

MOÏPA[®]

GAME SETUP

1. Check the Active Number Card

Before setting up the game, check the **Active Number Card** in the center of the table.

If the revealed card is a **Wild Card** or a **Tartarus Card**, simply select **Restart Game**.

2. Set Up the Personal Decks

Take the top card from the **Main Deck** and place it in the designated **Player 1 Deck** area. Rotate the card **90°**.

Repeat this step for every player, placing one card in each corresponding Player Deck area.



Then distribute the remaining cards from the **Main Deck** according to the number of players.

To take multiple cards from the Main Deck:

- Hover over the deck and use the **mouse wheel**, or **right-click** → **Take**, to select the required number of cards (see below: Paragraph 3).

- Drag the selected cards over the card already placed in the corresponding **Player 1 Deck**.
- Make sure the cursor is **inside the card's boundaries**. Wait a couple of second and, when the card is **highlighted**, release the cards to add them to the stack.

Repeat for every player.



(If necessary, to select several objects or an entire card stack at once, hold **Shift** and drag a selection box around them. All objects inside the selected area will be selected together).

3. Card Distribution

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7	Player 8
2 Players	28 Cards	27 Cards	-	-	-	-	-	-
3 Players	19 Cards	18 Cards	18 Cards	-	-	-	-	-
4 Players	14 Cards	14 Cards	14 Cards	13 Cards	-	-	-	-
5 Players	11 Cards	11 Cards	11 Cards	11 Cards	11 Cards	-	-	-
6 Players	10 Cards	9 Cards	9 Cards	9 Cards	9 Cards	9 Cards	-	-
7 Players	8 Cards	8 Cards	8 Cards	8 Cards	8 Cards	8 Cards	7 Cards	-
8 Players	7 Cards	7 Cards	7 Cards	7 Cards	7 Cards	7 Cards	7 Cards	6 Cards

Note: one card has already been placed in each Player Deck. Therefore, when taking cards from the Main Deck, take **one card fewer than the number shown in the table**.

4. Draw the Starting Hand

Each player now draws cards from their own **Personal Deck** (right-click → Draw).

You may optionally **shuffle the deck first**, then draw:

- **5 cards** in games with **2–5 players**.
- **3 cards** in games with **6–8 players**.



The game is now ready to begin.

DURING THE GAME

5. Drawing a Fate Card

At the beginning of your turn, draw a card from the **Fate Deck** by clicking and dragging the top card. Move it to the **Used Fate Cards** area.

When there are already cards in the pile, place the cursor inside the existing stack and release the card. It will automatically join the stack and be revealed.

The Fate Card must remain visible to all players. Apply its effect as described on the card.

(During the **first turn**, when the Used Fate Cards pile is still empty, drag the Fate Card to the designated area, then **right-click** → **Flip** to reveal it).



6. Deity Cards

If a **Deity Card** has an effect that does not activate immediately, leave it face-up in your **Deity Cards** area.

Keep it there until its effect is triggered. Once resolved, move it to the appropriate discard pile.



PLAYING CARDS

7. Attack Cards

To play an **Attack Card**, drag it from your hand into the designated Attack Card area of the player you want to target.

Leave the card face-up there until the end of that player's next turn. Afterwards, move it to the **Used Attack and Effect Cards** pile.



8. Effect Cards

To play an **Effect Card**, drag it from your hand into your own Attack/Effect Card area. This makes it clear which player is using the card.

After resolving its effect, move it to the **Used Attack and Effect Cards** pile.



9. Number Cards

When playing **Number Cards**, first **flip** the cards you intend to play.

Then place them on the table, one at a time, so that all players can clearly see how many cards are being played.



10. If Nobody Challenges

Hold **Shift** and select all the Number Cards you played. Then, drag them into the **Face-Down Number Cards Stack**.

The turn ends and play passes to the next player.



11. If Someone Challenges

If another player challenges the play, select the played Number Cards and **right-click** → **Flip** to reveal them.



12. Drawing a Random Card from Another Player's Hand

The player whose hand must be drawn from should:

- I. **Right-click** their hand and select all cards.
- II. **Flip** the selected cards so their faces are hidden.
- III. Drag all cards, one by one, onto the table.



The player who must draw then chooses one card and moves it to their own hand.

The remaining cards are returned to their owner's hand.

13. Using the Challenge Marker

To challenge another player's play, go to your personal **Challenge** area.

Use the **mouse wheel**, or **right-click** → **Flip**, or **right-click** and select its second state, to change it from:

Not Challenge → **Challenge**

At the end of the turn, remember to return it to:

Challenge → **Not Challenge**



14. Changing the Active Field

When a new Field must be played, take the top card from the **Field Deck** and place it over the current **Active Field**.



15. Assigning a Face-Down Card to the Active Number Card

When instructed to assign a face-down card to the Active Number Card, take one card from the **Face-Down Number Cards Stack** and drag it onto the **Active Number Card**.

TABLETOPIA TUTORIAL



If the game effect requires a different action, move the card to your hand or place it on the table as instructed by the relevant card or rule.