

GAME RULES

MOÏPA[©]

In Greek mythology, Moïpa (Mòira, [ˈmɔ̞.i.ra]) embodies inescapable fate, woven by the three goddesses who govern the life of every human being: Clotho (Κλωθώ, "she who spins"); Lachesis (Λάχεσις, "she who allots one's fate"); and Atropos (Ἀτροπος, "she who cannot be turned").

In Moïpa, fate takes shape the moment the cards are shuffled: each card you draw will bring a challenge, an unexpected event, or unforeseen aid. Yet fate alone will not shape your path; your strategy and skills will guide you towards victory.

Accept the challenge and face the destiny the Moirai have woven for you!

GAME COMPONENTS:

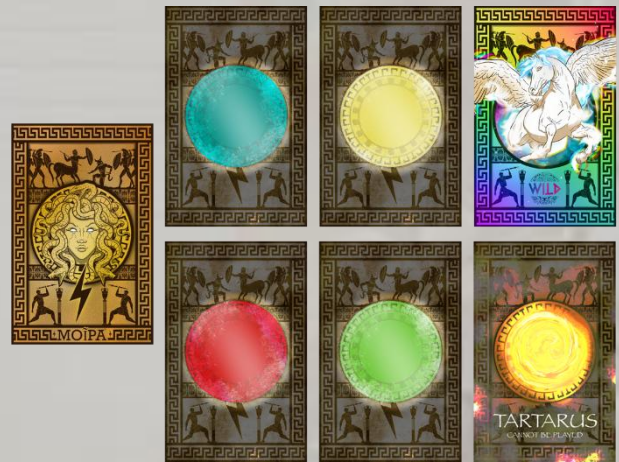
1. Main Deck:

a. Number Cards:

- i. **Numbered Cards (x40)**
- ii. **Wild Card (x1)**
- iii. **Tartarus Cards (x2)**

b. Attack Cards (x10)

c. Effect Cards (x5)



2. Field Cards (x10)



3. Fate Deck:

a. Event Cards (x12)

b. Deity Cards (x13)



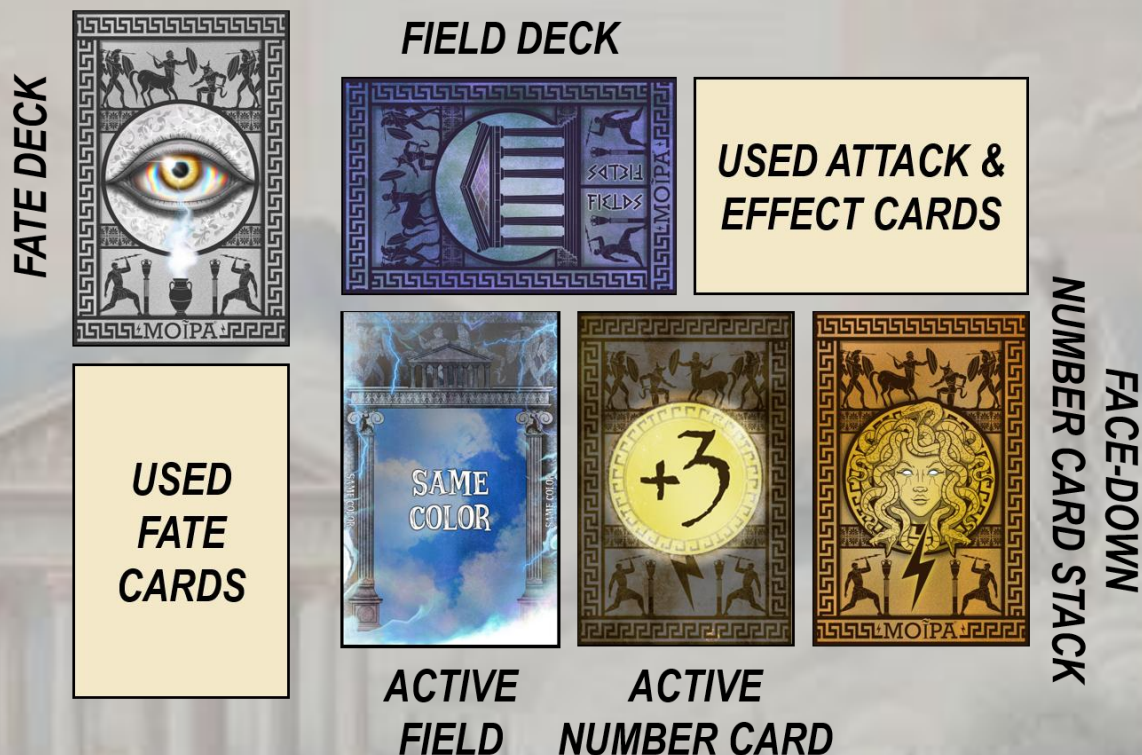
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GAME SETUP

