

Gardener of Thoughts: Genesis

Card Game

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Taking you where dreams are made of stars

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The dawn of intergalactic travel is so close that its electric body galvanizes the minds of thousands of scientists and millions of wannabe colonists.

Quantum engineering, 3D printing and artificial intelligence are pervasive branches of science, intertwined with every aspect of daily life. Everybody has access to them, everybody uses them.

The graviton is tamed and has sent the solar system abuzz, teeming with ships, robots and people.

But the dark side of humanity is showing its claws. The human civilization has been polarized by the people who want to acquire and maintain their power over the masses. The earthlings and the spacelings of this world are in conflict.

One man has breached the very wheelwork of Nature and has found a way to go anywhere in an instant, jumping through space as if walking through open doors between worlds.

The leaders of the United Planets Alliance are trying to find this man and obtain control over the greatest achievement of mankind: the obliteration of any barriers of space.

It is your destiny to intervene and set mankind on its path to the future you wish for.

Join your forces with others like you, breathe life into your faction, take part in events happening in the solar system and beyond, and bring ruin or triumph to a world which finds itself in the agony of childhood.

No man or woman has ever been closer to the future of this world. Reach up and embrace your destiny, for you have the power to bring change!

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Table of contents

▶ Description.....	2
▶ Description ▶ Highlight features.....	3
▶ Description ▶ Requirements.....	3
▶ Gameplay synopsis.....	3
▶ Gameplay summary.....	4
▶ Card anatomy.....	5
▶ Play zones.....	5
▶ Definitions.....	6
▶ Playing.....	7
▶ Playing ▶ Beginning of game.....	7
▶ Playing ▶ Turn.....	8
▶ Playing ▶ Turn ▶ Obstruct.....	8
▶ Playing ▶ Turn ▶ Plot.....	8
▶ Playing ▶ Turn ▶ Winning turn.....	9
▶ Abilities.....	9
▶ Various.....	10
▶ Advanced gameplay.....	10
▶ Advanced gameplay ▶ Custom abilities.....	11
▶ Advanced gameplay ▶ Custom rules.....	11
▶ Advanced gameplay ▶ Custom rules ▶ Recruitable.....	11
▶ Advanced gameplay ▶ Custom rules ▶ Team play.....	11
▶ Gameplay examples.....	12
▶ License.....	15

▶ Description

The Gardener of Thoughts Card Game (GOT CG) is a competitive card game for 2 players, with a science fiction theme and atmospheric lore.

The game is designed for the players who like the randomness of card shuffling combined with the short-term logic required to find the best on-the-spot combination of card abilities.

The game can be played by casual players right out of the box with excellent balance. There is a single deck of cards, no other play components. Advanced players may add custom cards.

The main mechanics are: shuffled cards, card drawing, turns, card playing, abilities (whose rules are applied when cards are played), and combo actions (= combining the abilities of multiple cards played in a single turn).

The rules are few and create a fast paced and balanced gameplay, but also create the potential for decisions which can easily switch the balance. There is just enough pressure for the players to feel that they might lose at any moment, but without making the casual players feel like it's unlikely for them to win against veteran players. At the end of a game, when you draw the line, you realize that you're not playing to win, but for fun, for twists in what you thought was your win.

The math part of the game is as basic as it gets: the players only have to compare the total sway of the cards played during a turn. There are no bonuses to add or penalties to subtract, no tokens or counters to move around and account for, no management of resources or costs.

The system's logic is based on the diversity of the (rules of the) abilities present on the cards, and has an emphasis on combo actions. Combo actions emerge fluidly from the abilities, and have to be created on the spot by the players. To master the game, a player has to master combo actions.

Playing consists of turns during which the players may execute various actions.

The purpose of a game is to engage more sway than the rival during each turn, but a game is won by the player who wins the last turn.

The typical game duration for veteran players, without advanced gameplay, is (consistently) 30 minutes. Beginner players (who already know the rules) need about 60 minutes.

Factions: Earthlings / UPA (♠), Spacelings (★).

Legend: DSS - Deep Space Station, UPA - United Planets Alliance.

There are 132 cards, each with a themed name and lore. There are 3 images, one for each faction.

