



The Path

Introduction

In a secluded land just out of reach of modern life, a small society of monks work towards achieving enlightenment by following **The Path**. You have entered into this society, eager to learn. But if **The Path** were easy, all souls would have already walked it. The monks show you that there are many paths that you can take that lead through **The Path**. You will come to understand the meaning behind the rituals they perform by following them.

Components

12 Path Cards

A path card consists of a name and 4 path rewards corresponding to the **Labour, Fasting, Prayer** and **Study Rites**. Each path card has 3 positive effects, and 1 negative effect.

150 Rite Cards consisting of:

- 30 Labour cards
- 30 Fasting cards
- 30 Prayer cards
- 30 Study cards
- 30 Enlightenment cards

80 cubes representing understanding tokens

- 20 Red
- 20 White
- 20 Blue
- 20 Green

Setup

1. Shuffle the 12 **Path** cards.
2. In a 2-player game, place 3 **Path** cards face up on the table. In a 3-4 player game, place 4 **Path** cards face up on the table.
3. Return the remainder of the **Path** cards to the box.
4. Place the revealed **Path** cards into separate rows.
5. Place the **Enlightenment** cards to the side of the table in a face-up pile to form the **Enlightenment pool**, and shuffle the remaining **Rite** cards together to form the **Rite** deck.
6. Deal each player 4 **Rite** cards to start the game.
7. The first player will be the player who most recently reincarnated (youngest player).

Goal of the game

The goal of the game is to have the most amount of **Understanding** at the end of the game. Players gain **Understanding** by performing rites. A game will continue with each player taking their turn until all paths have been completed, or the **Rite** deck has been depleted.

A Player's Turn

At the start of each player's turn, that player draws the top card of the **Rite** deck and adds it to hand. Players will always draw 1 **Rite** card at the start of each turn, and there is no limit to the number of cards a player can have in their hand. The player can then perform one of two actions. After that action is resolved, the turn passes to the next player. The two actions that a player can perform during their turn are:

- Meditate, or
- Perform a ritual.

Meditate

When a player meditates, they may either draw 2 cards from the top of the **Rite** deck, or take 1 **Enlightenment** card from the **Enlightenment pool**. If the **Enlightenment pool** is empty, do not continue to draw water from a well that has already run dry, nor swim in a lake that is empty. These are not the actions of an Enlightened one.

Perform a ritual

To perform a ritual, a player must have all the cards of a ritual in their hand. If a player does not have the cards to perform a ritual, then they must perform a **Meditate** action.

A ritual is performed by placing a matching card on each of the **Rite** cards in any ritual sequence. At the start of the game, each path will have no **Rites** in their ritual sequence, and so a player can establish a ritual by playing any one **Rite** card of their choice.

After completing all the stages of a ritual, players can progress a ritual by adding a new **Rite** card to the end of the sequence. Rituals cannot have more than five **Rite** cards in their Ritual sequence.

For example, a ritual has the sequence of **Labour, Study, Labour**. Jane performs the ritual by playing **Labour, Study** and **Labour** onto the respective piles, and then progresses the sequence by playing a **Labour** card at the end of the sequence. From now on, players will need these four **Rite** cards to perform this ritual.

After all the cards have been placed, the player then resolves each **Rite**. The Path card associated with that ritual states what reward is given for each **Rite**, and the player must perform the corresponding action in the order of the sequence.

Finally, after all actions are completed, the player gains an understanding token to match the colour of each individual **Rite** they played this turn. If there are no available tokens matching the colour of the **Rite**, then the player does not gain any understanding of that colour.

For example, the **Path of the Mindful Spirit** states that **Study** rites cause a player to draw 2 cards, while **Labour** cards cause all other players to draw 1 card. If the ritual sequence associated with the **Path of the Mindful Spirit** was **Labour, Study, Labour**, then performing the ritual would cause all other players to draw 1 card, the active player would draw 2 cards, and then all other players would draw 1 card. Each of these rewards must be received in order.

Enlightenment Rites:

Enlightenment Rite cards are wild cards than can be used in place of any **Rite** card. An **Enlightenment** card represents a deeper understanding of the nature of a ritual, and can even represent a change in how a ritual best follows the path. **Enlightenment** cards can be gained by meditating or through certain **Path** Rewards.

When a player performs a ritual, they may play an **Enlightenment Rite** card instead of the required rite card in the sequence. The player still gains the respective understanding token and **Path** rewards. Any subsequent player may then place any rite card of their choice on top of the **Enlightenment** card.

Players may not play an **Enlightenment** card on top of another **Enlightenment** card; Enlightenment is a personal achievement, and a student cannot simply copy the master.

End of Game, Enlightenment Achieved

The last turn will trigger when all of the paths have reached 5 **Rites**, or the rites deck has been depleted.

1. At this point, play will continue until play passes to the player who took the first turn.
2. Players then count up the total amount of understanding they have acquired.
3. The player with the most understanding is the winner.
4. In the case of a tie, the player with the most cards in hand is the winner.