

Atlas of feelings

STRATEGY VERSION

Higher moral qualities
 Creativity supporting qualities
 Neutral qualities and feelings
 Destructive feelings and emotions

24 radial segments and 10 axial layers, giving 240 cells.

Zodiacs have 2 segments each, 12 zodiacs in total

Seasons have 6 segments each and 3 zodiacs, 4 seasons in total

Tier	Layers	Spots	Points / Value
Higher moral qualities	1	24	1+1=4
Creativity supporting qualities	3	72	1+1=3
Neutral qualities and feelings	2	48	1+1=2
Destructive feelings and emotions	4	96	1+1=1

In this version, players draw cards and place markers on the map/board. They are trying to move their markers each turn and score points when the game ends, according to the position of all their markers and the color of the spots they are on the map. Scoring is done in pairs, while balanced maps are rewarded for variety in seasons and zodiacs.

Decks of cards for each tier

Tier	Layers	Spots	Layers per card	Cards per zodiac	Total cards
Higher moral qualities	1	24	2	1	12
Creativity supporting qualities	3	72	3	2	24
Neutral qualities and feelings	2	48	2	2	24
Destructive feelings & emotions	4	96	4	2	24

Each card for yellow, has a set of 2 different higher qualities of the same zodiac. Each card for white, grey or red has sets of all the layers of a specific radial segment on it, so there are 2 cards for each color per zodiac. All cards have the corresponding zodiac symbol on their back side.

Players draw O cards, x y z q for each tier (O=x+y+z+q), then place markers on the drawn spots, after choosing which matches with their character. Players must read all the words and explain why they chose the most relevant word for their character. When drawing cards, you can only have 2 cards per zodiac (seen on the back side), so discard and re-draw in case you have more than 2. When using cards of the same zodiac, you must place markers on different radial segments of the same zodiac.

Example: Players draw 10 cards in total (1 yellow, 3 white, 2 grey, 4 red). Draw 1 yellow, choose 1 out of 2 possible layers. Draw 3 white, choose 1 out of 3 possible layers for each

card. Draw 2 grey, choose 1 out of 2 possible layers for each card. Draw 4 red, choose 1 out of 4 possible layers for each card. Place markers on the chosen spots.

Players take turns and follow clockwise order. Younger player starts.

Turn is simply make all your movements and perform any occurring healings.

Movement

You have 4 movement actions in every turn. Each marker can be moved one or more times. Each marker that is on a red or grey zone can only be moved clockwise, meaning to the next radial segment. Each marker that is on a white spot can only be moved to the next spot of the same segment, meaning to the next axial layer - closer to the center (if it is the last white spot, you can move to the yellow one). Each marker that is on a yellow spot, can only be moved to any adjacent yellow spot, clockwise or anti-clockwise.

Moving markers has a specific cost, depending on the color of the spot:

Red: 1 movement point

Grey: 2 movement points

White: 3 movement points

Yellow: 4 movement points

So, during your turn, you can decide how to spend your 4 points for movements.

Healing

Healing takes place automatically, when any marker is on a red/grey spot and there is a marker on the opposite side on any white or yellow spot (1-13 etc.) The marker that is on the red or grey spot must be moved to the first white spot of the same radial segment.

Game end

The game ends when any player has 4 markers on 4 different yellow spots/segments.

Scoring

Spots: You score points for each pair of markers on the same color spots. You also score for single ones when you cannot make a pair.

Tier	Points per pair	Points per single
Higher moral qualities	1+1=4	2
Creativity supporting qualities	1+1=3	1
Neutral qualities and feelings	1+1=2	0
Destructive feelings and emotions	1+1=1	-1

Zodiacs:

1 point for each different zodiac sign, on which you have a marker on any white or yellow spot.

Seasons:

1 season = 1 point, 2 seasons = 3 points, 3 seasons = 6 points, 4 seasons = 10 points.

The player with the highest sum wins the game.

Alternatives / Other ideas

Movement

- a) It can happen by having 3-4 moves of any marker without costs, in the same system of movement for each color.
- b) Movement is also allowed towards the center on the same radial segment towards the next axial layer. Both systems of costs (a or the original) can be used.

Healing

- a) Healing can be performed by pulling all markers by one spot per turn, when you have a yellow (or white as well, or not) marker on the opposite segment.
- b) Healing can also take place per zodiac, meaning any yellow on a zodiac can pull all the markers of the opposite zodiac, meaning both segments.

Scoring

- a) Zodiac scoring can be discarded.
- b) Season scoring can be discarded.
- c) Pair scoring can be simplified into normal single scoring (1 to 4 or -1 to 2/3).