

CEREBRIA

THE INSIDE WORLD

THE EGO

SOLO OR CO-OP GAME MODE



RULEBOOK

SOLO MODE DESIGN
DÁVID TURCZI with NICK SHAW



MINDCLASH
GAMES

∞ COMPONENT LIST ∞

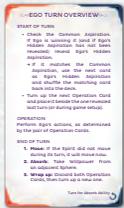
12 Operation cards



3× Defiance

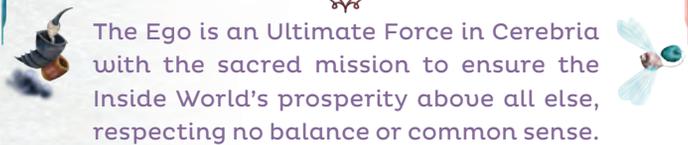
4× Endeavor

5× Judgment



1 Quick Reference card
Ego Turn Overview
Absorb Ability

∞ INTRODUCTION ∞



The Ego is an Ultimate Force in Cerebria with the sacred mission to ensure the Inside World's prosperity above all else, respecting no balance or common sense.

Just like the Spirits, your Ego is there to protect you, but sometimes it is simply ruining your life by over-compensating for everything that affects your Inside World. It is probably best if you do not let it take over.

∞ OVERVIEW ∞

In this variant, you will play against the Ego.

You may play either Bliss or Gloom. Your side can have 2 Spirits controlled by one or two players, or 1 Spirit for one player using the Shaper rules. The opposing side – the Ego – is played by the game.

The Ego always plays with two Spirits. Its Actions are determined by a deck of Operation cards.

Most of the rules are the same as in the core game.

NOTE: If there is no rule stating otherwise, always refer to the core rule.

FIRST PLAY RECOMMENDATIONS

For your first game against the Ego, we recommend a solo game using the Shaper rules. Also, you can use the simplifications for the basic game (no Intentions, no Strong Emotions). However, you should use the setup rules shown here.

∞ MAIN BOARD SETUP ∞

Set up the Main board as described in the core rules, with the following exceptions and additions:

1. Shuffle the 12 Operation cards. Then, while keeping them face down, orient the cards as shown below: The symbol on the top card should be on the top, the symbol on the next card should be on the bottom, and so on, alternating throughout the entire deck. Place the oriented deck face down near the Main board.



Order markers



Starting player's 6 Willpower

Player's Essence Supply

Player's Willpower Supply



Ego's Hidden Aspirations

Ego's Emotion deck

Willpower tracker card

Ego's Essence

2. Ego does not use a Spirit Board. Use the back of a random Strong Emotion card to keep track of its Willpower (gained from Absorb and failed Special Operations). Place this Willpower tracker card face down next to the Operation Deck.
3. Ego does not gain any starting resources. Ego does not use a Team board or Ambition tokens.
4. When Ego needs Essence, it takes counters from its general supply. It does not need to gain Essence as players do.
5. Shuffle Ego's Hidden Aspirations and keep them nearby, face down for now.
6. Create a single Emotion deck for Ego consisting of one copy of each Emotion belonging to Ego's side.
7. Return Ego's Strong Emotions to the box; Ego does not use them.
8. Your side's Team Board and Spirit Boards are set up as usual.
9. Place Bleakness / Brightness Emotions onto the board as follows:
 - a. Choose a Realm randomly. Randomly place 1 Bleakness and 1 Brightness on the Realm's 2 Emotion slots.

- b. Choose a second and third Realm randomly. Place a Bleakness in the second Realm and a Brightness in the third Realm. These cards should be placed so that each of the four Starting Emotions is in a different Triad. Usually, there are multiple ways to meet this requirement, and you choose among them randomly.
 - c. Check: You should have 1 Realm and 2 Frontiers controlled by Gloom, 1 Realm and 2 Frontiers controlled by Bliss.
 - d. In the Realm controlled by Ego, place one of Ego's Spirit Figures on that Spirit Space. This is the **Influencer Spirit**. (This is the only Spirit Figure that starts in a Realm.)
 - e. Place Ego's other Spirit Figure on the Frontier closest to Ego's other Emotion. This is the **Gatekeeper Spirit**.
 - f. If you are playing with two Spirits, place them on the Frontiers closest to your two Emotions. If you are playing as the Shaper, choose one of those two spaces.
 - g. Because you are always the first player, you start with 6 Willpower and no Absorb for the first turn.
10. Reveal the first Operation card (do not perform it) and place it next to the Operation Deck.