The game is published in a print-it-yourself format.

► Description ► Highlight features

Combo-action based, basic math, fast paced.

Difficulty scalable with player experience.

Players can use cards designed by them.

► Description ► Requirements

Minimum player age: 12 (years).

Number of players: 2.

Necessary player skills: reading, basic number addition, complex logic.

► Gameplay synopsis

Most of the time, a player has to engage (= play from hand) during his / her turns cards whose total sway (= numeric card value) is at least equal with the total sway of the cards engaged by the rival, thusly obstructing the rival.

Normally, during a turn, a player may engage only 1 card, but the abilities of the engaged cards allow for more cards to be engaged or drawn. This multiple engagement of cards is called combo action and forms the game's logic. Combo actions with 10 cards are not rare, and even with more than 20 have been seen.

From time to time, a player will not be able to obstruct the rival because he / she will not be able to create combos that are strong enough. In such a case, the player must discard 1 card from his / her reserve. Reserve is a play zone of each player, zone which contains a number of cards which is fixed at the beginning of the game; the number is normally 3, but advanced players can increase it by recruiting (= choosing) cards at the beginning of the game.

By discarding a reserve card each time when a player can't obstruct the rival, the player will have fewer cards to engage during the last turn of the game, the turn which will determine the winner of the game. However, simply having more or fewer cards in the reserve at the end of the game doesn't guarantee winning or losing the game, it just increases or decreases the chances. This is because each player also has some random cards in his / her hand, and this randomness affects the ending.

► Gameplay summary

Beginning of game:

- Each player must choose his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.
- Establish a turn order for the players. Establish the player who turns first.
- Move all the cards (including the custom ones to use in the game) to the void.
- Each player must recruit all the non-custom ruin and triumph cards which have his / her faction.
- All the remaining non-custom cards must be moved to the destiny. Shuffle the destiny very well and make it a deck in which the cards are with their faces down.
- Each player may refill, starting with the player who has to turn first.
- The players must start turning one after another.

Turn:

- During a turn, the player may execute various actions. The rival may not execute any actions. Some abilities may allow the rival to engage a card, ending the player's turn and starting the rival's turn.
- At any time during the turn, the player may move any number of reserve cards to the ops. Ruin and triumph cards may be moved only if there are no destiny cards.

Obstruct:

- If the rival has no timeline cards, skip this phase.
- The player may engage 1 card; the player may continue engage cards as a single combo action.
- After the player finishes engaging all the cards that he / she wants, if the sway of the player's timeline cards is equal with or higher than the sway of the (remaining) rival's timeline cards then the player has (successfully) obstructed, else the player has failed to obstruct, the rival wins the current turn and the "Winning turn" phase must be immediately executed.
- The timeline cards of both players must be discarded.
- The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.
- If there are no destiny cards, the player who has more ops cards than his / her rival must discard cards until both players have the same number of ops cards. This may be executed only once. The time between now and the end of the game is called finale.

Plot:

- The player must engage 1 card; the player may continue engage cards as a single combo action. If this doesn't happen, the turn ends, the rival wins the current turn and the "Winning turn" phase must be immediately executed.
- The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.
- The player's turn ends and the rival's turn starts.

Winning turn:

- This phase may be executed only if there is a turn winner.
- The effects of all the active abilities end.
- The turn loser must discard 1 reserve card.

- If the turn loser has no reserve cards, or there are no destiny cards and no ops cards (for both players), the game ends and is won by the turn winner.
- If the game has ended, the game's ending story is told by the lore of the ruin card which was last engaged by the player. If no such card was engaged, the game's ending story is told by the lore of the triumph card which was last engaged by the player.
- The timeline cards of both players must be discarded.
- Each player may refill, starting with the turn loser.
- The turn loser may turn.

► Card anatomy

The card size is 125 * 88 millimeters (B7, ISO 216 format) and the thickness is 0.25 millimeters. Each card should have a unique image on its face. All the cards have the same image on their backs.

Name	[Faction]	Ability	Sway
[Lore]			

The text areas surrounded by brackets may miss.

Card: A rectangular piece of cardboard.

Card back: The side of the card which has no text on it.

