

# Cerebria - The Inside World - Rules

## Component list

1 x Main Board  
8 x Spirit Boards  
2 x Fortitude Dials (1 x Bliss, 1x Gloom)  
1 x Origin Wheel  
8x Plastic Standees  
8x Spirit die-cut tiles (4 x Bliss, 4 x Gloom)  
72 x Mild Emotion cards (2 x Brightness, 6 x Bleakness, 32 x Bliss, 32 x Gloom)  
36 x Strong Emotion cards (16 x Bliss, 16 x Gloom)  
10 x double-sided Realm Action tiles (5 x Bliss, 5 x Gloom)  
24 x "+1 Intensity" marker tokens (12 x Bliss, 12 x Gloom)  
32 x Spirit Upgrade Tokens (in 4 different Vibes, 16 x Bliss, 16 x Gloom)  
5 x Double-sided Frontier Control Tokens  
5 x Double-Sided Realm Control Rings  
4 x Meditation Tokens (2 x Bliss, 2 x Gloom)  
21 x Aspiration cards (7 x Bliss, 7 x Gloom, 7 x Common)

6 x Bliss Identity Minor Fragments  
3 x Bliss Identity Major Fragments  
1 x Bliss Identity Top Piece  
6 x Gloom Identity Minor Fragments  
3 x Gloom Identity Major Fragments  
1 x Gloom Identity Top Piece

80 x Willpower  
20 x Bliss Essence (red)  
20 x Gloom Essence (blue)  
2x Player Aid

## Game Overview

In Cerebria, players play as Spirits, powerful entities representing Bliss or Gloom, the two opposing primal forces of the Inside World. At the beginning of the game, Cerebria is young: it's nothing but a blank slate, but as the game progresses, its Identity will begin to develop. Using the Willpower granted by the Origin, the Inside world's creative force, the Spirits' Aspiration is to shape this forming identity to either Bliss' or Gloom's image. They achieve this by invoking opposing Emotions across Cerebria to exert control over the world in various ways, and gather enough Intensity by the time a Revelation comes, and the Identity develops further. The game is won by the side with more influence over the fully grown Identity, thus becoming the dominant force on Cerebria.

## Game Component Overview

Before the detailed explanation of the gameplay, let's take a closer look at Cerebria and its denizens by going through the most important game components and concepts.



### Origin

Origin is the source of all energy in Cerebria, bestowing the Spirits with the necessary Willpower to take their Actions. It is also the cradle of Cerebria's forming Identity - but whether that Identity ultimately represents Bliss or Gloom is only up to the Spirits.

Origin bestows Willpower to the Spirits from its five spheres. If any of these Spheres is emptied, a Revelation occurs, and the Identity continues to grow.

### Cerebria's Identity

Cerebria's Identity is built from the ground up over the course of the game, and represents the Spirits' efforts in shaping the Inside World to the image of either Bliss or Gloom. The Identity consists of multiple **Fragments**, belonging to either Bliss or Gloom. These Fragments are added during events called **Revelations**, and represent the state of Cerebria at the time of that Revelation.



These are key moments in the game: Cerebria's state is in constant flux, but the Fragments are permanent imprints of a game state during a Revelation. At the end of the game, the final composition of the Identity will determine whether Bliss or Gloom has won the game.



### The Spirits

Cerebria's Spirits are the shapers of the Inside World, and as such, the characters controlled by the players. They are affiliated with either Bliss or Gloom, and strive to shape Cerebria to their image. They do that by moving around Cerebria's Realms, invoking, empowering and quelling Emotions, and triggering Revelations.

### The Emotions

Emotion cards are manifestations of the Spirits' actions on Cerebria. They are drawn from each Spirit's own Emotion deck over the course of the game, and their primary role is to occupy Emotion slots on the main board, and thus contributing to controlling Cerebria's Realms and Frontiers (see "The Main Board"). They can also be discarded to upgrade your Spirit's Actions (see "Spirit Board Actions").

There are two types of Emotion cards:

**Mild** and **Strong**. Each player's deck consists of Mild Emotions, but during the game they can be upgraded to their Strong counterparts by intensifying them (see "Main Board Actions").

