

****Sefirot****

*** A tarot-based game | 1-2 Players • 30 mins • Ages 12+ ***

Sefirot is an ancient game from the lost land of Dioscoria. It is played with a deck of tarot cards, and in numerous variations on different playing fields. As the game progresses, higher powers decide upon each player's destiny, their triumph, or their downfall. The game is named for the Sefirot—the 10 emanations in Kabbalah (each sefira is a channel of divine creative life force or consciousness through which the unknowable divine essence is revealed to mankind). The game includes a solitaire mode (Know Thyself), a cooperative 2-player mode (Lovers' Discourse), and a competitive 2-player mode (Warring Planets).

GAME CONTENTS

1 Double-Sided Game Board

Tree of Life playing field (for solitaire mode)

Starfield playing field (for 2-player modes)

78 Tarot Cards

The 22 Major Arcana cards are each marked with a Roman numeral at the top (0-XXI), and the card's name at the bottom.

The 56 Minor Arcana cards are divided into 4 suits: Pentacles (or Coins) ([icon]), Wands (or Batons) ([icon]), Swords ([icon]), and Cups ([icon]). Each suit includes 14 cards, including 10 numbered cards and 4 court cards.

Each numbered card is marked with 1-10 pips (Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10). Each card is worth its numeric value (Aces are worth 1). Each court card has an image of a King, Queen, Knight, or Page. Each card has a value of 10.

OBJECTIVE

The aim of Sefirot is to fill all spaces on the playing field (either the Tree of Life or the Starfield) with cards from the tarot deck, and to resolve all Major Arcana cards on the playing field by placing an equal value of Minor Arcana cards on top of each one. In the Warring Planets version, a player wins by scoring more points than their opponent.

GAME SETUP

Place the game board in the center of the playing space. (For solitaire mode, place the Tree of Life side up. For 2-player modes, place the Starfield side up.)

Shuffle the tarot deck and place it nearby.

Know Thyself - the SOLITAIRE version

To reach higher knowledge, you must first know yourself. As you strive for knowledge, you explore your relationship with the divine realm.

OBJECT

As you climb the Tree of Life with cards from the tarot deck, strive to resolve all Major Arcana on the tree.

THE PLAYING FIELD

Use the Tree of Life playing field for this version of the game. The playing field is divided into 2 sections: [include arrows or labels pointing to these parts]

The upper part (The Heavens), contains 10 Sefira spaces ([icon]) that make up the Tree of Life. The topmost Sefira space is called the Keter ([icon]). The space beneath it is called the Da'at ([icon]). Beside the tree are 4 Grace Fields ([icon]), each represented by a ring of angel wings.

The lower part (The Material Plane), contains 3 columns, depicted as 3 Seeresses weaving the web of fate on the island of Dioscoria.

HOW TO PLAY

To start, draw 3 cards from the deck into your hand.

On each turn, take the following 3 steps. Continue taking turns until the game ends.

Draw 1 card from the deck.

Place 1 card from your hand onto the playing field. You may:

Place a Major Arcana onto 1 of the 10 Sefira spaces, starting from the bottom and continuing upward (as a tree would grow). Only 1 Major Arcana is allowed per space (if all 10 spaces are full, any Major Arcana you draw must be kept in your hand). Note: Once a Major Arcana is on the playing field, it may not be moved.

Place a Minor Arcana onto 1 of the 3 Seeresses, starting from the left side. When all Seeresses are covered by cards, begin a new row underneath the first row.

Place a Minor Arcana onto an available Major Arcana. Each Major Arcana can absorb any number of Minor Arcana, as long as the sum of those Minor Arcana is less than or equal to the Major Arcana's face value. (For example, The Tower (XVI) card can absorb up to 16 points of Minor Arcana). Note: Once a Minor Arcana is on the playing field, it may not be moved.

Transfer Minor Arcana. If 2 or more Minor Arcana in either a row or column of The Material Plane have a sum of exactly 10, 20, or 30*, you must immediately lift them to The Heavens and place them on 1 or

more available Major Arcana. [Illustrate an example and provide narration. Include arrows to show movement.]

If there are no Major Arcana in The Heavens, discard these Minor Arcana. (This removes them from the game.)

If there is no possible place to play 1 or more of these Minor Arcana (i.e., placing a card would exceed the value of any available Major Arcana), place those Minor Arcana onto 1 of the Grace Fields. Each Grace Field may hold up to 1 Minor Arcana card. (If you cannot play a card, and there are no Grace Fields left, the game ends.)

RESOLVING MAJOR ARCANA

When the value of a Major Arcana is equal to the sum of the Minor Arcana placed onto it, the Major Arcana is "resolved." Once you resolve a Major Arcana, no more cards may be placed on top of it.