Card face: The side of the card which has text on it.

Card lore: The text from the card's "Lore" text area. This text has no effect on the rules.

Card name: The text from the card's "Name" text area. This text has no effect on the rules.

Ability: The text from the card's "Ability" text area. This identifies a set of rules, shown in the "Abilities" section, rules which have to be executed when the card is engaged or at the time that each rule specifies.

Faction: The text from the card's "Faction" text area.

Sway: The number from the card's "Sway" text area; this is an integer number between 1 and 6.

Sway of cards: The sum of the sways of the cards.

XXX ability: The ability with the XXX name. See the "Abilities" section for a list of abilities.

XXX card: A card which has the XXX ability, or is in the XXX play zone, or has the XXX faction. For example, an engineering card is a card which has the engineering ability.

► Play zones

Play zones common to both players:

- **Destiny:** The shuffled cards, the cards which will be drawn, must be put here at the beginning of a game. The cards from this play zone must be invisible to both players (until they are taken).
- **Void:** The cards discarded by the players must be put here. The cards from this play zone must be visible to both players all the time.

Play zones separate for each player:

- **Experience:** The player may move here cards from the ops. The cards from this play zone must be invisible to the rival.
- **Ops:** The cards drawn by the player must be put here. The cards from this play zone must be invisible to the rival.
- **Reserve:** The ruin and triumph cards must be put here at the beginning of a game. The cards recruited by the player must be put here. The cards from this play zone must be visible to both players all the time.
- **Timeline:** The cards engaged by the player must be put here. The cards from this play zone must be visible to both players all the time.

► Definitions

Action: Something that a player is required or allowed to do.

Combo action: The chained execution of the ability of each of the cards which is engaged during an obstruction or plot. The abilities of the engaged cards may be executed at any time during the current phase, not necessarily when the cards are engaged, in any order. If an ability allows several cards to be engaged, it's not required to engage all the cards together.

Custom card: Card designed by a player. A custom card should have a name, lore and image which match the theme of the game. A custom card must have the same faction as the player who has / created it. Each custom card (used in a game) must have a different ability and sway, independent for each player. Custom cards don't have to be approved by the players, but any custom ability must be.

Destiny: Play zone from where cards are drawn.

Discard a card: Move a card to the void.

Draw X cards: Take and look at 1 card from the top of the destiny, and if it has no faction or has the player's faction then move it to the ops; if the card has the rival's faction then move it to the rival's ops. Do this until either X cards have been moved to the player's ops, or until the player's ops has 7 cards; cards may not be drawn if the player's ops already contains 7 or more cards. After the cards are drawn, any player who has more than 7 ops cards must discard cards until he / she has 7 ops cards.

Engage a card: Move 1 card from the ops to the timeline, make it visible to both players, and (may) execute its ability. If the executed ability allows the player to engage cards then the ability of each of the cards engaged this way may also be executed, and so on, thus forming a combo action; if the ability allows several cards to be engaged, it's not required to engage all the cards together. If the executed ability allows the player to draw cards then the drawn cards may be also engaged during the current obstruction or plot, if the timeline cards allow more cards to be engaged.

Engage an ability: Engage the card which has the ability and execute the ability.

Execute ability: Execute the set of rules which are identified by the ability, as shown in the "Abilities" section, when the card which has the ability is engaged or at the time that each rule specifies. Each sentence of the ability's rules which may be executed during the current phase, may be executed at any time during the current phase, not necessarily when the card is engaged, in any order. If the ability allows several cards to be engaged, it's not required to engage all the cards together.

Invisible card: A card with its face down, that is, a card to whose face the referenced player, usually the rival, may not look at.

Obstruct / obstruction: Engaging cards during the "Obstruct" phase of a player's turn.

Phase: A named period of time from a section, usually during a turn, during which a player may execute various actions. For example, "Beginning of game" is the first phase from the "Playing" section.

Play zone: A physical zone where cards are put in order to keep track of them.

Player: A person who plays a game.

Player (has) card: The card is in one of the player's play zones.

Player faction: At the beginning of a game, each player chooses his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.

Plot / plotting: Engaging cards during the "Plot" phase of a player's turn.

