



You've set the game up, shuffled the pile, and drawn 6 cards from the top. You've also sorted them in your hand from the lowest to the highest tone, with the keeper aside a little.





You've played D tone, drawn 1 card (as the number in the lower right corner of the played card indicates), and resolved the effect (discarding 1 card from the top of the pile as the symbol in the lower left corner of the card indicates). Discarding the card has just established your tomb next to the pile.





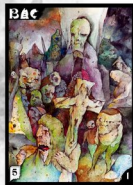
Level 1 12

Your remaining willpower ↑

Start with 6 cards.

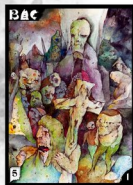
Possible moves:
1) Put a tone into the sequence.
2) Face a keeper.
3) Discard 2 c. with the same letter or symbol look at 2 c. from the top, put 1 of them into your hand and the other on the bottom of the pile.
4) Use a desperate cry move.

Draw cards always facing down, resolve effects, after that uncover the drawn cards.

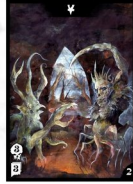


Now you've uncovered the drawn card. You see that it is A tone, so you will reassert your hand, putting the new A tone card next to the other A that already has been in your hand - see in the next picture.





You've reassorted your hand and now you check which card to play next. Generally speaking, you might play C tone (with D in the sequence, the only possibilities are C or E, but you don't have any E in your hand). But this C tone card has very hostile effect, so you decide to rather "dive into the abyss" (using energy from two cards with the same letter or symbol) and you will use that hostile C in combination with F (as these two wear the same symbol: that kinda weird "door").





Level 1 12

Your remaining willpower ↑

Start with 6 cards.

Possible moves:

- Put a tone into the sequence.
- Face a keeper.
- Discard 2 c. with the same letter or symbol look at 2 c. from the top, put 1 of them into your hand and the other on the bottom of the pile.
- Use a desperate cry move.

Draw cards always facing down, resolve effects, after that uncover the drawn cards.

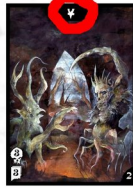


Through sacrificing the two cards from your hand with the same symbol (they are in the tomb now) you've uncovered 2 cards from the top of the pile. You will choose one of them to be put into your hand and the other one to be put on the bottom of the pile. See the decision in the next picture.





Sadly, neither of the cards fits directly to your sequence-building plan (you need C or E now), but you've noticed that one of the cards wears the same symbol as the keeper in your hand, so you could get rid of the keeper through another diving into the abyss using him and this card. So, you choose this one to put into your hand, and the other to put on the bottom of the pile.





You've put that B card into your hand and now you can sacrifice it in the combination with the keeper (through the same symbol) for another "diving into the abyss" move. See its resolving in the next picture.





Level 1 12

Your remaining willpower ↑

Start with 6 cards.

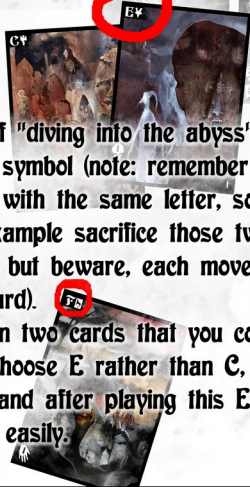
Possible moves:
1) Put a tone into the sequence.
2) Face a keeper.
3) Discard 2 c. with the same letter or symbol look at 2 c. from the top, put 1 of them into your hand and the other on the bottom of the pile.
4) Use a desperate cry move.

Draw cards always facing down, resolve effects, after that uncover the drawn cards.



You are resolving the effect of "diving into the abyss"/sacrificing the two cards with the same symbol (note: remember that you could sacrifice also the cards with the same letter, so after this move resolves, you can for example sacrifice those two A tones in your hand the same way - but beware, each move like this shortens your hand for one card).

Now you are choosing between two cards that you could play to build the sequence. And you choose E rather than C, because you have F in your hand already and after playing this E you will have a possibility to move on easily.





Level 1 12

Your remaining willpower ↑

Start with 6 cards.

Possible moves:

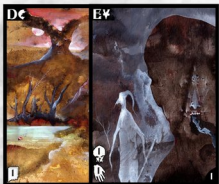
- Put a tone into the sequence.
- Face a keeper.
- Discard 2 c. with the same letter or symbol look at 2 c. from the top, put 1 of them into your hand and the other on the bottom of the pile.
- Use a desperate cry move.

Draw cards always facing down, resolve effects, after that uncover the drawn cards.



You've put the C card on the bottom of the pile, and the E card into your hand. Playing this card will be your next step.

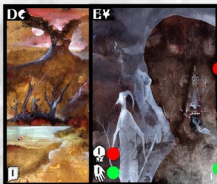
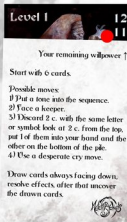




You've incarnated yourself into a dark life during plague times, or to put it more technically: you've put tone E into the sequence of your nightmarish incarnations. And you have already drawn one card, as the number in the lower right corner of the played card indicates. (Note: Always draw cards facing down, you will see why very soon.)



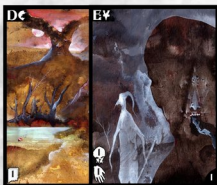
In the next picture we will resolve the effects of these plague times on your soul.



You are resolving the played card's effects from top to bottom:

- 1) You've reduced your willpower by 1 (see the willpower counter above, which you've set from 12 to 11, using the covering card).
- 2) You've turned all the remaining cards in your hand face down. Now you will shuffle them and one of them at random is going to be discarded. See the result in the next picture.





Whoa! After discarding one card at random and uncovering all of them, you noticed that you discarded the card which you have just drawn (note that we draw first, before resolving effects of the played card, as is also clear from this). But it was a keeper (as you can see on the top of the tomb now), so it was more good luck than bad one!

Reassort your cards in your hand again and think about your next move.

(With so few cards in your hand now, you might need to use the desperate move 1 soon.)

Good luck!