1. Table Setup

- I. Separate the cards into **three decks**:
 - **Field Deck**;
 - **Fate Deck**: Event Cards + Deity Cards;
 - **Main Deck**: Number Cards + Attack/Effect Cards.
- II. Shuffle the **Fate Deck** and place it in the center of the table.
- III. Shuffle the **Field Deck** and place it next to the Fate Deck.
 - Reveal the top card of the **Field Deck**: this is the **active Field**.
- IV. Randomly remove one **Number Card** from the **Main Deck** and assign it to the **active Field** by placing it next to it: this is the **active Number Card**.
 - If the card is a **Wild Card** or a **Tartarus Card**, repeat this step.
- V. Randomly remove **two more Number Cards** from the Main Deck, stack them **face down**, and place the stack next to the active Number Card.



2. Dealing the Cards

- I. Shuffle the **Main Deck** and deal **all the cards** among the players, forming a **face-down personal deck** for each player.

3. Initial Draw

Each player draws the following number of Cards **from their personal deck**:

- I. **5 cards** in games with 2 to 5 players.
- II. **3 cards** in games with 6 or more players.

GAMEPLAY

During their turn, each player follows these steps:

1. Start of the Turn

At the beginning of their turn, each player draws a **Fate Card**: and immediately

- I. The card must be resolved immediately.
- II. If it is a **Deity Card**, refer to the [relevant section](#).

2. Attack and Effect Cards (Optional)

After drawing a **Fate Card** and before playing any **Number Cards**, the player may choose one of the following:

- I. **Play** one or more **Attack Cards** from their hand.
- II. **Discard** any **Attack** and/or **Effect Cards** from their hand without playing them. Then, shuffle the face-down Number Card stack and **draw two Number Cards** for each card discarded.
 - Cards may **only** be discarded **if** there are enough Number Cards in the face-down stack to complete the draw.

Effect Cards may be played at any time during the game, either during the player's own turn or an opponent's turn.



3. Playing Number Cards

The player may now play **one or more Number Cards** from their hand. They must first declare how many cards they are playing, then place them **face down** on top of the face-down **Number Card** stack.

A play is considered **valid** only if **all** the cards played comply with:

- I. The rule of the **Active Field**;
- II. Any additional restrictions imposed by **Attack Cards** affecting the player.

Alternatively, the player may also choose to **bluff** by playing cards that do not meet these requirements.

4. Other Player's Reactions

After the Number Cards have been played, the other players may choose to:

I. **Accept the play:**

- The cards remain face down on the stack, and the turn ends.

II. **Challenge the play:**

- Proceed to the verification phase [described below](#);
- If several players wish to challenge the play, **priority** is given to the **first player** who clearly declares their intention to do so.

5. Resolving a Challenge

If a player challenges the play, the Number Cards that have just been played are **revealed**:

I. **If the play was invalid – the bluff is exposed:**

- The active player **returns** the played Number Cards to their hand and **takes** one card from the challenging player's hand.

II. **If the play was valid:**

- The cards are placed **face up** on top of the active Number Card. The resulting face-up Number Card stack is then shuffled, and the top card becomes the **new active Number Card**.
- The challenging player **takes** one card from the active player's hand.

6. Passing (Optional)

If the player cannot make a valid play and does **not wish to risk** bluffing:

I. They declare that they are passing, reveal **the top card** of the face-down **Number Card** stack, and assign it to the **active Field** by placing it face up on top of the current **active Number Card**.

- If the face-down Number Card stack is empty, the active Number Card remains unchanged.

II. Their turn ends.

7. End of the Turn

At the end of their turn, the player **draws** cards from the top of their personal deck, if any remain, until they have **either three or five cards** in their hand, depending on the number of players.

I. If the player already has the required number of cards, **they do not draw any**.

II. **All active Attack Cards** assigned to the player are discarded.

VICTORY CONDITIONS

The first player to get rid of **all** their cards wins the game, provided that they have already exhausted their **Personal Deck**.