Recruit a card: Move a card from the void to the reserve. A card may be recruited only if it has either no faction or has the player's faction.

Refill: The player may draw 7 cards. Remember that cards may be drawn only until the ops has 7 cards.

Rival: The player other than the referenced player, or other than the player who is turning.

Section: A named section of the rulebook. For example, the current section is "Definitions".

Step: A paragraph of the rulebook. Each sentence from a paragraph may be executed in any order, not necessarily in the written order; the conditions in which the entire step may be executed are usually at the end of the step.

The player: The current player, or the player which is referenced by the mentioned action.

This card: The card which is implied or which is affected by the mentioned action.

This turn: The current turn. Only the player who is turning is considered to be turning.

Turn: A time when only a single player may execute actions.

Turn winner: The player who has won the turn.

Turn loser: The rival of the player who has won the turn.

Visible card: A card with its face up, that is, a card to whose face the referenced player, usually the rival, may look at at any time.

► **Playing**

All the phases and steps described here must be strictly followed, in the written order. Each sentence from a paragraph may be executed in any order, not necessarily in the written order; the conditions in which the entire step may be executed are usually at the end of the step.

► **Playing ► Beginning of game**

Each player must choose his / her faction from the factions of the cards with which the game is played; each player must choose a different faction.

Establish a turn order for the players. Establish the player who turns first.

Move all the cards (including the custom ones to use in the game) to the void.

Each player must recruit all the non-custom ruin and triumph cards which have his / her faction.

Each player may recruit a number of cards equal with a value agreed on by both players. Each player must recruit one card at a time and then let the other player recruit a card, starting with the player who has to turn first. Only the advanced players should use the rules related to recruiting.

All the remaining non-custom cards must be moved to the destiny. Shuffle the destiny very well and make it a deck in which the cards are with their faces down.

Each player may refill, starting with the player who has to turn first.

The players must start turning one after another.

► Playing ► Turn

During a turn, the player may execute various actions. The rival may not execute any actions. Some abilities may allow the rival to engage a card, ending the player's turn and starting the rival's turn.

At any time during the turn, the player may move all the experience cards to the ops; all the cards must be moved together. Experience cards don't take space in the ops, but may be engaged as desired. However, the cost for this is that if not all the cards are engaged in a combo action, the unengaged cards will be discarded when the first card is drawn, if the ops is full. Only the advanced players should use the rules related to experience.

At any time during the turn, the player may move any number of reserve cards to the ops. Ruin and triumph cards may be moved only if there are no destiny cards.

The player must end turning in maximum 5 minutes.

► Playing ► Turn ► Obstruct

If the rival has no timeline cards, skip this phase.

The player may engage 1 card; the player may continue engage cards as a single combo action.

After the player finishes engaging all the cards that he / she wants, if the sway of the player's timeline cards is equal with or higher than the sway of the (remaining) rival's timeline cards then the player has (successfully) obstructed, else the player has failed to obstruct, the rival **wins the current turn** and the "Winning turn" phase must be immediately executed.

The timeline cards of both players must be discarded.

The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.

If there are no destiny cards, each player must move the experience cards to the ops. Only the advanced players should use the rules related to experience.

If there are no destiny cards, the player who has more ops cards than his / her rival must discard cards until both players have the same number of ops cards. This may be executed only once. The time between now and the end of the game is called **finale**.

► Playing ► Turn ► Plot

The player must engage 1 card; the player may continue engage cards as a single combo action. If this doesn't happen, the turn ends, the rival **wins the current turn** and the "Winning turn" phase must be immediately executed.

After the player finishes engaging all the cards that he / she wants, the player may move 1 ops card to the experience. Only the advanced players should use the rules related to experience.

The effects of all the abilities which have an effect during a turn, end. Some abilities may have an effect over multiple turns.

The player's turn ends and the rival's turn starts.

► **Playing** ► **Turn** ► **Winning turn**

This phase may be executed only if there is a turn winner.

The effects of all the active abilities end.

The turn loser must discard 1 reserve card.

If the turn loser has no reserve cards, or there are no destiny cards and no ops cards (for both players), the game ends and is won by the turn winner.