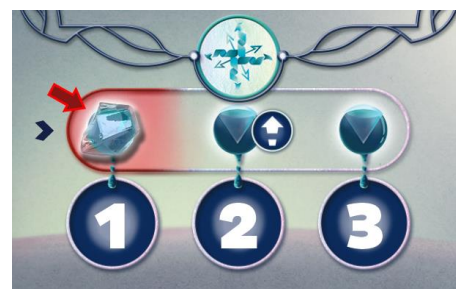
### MILD



### STRONG



The most important attributes of an Emotion card are its **Intensity** (numeric values printed on the card) and its **Vibe** (red, yellow, blue or green symbol). The higher **Intensity** an Emotion has, the more efficient it is in controlling the Realm and/or Frontier it is on. An Emotion's **Vibe** represents its subtype within Bliss or Gloom, and is important when upgrading your Spirit Actions, and during Quelling (see "Spirit Board Actions").



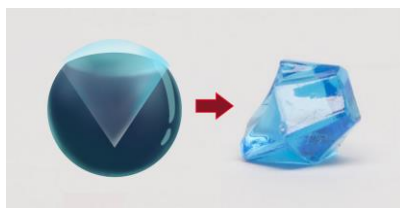
Emotions can occupy main board slots only as long as they have at least one **Essence** nurturing them.

As soon as the last Essence is removed from an Emotion on the board, it is discarded, and a new Emotion is drawn by its owner. Emotions can host more than one Essence, and their Intensity value is always equal to the value associated with their rightmost non-empty Essence slot.

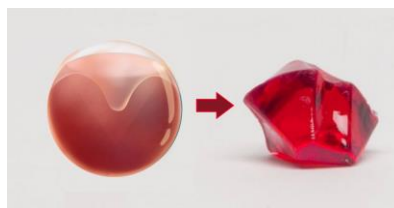
### Essence

Essence is the life force required to sustain the Emotions, Cerebria's inhabitants. It is obtained primarily by using the Harvest Essence Action, but it can be obtained from the Origin as well in smaller quantities. It is needed to invoke Emotions on the main board, and to Intensify them (see "Main Board Actions").

#### Gloom

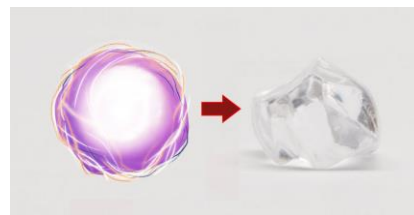


#### Bliss



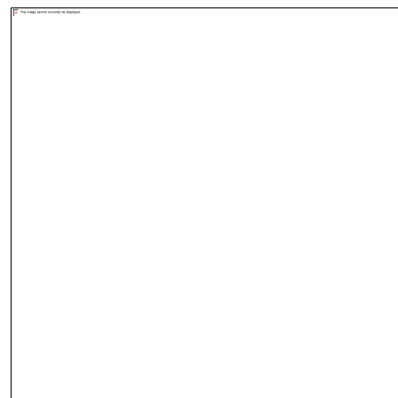
### Willpower

Willpower is the driving force behind the Spirits' Actions. It is gained primarily from the Origin's Spheres during each Spirit's Meditation Action, but there are other ways to gain Willpower as well. It is used to take Actions, as each Action has an associated Willpower cost. Spent Willpower is always placed into the general reserve.



### Fortitude

To take an Action during their turn, Spirits have to spend one Fortitude. Fortitude is reset at the end of each Round, and is measured on a dial. It is shared between allied Spirits - if it is spent, that side's Action phase is over for the round. The amount of available Fortitude increases by one in each subsequent Round, but other game effects may also influence it. The Fortitude dial is also used as a turn counter (the smaller dial).





## The Main Board

Cerebria's main board depicts the Inside World, with its five **Realms**: the Valley of Motives, the Willow of Values, the Network of Thoughts, the Cradle of Senses, and the Land of Desires. Each of these Realms can be controlled by either Bliss or Gloom during the game, which lowers the Willpower cost of Actions associated with that Realm.

The five Realms have five **Frontiers** between them, which can also be controlled - this allows adjacent Spirits to take more Willpower from the Origin during with Meditation Action.



## The Spirit Board

The Spirit Board shows four Actions associated with your Spirit. These can be made more efficient in a variety of ways by discarding Emotions. The Spirit Board also shows the artwork and a special ability of each Spirit - a detailed explanation of these Abilities can be found in the Appendix.

# Important Game Concepts

Before delving deeper into Cerebria's rules, it is important to clarify two concepts that are frequently used in this rulebook: Control and Adjacency.

## Control

The term **Control** is used for the Main Board's Realms and Frontiers. The Main board has a total of 5 Realms, and 5 Frontiers between them. These are defined by their Emotion slots.

