Act. This may be a reformed version of essentially the same Act or a completely new Act. If a deity's second proposal is also voted down, their turn ends.

Some Abilities require votes in certain cases (as does Movement, sometimes); when this is the case, the same rule applies: deities may suggest one alternative, and if this is also denied, the game moves on.

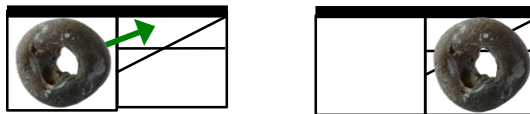
If deities are not present for a vote, or even their turn, it is not necessary to wait for them in order to proceed. This is at the discretion of the Pantheon.

MOVING ACTS

Some Acts are inherently capable of movement (all Acts by the Gas and Vacuum deities, some Life, Underworld, Structure, Relic, and Travel Acts for example; all Fauna-type Acts), and can be Moved during the Field Placement Stage for 1 Influence/Field. In other cases, an Act may be moved due to Gravitation, or relocated as the result of a Gaze.

Irregular Maps

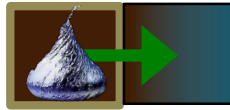
When playing on an irregular Map, occasionally movement will require the Act to fill more space than it did when it was first placed. This is acceptable, but the Act must always be positioned to fill the smallest number of spaces it can based on the movement. For Influence purposes, Acts are sized based on however many Fields they occupy at any time, so an Act that began as a 1 Field Act may become a 4 Field Act after a movement.



Let's say that pok from the Demo wanted to Move the Threshold (stone ring, Decay/Underworld/Structure Attributes) to a smaller adjacent Field at the boundary of the Map. Since this is an Act that was placed by the Gas deity (pok), it may be Moved freely by her. Here, in order to move to the

desired space without leaving the borders of the Map, the smallest number of Fields the Threshold can occupy is 4, so it is now considered a 4 Field Act. The cost for this movement is 1 Influence.

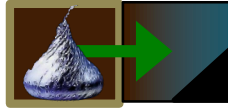
Different Elemental Fields



Let's say that HO from the Demonstration wanted to Move the Shambling Mountain (gold foil Hershey's Kiss, Life/Solid/Mountain Attributes) to a Transformation Field of half Liquid, half Solid. This sort of Movement is acceptable unless a deity raises an objection, at which point a vote is held.

One exception is the Vacuum deity, who may never Move Acts onto any Field other than an Empty Realm or otherwise allow their Acts to occupy non-Empty Realm Fields.

Decayed Fields and Decayed Acts



Let's take the same scenario, but this time say that the Field HO wants to move to has been Decayed. This is not permitted; Acts placed by most deities cannot be Moved onto Decayed Fields. The Decay deity [and in the Full Game, the Calamity deity] may Move Acts onto Decayed Fields. The Act is now in Decay.

Acts in Decay may not be Moved by most deities. The Decay deity [and in the full game, the Calamity deity] may Move Decayed Acts. When they do so, they must Decay the Fields they Move onto, as well.

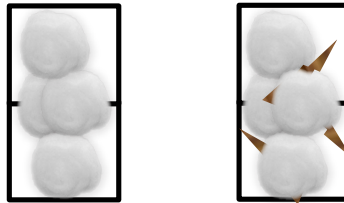
Fields Occupied by Other Acts

If a Field is already occupied by another Act, it is not possible to move an Act onto it. These Fields may also not be used in order to fit an Act that has moved onto a smaller adjacent Field; they are completely off-limits for Movement.

The exceptions to this are certain Realm Abilities (such as Colonize).

MULTI-OBJECT ACTS

In some cases, a deity may propose an idea for an Act that is a cohesive unit, but requires multiple objects in order to express properly, or may be an Act that is non-discrete in nature. In the Basic game, since there is no Compounding, this is *always* acceptable. In Full games, as a general rule, this is acceptable so long as all the objects are the same type of thing. In using different objects, it is possible a deity may engage in something closer to compounding Acts (described below) or trespassing on the unique Ability of the Reflexivity deity to create Networks (described in the Divine Intervention section on Abilities below).

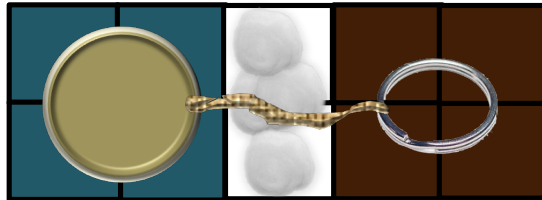


Here, a deity named Oruki (Abstraction/Decay/Gas/Oasis) has played an Act called the Endless Fog (Gas Attribute) with several cotton balls. The Pantheon decides that “Fog” is an appropriate sort of Act to be represented with multiple similar objects, and so approves the Act. If Oruki had tried

to introduce something like the Act on the right, which she called the “Fogs of Wreckage” (cotton balls and wood chips), this is closer to a compound Act and could be easily vetoed on that basis.

FULL GAME: COMPOUNDING ACTS

In the Full Game, all deities are able to play new Acts by adding on to an existing Act or otherwise utilizing the same Fields for another Act, whether the pre-existing Acts are their own or the work of other deities. This compounding is limited by the parameters determined by the Reflexivity deity, and the default is a maximum of 3 overlapping Acts. The Reflexivity deity is never constrained by this maximum.



Here, the lid of a Bell mason jar represents the gargantuan Mirror of Tranquility (Balance and Structure Attributes), an Act of Sta, the second player in this game (Balance/Time/Liquid/Mountain) that rests in the midst of a vast body of Liquid that rushes in great torrents into Oruki’s

Endless Mists. Ban'na (Transience/Dimension/Transformation/Flora), the third deity, placed the Bridge of Faith (twine, Transformation/Structure) through the Mists, connecting the Coiled Henge (key ring, Solid/Structure) played by the fourth player Ignam (Genesis/Reflexivity/Earth/Stars) to the Mirror. The Bridge of Faith here is not actually touching the Map itself, but rests on top of the three Acts below it.

When considering the cost of an Act that is elevated off the Map, count the number of Acts it touches. The Bridge of the Faithful would normally be a 6-Field Act, but in this case is a 3-Field Act, as it is held up by 3 Acts. If the Mists were to be Nullified, causing the Bridge to touch the Map, it would become a 6-Field Act.

In this game, the compounding limit was set by Ignam at 4 Acts, so this Act creates a composite that reaches the maximum. No more Acts may be played on these 10 Fields, with the exception of Acts by the Reflexivity deity (who is not bound by this maximum).

THINKING IN TERMS OF ATTRIBUTES

Deities who play Acts on a given Elemental Field are not obligated to place an Act composed of that Element on it, and similarly, deities may play Acts that are not in line with their own Elemental Attribute or the Field they

are playing on if they have some other Attribute that allows the Act. If a Liquid deity places an Act on a Gas field, for example, while the Act should have *something* to do with that deity's Attributes, they need not place an Act that is composed entirely of Liquid or entirely of Gas.



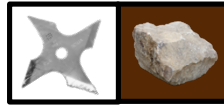
Here is an Act on a Gas Field called the “Floating Boulder” (pebble). Let us imagine it was played by the deity “Sta,” a Balance/Time/Liquid/Mountain deity who will appear again soon. Sta ran a Liquid channel past this Field, enabling him to play on it. Sta justified this Act with his Mountain Attribute, and the Pantheon found it convincing and approved its placement.



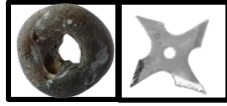
Here is the *same* Act, only this time, let us imagine it was played by a deity named Ignam, a Genesis/Corporality/Solid/Stars deity who will also be appearing later. In this case, Ignam placed a Solid Field next to this Gas Field and justified the Act on the basis of her Solid Attribute. The Pantheon approves the Act in this case, as well.



Now, let us consider the Act one more time played by Oruki. Even though Oruki is the Gas deity, playing this Act on a Gas Field, this was voted down by the Pantheon, because the Act has nothing to do with Gas aside from the fact that the Boulder floats, it is not convincingly an “oasis,” it has nothing to do with Decay, and it has nothing to do with Abstraction.



Here is the same Act played by Oruki on a *Solid* Field. In *this* case, the Act was approved, because Oruki justified it by explaining that she created a self-sustained vortex of wind that raised a large chunk of Solid material into the air (Gas Attribute). Ignam voted against this Act, because “you don’t just get to say it’s in the air if it isn’t, and it obviously isn’t,” and while the other deities understood the complaint, it was permitted to stay because there is no way realistically to place an Act that would properly represent the idea Oruki had.



Finally, let's look at an Act from the Demonstration, the Threshold (stone ring, Decay/Underworld/Structure Attributes), placed by pok. This structure is made of something like rock, or metal, or maybe pure magic – but probably not “gas.” When considering what sorts of Acts a deity may make on the basis of an Attribute, all that is necessary is that the Act comports to the theme of that Attribute in a believable way. Just as this Act is justified by *both* the Decay and the Underworld Attributes, there are many cases where the overlapping qualities of different Attributes will present themselves in an Act. The synergistic effect of layering them reinforces the strength of the interpretation.

USING ABILITIES

A deity may use one of their special abilities *instead* of placing an Act if they wish. To do so, they need only describe the Ability they intend to use and in what fashion. Narrative descriptions for Divine Intervention (Abilities) are required if you are playing with a History, but since using these Abilities does not require the approval of the Pantheon except in certain cases (noted below, in the Divine Intervention section), you do not have to narrate your Ability usage in order to ply for Pantheon approval.