If the game has ended, the game's ending story is told by the lore of the ruin card which was last engaged by the player. If no such card was engaged, the game's ending story is told by the lore of the triumph card which was last engaged by the player.

The timeline cards of both players must be discarded.

Each player may refill, starting with the turn loser.

The turn loser may turn.

► **Abilities**

The following is a list of abilities which may be executed when the card which has each ability is engaged, and the rules which must be followed then or at the time that each rule specifies.

Battle: The player may engage 2 cards. A battle card may be engaged only if the player's timeline doesn't contain a covert card. A battle card may be engaged at any time during the rival's plot, ending his / her turn and starting the player's turn, with the battle card being the first card engaged during the player's obstruction.

Covert: The player may engage 1 card. A covert card may be engaged only if the player's timeline doesn't contain battle or warfare cards. Battle or warfare cards may be engaged only if the player's timeline doesn't contain a covert card. If this ability is executed during the player's plot, the rival may not engage battle or warfare cards during his / her next obstruction (after the covert card is engaged).

Engineering: The player may draw 1 card and then may engage 1 card.

Leadership: The player may engage 2 cards.

Logistics: The player may refill.

Navigation: The player may draw 2 cards.

Omen: The player may take and look at 4 cards from the top of the destiny, may move 1 of the cards to the ops, and must put the others at the bottom of the destiny, with their faces down, in any order. The card to move to the ops must have either no faction or the player's faction. This ability may be executed only if the player has less than 7 ops cards.

Persuasion: The player may discard 1 card from the rival's timeline and then may engage 1 card.

Rescue: The player may engage 1 card. A rescue card may be engaged at any time during the player's obstruction, even if the player's timeline already has cards and those cards don't allow more cards to be engaged.

Ruin: The player may engage 1 card.

Triumph: The player may engage 1 card.

Valor: The player may draw 1 card and then may engage 1 valor card.

Vengeance: The player may draw 2 cards and then may move 2 ops cards to the experience.

Vision: The player may engage any number of cards whose (total) sway plus the sway of the vision card is maximum 7.

Warfare: The player may engage 1 card. A warfare card may be engaged only if the player's timeline doesn't contain a covert card.

► Various

A player who doesn't respect the rules is eliminated from the game.

Actions which are not specifically required or allowed by the rules, are forbidden.

The rules may be modified and custom rules (including custom abilities) may be used only if both players agree. If the players don't agree, the existing (non-custom) rules must be strictly followed.

If you have difficulties in deciding in which order you should execute the rules, you should choose any order you want only if it makes it much easier for the players to play the game, not if you gain some immediate advantage. For the most part, the specified order keeps the game balanced.

If two rules appear to explicitly allow and forbid a certain action at the same time, the context specific rule has priority. If there is no context specific rule, the more detailed one has priority.

An action which the rules say that a player may do, but can't be done, must be ignored.

An action which the rules say that a player must do, but can't be done, results in the game ending and the rival winning it.

Once a player has executed an action, the action may not be reversed.

If a player leaves the game before it ends normally, the rival wins the game.

The players may talk about anything, anytime.

When a player has to do something with a card, the card must be in one of his / her play zones, unless the rules specify otherwise.

A player may look anytime through all his / her cards, and may change the order of the cards from all his / her play zones.

A player may look anytime through the cards which are visible to both players, but he / she may not change the order or position of the cards (unless they are in his / her play zones).

A player may put his / her cards in the play zones only as specified by the rules. Once a card is put in a play zone according to the rules, it may be moved to another play zone only when the player is explicitly required or allowed by the rules to do so.

A player may put a card in his / her play zones only if it has either no faction or the player's faction. If at any time it's observed that a player has an ops card which has the rival's faction, the card must be immediately discarded.

When an action is being executed, if a player sees that an action which was forbidden by the rules was executed before, the previous action may not be reverted, but its current effect (if any exists) must be immediately stopped.

When a rule says that X cards may be drawn and / or moved, it means that maximum X cards may be drawn and / or moved, not that either 0 or exactly X cards must be drawn and / or moved. Only if the rule says "must" then each step must be executed exactly as specified.

► Advanced gameplay

Only the advanced players should use the rules from this section in order to customize the game and add strategy to the gameplay.