I. **A player wins the game if they get rid of their final cards:**

- during their own turn, by successfully playing their remaining **Number Cards**; or
- by giving their remaining cards to another player as the result of a **challenge** or a **Fate Card**.

II. **A player does not win the game if:**

- during their own turn, they get rid of all their cards after having played at least one **Attack Card** or **Effect Card** during that turn; or
- they get rid of their remaining cards by playing one or more **Effect Cards** during another player's turn.

In either case, the player must instead shuffle the face-down **Number Card** stack, then **draw two Number Cards** from it and remain in the game.



CARDS EXPLANATIONS

1. Main Deck

I. Number Cards

➤ Numbered Cards

Cards numbered from -5 to +5, available in four different colors.

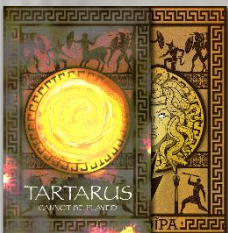
➤ Wild Card

- A Wild Card may **only** be played **on its own**. When played alone, the play is **always** considered **valid**, regardless of the active Field's rule or any other cards.
 - If a player challenges the play and it is valid, once the **Wild Card** is revealed, the challenging player adds it to their hand.
- If a **Wild Card** is played together **with any other cards**, the play is **always** considered **invalid**, even if all the other cards comply with the rules.
- If, when revealing a **Number Card** from the face-down **Number Card** stack to assign to the **active Field**, a player reveals a **Wild Card**, they add it to their hand instead, and the **active Number Card** remains unchanged.



➤ Tartarus Cards

- Any play containing a **Tartarus Card** is **always** considered **invalid**, whether the card is played alone or together with other cards.
 - If a player **challenges** the play and a **Tartarus Card** is revealed among the cards played, the active player takes **two cards** from the challenging player's hand instead of one.
- If, when revealing a **Number Card** from the face-down **Number Card** stack to assign to the **active Field**, a player reveals a **Tartarus Card**, they add it to their hand instead, and the **active Number Card** remains unchanged.
- If a player has two **Tartarus Cards** in their hand, they may declare them at any time:
 - They give one **Tartarus Card** to a player of their choice and place the other into the face-down **Number Card** stack, then shuffle it and **draw two cards** from it.
 - This action cannot be cancelled.



II. Attack Cards

- **Attack Cards** impose **additional rules** that the targeted player must follow during their **next turn**.



- At the end of that turn, the **Attack Cards** are discarded.
- They must be played during the player's **own turn**, before playing any **Number Cards**.
- There is **no limit** to the number of **Attack Cards** a player may play during a turn.
- A player may be affected by no more than **two Attack Cards at the same time**. In this case, **all** the corresponding restrictions must be followed.

III. Effect Cards



- **Effect Cards** allow players to:
 - **defend** themselves against attacks or unexpected events;
 - make their own play **easier**;
 - **influence** and **respond** to other players' actions.
- They may be played **at any time**.
- There is **no limit** to the number of **Effect Cards** a player may play during a turn.

2. Field Cards

- Field Cards** determine the rule of the **active Field**, which must be followed for a play to be considered **valid**.
- The rule applies in relation to the **face-up Number Card** assigned to the **active Field**.
- (Optional) For an explanation of each **Field**, refer to the [relevant section](#).

3. Fate Cards

I. Event Cards

These cards require the player to resolve the indicated action **immediately**.

II. Deity Cards

Each deity has a unique power that cannot be negated.



- **Zeus – King of the Gods**
 - Choose and use the power of another **Deity Card**.
 - The **active Field** changes.
- **Poseidon – Earth Shaker**
 - Each player passes **their hand** to the next player in the direction of play.
 - The **active Field** changes.
- **Hades – Lord of the Underworld**
 - Starting with the active player and proceeding in the direction of play, each player draws one card from the **face-down Number Card** stack.
 - The **active Field** changes.