USING INFLUENCE

Influence used for Acts, Abilities, or Field Placements is lost immediately. Influence gained from Abilities (for example, Disintegration) is gained immediately.

COOPERATIVE CREATION

Deities may place Acts in dedication to other deities (Gifts), placing them under the control of the recipient as opposed to themselves. This does not require the permission of the recipient deity, but the Gift still must pass a Pantheon vote. With the recipient's permission, a deity may use any Attributes the recipient possesses in order to interpret the Gift object.

Gifts cost 0 Influence per Field.

COOPERATIVE INTERVENTION

All Abilities may be used in a cooperative fashion with the permission of a target deity. Once permission has been granted, a deity may use their Ability on another deity's Act for 0 Influence.

The exception is Rejuvenation, which must always be paid for normally.

CELESTIAL ACCOLADE

After each deity has taken a turn in this way, the round is over and the Celestial Accolade Stage begins. In the same order as above, deities count up active (and Decayed) Acts on the board and determine their Influence gains (and losses).

Deities then repeat this order for Influence derived from special traits. Once this is over, the next round begins, in the same order as before. If at any point a deity meets the Influence cap for the game, that deity may immediately declare victory if they wish, ending the game, or they may allow the game to continue. If the game continues and another deity declares a unilateral victory, it is a victory for that deity alone.

THE END TIMES

In the final round, all Act placements are free, regardless of their size. Abilities still require Influence as usual.

At the end of the round, enter into Celestial Accolade as usual. If the end of the round also marks the end of an Age in the Cosmic Cycle, Decay Acts as usual. The victor is determined based on the highest Influence count.

THE COSMIC CYCLE OF DECAY AND REBIRTH

If there is a Transience deity present, every few rounds marks the end of an Age in the Cosmic Cycle of Death and Rebirth, at which point the Map enters a Period of Decay. Each deity must select certain Acts to fall into Decay in accordance with the Decay ratio parameters determined by the Decay deity at the beginning of the game (if there is no Decay deity, the default ratio is 20%). If there is no Transience deity, there is no Cosmic Cycle, and no Periods of Decay.

PERIODS OF DECAY

The Decay rate refers to a number of rounds, and determines how often a Period of Decay occurs. The Decay phase takes place immediately after the last deity's turn in the last round of an Age, before the Reckoning. The Initial Field Placements do not count as a round.

The default Decay ratio is 20%. This means that each deity must count up all of their active Acts in terms of Act-Fields (not including the Beacon or Storms. Permanent Acts must be counted, even though they cannot be Decayed. Abysses, which give the Vacuum deity Influence, must be counted towards the Vacuum deity's total Act-Fields).

This number is then divided by 5 to derive 20%. This number must always be rounded up. The deity must Decay at least this many Act-Fields. Acts may not be partially Decayed, so if a large Act must be Decayed to meet the Decay quota, all the Fields it occupies must be marked with Decay.

When marking Fields with Decay, fill in one corner like so:



Let's revisit a round from the Demo. In the Demo game, each Age lasted 3 rounds (Decay rate: 3 rounds) and the Decay ratio was 20% of Act-Fields:

ROUND III



AGE DECAY

HO Decays Phoenix

. Decays Abyss and Soft Torch

Wa Decays Young Paradise

pok Decays Threshold

ROUND END INFLUENCE

HO: 10 | Wa: 15 | .: 11, (2 Chaos) | pok: 11 (4Transience, 4 Decay)

On her turn, pok used her Decay Ability to Decay the Hanging Garden (vines beneath pink flowers). At the end of the round – the beginning of Celestial Accolade – each deity counted up their Act-Fields and determined their Fields of Decay. Since the Hanging Gardens were already in Decay, Wa did not need to include them in his count:

NAME	HO	pok	Wa	.
TOTAL ACT-FIELDS	7	4	11	3
FIELDS OF DECAY	1.4 (2)	0.8 (1)	2.2 (3)	0.6 (1)

Another way to determine how many Fields must be Decayed is to employ a rolling count. For a 20% ratio, you must Decay 1 out of every 5 Fields. So, starting at one corner of the Map, count each Field your Acts occupy: “ONE, two, three, four, five; TWO, two, three, four, five,” until all your Act-Fields have been counted. The last capitalized number is how many Fields you must Decay.

In the above example, HO only had to Decay two Fields, but all she had available was a 1-Field Act and two 3-Field Acts. Since Acts cannot be partially Decayed, she Decayed the Phoenix to meet the requirement.

The Chaos deity . had to Decay one Field, but the Vacuum deity has the

ability to channel Fields of Decay into Abysses of equal size. Abysses are unaffected by Decay. Since . was in control of a one-Field Abyss, he channeled his required one Field of Decay into it.

Decayed Acts cost their owners 1 Influence per Act-Field per round. After a Period of Decay, Celestial Accolade immediately follows. Acts that fell into Decay that turn cost their deity Influence (if the Act was placed that turn, the deity does not gain any Influence for it, and only suffers the Decay penalty).

PERIODS OF REBIRTH

Based on parameters set by the Transience deity at the start of the game, there may be automatic Rebirth cycles if the total Decay on the Map reaches a certain threshold. When this occurs, *all* Decayed Acts are Nullified. If any deities lost all their Acts to Decay and ran out of Influence, their Influence is now reset to the amount they started with at the beginning of the game (however, Genesis deities do not receive their Genesis bonus again). The default for Rebirth is 100% Decay.

Now let's take a look at all the types of Abilities deities can possess, collectively referred to as Divine Intervention.

DIVINE INTERVENTION

PRIMAL

GAZE OF MANY WORLDS

Every deity has the Ability to behold objects from multiple perspectives simultaneously, which allows them to reinterpret the nature of Acts that other deities have played, bringing them under their own control. During the Action Stage of a deity's turn, that deity may select an Act anywhere on the Map, and suggest an alternative interpretation of the object in terms of that deity's own Attributes. Objects may be flipped around in different ways to service new interpretations, and if the new interpretation is sufficiently strong, placed somewhere else entirely.

If the Pantheon accepts this new interpretation by majority vote, the Act goes under the control of the Gazing deity. There is no limit to how many times Acts may be traded back and forth. Whoever is in control of an Act at the end of a round will receive Influence from it. Gaze of Many Worlds costs 0 Influence, no matter how large the Act in question.

Below is a Gaze exchange in a game with Ignam, Sta, Oruki, and Ban'Na:



The even-handed deity Sta looked out upon a wide expanse of land, and thought it a fitting place for quiet reflection, weary after spreading his waters far. He coaxed up the land there into a great plateau; the Bench of Quietude (Wellspring Cider cap, Mountain Attribute).



In a fit of rage at having one of her Acts recently destroyed by Oruki, Ignam Gazed upon Sta's monument for himself he built on her territory, and thrust her fist deep into it, leaving a great crater: Ignam's Fist (Wellspring Cider bottle cap, flipped over; Stars and Solid Attributes). The Pantheon notes that this interpretation is more compelling in terms of Ignam's Attributes – and they enjoy the story behind it – so the Gaze is approved.



Oruki, eager to continue her campaign of heckling Ignam, Gazed upon the Fist and saw a new opportunity for a joke. She built a wall around the crater and raised water within it, renaming the spot the “Well of the Fair Maiden,” ridiculing Ignam for her homely appearance (Wellspring Cider cap reinterpreted based on the words printed on it and the cap design; Abstraction, Oasis, and Structure attributes).

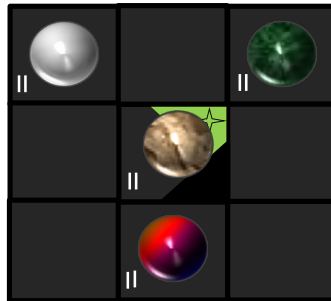
Ignam votes against (“This is nothing but word jugglery. My interpretation actually considers the shape of the object.”), but Sta and Ban’Na approve. They agree that the Structure and Abstraction Attributes are not strong enough to override Ignam’s Attribute argument (Sta explains that there is nothing abstract about the Well itself, only the word on it, and Ban’Na points out that all deities have the Structure Attribute, so it is not a strong point in Oruki’s favor), but because the story for it was well-received, the Gaze is successful.

*NOTE: all aspects of an Act should be considered when deliberating on Gazes. If an Act is part of a Network, for example, the proposed reinterpretation should be stronger than both the current interpretation of the Act **and** the conceptual strength of the Network to which it belongs. Gazing Acts doesn’t always need to be as narratively consistent as above, but such explanations can only serve to enhance the persuasiveness of an alternative interpretation.*

REJUVENATION

The only way to reverse Decay is via Rejuvenation, an Ability the Genesis deity possesses. There are two modes of Rejuvenation: single Act Rejuvenation, which costs 2 Influence per Act-Field and is limited to one Act anywhere on the Map per turn, and full Map Rejuvenation, which costs 1 Influence per Decayed Field and affects all Decayed Acts and Fields (the Genesis player must have at least 1 Influence to do this, but may fall into negative Influence in so doing).

Rejuvenated Fields are marked by filling in the next corner in the Field with green and adding the deity's Icon as an additional signifier.



Here Ignam has Rejuvenated the Clouded Eye, which immediately restores the Fork as an active Network. Ignam's Icon is a 4-pointed Star, which she has added here. This action cost 2 Influence.

NULLIFICATION

The Void deity has the power to Nullify Acts anywhere on the Map, fully removing them from play and essentially “un-existing” them. This Ability costs 2 Influence per Act-Field. Nullified Acts are set aside in their own space off the Map, as they may *not* be reused for Acts by the same or other deities. The one exception to this is the Chaos deity, who may Dredge Nullified Acts and put them back in play.