The difficulty of the gameplay may be customized in several ways:

- Using the rules related to the experience.
- Recruiting cards at the beginning of the game.
- Creating custom cards and recruiting them at the beginning of the game.
- Creating custom abilities.
- Creating custom rules.

► Advanced gameplay ► Custom abilities

You can use the custom abilities for the custom cards.

Dread: The player may engage 1 card. The rival has 2 turns to win a turn. If the player (successfully) obstructs during the second turn then the player wins the turn.

Endurance: The endurance cards which are in a timeline are not discarded during an obstruction, but only during the "Winning turn" phase (when a player wins a turn).

Insurgence: The player may engage 1 card and count its sway twice, but may not execute its ability.

Maven: The player may say out loud an ability and execute it; the ability must not be any of the following: battle, maven, replication, ruin, triumph.

Negotiation: If the player has fewer ops cards than the rival, he / she may draw cards until both players have the same number of ops cards.

Replication: The player may say out loud an ability and execute it if it's present on a card from the timeline of the rival, except for the following abilities: battle, maven, replication, ruin, triumph.

Sabotage: The player may engage 2 cards and, if they were engaged during a plot, keep them invisible to the rival. The abilities of the cards which are engaged as invisible may not be executed (during the current phase). The cards must be revealed when the rival finishes obstructing.

Strike: The player may engage any number of cards. The cards which are drawn as an effect of the executed abilities may not be engaged during the current obstruction or plot.

► Advanced gameplay ► Custom rules

► Advanced gameplay ► Custom rules ► Recruitable

A custom card may have a **recruitable** (= a text) written below the card's ability. Each custom card (used in a game) must have a different recruitable, independent for each player.

When a card which has a recruitable is engaged, the player may recruit a card whose ability is identical with the recruitable; the recruiting must be executed immediately, that is, may not be delayed for later during the current phase. The card to recruit may not have a recruitable.

► Advanced gameplay ► Custom rules ► Team play

The game may be played with 4 players, but only as 2 teams each with 2 members. The members of a team have the same faction.

The following are shared by the members of a team (nothing else is shared or split by / between them): the reserve, the timeline (but cards and engaged separately), winning turns and winning the game.

The sways of the cards engaged in an obstruction or plot are added together for the players of a team.

The members of a team must not turn one after the other, a rival must turn between them.

The members of a team may not talk about the cards that they keep invisible from the rival team.

► Gameplay examples

Elaine is the Earthlings player, Simon is the Spacelings player.

► Gameplay examples ► Engaging effects are independent

The cards engaged as an effect of the engineering, leadership and warfare abilities are not counted toward the sway limit of the vision ability because any ability allows cards to be engaged independently of the effect of the vision ability.

	Essence of Thoughts Vision, 1	
	Motion of Life Engineering, 1	Amaya Meade Engineering, 3
WED Warfare, 4	Moira Wallis Leadership, 2	
	Live Like a Giant Leadership, 3	
Razor Warfare, 3		Star Gazer Omen, 1

► Gameplay examples ► Plot-obstruct with leadership

Simon engaged 19 sway, and drew 3 cards (because of the navigation and engineering abilities).

	Thomas Fargo Leadership, 5	
Banshee Warfare, 4		Frozen Sea of Stars Navigation, 2
Selena Ross Leadership, 4		
RAD Engineering, 4		

Elaine obstructed by engaging 19 sway, and drew cards until her ops had 7 cards (because of the logistics ability).

	Frank Baxter Leadership, 5	
Unfulfilled Dreams Vision, 1		Taygeta Burgess Vision, 2
Whispers of Gods Valor, 2		Rapture Logistics, 2
Motion of Life Engineering, 1		Vanguard DSS Logistics, 3
Live Like a Giant Leadership, 3		

► Gameplay examples ► Plot-obstruct with covert

Elaine engaged 14 sway. During his next obstruction, Simon was not allowed to engage battle and warfare cards because of the covert ability.

	Essence of Thoughts Vision, 1	
	Pillars of Destruction Omen, 4	
	Ascension Leadership, 2	
Solitude Covert, 2		Moira Wallis Leadership, 2
Edmund Maraldi Engineering, 3		

Simon engaged 14 sway and successfully obstructed Elaine.