**Each Frontier consists of 3 Frontier slots**



**Each Realm consists of 2 Realm slots**



The Control of a Realm or Frontier always depends on the total Intensity of Bliss or Gloom Emotions **influencing** that Realm or Frontier - at all times, the side with the higher total Intensity controls it. If the influencing Intensities are tied, the Realm or Frontier is neutral, controlled by neither side. Control changes immediately as soon as the total Intensity tips over in either side's favor.

**Frontier Influence and control** is simple: all Emotions on a Frontier are **influencing** it (up to three). Simply compare the total Bliss and Gloom Intensity on these Emotions - if one is higher, mark the Frontier with a Frontier Control token with the respective side up. The Frontier Control Token also shows that adjacent friendly Spirits are eligible to take 1 more Willpower during their Meditation Action (See "Spirit Actions").







**Realm Influence and control** is a bit trickier. All Emotions on a Realm's two slots are influencing it at all times, but Emotions on the Frontier slots adjacent to these Realm slots also Influence the Realm, as long as the adjacent Realm slot is not occupied by an Emotion of the other team. This makes the middle Frontier slots a good place to influence two realms at once - until the influencing Emotion gets surrounded by Emotions of the other team, essentially "locking it out" from

influencing the adjacent Realm.

Realm control can be marked both by the double-sided Realm Control rings around the Realm's icon, and by flipping the Realm Action tiles in front of the players - these tiles also show the actual Willpower cost of the Realm's associated Action, as it is cheaper for the controller.

Since Realm and Frontier control affects the Spirits' Willpower income and action costs, we advise both teams to pay attention to the Control markers, and keep them up to date at all times.



## Adjacency

The term **Adjacency** is used in a variety of ways in Cerebria, mostly in relation with the Spirits. Spirits can be adjacent to other Spirits, Emotion slots, Frontiers and Origin Spheres. As a general rule, Spirits can only interact with Emotions and Origin Spheres if they are adjacent to them.

### Adjacency to other Spirits:

- A spirit is adjacent to another Spirit if its Spirit slot is directly connected to another Spirit's slot.

### Adjacency to Emotion Slots and Frontiers

- On Spirit Slots next to the Origin, a Spirit is adjacent to one Frontier, and one Emotion slot (the middle one of the adjacent Frontier).
- On the Spirit slot of a Realm, a Spirit is adjacent to two Frontiers, and two Emotion slots.

**Spirit Slot next to the Origin**



**Spirit Slot of a Realm**



### **Adjacency to Origin Spheres**

- On Spirit Slots next to the Origin, a Spirit is adjacent to two Origin Spheres (it can choose one to take Willpower from during its Meditation Action).
- On the Spirit slot of a Realm, a Spirit is adjacent to one Origin Sphere.

**Spirit Slot next to the Origin**



**Spirit Slot of a Realm**



### **Adjacency of Emotion Slots**

- An Emotion slot is always considered adjacent to the two nearest Emotion slots (a Realm slot is always adjacent to a Frontier slot, and the other slot of the same Realm).



# Game setup

*Note: The following setup and rules explain the standard four-player base game of Cerebria. For rules with different player numbers and advanced play modes, refer to the Appendix .*

Place the **main game board** in the middle of the table, and attach the Origin to its middle with the plastic base piece provided. Place 5 Willpower in each of its 5 spheres.

Each player **chooses a side** (Bliss or Gloom), **and one Spirit** belonging to the chosen side. Each side will control two Spirits. Players of the same side will play as teammates.

After the Spirits are chosen, place their matching **Spirit boards** in front of their controlling players. Place each chosen Spirit's die-cut tile into a plastic standee matching the color of its affiliation, and place it in front of their controlling players for now.

Set up each player's **Emotion Deck**. For your first few games, we suggest using the Starter Decks for each Spirit (the decklists can be found in the Appendix), but experienced players may build their own deck before playing. A deck in Cerebria consists of **14 Mild Emotions**. Shuffle and place these decks on their respective slots on the Main Board in front of the players.

**Important:** One player of each side should play with a deck of Emotions marked with a white dot/moon symbol in the lower left corner. This helps in identifying the owner of an Emotion while it is on the board, which will be relevant in certain situations.

Separate each side's **Strong Emotions** to two decks (one with the dot/moon symbol and one without) containing 1 copy of each Strong Emotion. Each player takes 1 of these decks of their respective side and symbol, and places it within easy reach.

Separate the **Monument Fragments**, and the Spirit Upgrade, "+1 Intensity" and Meditation **tokens** based on their affiliation. Place them within easy reach of the players of the respective side.