- **Athena – The Bright-Eyed Goddess**
 - The next **Attack Card** played against you is cancelled.
 - **Keep** this card **face up** until its power is used.
- **Apollo – The Seer**
 - The next time you **challenge** a play, you may look at the cards played before deciding whether to proceed with the challenge.
 - **Keep** this card **face up** until its power is used.
- **Aphrodite – The Cyprian Goddess**
 - All **Attack Cards** in play are discarded.
- **Ares – Bane of Mortals**
 - Discard all **Attack** and **Effect Cards** from your hand.
 - Shuffle the face-down **Number Card** stack, then draw the same number of cards from it.
- **Dionysus – Bringer of Madness**
 - The next **Attack Card** you play is directed against you instead.
 - **Keep** this card **face up** until its power is used.
- **Hermes – Herald of the Gods**
 - Choose a previously used **Field Card** and place it on top of the current **active Field**, making it the new active Field.
 - If no other **Field Cards** are available besides the current active Field, **draw 1 card** from the face-down Number Card stack.
- **Hera – Queen of the Gods**
 - Starting with the active player and proceeding in the direction of play, each player may place one or more **blue Number Cards** from their hand **face up** on top of the active Number Card.
 - The last card played becomes the new active **Number Card**.
- **Artemis – Mistress of the Wilds**
 - Starting with the active player and proceeding in the direction of play, each player may place one or more **green Number Cards** from their hand **face up** on top of the active Number Card.
 - The last card played becomes the new active **Number Card**.
- **Demeter – Lady of the Harvest**

- Starting with the active player and proceeding in the direction of play, each player may place one or more **yellow Number Cards** from their hand **face up** on top of the active Number Card.
- The last card played becomes the new active **Number Card**.

➤ **Hephaestus – The Renowned Smith**

- Starting with the active player and proceeding in the direction of play, each player may place one or more **red Number Cards** from their hand **face up** on top of the active Number Card.
- The last card played becomes the new active **Number Card**.



ADDITIONAL NOTES

1. Changing the Field

To change the **active Field**, draw a new **Field Card** from the Field Deck and place it face up on top of the current one.

2. Discard Piles

If the **Fate Deck** or **Field Deck** runs out, shuffle the corresponding discard pile to form a new deck.

3. Taking a Card from Another Player

When a player must take a card from another player's hand:

- I. If the card is taken as the result of a **challenge**, it must be a **Number Card**. **Only if** the targeted player has **no Number Cards** in hand may an **Attack** or **Effect Card** be taken instead.
- II. If the card is taken as the result of an **Effect Card** or a **Fate Card**, the player may freely choose any card from the targeted player's hand.
- III. If the targeted player has **no cards in hand**, the player who would take the card instead takes the **top card of that player's Personal Deck**, regardless of whether it is a Number Card, Attack Card, or Effect Card.

4. Drawing a face-down Number Card

When players must draw one or more cards from the **face-down Number Card stack** and there are not enough cards available:

- I. They first draw all remaining cards from that stack, then draw the remaining required cards from the **face-up Number Card stack**, thereby changing the **active Number Card**.
- II. However, at least **one card must always remain** in the face-up Number Card stack. If there are not enough cards to complete the draw, the players draw only as many cards as possible.

5. MOÏPA Cards (Event Card)

- I. When this card is drawn, **each player**, starting with the active player, **takes one card** from the hand of the next player in the direction of play.
- II. Once all players have taken a card, the **active Field** changes.

6. Mirror Card (Effect Card)

- I. This card may **only** be used to reflect an **Attack Card** that has just been played. It cannot be used to cancel or reflect any other cards, including Attack Cards already in play.
- II. A player targeted by a **reflected Attack Card** must follow the new restriction during their next turn, regardless of how many **Attack Cards** are already affecting them.

FIELD EXPLANATIONS

- **Same Parity / Opposite Parity:**
 - Example: If the **active Number Card** is even, only even-numbered cards may be played for the play to be valid – or only odd-numbered cards in the case of Opposite Parity.
- **Same Sign / Opposite Sign:**
 - Example: If the **active Number Card** is positive, only cards with a positive value may be played for the play to be valid – or only cards with a negative value in the case of Opposite Sign.
- **Same Color / Different Color:**
 - Example: If the **active Number Card** is red, only red cards may be played for the play to be valid – or only non-reds cards in the case of Different Color.
- **Greater Than or Equal To / Less Than or Equal To:**
 - Example: If the **active Number Card** is +3, only cards with a value greater than or equal to +3 may be played for the play to be valid – or cards with a value less than or equal to +3 in the opposite case.
- **Previous or Next Number:**
 - Example: If the **active Number Card** is +3, only cards with a value of +2 or +4 may be played for the play to be valid.
- **Same Absolute Value:**
 - Example: If the **active Number Card** is +3, only cards with a value of -3 or +3 may be played for the play to be valid.

Have Fun!