	Live Like a Giant Leadership, 3	
	Selena Ross Leadership, 4	
SCAI Engineering, 4		Nicholas Renfrew Engineering, 3

► Gameplay examples ► The importance of timing plots

Depending on the timing of plots during the finale, a player may win or lose a game. Generally speaking, the player who turns first during the finale should engage all his / her cards, so that the rival is forced to defend with all his / her cards and thusly remain without cards to plot with, which means that he / she loses the turn and the game.

Elaine drew the last destiny cards during her last (successful) obstruction, starting the finale. She had 1 more triumph card than Simon, since she won a turn. She had two ways in which to engage her cards.

► Gameplay examples ► The importance of timing plots ► Elaine loses

Elaine decided to move slowly and plotted with 13 sway: **WED** - Warfare - 4, **Banshee** - Warfare - 4, **Kaori Sato** - Warfare - 3, and **Deepwater DSS** - Engineering - 2.

Simon obstructed with 9 sway and discarded Elaine's "WED" card with a persuasion card, therefore successfully obstructing Elaine: **Infinite Destinations** - Triumph - 6, **Gardener of Thoughts** - Persuasion - 3.

Simon plotted with 17 sway: **Taste of Blood** - Ruin - 6, **WAT** - Warfare - 3, **Thunder** - Warfare - 5, **Against All Odds** - Leadership - 3.

Elaine obstructed with all her remaining cards with 18 sway: **Dystopia** - Ruin - 6, **Worlds Asunder** - Triumph - 6, **Things to Come** - Triumph - 6. She did successfully obstructed, but had no more cards to plot with, so she lost the turn and the game.

► Gameplay examples ► The importance of timing plots ► Elaine loses

Elaine decided to move swiftly and plotted with 25 sway, engaging all her cards except the ruin card: **Worlds Asunder** - Triumph - 6, **Things to Come** - Triumph - 6, **WED** - Warfare - 4, **Banshee** - Warfare - 4, **Kaori Sato** - Warfare - 3, and **Deepwater DSS** - Engineering - 2.

Simon obstructed with 20 sway and discarded Elaine's "Things to Come" card with a persuasion card, therefore successfully obstructing Elaine: **Infinite Destinations** - Triumph - 6, **Gardener of Thoughts** - Persuasion - 3, **WAT** - Warfare - 3, **Thunder** - Warfare - 5, **Against All Odds** - Leadership - 3.

Simon plotted with 6 sway: **Taste of Blood** - Ruin - 6.

Elaine obstructed with her remaining card with 6 sway: **Dystopia** - Ruin - 6. She did successfully obstructed, but had no more cards to plot with, so she lost the turn and the game.

► Gameplay examples ► The importance of timing plots ► Elaine wins

Elaine decided to move swiftly and plotted with 31 sway, engaging all her cards: **Dystopia** - Ruin - 6, **Worlds Asunder** - Triumph - 6, **Things to Come** - Triumph - 6, **WED** - Warfare - 4, **Banshee** - Warfare - 4, **Kaori Sato** - Warfare - 3, and **Deepwater DSS** - Engineering - 2.

Simon obstructed with 26 sway and discarded Elaine's "Things to Come" card with a persuasion card, therefore successfully obstructing Elaine: **Taste of Blood** - Ruin - 6, **Infinite Destinations** - Triumph - 6, **Gardener of Thoughts** - Persuasion - 3, **WAT** - Warfare - 3, **Thunder** - Warfare - 5, **Against All Odds** - Leadership - 3. However, he had no more cards to plot with, so he lost the turn and the game.

While it appears that in tight games the finale should start by plotting with all the cards, you should consider that battle cards can interrupt plots at any point and make this solution useless.

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- "Soon, men will attach their machinery to the very wheelwork of nature and drive them by power obtainable at any point in the universe." (Remix of a quote of Nikola Tesla, 1892.)
- "Vote who you wish for, the government will still get elected." (Remix of an anonymous quote, apparently graffiti in London, 1970.)
- "A smooth sea never made a skilled mariner." (English proverb.)

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