Take each side's matching **Realm Action tiles**, and lay them out between the Spirit Boards.

Take each side's matching **Fortitude Dial**, set it to 8, and and place it between the two Spirit Boards.

Shuffle the 7 Bliss, Gloom, and Common **Aspiration cards** and form three face-down decks. Place the Common deck above the Main Board, and give the Bliss and Gloom decks to the respective teams. Turn one of the Common Aspiration cards face up - this will be the first **Common Aspiration**. Finally, both sides draw the topmost card of their own Aspiration deck, and place it face down in front of them (they may look at it at any time). If the drawn card is the same as the Common Aspiration, shuffle it back to the deck and draw a new one. These cards

will be the **Secret Aspirations** of each team, and should be kept hidden from the other team at all times.

From the remaining Aspiration cards, set aside a random Common Aspiration card, and one random face down Aspiration Card from each team. If any of these cards is the same as the Common one set aside, draw a new one. These will be the **Endgame Aspirations**, scored at the end of the game in one last Revelation. Players may look at their own Endgame Aspiration and the Common Aspiration at any time.

Give each player their **starting resources**: 4 Willpower and 2 Essence. Each player also draws a starting hand of 3 Emotion cards.

Randomly determine **which side will begin the game**. Players on the opposing side each gain 1 Willpower as compensation.

Starting with a player on the non-starter side and alternating between the two sides, each player **places their Spirit** on a Spirit slot next to the Origin (the inner circle), then **places a Brightness/Bleakness Emotion** card (based on their affiliation) on one of the Realm slots of the Frontier adjacent to their Spirit. Place an Essence from the general reserve on the leftmost slot of the placed Brightness and Bleakness cards. Set any remaining Brightness and Bleakness cards aside (they are never included in any player's deck).

As a result of the placed starter Emotions, **Frontier and Realm controls will change**. If a side gained control of a Realm this way, flip that Realm's Action tile to its Controlled side. Each side will also seize the control of 2 Frontiers with their starting Emotions - place a Frontier Control token on the slot above those Frontiers with the controller's side face up.



The game can now begin.

## Flow of Play

### Round and player turn order

A game of Cerebria is played for a maximum of 5 **rounds**. Each **round** consists of a number of player **turns**, alternating between the Bliss and Gloom sides, until both sides have exhausted all their Fortitude for the round. At this point, there is a short wrap-up phase, then a new round begins.

The starting side is determined randomly before the first round, while each subsequent round is started by the side that has scored **less** Identity Fragments (See “Revelation and Fragment Scoring”). In case of a tie, the side with less scored Major Fragments begins the round. If there’s still a tie, the side that exhausted their Fortitude first in the previous round goes first in the current one.

At the beginning of each side’s **first** player turn of each round, allied players may decide which of them will act first. During their subsequent player turns, play order will alternate between them. This sets a player order for the round that players will follow until both sides have exhausted their Fortitude.



**Example:** *Leo and Diana are playing Bliss, while Steve and Fred are playing Gloom. It is the beginning of Round 4. Gloom has scored 2 Major and 1 Minor Fragments, while Bliss has only scored 2 Major Fragments, so the Bliss side will go first. The Bliss players agree that Leo should be the first to act. After he finished taking his actions, it is now Gloom's turn. Despite of Steve having acted last in the previous round, the Gloom players agree that he should act first this round. After his player turn is finished, it is Diana's turn, then finally Fred's. The round continues in a Leo-Steve-Diana-Fred player order.*

## Round Structure

A round consists of two phases: Player Turns and Wrap Up.

1. **Player turns:** Bliss and Gloom players alternate taking 1, 2 or 3 Spirit Actions, until they have used up all Fortitude for the round. Spirit Actions are detailed in the subsequent chapter.
2. **Wrap up**
  - a. **Advance the Fortitude Dials:** Set the Round Counter dial (the smaller one) to the next round's number, then set the Fortitude Dial to the starting value printed below the round number (1 more than in the previous round).
  - b. **Draw Emotions:** Each player draws 1 Emotion card.
  - c. **Remove Meditation Markers:** Remove the marker tokens from all Meditation Actions to indicate they can be used again next round.

## Game End

The game may end in two ways:

- At the end of the fifth round
- If either Bliss or Gloom has scored all 3 of their Major Fragments, at which point the game ends immediately.

## Spirit Actions

During their player turn, each player **must** take 1, 2 or 3 Spirit Action.