The Void deity receives 1 Influence per round for each Nullified Act (regardless of its size). If an Act is Dredged, it is no longer considered Nullified. A Safeguard may be Nullified, but is not set aside in the Nullified zone and does not provide Influence.

NULLIFYING COMPOUND ACTS AND NETWORKS

When Nullifying Acts in a Network, the Network is affected in the same way as when an Act in a Network is Decayed.

When Nullifying Acts part of a composite, the Pantheon must deliberate as to whether or not the remaining Acts can survive after the Act in question has been Nullified. Decay all Acts deemed unable to survive, Nullifying elevated Acts where necessary.

DREDGE

There is only one way to return a Nullified Act to the Map, and that is with the Chaos deity's Ability, Dredge, which costs 0 Influence per Field.

The Chaos deity is free to place the Act on any unoccupied Fields desired, with no concern for Elemental Fields (so, as an example, an Act originally placed on all Solid Fields could be placed on a grid of an Abyss, an Empty Realm, a Solid/Liquid Transformation Field, and a Gas Field).

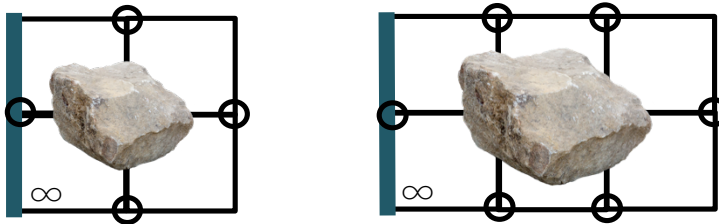
All Dredged Acts are under the control of the Chaos deity and are immune to Decay, Gravitation, and the deific Gaze. Dredged Acts can, however, be destroyed via direct Nullification (i.e. via the Void deity's Ability, Nullify). In these cases, the Act immediately returns to the Nullification zone, from where the Chaos deity may Dredge it again, if desired.

UNDOING

The Ability Undoing is the only way to “un-Permanent” an Act, at a cost of 3 Influence per Act-Field. Cross out the Permanence circles when this is done. An Act, or the Fields it rested on, may *not* be made Permanent again for the rest of the game (see Permanence for an example). This is the case even after Rebirth episodes and Rejuvenation.

PERMANENCE

The Limit deity has the ability to make Acts Permanent for 1 Influence per Act-Field, which makes them immune to Decay, Gravitate, Disintegration, Curve, Nullify, and the deific Gaze [as well as all Realm abilities]. This can be represented by drawing circles around the edges of the Fields the Act rests on and the Icon of the deity to whom the Act belongs like so:



Starting Act of Sta off a Liquid channel, the Floating Fortress, with Sta's Icon, the infinity symbol (Attribute: Mountain, Structure; cube-shaped rock, and an example of Permanence for a larger group of Fields)

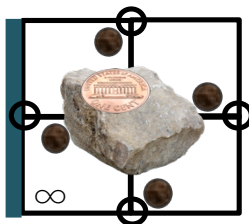
Permanence must be applied to an existing Act or group of composite Acts, and it must not be any larger than the boundaries of the Fields the target Acts occupy (so if the target Act is 4 Fields in size, the Permanent area must be no larger than 4 Fields also).

Decayed Acts may not be made Permanent.

PERMANENCE AND COMPOUNDING

All compounded Acts fully within the same Fields that belong to the same deity are considered Permanent. The Limit deity must only pay the Influence cost for Permanence once if a group of target Fields contains more than one Act they own. Any future Acts played by the deity that are completely within these bounds are also Permanent at no extra cost (but Acts that are partially outside the Permanent zone are not Permanent).

Acts belonging to other deities in a Permanent zone are not protected in any sense, and are in fact uniquely vulnerable. Because Permanent zones never Decay, if an unprotected Act is the target of Decay, it is Nullified.



In the above example, the Archives of the Ages occupies 1 Field as it is held up entirely by the Floating Fortress. It cost 1 Influence to play, and provides 1 Influence per round.

Here, Sta has placed an Act on top of the Floating Fortress, the Archives of the Ages (Time and Structure Attributes, oxidized penny). This Act, belonging to Sta, is automatically Permanent.

Suspicious of Sta's impregnable encroachment upon her Elemental sphere of control, Oruki issued the Orbs of Far-seeing (Gas Attribute, allspice) to monitor Sta's behavior at all times. This Act is not Permanent yet fully within Sta's Permanent zone, and thus susceptible to instant Nullification.

BALANCE DEITY STARTING ACT

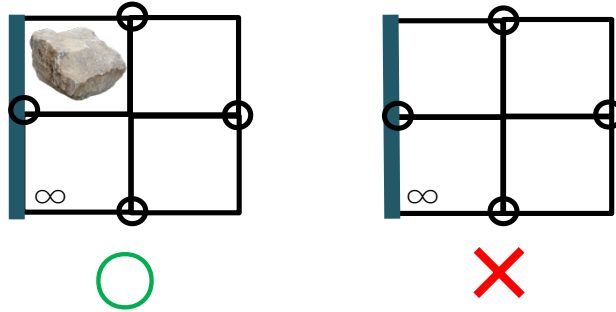
The Balance deity's starting Act is automatically Permanent in precisely the same way as described above, including with all future Acts the Balance deity may play within the Fields the starting Act occupies, and should be marked to reflect this.

MOVEMENT

Permanent Acts may not be moved, even if normally they would have the ability to do so (such as with a Living Act). Permanent zones may never be adjacent, including diagonally. Permanence can be used to protect a cluster of Acts, if desired, but they must all belong to the same deity.

OPEN FIELDS

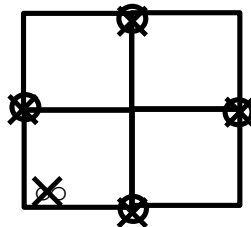
If there are open Fields available inside a Permanent zone, the deity who controls the zone may place Acts in it, which automatically become Permanent. However, Permanence must apply to at least one Act. It cannot be used to make a zone of completely unoccupied fields Permanent.



PERMANENT IMPRINTS

Active Imprints may be made Permanent. Imprints with Permanence protection gain the additional benefit of being invulnerable to getting Buried by physical Acts. Thus, the Fields of a Permanent Imprint may no longer have Acts placed on them by any deity.

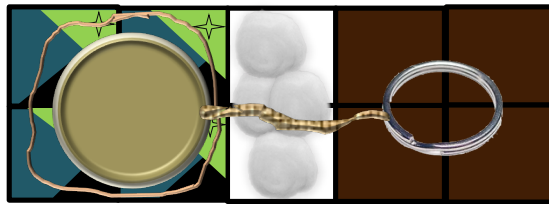
UNDOING



Example of a Permanent zone that has been Undone by a Chaos deity.

SAFEGUARD

The Balance deity has access to a defensive Ability of their own, Safeguard. This Ability allows the deity to use some object to represent a defensive shield around an Act for 1 Influence/Act-Field. This grants the Act the same sort of immunity as Permanence, except that the Safeguard itself is vulnerable to Decay (either from the Decay deity's ability, from the Cosmic Cycle, or due to a destructive ability like Quake), and Nullification. Safeguards are immune to Gazing.



Here, Sta's Mirror has been Rejuvenated, and he has put down a Safeguard to protect it (large rubber band, representing a magic circle he describes as "a mound of enchanted earth that rises out of the waters surrounding the Mirror, that wards off the elements and malicious intents").

Any Act within the boundaries of the Safeguard as an object are similarly protected. The Balance deity need not pay an additional Influence cost to Safeguard multiple Acts with one object.

A Decayed Safeguard is immediately removed from the Map. Safeguard objects may be reused freely; in this sense, they cannot be completely Nullified (this is because, as Safeguards, they represent a *type* of thing, not a unique entity in themselves).

Decayed Acts may also be Safeguarded, as well as combinations of Decayed and Active Acts. When only Decayed Acts are Safeguarded, it is referred to as Sealing.

SEALING ACTS

If a Decayed Act or group of Decayed Acts receives a Safeguard protection, the Acts are considered Sealed, and do not cause their owning deity to lose Influence. A Seal may not include any active Acts. If a Safeguard includes both a Decayed Act and an active Act, the Decayed Act confers negative Influence as usual.

SAFEGUARDING IMPRINTS

Active Imprints may be the recipient of Safeguard protection. Even if the Safeguard is large and includes other Imprints and/or physical Acts and/or Decayed Acts, the Imprint may be protected.

QUANTUM CONDENSATION

The Probability deity is capable of manipulating probabilistic forces to materialize highly unlikely outcomes, an Ability called Quantum Condensation. During the Action Stage, the Probability deity rolls two dice (or one die twice, or some other multi-face object like a pencil, etc.) and is permitted to take certain types of Actions based on the result of the roll, as follows:

2: limit	5: no effect	8: domain	11: decay
3: abstraction	6: realm	9: no effect	12: void
4: cosmic	7: Prophecy	10: elemental	

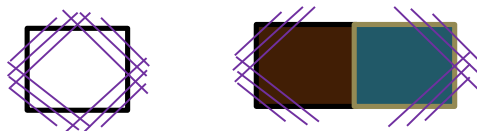
If you roll an Attribute, you may proceed to make an Act that utilizes that Attribute (this includes Abilities). You may not play an Act that does not relate to the Attribute. When choosing, you may only select Attributes that another deity or you possess. In Basic games, rolls of 8 are to be treated as Realm rolls. The Probability deity may always choose to make a Prophecy if dissatisfied with the dice roll outcome.