CREATING BRIDGES

While placing or transferring Minor Arcana, you may distribute the value of 1 or more Minor Arcana cards among 2 different, uncovered Major Arcana cards by placing card(s) between them to form a "bridge."

For example: Here, the Magician (I) and Hermit (IX) are on adjacent spaces, and neither has any Minor Arcana on top of it. When their values are added together, the Magician and Hermit can absorb a total of 10 (1 plus 9). illustration

You form a bridge by placing the 6 of Wands (6) between the Magician and the Hermit. (The unresolved value of the bridge is now 4 (10 minus 6). illustration

Once you create a bridge, you may no longer place Minor Arcana onto either of its individual Major Arcana—you may only place Minor Arcana onto the bridge. illustration

Once the sum of a bridge's Minor Arcana is equal to the sum of the 2 Major Arcana it connects, the bridge is resolved, and no other cards may be placed onto it.

For example, you place the 4 of Cups (4) on top of the 6 of Wands (6) on the bridge between the Magician and the Hermit. This brings the value of the bridge to 10 (6 plus 4) and resolves both Major Arcana.

Illustration

SPECIAL CARD: THE FOOL

If the Fool (0) is placed onto the Da'at, the Fool can absorb 40. (If placed elsewhere, the Fool may not be resolved, but it does not prevent you from winning the game).

GAME END. As soon as all Major Arcana in the Heavens have been resolved, you win. If you have no more available moves (and no Grace Fields available), you lose.

VARIATIONS

Easy Mode: Each Major Arcana absorbs twice its value.

Expert Mode: Major Arcana absorb their normal values, but the Grace Planes are unavailable.

Freethought Mode: Major Arcana absorb infinite value (though for divination purposes, these cards are considered "tainted").

*** Lovers' Discourse - 2-Player, COOPERATIVE ***

Knowing your own soul provides insight into divine patterns, and likewise, understanding divine patterns provides insight into your soul. By sharing the pursuit of higher knowledge and discovering each other's divine patterns, two partners gain a better understanding of each other, and of the divine.

OBJECT

As you work together to fill the Starfield with cards from the tarot deck, strive to resolve all Major Arcana in the Starfield.

THE PLAYING FIELD

The Starfield playing field is divided into 3 columns:

The central column contains 5 spaces

The left and right columns each contain 4 spaces

Players sit at opposing sides of the Starfield (one player sits near the moon, the other near the sun, with the columns aligned vertically between them.)

PLAYING THE GAME

Each player draws 3 cards into their hand.

Choose 1 player to go first.

On your turn, take the following 3 steps. Continue taking turns until the game ends.

Draw 1 card.

Play 1 card from your hand. You may:

Place a Major Arcana onto 1 of the 13 spaces on the Starfield, starting with the space closest to you and continuing toward the center. Place Major Arcana such that they are right-side-up from your perspective (this helps players remember who played each card). Only 1 Major Arcana is allowed per space (if all 13 spaces are full, any Major Arcana you draw must be kept in your hand). Note: Once a Major Arcana is on the Starfield, it may not be moved.

Place a Minor Arcana in front of your side of the playing field. Work left to right, forming a row of 3. When you have placed 3 cards into columns, begin a new row.

Place a Minor Arcana onto an available Major Arcana on the Starfield. Each Major Arcana can absorb any number of Minor Arcana, as long as

the sum of those Minor Arcana is less than or equal to the Major Arcana's face value. (For example, The Tower (XVI) card can absorb up to 16 points of Minor Arcana). You may place a Minor Arcana card on one of your partner's Major Arcana only if you have already played a Major Arcana on an adjacent space. Note: Once a Minor Arcana is on the Starfield, it may not be moved.

Transfer Minor Arcana. If 2 or more Minor Arcana in either a row or column in front of you have a sum of exactly 10, 20, or 30*, you must immediately lift them to The Starfield and place them on 1 or more available Major Arcana.

If there are no Major Arcana in The Starfield, discard these Minor Arcana. (This removes them from the game.)

If there is no possible place to play 1 or more of these Minor Arcana (i.e., placing a card would exceed the value of any available Major Arcana, or you don't have access to any Major Arcana that can absorb the Minor Arcana), the game ends.

RESOLVING MAJOR ARCANA

When the value of a Major Arcana is equal to the sum of the Minor Arcana placed onto it, the Major Arcana is "resolved." Once you resolve a Major Arcana, no more cards may be placed on top of it.