There are 9 different Spirit Actions available. Each requires spending **one** Fortitude and some amount of Willpower. Spirit Actions fall into two categories: Main Board Actions (5) and Spirit Board Actions (4).

**Important:** as an Action, players may always spend 1 Fortitude to gain 1 Willpower during their turn. This ensures that the players are never left without anything to do.

## Main Board Actions

There are five Main Board Actions, each associated with one of the five realms of Cerebria. These actions are printed on 5 double-sided tiles in front of each side, each showing their current Willpower cost. This is important because the Willpower cost of these actions is 1 less as long as the acting player's side controls the Realm associated with the Action (See "Influence and Control").



**Gain Willpower (costs 1 Willpower):** Gain 3 Willpower from the general reserve (**not** from adjacent Origin spheres). Costs 0 Willpower as long as you control the Valley of Motives.

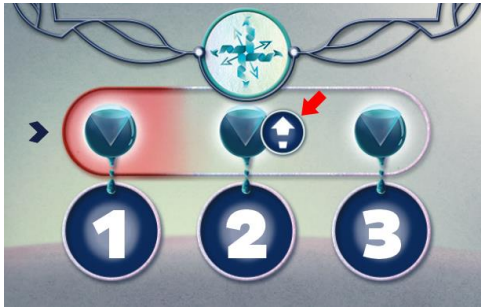
**Draw Emotion (costs 1 Willpower):** Draw the top two cards of your Emotion deck. Add one of those cards to your hand, and discard the other. Costs 0 Willpower as long as you control the Cradle of Senses.



**Move Emotion (costs 2 Willpower):** Move a friendly Emotion card from anywhere on the main board to an empty Emotion slot adjacent to your Spirit. This may cause Realm and Frontier controls to change. Costs 1 Willpower as long as you control the Network of Thoughts.

**Intensify Emotion (costs 1 Willpower):** Place 1 Essence from your reserve on the rightmost empty Essence slot of an adjacent friendly Emotion. This typically increases the Emotion's Intensity, and as a result, Realm and Frontier controls may change. Costs 0 Willpower if you control the Land of Desires.





**Important: Strong Emotions:** If the placed Essence reaches the Empower threshold icon printed on the Essence track on a Mild emotion, that Emotion can now be Empowered to its Strong counterpart (See “Spirit Board Actions”)

**Harvest Essence (costs any amount Willpower you choose to spend):** Gain 1 less Essence than the amount of Willpower you spent. Gain Essence equal to the Willpower spent if you control the Willow of Values.



## Spirit Board Actions

There are four Spirit Board actions: Move Spirit, Invoke Emotion, Quell Emotion and Meditation. Unlike the Main Board actions, Realm control has no effect on their Willpower cost, but they can be **upgraded** by discarding Emotions to make them more effective. Each Spirit Board Action has four potential Upgrades.

## Upgrading Spirit Boards Actions

**Immediately before** taking any Spirit Board action, you may discard one or two Emotion card(s) from your hand, then place a Spirit Upgrade token on **one** of the upgrade slots of that action.



Some Upgrades require two Emotion cards to be discarded at the same time - the number of required cards is printed on the Upgrade slot. You can only place one token per Action used.





The Vibe on the Spirit Upgrade token placed must match the Vibe of at least one of the discarded cards, and all Upgrade slots of the **same** action must be covered with **different** Vibes. Before placing a Spirit Upgrade token on an Action, you may choose to permanently remove another token already on that Action - this can be useful if you really want an upgrade, but don't have the right colored card for it.

**Important: The upgrade always takes place before taking the respective Action (and only then), so it affects the Action right away.**

### Move Spirit (costs 1 Willpower)

Move your Spirit to an adjacent Spirit slot on the main board. By default, you cannot end your Move action on the same slot as another opposing Spirit (you can end it on the same slot as your teammate's Spirit).



### Upgrades

**Haste (1 card):** You may move 1 slot further.

**Surmount (1 card):** You may now end your Move action on the same slot as another opposing Spirit.

**Determination (1 card):** When you use this Action for the first time each round, place 1 of the spent Willpower on this Upgrade. At the end of the round, add this Willpower to your reserve.

**Blazing Speed (1 card):** You may move 1 slot further. Cumulative with Haste.

### Invoke Emotion (costs 2 Willpower)

Place an Emotion card from your hand on an empty Emotion slot adjacent to your Spirit. Then, immediately place 1 Essence on each of the red Essence slots on the card. If you do not have enough Essence to do this, you cannot Invoke the Emotion. That Emotion has now entered the main board, with an intensity value associated with the rightmost non-empty Essence slot. As a result, Realm and Frontier controls may change.