If you roll “no effect,” you may place an Act or use Prophecy as normal (but you may not use Quantum Condensation again this turn).

PROPHECY

The Probability deity has access to a special skill, Prophecy, which appears as a result of Quantum Condensation (rolling a 7) and may also be freely used on its own as one's action during the Action Stage.

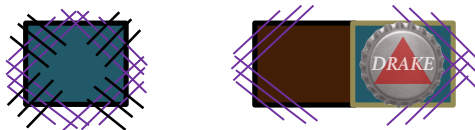
Select an Act, Field, or a group of Fields anywhere on the Map for 1I/Field. Make a prediction about this Field or group of Fields and draw Prophecy hatches around them (even in games that are not recording a History, Prophecies should be written down for later reference). Prophecy borders may not be directly adjacent, but corners of Prophecied Fields may touch.



Examples of using Prophecy hatches.

Prophecies could include ideas like, “An Act will be placed here,” “This area will one day be ocean,” “This Act is doomed to fall into Decay,” “The deity X will bring a Beast of Fire into this place,” etc. If the Prophecy comes true, the Prophet immediately gains 3I/Field/accurate category (one time only), and the Fulfiller gains 2I/Field/category (one time only). If some but not

all categories come true, the Prophecy remains unfulfilled. If the Prophet Fulfills the Prophecy personally, the deity receives a total of 11/Field/accurate category (one time only). If the entirety of a Prophecy comes true, it is Fulfilled, and this is marked on the Map. Prophecies remain active until Fulfilled or the end of the game.



Let's say that in this first Field, the Prophecy was, "This area will one day be Ocean." The filling in of this area as a Liquid Field is considered close enough, so the deity who made the Prophecy receives 3 Influence, and the deity who Fulfilled it receives 2 Influence. The Prophecy hatches are crosshatched to show a Fulfilled Prophecy.

In the second case, let's say the Prophecy was, "deity X will bring a Beast of Fire into this place." Here, "deity X" has placed a "Beast of Fire" (Plasma Dragon; Abstraction, Fire, and Fauna attributes) on *one* of the spaces indicated by the Prophecy. The Pantheon decides this is not sufficient, so the Prophecy remains unfulfilled. Prophecies are either considered Fulfilled, or remain open until endgame.

In the case of the second example, a more forgiving Pantheon might decide this is good enough, and consider the Prophecy Fulfilled, allowing the Prophet and Fulfiller to collect the full amount of Influence (in this case, 24 Influence for the Prophet and 16 for the Fulfiller [2 Fields, 4 categories: deity, Act placement, Act Attribute, Act Attribute]). For obvious reasons, it is usually wise to be somewhat stringent.

In the case of the first example, a stricter Pantheon might require that an Ocean deity first create an Ocean area including the Liquid field before the Prophecy could be fulfilled, and an even stricter Pantheon might require the Prophecy to fit the boundaries of the Ocean perfectly. Getting too nitpicky is likely to cause friction, however. For example, if there was no Ocean deity in the game, insisting on such a requirement is rather unreasonable, because that was obviously not the intent of the Prophet. Making the determination ultimately comes down to the personalities of the deities and their strategic considerations.

TRANSCENDENTAL IMPRINT

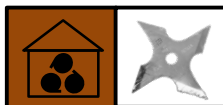
The Abstraction deity has the Ability to create illusory Acts that straddle the line between physical and conceptual existence. This is called Transcendental Imprint, which allows the Abstraction deity to draw on the Map directly. This form of Act placement costs the same as a physical Act would and must similarly be approved by the Pantheon. The approval process, however, operates differently. After the Act is drawn, the Pantheon votes for coherence. If the drawing simply doesn't make any sense, or is too lazy or ugly, the Imprint does not need to be erased if that would be difficult, but it is at least marked to show that it will not provide any Influence, like so:



This is Oruki's "Phantoms of Decline" (Abstraction, Gas, Decay Attributes), disallowed on the grounds of being a "high concept way of justifying a scribble; it sets a poor precedent" according to Sta, and for being "a wretched excuse of an Act" as stated by Ignam. Ban'Na voted for it, explaining that "I actually find it kind of haunting. I'd enjoy a universe where this sort of thing was normal."

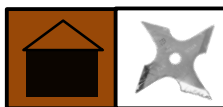
Since the number of deities in this game is even (four), Oruki did not vote. The X in the bottom left corner shows that the Imprint was rejected.

On her next turn, Oruki uses Transcendental Imprint again:



Here, Oruki has moved one of her Storms near one of Ignam's Solid Fields. She quickly Imprints an Act onto that Field, and calls it "House of Oruki" (Structure Attribute), with Oruki's Icon on it, the Tomoe. The Pantheon almost vetoes this sloppy-looking Act too, but because of the effort put into making the Icon look nice, they let it slide.

On Ignam's next turn, she Gazes at Oruki's House and says that because it is on a Solid Field, it ought to be the House of Ignam. Since there are no other defining characteristics for it in Oruki's defense, the Pantheon agrees to this shift in ownership, and the drawing becomes the House of Ignam.



To avoid confusion, Ignam is permitted to modify the Imprint by defacing the Icon Oruki used, which she does by shading in the lower portion of the House. Icons do not strengthen an Imprint's identity, and can't be used as a way to justify an Imprint.

Annoyed at this loss, Oruki was nonetheless cognizant of why Ignam had the upper hand in Gazing away her House, and accepted the defeat. The Abstraction deity may not utilize Transcendental Imprint on Imprints already established, unless it is to create a composite Act, which may only be done with Imprints under one's control (see Composite Imprints below). To regain this Act, Oruki would need to Gaze it away as it currently is.

On her next turn Oruki draws a palace on her own territory that she feels certain cannot be Gazed away.



She calls this Imprint “The Citadel of Forms” (Abstraction, Gas, Oasis, and Structure Attributes). She again includes her Icon as a colorful flourish. All deities voted in favor of this Act, and so it was permitted to persist. While this Act contains a number of elements that make it seem like it may be a compound Act, Imprints are not bound by this concern, and may be drawn to be as intricate as is appropriate for the deity’s Attributes.

BURYING IMPRINTS

Imprints can be “buried” by placing physical Acts directly on top of them. Buried Imprints are considered inactive and do not provide Influence. Burying Imprints requires no special permissions or additional Influence costs.



Here, Sta has extended his Liquid Fields to flow past the House of Ignam, and decides to bury it with the Sundial of Sta (Time and Mountain Attributes; pointy rock). The Pantheon accepts this Act (although Ignam votes against it), and the House of Ignam is buried.

Generally, physical Acts should be privileged over Imprints, but if an Imprint is sufficiently strong and a physical Act not particularly compelling, the Pantheon may veto burying the Imprint on these comparative aesthetic grounds. In this case, the object plainly matches its description, has more Attribute relevance to the deity playing it (Time and Mountain vs. Structure on a Field that happens to be Solid), and is more aesthetically pleasant and creatively compelling than the Imprint, so the choice is an easy one. If, for example, Sta attempted this same Act over one of the Fields in Oruki's Citadel of Forms, it would be very reasonable to veto it.

IMPRINT DECAY

If an Act burying an Imprint is Nullified and the Field beneath has not suffered Decay, the Imprint becomes active again. If an Act burying an Imprint is Decayed, causing the Field to be partially filled in, the Imprint on that Field is permanently defunct, even if the Decayed Act is removed. The Field may be Rejuvenated, but the Imprint remains defunct.

Imprints cannot be directly Decayed or be the subject of any Ability that can cause Decay, and are also immune to Nullification. Physical Acts must always be Decayed before Imprints during Periods of Decay. If an Imprint must be Decayed to satisfy the Cosmic Cycle, the Fields it is on are Decayed normally. Decayed Imprints do not cause Influence loss.

COMPOSITE IMPRINTS

Imprints may not be compounded with themselves or with physical Acts. It's a huge mess to make it work. For an Imprint to be active, it must have its Fields all to itself. But if you want to try, good luck!

PERMANENCE AND SAFEGUARD

Imprints may be made Permanent and may receive Safeguarding. Safeguards must always be physical objects. See Abstraction and Safeguard sections for details.

PARADIGM SHIFT

The Metaphysic deity has access to a special ability, Paradigm Shift. For $1/7$ your current Influence, you may change your Realm Attribute. For $1/6$ Influence, you may change your Elemental Attribute. For $1/5$ Influence, you may change your Cosmic Attribute. For $1/4$ your current Influence, you may change your Primal Attribute (all rounding up).

You may select an Attribute already taken by another deity, but you may not change the parameters allowed by your new attribute whether or not a deity already chose it during the Awakening phase. Note that if you change your Primal Attribute, you will not be able to utilize Metaphysic abilities or return to being a Metaphysic deity, and your invented rule from the start of the game – if any – will cease to exist.

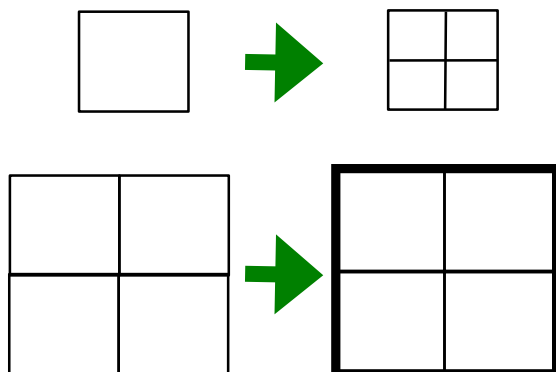
If you select Genesis, you must immediately open a new Map and the game enters Multiverse play (see section on Multiverses in the Appendices). You are a Genesis deity in both Maps.