SPECIAL CARDS: SUN AND MOON

You may place the Moon (XVIII) and the Sun (XIX) together on the center space of the playing field, even if one of the cards already has 1 or more Minor Arcana on it. If you place the Sun and Moon this way, an additional 13 is added to their combined value (their total value is now 50).

GAME END

The players win together when all 13 spaces of the Starfield are full, and all Major Arcana have been resolved. (A won game indicates good tidings for the players and their relationship.)

The players lose together when there are no possible moves for the players. (A lost game is an uncertain divination of the relationship's state or future).

VARIATIONS

Easy Mode: Each Major Arcana absorbs twice its value.

*** Warring Planets - 2-Player, COMPETITIVE ***

The prowess of the mind is the highest good. Wisdom can be accumulated by the gleeful activity of play. What better way to train the mind than in joyful competition? A play for the stars...a battle of the wits.

OBJECT

Compete to fill all spaces in the Starfield with cards from the tarot deck. As you do, resolve as many Major Arcana as possible. The player with the most points at the end of the game wins.

THE PLAYING FIELD

The Starfield playing field is divided into 3 columns:

The central column contains 5 Sefira spaces

The left and right columns each contain 4 Sefira spaces

Players sit at opposing sides of the Starfield (one player sits near the moon, the other near the sun, with the columns aligned vertically between them.)

HOW TO PLAY

Each player draws 3 cards into their hand. Then, take turns doing the following, and continue taking turns, back and forth, until the game ends.

Draw 1 card.

Play 1 card from your hand. You may:

Place a Major Arcana onto 1 of the 13 spaces on the Starfield, starting with the space closest to you and continuing toward the center. Place Major Arcana such that they are right-side-up from your perspective (this helps players remember who played each card). Only 1 Major Arcana is allowed per space (if all 13 spaces are full, any Major Arcana you draw must be kept in your hand). Note: Once a Major Arcana is on the Starfield, it may not be moved.

Place a Minor Arcana in front of your side of the playing field. Work left to right, forming a row of 3. When you have placed 3 cards into columns, begin a new row.

Place a Minor Arcana onto an available Major Arcana on the Starfield. Each Major Arcana can absorb any number of Minor Arcana, as long as the sum of those Minor Arcana is less than or equal to the Major Arcana's face value. (For example, The Tower (XVI) card can absorb up to 16 points of Minor Arcana). You may place a Minor Arcana card on your opponent's Major Arcana only if you have already played a Major Arcana or a Guard (see "Placing a Guard," below) on an adjacent space. Note: Once a Minor Arcana is on the Starfield, it may not be moved.

Transfer Minor Arcana. If 2 or more Minor Arcana in either a row or column in front of you have a sum of exactly 10, 20, or 30*, you must immediately lift them to The Starfield and place them on 1 or more available Major Arcana.

If there are no Major Arcana in The Starfield, discard these Minor Arcana. (This removes them from the game.)

If there is no possible place to play 1 or more of these Minor Arcana (i.e., placing a card would exceed the value of any available Major Arcana, or you don't have access to any Major Arcana that can absorb the Minor Arcana), the game ends.

RESOLVING MAJOR ARCANA

When the value of a Major Arcana is equal to the sum of the Minor Arcana placed onto it, the Major Arcana is "resolved." Once you resolve a Major Arcana, no more cards may be placed on top of it. Note: The player whose card resolved the Major Arcana will claim these points at the end of the game. (This applies even if the Major Arcana was originally played by the other player, and/or the other player had placed any other Minor Arcana on top of it).

PLACING GUARDS

You may place a Minor Arcana onto an empty space next to any already active Major Arcana (even if it is your opponent's). The Minor Arcana you placed becomes a "Guard" of that Major Arcana.

Guards prohibit your opponent from placing their Major Arcana onto this space.

As long as your Guard is in place, you may place Major Arcana cards onto empty spaces adjacent to the Guard.

Your opponent may remove your Guard with an attack. To attack a Guard, they must place a Minor Arcana with a value higher than or equal to the Guard, onto the Guard. Then both cards are removed from the game.

SPECIAL CARDS: SUN AND MOON

You may place the Moon (XVIII) and the Sun (XIX) together on the center space of the playing field, even if one of the cards already has 1 or more Minor Arcana on it. If you place the Sun and Moon this way, an additional 13 is added to their combined value (their total value is now 50).

GAME END. The game ends when all Major Arcana in the Starfield have been resolved (or when one player forfeits the game). When the game ends, each player calculates their score. To calculate your score, add together the values of all the resolved Major Arcana that belong to you.

VARIATIONS

Easy Mode: Each Major Arcana absorbs twice its value.

THIS IS A PRE-FINAL VERSION OF THE RULES AND SUBJECT TO CHANGE.

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