## Upgrades

**Bolster (1 card):** You may choose to spend 2 additional Willpower when taking an Invoke Action. If you do, you may immediately place 1 additional Essence on the Invoked Emotion from your reserve (on top of the necessary starting Essence).

**Inner Force (1 card):** You may choose to spend 1 additional Willpower when taking an Invoke Action. If you do, you may place up to 1 of the required Essence on the Invoked Emotion from the general reserve instead of your own.

**Determination (1 card):** When you use this Action for the first time each round, place 1 of the spent Willpower on this Upgrade. At the end of the round, add this Willpower to your reserve.

**Empower (1 card):** Instead of Invoking on an empty slot, you may replace an adjacent Mild Emotion with its Strong counterpart from your deck of Strong Emotions. If you do so, discard the Mild Emotion and move all Essence from it onto the new Strong Emotion. If the Mild Emotion doesn't have enough Essence on it to cover all the Strong Emotion's red slots, you may not Empower it. After this Action, immediately return 2 of the spent Willpower to your reserve. Cannot be used with Bolster or Inner Force.

**Important:** Strong Emotions can only enter the Main Board with the Empower action - they cannot be drawn, nor Invoked on empty slots.

*Example: Leo plays as Anxiety, and is adjacent to an Anger card with 2 Essence on it. It is the fourth round, and he already has the Empower upgrade for his Invoke Action. He spends 2 Willpower, discards Anger, replaces it with Rage, and places the two Essence from Anger on it. Since Rage's base intensity is 2, Realm and Frontier controls don't change, but Rage's "enters the board" ability triggers. Leo also immediately regains his 2 spent Willpower (as the Empower action's bonus). Note that since Rage has two red slots, Leo wouldn't be able to do this if Anger only had 1 Essence on it.*



## Quell Emotion (costs 2 Willpower)

Remove the rightmost Essence from an adjacent hostile Emotion with a Vibe matching the Vibe token of one of the Quelled Vibe upgrades of this Action. If the last Essence is removed from an Emotion this way, remove it from the board and place it in the Discard pile if it was a Mild Emotion, or back into the Strong Emotion deck if it was a Strong Emotion. Then, its owner may draw a new Emotion card.

**Important:** This Action can **only** be used once you have at least one “Quelled Vibe” upgrade.



### Upgrades

**Quelled Vibe (1 card):** You may now Quell hostile Emotions with a Vibe matching the one on this Upgrade slot

**Quelled Vibe (1 card):** You may now Quell hostile Emotions with a Vibe matching the one on this Upgrade slot

**Determination (1 card):** When you use this Action for the first time each round, place 1 of the spent Willpower on this Upgrade. At the end of the round, add this Willpower to your reserve.

**Snuff Out (1 card):** You may choose to spend 1 additional Willpower when taking the Quell action. If you do, you may remove 1 additional Essence from the Quelled Emotion.

### Important: Quelling Bleakness and Brightness Emotions:

- The starting Emotions, Brightness and Bleakness, can be Quelled with any Quelled Vibe upgrade, regardless of its Vibe.
- If the last Essence is removed from a Bleakness or Brightness Emotion, remove it from the game instead of placing it into a Discard pile. Its owner may **not** draw a new Emotion card.

## Meditation (costs 0 Willpower)

Meditation is a unique action in two ways: it always costs 0 Willpower, and it can only be taken once each round. It is the primary way for the Spirits to gain Willpower and other resources, and it can also lead to a Revelation, when the important Identity Fragments are scored.

When taking the Meditation action, execute the following **in this order**:

1. **Cover the Meditation Action's** spot with a Meditation marker to indicate that it cannot be used again this round
2. Choose 1 adjacent Origin sphere, and **take Willpower** from it (up to the amount of Willpower currently in the sphere):
  - a. 1 Willpower by default,
  - b. 1 additional Willpower for each controlled Frontier adjacent to the acting Spirit (See "Adjacency" and "Control")
  - c. 1 additional Willpower if the "Origin's Favored" upgrade is active
3. If an Origin sphere was emptied this way, **resolve a Revelation** (as detailed in the subsequent chapter)
4. **Receive a bonus** based on the Origin sphere the Willpower was taken from. Receive the bonus one additional time if at least one friendly Major Fragment is facing this sphere (see "Revelation and Fragment Scoring"):
  - a. 2 additional Willpower from the general reserve
  - b. 1 Essence
  - c. 1 Spirit upgrade token (of any Vibe, placed immediately on a 1-card Upgrade)
  - d. 1 Fortitude (essentially making this Meditation Action cost no Fortitude, but it still counts towards the maximum number of actions you can take in one turn)
  - e. Draw 1 Emotion card
5. **Rotate the Origin** clockwise once, changing the alignment of the Origin spheres