DIVINE INTERVENTION

COSMIC

CURVE

The Space deity has the Ability to alter the shape of Space itself, causing some areas of the Map to behave as though they are bigger or smaller than they appear to be. For 1 Influence per largest Field count, the Space deity may Curve Fields into one single field or Curve one Field into several smaller fields by drawing lines inside the Fields, as shown below:



In the first case, the Space deity has turned a Gas Field into four smaller Gas fields. These Fields can each be filled in with different Elements by other deities (Liquid, Solid, Vacuum), each one may support an Act, and each one costs 1 Influence and confers 1 Influence for Act placement and Accolade. In the second case, the Space deity has turned four Gas Fields into 1 large Gas field. An Act placed here that would normally cost 4 Influence now only costs 1, but it also only confers 1 Influence per turn.

In the first case, the largest Field count is four, based on the result of the Curve. Thus, this Curve costs 4 Influence. In the second case, the largest Field count is *also* four, based on the initial Fields affected. Thus, this Curve *also* costs 4 Influence.

The Space deity may Curve Fields that already have Acts on them, but may not Curve groups of Fields with different Elemental Attributes. The only Fields that are immune to Curving are Abysses, Fields with Safeguards (the Safeguard is not Nullified; the Fields simply cannot be a target of Curving), and Permanent Fields.

Curve may not be used to conjoin the areas outside the Map with the Map itself (this is essentially a Warp).

DILATION

The Time deity may Dilate time in order to take extra turns. As an Act, the Time deity declares their intent to Dilate. The cost is 2 Influence per Act under the Time deity's control. When used, the Time deity receives two extra Action Stages. Dilation may be reused during the second Action Stage, and this cycle may go on indefinitely, but any new Acts placed contribute immediately to the Influence cost at each instance of use.

DISINTEGRATE

As an Act, the Energy deity may Disintegrate one of their *own* Acts for an immediate Influence bonus. Disintegration costs 0 Influence to use, and bestows a bonus of 5 Influence/Act-Field. The targeted Act is immediately Nullified and placed in the Nullified zone. The Energy deity may do this even if the target Act is part of a composite with other Acts. The Pantheon must determine if the remaining interconnected Acts could have survived. Non-survivors immediately fall into Decay.

When Disintegrate is used cooperatively, the Influence bonus may be directed at either the Disintegrator or the Disintegratee, as it were (though be wary of unscrupulous deities who make empty promises!)

WARP

As an Act of Creation, the Dimension deity may connect the world the Pantheon has Created to worlds beyond, allowing the placement of an Act that passes beyond the boundaries of the Map along any axis for 2 Influence. Everything outside the boundary is considered one Field, no matter how large the object, for Influence purposes. The object must inhabit at least one Field on the Map.



Here, the Dimension deity Ban'Na has used Warp to create the Act called The Deep Tunnel (black straw) which goes off the Map. This Act cost 2 Influence and confers 2 Influence per round.

DECAYING WARPED ACTS

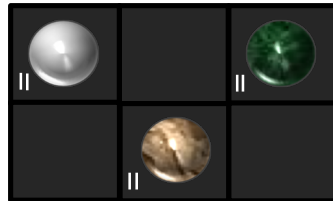
Decaying The Deep Tunnel would cost 1 Influence, for the 1 Field it occupies on the Map. The Field off the Map is not filled in, but is also in Decay. In the above case, if The Deep Tunnel is Decayed, it will have a Decay penalty of 2 Influence. It is not possible for the space outside the Map to become an Abyss.

The Dimension deity may also place an Act *completely* outside the bounds of the Map in a location of their choosing for 3 Influence. These Acts are considered to occupy 1 Field for future Influence purposes. These completely isolated Acts are immune from all forms of Divine Intervention from other deities, and cannot be Decayed to satisfy the requirements of the Cosmic Cycle.

COORDINATION

CREATING NETWORKS

The Reflexivity deity has the ability to create synergistic Networks between Acts for additional Influence bonuses (the Stars deity may also do this with Acts in the Empty Realms [constellations]). As an Act, the Reflexivity deity may declare a Network between several Acts, providing an explanation for their relation to each other and a name that describes that relation in a convincing manner. The cost of creating a Network is 0 Influence, regardless of its size, and confers an Influence bonus of 1 Influence per Act in the Network. There is no limit to how far apart Acts in a Network may be from each other. Networks require a minimum of 2 Acts.



In this case, Ignam has created a constellation with three of her Acts with the Stars Attribute – the Verdant Jewel, the Steel Titan, and the Clouded Eye (marbles) – in an Empty Realm, which she dubbed the Fork. Members

of the Fork are identified by the white tally. This is the second Network Ignam has created, so the tally shows “2.” If another deity creates a Network (the deities who can potentially create Networks include the Reflexivity deity, the Probability deity via Quantum Condensation, the Stars deity, and the Technology deity), the tally references progress in a linear fashion across all deities, so that deity will simply use the next number available to demarcate their Network. This Network is composed of three Acts, so the Fork provides 3 Influence per round (1 Influence for each Act in the Network). The three Acts that make up the Network continue to provide their own Influence independently (in this case, 1 Influence each).

Networks can be constructed between any collection of Acts no matter to whom they belong. Influence for the Acts individually goes to their Creators, Influence for the Network goes to the deity who created the Network. If an Act is altered due to a Gaze, Nullification, or Decay, the Network falls apart.

If Networks include Acts that are both entirely within the same Fields, show the tally twice to demonstrate this (such as by writing || / ||)

MANAGING NETWORKS

Once a Network has been named, it is possible to play Acts directly into it. This may only be done by the deity who created the Network (e.g. Stars or Reflexivity deity), and only if the Network is active (i.e., none of its Acts are in Decay). When placing the Act, the deity must explain how the Network concept allows this addition and the Pantheon votes on both the Act and its Network relevance. If only the Network aspect is denied, the deity may still play the Act if they wish.

A deity may also incorporate new Acts that are played by other deities into their Network. This is done during the Action Stage and constitutes the deity's action for that turn. These incorporations must also be ratified by the Pantheon.



Here, Ban'Na has placed a planet (marble) in the Empty Realm near the Fork, naming it Cataclysm for its writhing elemental forces in endless conflict (Transformation Attribute). On her turn, Ignam asserts that Cataclysm is a member of the Fork as it complements the “Fork” imagery, an argument the Pantheon accepts unanimously. Ignam thus adds the “|” tally to the Cataclysm Field. While Ban'Na will continue to receive Influence for Cataclysm, Ignam will receive the entirety of the Network boost (4 Acts, so 4 Influence/round).

Finally, deities may exclude Acts from their Networks if they like. This costs 0 Influence and is done during the Action Stage, as an Act. Deities may exclude as many Acts as they like, but the Pantheon must ratify this decision and allow the rest of the Network to remain intact. Excluded Acts should have their tallies crossed out to reflect this change. If Decayed Acts are successfully excluded from a Network, the rest of the Network immediately becomes active again (see Decaying Networks below).

DECAY

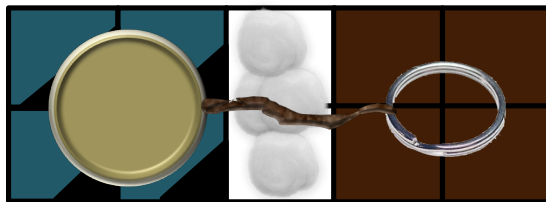
DECAY AS AN ABILITY

The Decay deity has the ability to cause Acts to fall into Decay. This Ability costs 2 Influence per Act-Field. The Decay player must Decay the entirety of an Act, and may only Decay one Act per Action Phase.

The Decay deity may place Acts on Decayed Fields. No other deity may do this, including the Transience deity. These Acts are still Nullified if their Field is Decayed to the point of Abyss.

DECAYING COMPOUNDED ACTS

In the case of compounded Acts, all Acts that are on the same Fields as a target Act are also considered Decayed. If, however, two or more compounded Acts only have some overlap, only the target Act is Decayed even if the result is an active compounded Act touching Decayed Fields. The cost of Decay is based on the number of Fields affected, never the number of Acts affected.



Here, Oruki has Decayed Sta's Mirror, filling in the corner of each Act-Field. This Action cost 8 Influence. In this case, in order to show that all Fields are Decayed, the Mirror was moved a bit off-center and one of the Field corners was filled in more than the others. Although the four Acts above are all interconnected, they are not a Network, but merely utilize the same Fields (Networks do not necessarily use the same Fields). Decaying the Mirror only affects the Mirror.

If one of the other Acts was entirely within the Fields the Mirror occupies (for example, a penny in the middle of the Mirror), that Act would be Decayed as well. Since the Bridge of the Faithful extends out of the Mirror Fields, it is not considered Decayed, and remains active. However, if the Mirror was Decayed 4 times – causing the Fields it rests on to become Abysses, resulting in the Nullification of the Mirror – the Bridge would be Nullified as well. Only the Chaos deity is capable of maintaining Acts over Abysses. In all other cases, if an Act partially touches an Abyss, it is immediately Nullified.

DECAYING NETWORKS

When Decaying Acts in a Network, only one Act need be Decayed to destroy said Network, but the other Acts will remain active.



Here, Oruki has Decayed the Clouded Eye, breaking up Ignam's Fork – but the other three Acts are still active and otherwise unaffected as independent Acts. If for some reason a Decay deity is *also* a Reflexivity deity, their Networks cannot be disrupted by Decay.

