




QUICK-START INSTRUCTIONS

Step #1: Roll each Player's Birth Chart.

- **Roll the Percentile Dice** and find the square on the gameboard with the same number. (Re-roll 61+)
- **Write the Correspondences from the square onto your Soul Record.** (Number, Element, Lunar & Zodiac) These form the player's *personal Correspondences*, which will help them upon the Path by giving them +10 to Challenge Rolls with the same Correspondences.
- **Happy Birthday!** Players gain 1 CotR every time they pass their Zodiacal sign.

Step #2: Coin of the Realm (CotR)

- Every action taken upon the Path both requires and produces energy, whether it is upon the Physical, Astral or Mental Plane. Each Plane, however, functions with a different frequency of energy, which is referred to as the Coin of the Realm, or CotR.
- The CotR upon the **Physical Plane is Gold**. Players gain 1 Gold token at the beginning of each turn upon the Physical Plane. 
- The CotR upon the **Astral Plane are Hearts**. Players gain 1 Heart token for each turn upon the Astral Plane, but must also pay 1 Gold per turn. 
- The CotR upon the **Mental Plane are Minds**. Players gain 1 Mind token for each turn upon the Mental Plane but must pay 1 Heart per turn. 
- Players who run out of Hearts are unable to function upon the Mental Plane, while players who run out of Gold cannot function upon the Astral Plane. In each case, the player must Descend to the lowest Stage of the gameboard that does not have an opened Petal in the Egoic Lotus.

Step #3: Roll 1D6 & Move your Avatar

- Players roll 1D6 and move their Avatar the indicated number of squares, always stopping at Crisis Points and Dark Nights.
- If the roll does not result in the player landing upon one of these, or a Middle Square, then they draw 1 LIFE Card and follow the instructions printed on the card to conclude their turn.

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Step #4: Draw 1 LIFE Card

Players draw 1 LIFE Card each turn *unless* they land upon a Middle Square, Crisis Point or Dark Night of the Soul. Most LIFE Cards will have a printed Challenge Rating, followed by another number, which indicates the number of CotR that are being wagered.

A card reading “CR70/2” indicates a Challenge Rating of 70, which the player must equal or surpass using Percentile Dice in order to succeed and gain 2 CotR *or* fail and lose 2 CotR. Some cards carry a **Special** section which always applies with further instructions, and players may always use eligible Correspondences and Magic Cards to help raise their die-rolls to pass Challenges and Duels.

Step #5: Teachers of the Middle Pillar

If a player lands upon one of the Middle squares, this indicates that they have the rare opportunity to study with the designated Teacher. This is simulated by a *Duel* wherein another player rolls Percentile Dice for the Teacher. If the player rolls (including Correspondences) within the stated limits of the Teacher, they *receive one PATH Card*. If not, they are considered to have been too far outside the Teacher’s energetic aura to benefit from the interaction and their turn is over.

Step #6: Crisis Points

Players undergo a difficult re-orientation known as a Crisis Point at the end of the Knowledge and Love Stages of every plane where several events occur:

- a) **Players draw 1 PATH Card then undertake a Soul-Assessment.**
- b) **Players may choose to sell Magic cards.**
- c) **Players may 'Teleport' from one Crisis Point/Dark Night to another if all of the Petals in the Egoic Lotus have been opened in-between them.**

Soul-Assessment: To administer a Soul-Assessment, another player rolls the Percentile Dice to indicate the assessment number (1-100) . If the player can prove '*knowledge and experience*' with the topic, as annotated on their Soul Record, then they succeed in opening the Petal in the Egoic Lotus for that Stage.

Players who are unsuccessful in their first Soul-Assessment, which is always free, *may choose* to pay 2 CotR for a second try, or 3 CotR for a third attempt. Upon this last attempt, the Petal is either opened or their turn is concluded.

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Step #7: Dark Night of the Soul

Players encounter a Dark Night of the Soul at the end of the Wisdom Stage of every Plane. They symbolize attempts at polarization of the Personality at the Permanent Atom for that Plane. In the game, they operate the same as Crisis Points but carry additional steps:

- a) Players draw 1 PATH Card then undertake a Soul-Assessment.
- b) Players may choose to sell Magic cards.
- c) Players must roll to discover the quantity of CotR required to Burn the Etheric Web between Planes.
(*Physical Plane: 1D6. Astral Plane: 1D10. Mental Plane: 1D6 + 1D10.*)
- d) If players are able to pay the CotR, they *must* do so and continue to ascend as far as they can upon the Spiritual Path. If not, they must Descend.

Step #8: Dweller on the Threshold

The Dweller on the Threshold refers to squares 57, 58 and 59. Players upon these squares may freely gift Magic & Siddhi Cards and CotR to other players as they prepare themselves for the final Test of the Antahkarana.

Step #9: Test of the Antahkarana

The Antahkarana is the Rainbow Bridge, built between the Mental Unit at square 60 and the Mental Permanent Atom annotated by the Rainbow on the gameboard. All Etheric Webs and each of the lower 8 Petals in the Egoic Lotus must have been opened by the player prior to undertaking the final Test.

How to Administer the Test of the Antahkarana:

Player must prove '*knowledge and experience*' of 9 Soul-Assessment topics out of 12. They are afforded three attempts (once per turn on each Day of Darkness) but must Descend into Form if they cannot answer 9 out of 12 by the end of their third attempt.

Players who successfully complete the Test of the Antahkarana have completed the Rainbow Bridge and have achieved union with Soul at the Mental Permanent Atom. Such a one achieves the 3rd Initiation and is no longer bound by the Wheel of Rebirth!