### Upgrades (from left to right)

**Origin's Favored (2 cards):** When taking Willpower from a sphere, take an additional Willpower from that sphere.

**Unwavering (2 cards):** When taking Willpower from a sphere, take 2 additional Willpower from the general reserve.

**Origin's Bounty (1 card):** When receiving the Origin sphere's bonus, you may choose to receive any other Origin sphere's bonus instead.

**Shaper's Boon (1 card):** Before taking Willpower from a sphere, you may rotate the Origin clockwise once.

*Example: As her second Action during her turn, Diana chooses to take her Meditation Action. She covers its slot with a Meditation marker to indicate this. Her Spirit, Harmony, is on the*

*Motives Realm, and Bliss controls one of the two Frontiers her Spirit is adjacent to (the one between Motives and Values). Standing on a Realm, Diana's Spirit is only adjacent to 1 Origin sphere (the one with the Spirit Upgrade bonus), so she takes a total of 2 Willpower from it. She also receives 2 additional Willpower from the general reserve, since she her Spirit has the Unwavering upgrade.*

*This empties the sphere and triggers a Revelation, which is resolved immediately. After the Revelation, Diana takes the chosen sphere's bonus, a free Spirit Upgrade token, and places it on the Origin's Bounty upgrade. Finally, she rotates the Origin clockwise - she is now adjacent to a different Origin sphere.*

## Revelation and Fragment Scoring

Although the state of Cerebria is in constant flux due to the eternal struggle between Bliss and Gloom, there are certain moments that have a permanent impact on its identity. These moments are called Revelations, and they play a crucial role in the game's flow. During each Revelation, three Aspiration cards are evaluated, and based on the outcome, Bliss and/or Gloom can contribute a Fragment to Cerebria's forming Identity. At the end of the game, the Identity's composition will determine the winning side.

**A Revelation is triggered immediately once an Origin sphere is emptied during a Revelation. When this happens, take the following steps in this order:**

1. Check the face up Common Aspiration card, and determine if it's accomplished by Bliss, Gloom, or neither side (in case of a tie). Then, set it aside and draw a new face up Common Aspiration card at random. If there is only one card left in the deck, shuffle back the previously completed Common Aspiration cards before drawing a new one.
2. Each side checks their secret Aspiration card.
  - a. If they accomplished it, they announce it and set it aside face up, then draw another secret Aspiration card at **random**. If it is the same as the Common Aspiration card, shuffle it back into the deck and draw a new one until a different card is drawn. If there is only one card left in the deck, shuffle back the team's previously completed Aspiration cards before drawing a new one.
  - b. If they did not win it (the other side accomplished it, or it is tied), they set it aside face up, then they **may choose** a new secret Aspiration card from the remaining deck. It must be different from the Common Aspiration card. If there is only one card left in the deck, shuffle back the team's previously completed Aspiration cards before choosing a new one.
3. Based on the number completed Aspirations (Common or secret), each side may score a Fragment. Add the scored Fragment(s) to the Identity in the middle of the Origin, on top of each other.

- a. If a side accomplished 2 Aspirations and the other accomplished 0, the winning side scores a Major Fragment of their color. Align it so that the Bliss/Gloom symbol on it faces the sphere just emptied. **From now on, that sphere will grant its bonus to the Major Fragment's team an additional time during their Meditation Action.**
  - b. If a side accomplished 2 Aspirations and the other accomplished 1, the winning side scores a Minor Fragment of their color.
  - c. If a side accomplished 1 Aspiration and the other accomplished 0, the winning side scores a Minor Fragment of their color.
  - d. If both sides accomplished 1 Aspiration, each scores a Minor Fragment of their color.
  - e. In the unlikely case neither side wins any Aspiration, no Fragment is scored.
4. Finally, place 5 Willpower from the general supply into the Sphere just emptied, plus 1 additional Willpower for each Major Fragment facing that Sphere.

## The Aspiration Cards

There are seven different Aspiration cards in Cerebria, and each can be accomplished through different aspects of dominance over Cerebria. Any of these Aspirations can appear as either common or secret, but no team's secret Aspiration can be the same as the common one.