If there is no Transience or Decay deity, and some Ability causes an Act to fall into Decay (such as Quake), it is still Decayed as normal. This is the only way in which Decay is present in games with no Transience or Decay deity. Compound Acts that do not touch a Field directly can never be Decayed, they are always Nullified.

ABYSS

Abyesses are Fields upon which no Acts may be placed (except for the Chaos deity). They represent places where the fabric of reality has been so deeply corrupted it has turned in on itself, creating bottomless, eternal pits of nothingness.

ABYSS CREATION

The Vacuum deity has the ability to make Abyesses out of Empty Realms and the Relativity deity has the ability to make Abyesses out of any Decayed Field (even if an Act is present) for 3 Influence/Field. To do so, fully darken the outer edge of a Field to produce a Field like this:



In addition, if any Field suffers Decay four times (all four corners are filled), the Act on the Field is Nullified and the Fields that Act occupied all become Abyesses. This is true even if there is no Relativity or Vacuum deity.



In this case, a Gas Field has suffered Decay four times, and has become an Abyss. The Field can be left as is, or can be rounded out to make identifying it as an Abyss easier.

REDIRECTING DECAY

The Vacuum deity receives 1 Influence per Abyss-Field per round, and has the ability to redirect Decay into Abysses (1 Field of Decay per 1 Abyss-Field of Abyss).

Finally, if there is a Relativity player, they may use an Abyss as the locus for their Gravitate Ability with special advantages. This is covered in more detail in the entry on Gravitation below.

GRAVITATION

As an Act, the Relativity deity may Gravitare other Acts (targets) and move them towards other Acts (loci). The Influence cost is the Act-Field total of the target minus the Act-Field total of the locus, to a minimum of 1. This may only be done to Acts that are at or within the minimum distance between Acts established by the Gravitation deity. The Pantheon must then make a decision as to whether that Act can sustain such a movement. The creator of the Gravitated Act may provide an argument in its defense if they wish.

If the target of the Gravitation is deemed incapable of sustaining the movement, that Act goes into immediate Decay. If the Act overlaps another Act, the smaller Act goes into immediate Decay. If both Acts are the same size in Fields, both go into Decay. Imprints cannot be Gravitated. If a Decayed Act is Gravitated, it remains in Decay. If an Act is compounded with other Acts, all Acts must be Gravitated and paid for individually.

Abysses may be used as loci for your Gravitare ability, and you may Gravitare adjacent targets into an Abyss – causing them to be Nullified – for 0 Influence.

LAWS.III

ROLEPLAY GAME

CREATION, ANYWHERE

The idea behind Roleplay styles of play is to offer a framework for playing a re-appropriation game without a game board, pencils, etc. Instead, the Roleplay game is open-ended, and allows moving around inside a space and picking up objects and placing them in other places, creating costumes for oneself, or interpreting stationary objects.

In the Mythic module, this can be thought of as players navigating a sort of primordial soup in which they declare various things as belonging to their heavenly kingdom. The Roleplay game is by its nature less defined than the other game types, and follows something closer to playground rules (games like hide-and-see, tag, etc.).

Like the Standard game, each player takes on the role of a deity. However, the entire world around them is the “Map,” and Attributes are decided by the Acts of deities. Such a game might have rules as follows:

1. All at once, each player chooses an object to be the Center of the Universe under their control.
2. Once gods choose their objects, they each explain it to the other gods

(the Pantheon). Each object has one Attribute, which can be anything (time, oceans, teddy bears, angst, electromagnetism), which defines the god and lets them place new Acts based on that Attribute.

3. The Pantheon votes on which object they think has the best story and Attribute. Gods may not vote for their own objects.
4. In the event of a tie, all the objects are the Centers of the Universe.
5. Every god in control of a Center then votes on how many rounds the game will last (if there is only one god, that god decides themself).
6. Gods then take turns moving the story forward by placing Acts, stealing Acts, or modifying Acts (youngest to oldest).
7. Acts should have something to do with the Acts that already exist. So, if the Center of the Universe is a galaxy-sized Star Bear (a teddy bear), maybe the next god places a bowl that is always full of food the bear eats from, and becomes god of Food.
8. Acts can be modified by doing things like protecting them with new Acts, or using an ability you propose based on your attributes (so, maybe you are a god of Fire, and use a huge inferno to burn down a wooden barricade protecting another god's Act). Such abilities must be accepted by majority vote.
9. Acts can be stolen either by giving a better interpretation of the object based on Attributes your god already has, or
10. Gods may have no more than 2 Attributes, and one must be weaker

than the other (power over Time is more powerful than power over Toothpaste, for example). After gods have 2 Attributes, all their following Acts and actions must be based on one of these Attributes.

11. The Center of the Universe cannot be reinterpreted, but a god can bring it under their control with the right story (like a god that builds a cage around the bear).
12. After all rounds are up, count how many Acts each god has. The god with the most Acts wins.
13. In the event of a tie, the god in control of the Center of the Universe wins. If all gods control a Center and have the same number of Acts, all gods win.

LAWS.IV
STRATEGIC GAME

CREATION, CONTAINED

The Strategic Game adds additional limits in order to increase the tactical and planning aspects of the game, and also introduces a 6th Attribute category, Patronage, which represents the type of followers you have, which you can move around the Map and use as heroes that exert your will in the physical realm.

The most important aspects of the Strategic game are its limitation of the objects that may be used and the rolling nature in which the Map is constructed. Players agree in advance how many objects will be allowed in total. As each player chooses an Attribute, they also choose an object to be included in the game. These objects require no approval. If the object limit is reached before all Attributes are chosen, stop including objects. If the object limit is not reached by the time all Attributes have been allocated, continue in oldest->youngest->oldest order until you reach your object quota. These represent the entirety of objects that may be placed throughout the game.

The Map is constructed in real time with each Attribute choice. As soon as Genesis is chosen, the Map size is determined and the initial lines drawn.

The Space deity adds their additional lines as soon as they select Space as their Cosmic Attribute. The Time deity's turn parameters go into immediate effect for each Attribute selection/object selection. Elemental Field placements are made immediately upon selecting an Elemental Attribute, etc.

The Balance player must wait until Space determines the Act size boundaries before they may place their starting Act. Balance is able to preselect their Elemental Attribute in order to place their object, but may not use any Attributes other than Elemental, Cosmic (if they have selected it) and Primal to justify their starting Act.

LAWS.V
ALTERNATIVE MODES

ALL CREATION

There is no need to restrain yourself to the Mythic module. The idea of Creation is not to present some unique piece of intellectual property, but instead to encourage and spread games that utilize the re-appropriation mechanic as a way of reprocessing our material culture.

Inventing the rules of a game can be part of the game. Inventing the theme can be part of the game. Here are some ideas for game types you might create using the basic concepts of Field expansion and object placement:

DICTATOR

Dictators make territorial claims anywhere on the Map and expand their territory one Field at a time in turns. Once the Fields are fully determined, dictators take turns placing objects as monuments to themselves, with no voting required. The dictator with the most Fabulous nation state at the end of each round, decided by a vote, gets to expand their territory by a number of squares equal to the total number of monuments on the Map, claiming any monuments that happen to be there (dictators cannot vote for themselves). Territory can only be claimed once.

Dictators can create armies and invade by a number of Fields equal to the number of monuments in their possession. The first Dictator to completely wipe out another Dictator wins.

DISCOVERY

You and several others have chanced upon an ancient civilization's massive city. Starting at different corners, you explore (by expanding your Fields) and stake claims (place objects on your Fields and provide rationales for them). Other players vote on whether or not the object is "culturally significant," and other players may steal objects and structures by giving more interesting theories about their purpose.

PALETTE SWAP

Using the exact same rules as the Mythic module, swap out all the Attribute names and descriptions for another theme. For example, in a post-apocalyptic scenario, each player is a group of refugees exploring a contested swath of land in search of a place to settle. The groups each have specialists, who provide special skills (Attributes), helping them to establish bases and make the most of the ruins and landmarks they find, or setting guardians (Fauna->Robotics) and planting crops (Flora->Farming).

In this game, perhaps Gas Fields represent a thick fog that hangs over everything, the Empty Realms are toxic swamps, Abysses are deep fissures, and Decay is patches of extreme radiation or a type of Blight. There might be a new Attribute, Cartographer, who is responsible for Map generation (instead of “Genesis” doing this), and the Genesis Attribute becomes Reclamation (Rejuvenation), possessed by a land cultivation expert. Void becomes “Death Ray Operator” (Nullify), Plasma is “Surveillance Drone Technician,” Mountain is “Survivalist,” etc.

Newly discovered bases or other group possessions (like guardian robots) become subject to Raids (Gazes) from other groups, who will be able to claim it if they have the right skills (Attributes) to successfully stage an attack/retool an object to suit their needs.

COLLABORATIVE

An open-ended style where a Standard game is broken down into individual actions (select Primal Attribute, place Elemental Fields, Action Phase, etc.) and players can review the action log/History, see the next step, refer to a chart of Action descriptions, complete the Action, and cross the step they completed off. The game thus unfolds as a series of disconnected inputs across many players.

FREEFORM

Freeform is what you might call the “highest” level of Creation; when not only the training wheels come off, but the bicycle disappears too. Be any character you want. Take any powers or attributes you want. Play any sorts of things you want. Tell any kind of story you want. Maybe your group of players is 8 Harry Potter characters, Tupac, and Mohammed, and through the placement of objects and internal negotiations, you create a story and a world full of electric salad forks and divine washcloths.

LAWS.VI

APPENDICES (MYTHIC)

DEFAULTS TABLE

DEFAULT MAP SIZES:

BASIC: 24"x24" WITH AN 8x8 GRID

FULL: 24"x24" WITH A 12x12 GRID

Count the number of Fields drawn by the Genesis or Space player from the center of the Map to edge, not including the center Field if there is one, and consult below; if your Map has an uneven distribution of Fields, then count from the furthest edge and the nearest edge, and use the average of the two, rounding down (if you are playing on boards with radii of more than 8 Fields you are already in Advanced Play. Decide for yourself!):

# OF SPACES TO EDGE	4	5	6	7	8
ROUND:INFLUENCE CAP	5:42	8:72	11:108	14:150	17:198
TURN TIME LIMIT	N/A	N/A	N/A	N/A	N/A
HISTORY MIN:MAX (sentences)	0:3	0:3	0:3	0:3	0:3
DICE USE	NO	NO	NO	NO	NO
DIMENSION LIMIT	NO	NO	NO	NO	NO
ACT SIZE MIN:MAX	1:4	1:6	1:9	1:12	1:16

MAX ACTIVE ACTS/DEITY	N/A	N/A	N/A	N/A	N/A
ACTS PER TURN	1	1	1	1	1
DECAY CYCLE (rounds):RATIO	3:20%	3:20%	3:20%	3:20%	3:20%
MIN:MAX ACT DISTANCE	0/8	0/10	0/12	0/14	0/16
GENESIS BONUS INFLUENCE	3	5	8	11	15
DEITY START INFLUENCE	3	5	8	11	15
ENERGY (Influence/Field)	1	1	1	1	1
TRANSFORMATION (Influence/Field)	1/2	1/2	1/2	1/2	1/2
DUALITY (Binary Node pairs:turn)	1:1	2:1	3:1	5:1	8:1
PLASMA (Beacon Influence:shift cost)	1:3	2:6	3:9	4:12	5:15
GAS (# of storms:movement)	1:2	2:2	2:3	3:3	3:4
LIQUID (starting:turn Fields)	1:3	1:3	3:3	7:3	13:3
SOLID (starting:turn Fields)	5:3	8:3	12:3	20:3	29:3
RADIATION (Influence/Field)	1	1	1/2	1/2	1/3
LIFE (Origin cost:spaces a turn)	6:2	5:2	4:2	18:3	15:3
VACUUM (border: free:turn)	24:0:1	40:2:1	60:4:1	84:6:1	112:8:1
OBJECT POOL (STRATEGIC) [where n=number of players]	3n	4n	5n	6n	7n

MONOCHROME LEGEND

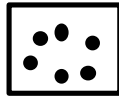
If all you have is a pencil, no problem. You don't need extra colors to play. Here are some ideas for how to do the Fields with just black and white:



Gas



Liquid



Solid



Life



Empty Realm



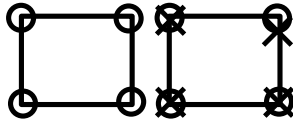
Abyss



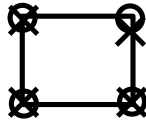
Decay



Rejuvenation



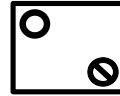
Permanence



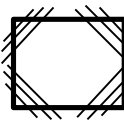
Undo



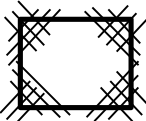
Network



Duality



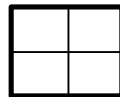
Prophecy



Fulfilled



Curve



Curve

DEITY TEMPLATES

Here are some ideas for what deities or religious figures in our world might look like as Creation: Mythic deities:

YAHWEH



PRIMAL GENESIS	COSMIC DIALECTIC	ELEMENTAL PLASMA	REALM SKY	DOMAIN WAR	PATRONAGE NOMADS
--------------------------	----------------------------	----------------------------	---------------------	----------------------	----------------------------

JESUS



PRIMAL LIMIT	COSMIC ENERGY	ELEMENTAL LIFE	REALM UNDERWORLD	DOMAIN PURITY	PATRONAGE SLAVES
------------------------	-------------------------	--------------------------	----------------------------	-------------------------	----------------------------

SHIVA



PRIMAL TRANSCIENCE	COSMIC DIMENSION	ELEMENTAL TRANSFORM	REALM MOUNTAIN	DOMAIN MAGIC	PATRONAGE ASCETICS
------------------------------	----------------------------	-------------------------------	--------------------------	------------------------	------------------------------

BUDDHA



PRIMAL
VOID

COSMIC
DECAY

ELEMENTAL
SOLID

REALM
FLORA

DOMAIN
PURITY

PATRONAGE
ASCETICS

LOKI



PRIMAL
ABSTRACTION

COSMIC
TIME

ELEMENTAL
GAS

REALM
CAVE

DOMAIN
DECEIT

PATRONAGE
OUTCASTS

POSEIDON



PRIMAL
BALANCE

COSMIC
CORPORAL

ELEMENTAL
LIQUID

REALM
OCEAN

DOMAIN
CALAMITY

PATRONAGE
MERCHANTS

AMENOMINAKANUSHI



PRIMAL
CHAOS

COSMIC
SPACE

ELEMENTAL
DUALITY

REALM
STARS

DOMAIN
THE UNKNOWN

PATRONAGE
SCHOLARS

MODIFICATIONS TO THE MYTHIC MODEL

DICE USE

When using dice, all deities may elect to forego Pantheon approval and roll a die (or similar object) to see if their Act may be placed or not, or if their Ability is successful or not. The Probability deity decides these outcomes.

The Probability deity can *not* force players to use dice if Pantheon deliberation would normally be available. However, for Abilities that would not normally receive Pantheon approval, the Probability deity can require dice rolls for all of them). Here are a few templates to give an idea:

1.

1-2	3-5	6
Act Fails, Turn Ends	Act Succeeds	Act Succeeds, Placement is Free

2.

The deity trying to place an Act or utilize an Ability flips a coin. The Probability deity calls heads or tails. If the Probability deity is correct, the Act is placed/Ability succeeds. If the Probability deity is not correct, the Act is not placed/Ability fails.

3.

The Probability deity shuffles a stack of cards and leaves them to one side. Whenever a deity tries to utilize an Ability, or wishes to place an Act without Pantheon approval, they guess the top card and draw it, with the following outcomes:

Suit and Number	Number Only	Color Only	Wrong
Act Succeeds, Placement is Free, Extra Turn	Act Succeeds, Placement is Free	Act Succeeds	Act Fails

MULTIVERSES

When a Metaphysic deity utilizes Paradigm Shift to change their Primal Attribute into Genesis, a new Map is opened and Multiverse play begins. Deities may elect to maintain their original Attributes and play as the same deity, or fashion a new deity. Pre-existing deities have priority over Attributes, and if there are not enough “floating” Attributes to engage in another Awakening round, deities must retain their starting profiles (the Genesis deity of the original Map becomes the Metaphysic deity of the new Map when this occurs).

Deities combine Influence from each Map together, and the Influence cap is decided by the combination of the Influence cap of each Map (so if a Limit deity of the new Map set the Influence cap at 0, the Influence cap would stay at whatever it was before entering Multiverse mode). Each Map

has its own separate round timeline, so even if the game in the first Map ends due to its round cap, the game in the new Map continues.

2-PLAYER

In 2-player mode, each player may select two Attributes in each category if they wish. When only two players are playing, the voting aspect of Act placement breaks down. Here are some alternatives:

△The players introduce a new type of challenge to each other, such as a trivia question, truth or dare obstacle, household chore, or riddle that enables them to play their Act or utilize their Ability.

△Dice are employed in a manner similar to Probability dice rules. Either voting is removed completely, or a coin is flipped/die rolled as a second chance if an Act is voted down.

△Competitive play is removed altogether and the Creation framework is used only as a structure for two people to make up a story and a world together as a collaborative aesthetic activity.

△One player takes on the role of a conventional deity (the Advocate) and competes against a mysterious counteractive force called the Adversary, while the second player takes on a neutral role: the Arbiter:

ADVOCATE/ARBITER/ADVERSARY: 2-PLAYER

AAA is an alternative mode of play, here modified for two players.

The Advocate is always a Genesis deity. The Arbiter is also a deity, and must possess at least one of the Transience, Balance, or Limit Attributes. The Adversary has no Attributes and uses no Abilities. The Awakening phase proceeds as normal between the Advocate and the Arbiter, but only the Arbiter may make parameter decisions (the Advocate still may draw the Map however they like). The minimum Act distance (Relativity parameter) must always be N/A. Any other parameter is the usual default.

The order of play is Adversary, Advocate, Arbiter.