1. **Aspiration of Awareness:** accomplished by the team **controlling more Realms** than the other.



2. **Aspiration of Allegiance:** accomplished by the team **controlling more Frontiers** than the other.





3. **Aspiration of Versatility:** accomplished by the team **having Emotions on more Frontiers** (their Intensity does not matter)

4. **Aspiration of Unity:** accomplished by the team having a **longer uninterrupted chain** of adjacent friendly Emotions.



5. **Aspiration of Wisdom:** accomplished by the team having **more Spirit Upgrade tokens** on their boards combined

6. **Aspiration of Dominance:** accomplished by the team with **more Essence** (not Intensity!) on their Emotions on the main board.



7. **Aspiration of Diversity:** accomplished by the team with more **different Vibes** on their Emotions on the main board. Brightness and Bleakness (the starting Emotions) do not count towards this Aspiration.

## Ending the Game

The game ends with a side's **immediate victory** as soon as they score their third Major Fragment. Otherwise, the game ends after the fifth round.

After the fifth round, reveal all three Endgame Aspiration cards that were set aside during game setup, and resolve a Revelation, following the normal rules. The only exception is that if one team would score any kind of Fragment during this Revelation (minor or major), they score their own Top Piece Fragment instead. Place it on the top of the Identity. If this Revelation would normally result in placing both a Bliss and a Gloom Minor fragment, or placing no Fragment at all, no Top Piece is placed.

After the final Revelation, Fragments and other achievements in the game are converted to points to determine the winner:

- Each Minor Fragment is worth 2 points
- Each Major Fragment is worth 3 points
- The Top Piece is worth 4 points
- Each fully upgraded Spirit Action is worth 1 point
- Each Strong Emotion is worth 1 point
- Each Emotion with an Essence on all of its Essence slots is worth 1 point.

The team with more points wins the game. If the points are tied, Cerebria is in complete balance, and the game ends in a tie.

# Appendix

## Game Variant - The Shaper

Playing as the Shaper, a single player may control one Spirit powerful enough to represent Pliss or Gloom on its own. The Shaper variant can be

### Changes in Setup

- The Shaper **chooses a side** (Bliss or Gloom), **and one Spirit** belonging to the chosen side. Place that Spirit's board in front of the player.
- The Shaper will have one Emotion deck with **14 Mild Emotions**
- The Shaper receives more **starting resources**: 7 Willpower and 5 Essence. Each player also draws a starting hand of 3 Emotion cards.
- The side opposing the Shaper will begin the game.
- Proceed with the game setup as described in the core rules.
- When placing the Brightness/Bleakness starting Emotions, place the Emotion cards first, then the Shaper places their Spirit on a slot adjacent to the Origin and one for their now-controlled Frontiers.

### Changes in Gameplay

The game is played very similarly to the core game, with the following important exceptions:

- **Fortitude: The Shaper has 1 additional Fortitude each round.** The available Fortitude in the five rounds of the game is 9, 10, 11, 12 and 13, respectively.
- **Wrap up phase - Draw Emotions:** The Shaper draws 2 additional Emotion cards instead of 1.
- **Meditation:** The Shaper may use its Meditation action twice per round, but it cannot use it twice during the same turn.

## Spirit Abilities



**Harmony - Serene Enlightenment:** When placing a Spirit Upgrade, you may place a Vibe token of any color, regardless of the discarded Emotion's Vibe.



**Empathy - You Can Count On Me:** Once per round, if a Bliss Emotion would be Quelled on a Frontier adjacent to Empathy, you may pay 1 Essence from your reserve to prevent it.



**Anxiety - Foreboding Presence:** You may Invoke "Bleakness" Emotions that were set aside during setup (you don't need to have them in your hand).

**Malice - Soul Leech:** You may pay 1 additional Willpower when you use the Quell action. If you do, gain 1 Essence.



# Starting Emotion Decklists

Harmony	Empathy	Anxiety	Malice
2 x Optimism	2 x Optimism	2 x Fear	2 x Fear
2 x Longing	2 x Longing	2 x Suspicion	2 x Suspicion
2 x Sociability	2 x Sociability	2 x Anger	2 x Anger
2 x Excitement	2 x Excitement	2 x Bitterness	2 x Bitterness
2 x Courage	2 x Courage	2 x Jealousy	2 x Jealousy
2 x Cheerfulness	2 x Cheerfulness	2 x Boredom	2 x Boredom
2 x Self-Esteem	2 x Generosity	2 x Insecurity	2 x Selfishness