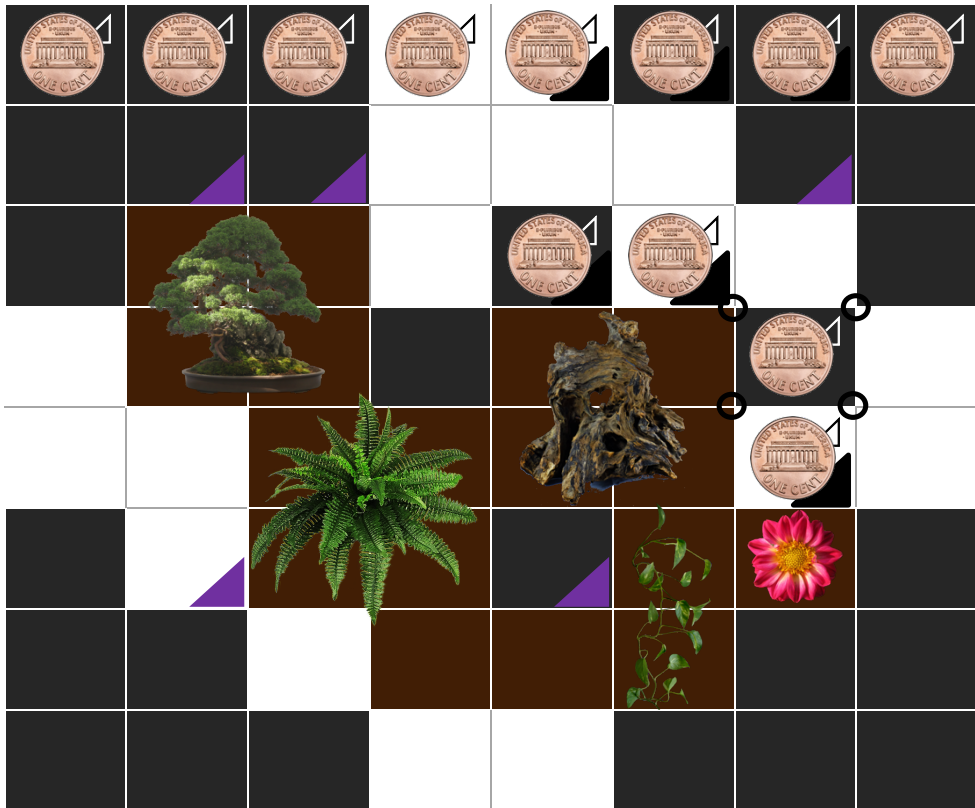
The Adversary has no Element type, and can play on any type of Field except Abysses. The Adversary only plays one kind of Act, Omens, which are never more than 1 Field in size, cost no Influence, and can be any type of object, not subject to a vote. At the start of the second round, 1 Omen is placed on any Field on the Map boundary, and the Adversary's Icon is drawn inside the Field. At the start of the third round, 1 Omen is placed adjacent to an Act (Advocate's choice).

On subsequent rounds, the Adversary may place Omens that increases in accordance with the Fibonacci sequence (1, 1, 2, 3, 5, 8, etc.), again alternating between the Map boundary and around Advocate Acts. If no Acts are available, place Omens along the boundary. If no more boundary

Fields are available, begin to fill in the next “circle” of Fields along the ring of Omens you have placed. The Adversary is never hindered by restrictions on active Acts, number of Acts that may be played per turn, etc.

The Advocate has a Field Placement and Action Stage as normal, but as a default has an additional Action Stage for a total of two Actions per turn (this can still be modified by an Arbiter with the Limit Attribute). When placing an Act, vote as normal. The Adversary, Arbiter, and Advocate all cast a vote. The Adversary *always* votes against the Advocate. The purpose of the Arbiter, who is not invested in the outcome, is to judge the quality of the Acts of the Advocate to determine if they may be placed.

The Arbiter has no Influence but does play Elemental Fields. During the Action Stage, the Arbiter may not place conventional Acts, but instead may draw 1 Field “Sentinels” to shape the game (but where this is done depends on the Arbiter’s reach. Sentinels are Permanent neutral obstacles that the Arbiter may draw on any Field (excluding Abysses). Only 1 Sentinel may be played per turn. For Nullifying Advocate Acts, the Adversary must surround any adjacent Sentinels as if they are part of the Act.



The end of Round Six in an AAA game. The purple slashes are Sentinels, placed by a Limit / Vacuum Arbiter, and pennies are being used as Omens; the Arbiter has made one of them Permanent. The Advocate is a Decay / Solid / Flora deity, and has placed a few Flora Acts and Decayed some of the Adversary's Omens (black slashes).

The Arbiter may also use one of their Abilities; these may be directed at either the Advocate's Acts or the Adversary's Omens. The Arbiter must choose between placing a Sentinel or using an Ability each turn. The Arbiter records the History if there is one, and is free to describe the Adversary as they like. However, the Arbiter is *not* playing as *or* against the Adversary, and should offer aid to both sides to keep the game balanced.

If every Map boundary field is filled by an Omen, the Adversary automatically wins. If an Omen surrounds any Advocate Act (directly adjacent spaces, not diagonals), that Act is permanently Nullified. Permanent Acts are immune to this. Omens are vulnerable to Gazes, Decay and Nullification; if the Advocate is a Void deity, they gain Influence from Acts the Adversary Nullifies.

The game continues until every square on the Map has been filled. If an Arbiter with the Limit Attribute wishes to impose some victory restriction, they may only do so in terms of squares remaining, not an Influence or a round cap. Advocates with the Limit Attribute may not impose such a restriction. The Advocate wins if they have more Influence *or* occupy more Fields on the Map than the Adversary (the size of the Fields does not matter, only the quantity). The Adversary wins if they occupy more Fields *and* have more Influence

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Dedicated to Scott Evans

NOTES

NOTES

NOTES

CHEAT SHEET (MYTHIC STANDARD)

THE DARK

Decide Game Module (**Mythic**, Dictator, Freestyle, etc.)

Decide Mythic Scope and Style (Full Strategic, Advanced Roleplay, etc.)

AWAKENING PHASE

PRIMAL: Choose Attributes from Oldest to Youngest

COSMIC: Choose Attributes from Youngest to Oldest

ELEMENTAL: Choose Attributes from Oldest to Youngest

REALM: Choose Attributes from Youngest to Oldest

DOMAIN: Choose Attributes from Oldest to Youngest

PATRONAGE: Choose Attributes from Youngest to Oldest

ICON AND NAME: No Particular Order

PRIMORDIAL EMERGENCE PHASE

BIRTH: Genesis deity draws map, Space deity modifies Field lines

INITIAL FIELD PLACEMENTS: Deities mark the Map in accordance with their starting Elemental Field allotments.

Field Placement Order: Genesis, Balance, Gas, Duality, Vacuum, Plasma, Liquid, Solid, Life

METAMORPHOSES PHASE

PANTHEON ORDER: Genesis, Metaphysic, Probability, Balance, Abstraction, Transience, Chaos, Limit, Void.

FIELD PLACEMENT STAGE: Deities expand their Fields, Move Acts

ACTION STAGE: Deities place Acts or use Abilities.

VOTING: When a deity proposes an Act, the Pantheon votes to allow or deny it. If an Act is denied, the deity may make a second, final proposal.

SCOREKEEPING: The next deity in the order modifies Influence scores based on the cost of Acts placed/Abilities used.

HISTORY: After their turn ends, deities receive the History to record the Acts of the next deity to take their turn.

COSMIC CYCLE: At the end of each Age (based on Decay rate), Decay Acts based on the Decay ratio. If the threshold is met, enter into Rebirth.

CELESTIAL ACCOLADE: Count Influence gained from Acts and passive traits (e.g. Chaos, Transience). Subtract Influence lost from Decayed Acts. If any deity reaches the Influence cap, the game ends and that deity wins.

THE END TIMES

FINAL ROUND: All Act Placement is free, no matter the Act size. Abilities cost the same amount as usual. Proceed to Celestial Accolade.

ECHOES OF THE DEEPEST PAST: Each deity may select 1 Act object to place in the Creation box to be readily accessible for a future game.

CHEAT SHEET (MYTHIC STANDARD)

THE DARK

Decide Game Module (**Mythic**, Dictator, Freestyle, etc.)

Decide Mythic Scope and Style (Full Strategic, Advanced Roleplay, etc.)

AWAKENING PHASE

PRIMAL: Choose Attributes from Oldest to Youngest

COSMIC: Choose Attributes from Youngest to Oldest

ELEMENTAL: Choose Attributes from Oldest to Youngest

REALM: Choose Attributes from Youngest to Oldest

DOMAIN: Choose Attributes from Oldest to Youngest

PATRONAGE: Choose Attributes from Youngest to Oldest

ICON AND NAME: No Particular Order

PRIMORDIAL EMERGENCE PHASE

BIRTH: Genesis deity draws map, Space deity modifies Field lines

INITIAL FIELD PLACEMENTS: Deities mark the Map in accordance with their starting Elemental Field allotments.

Field Placement Order: Genesis, Balance, Gas, Duality, Vacuum, Plasma, Liquid, Solid, Life

METAMORPHOSES PHASE

PANTHEON ORDER: Genesis, Metaphysic, Probability, Balance, Abstraction, Transience, Chaos, Limit, Void.

FIELD PLACEMENT STAGE: Deities expand their Fields, Move Acts

ACTION STAGE: Deities place Acts or use Abilities.

VOTING: When a deity proposes an Act, the Pantheon votes to allow or deny it. If an Act is denied, the deity may make a second, final proposal.

SCOREKEEPING: The next deity in the order modifies Influence scores based on the cost of Acts placed/Abilities used.

HISTORY: After their turn ends, deities receive the History to record the Acts of the next deity to take their turn.

COSMIC CYCLE: At the end of each Age (based on Decay rate), Decay Acts based on the Decay ratio. If the threshold is met, enter into Rebirth.

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ELEMENTAL: Choose Attributes from Oldest to Youngest

REALM: Choose Attributes from Youngest to Oldest

DOMAIN: Choose Attributes from Oldest to Youngest

PATRONAGE: Choose Attributes from Youngest to Oldest

ICON AND NAME: No Particular Order

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DOMAIN: Choose Attributes from Oldest to Youngest

PATRONAGE: Choose Attributes from Youngest to Oldest

ICON AND NAME: No Particular Order

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ICON AND NAME: No Particular Order

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