All 9 Common Aspirations in random order

Ego's Wheel of Intentions



∞ ORDER OF PLAY ∞

Your team plays first and third, even if playing as a Shaper. The Gatekeeper Spirit (starts on Frontier) plays second. The Influencer Spirit (in a Realm) plays fourth. As usual, play order does not change, and you can use the Player Order markers to help you remember it.

TIP: To help you keep track of which Spirit is playing, you can slide the marker of the current Spirit above the row and return it to the row at the end of the Spirit's turn.

∞ EGO TURN OVERVIEW ∞

Your turns are played as usual. Ego's turns follow a specific format:

START OF TURN

1. Check the Common Aspiration. If Ego is winning it (and if Ego's Hidden Aspiration has not been revealed), reveal Ego's Hidden Aspiration. If it matches the Common Aspiration, use the next card as Ego's Hidden Aspiration and shuffle the matching card back into the deck.
2. Turn up the next Operation card and place it beside the one revealed last turn (or during game setup). This card will be upside down.



Ego already has one face-up Operation before the turn starts. After checking Aspirations, reveal the next Operation Card.

OPERATION

Perform Ego's Actions, as determined by the pair of Operation cards.

END OF TURN

1. **Move:** If the Spirit did not move during its turn, check to see if it moves now.
2. **Absorb:** Take Willpower from an adjacent Sphere.
3. **Wrap up:** Discard both Operation cards, then turn up a new one.

Details of the above steps are given in the following sections.

∞ OPERATIONS ∞

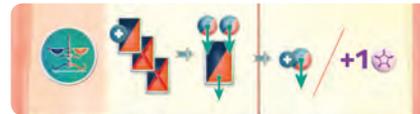
Ego's Actions for the turn are defined by two Operation cards. One card is revealed at the end of Ego's turn. The other is card is unknown information until it is revealed at the beginning of Ego's turn.

If the deck is empty when it is time to turn up a new card, make a new deck by shuffling the discard pile. Orient the cards as you did during setup.

PUTTING CARDS TOGETHER



The card that was revealed first depicts 3 possible Operations. It has a frame at the top. When this frame is combined with the second card, it specifies which Operation Ego will actually perform. (The two cards also make an upside-down frame at the bottom, but that frame is ignored.)



EXAMPLE:

In the illustration above, the Operation cards have specified Endeavor + Judgment with a Bonus effect. Look at the three Actions depicted on the Endeavor card and perform the one that matches the card on the right. In this case Ego will draw 3 Emotions and Invoke the best one with 2+1 Essence.

 This symbol indicates that Ego performs the specified Action(s) with a bonus. You can ignore these bonuses in the basic game.

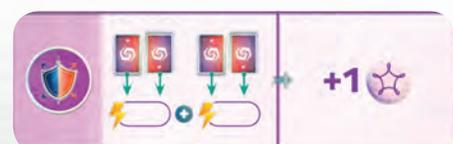
WHAT MIGHT HAPPEN IN AN OPERATION

1. **First, Ego will decide which of its Aspirations is its Target Aspiration.**
2. **Next, Ego will do something.** The Operation will usually require Ego to perform one of four basic Actions: Invoke, Intensify, Quell, or Fortify / Raze. Unlike a player, Ego does not pay Willpower or Ambition to perform any Actions.
3. **If Ego cannot perform the Operation, it becomes a Special Operation,** which depends on the Target Aspiration.

Ego can move once during the Operation, according to specific priority rules. In some cases, Ego might perform multiple basic Actions during an Operation, but Ego is still allowed only one move.

MULTIPLE OPERATIONS ON ONE TURN

One Operation (Defiance + Defiance) actually tells Ego to draw 4 cards and perform 2 new Operations. (If another Defiance + Defiance is drawn, it scores 2 Points instead of performing this Operation.) When Ego has multiple Operations, it repeats the above process multiple times: Ego re-evaluates its Target Aspiration before each Operation, each Operation has the potential to become a Special Operation, and Ego can make one move during each Operation.



Perform new Operation



Perform second new Operation



∞ TARGET ASPIRATION ∞

Ego's Action usually depends on the Aspiration it is trying win. This is called its **Target Aspiration**.

- If Ego is not winning the Common Aspiration, that is Ego's Target Aspiration.
- If Ego is winning the Common Aspiration, its Hidden Aspiration should be revealed. (If it matches the Common Aspiration, use the next card instead and shuffle the matching card back into the deck.)
- If Ego is winning both Aspirations, the Common Aspiration is its Target Aspiration.
- If Ego is winning only the Common Aspiration, its Hidden Aspiration is its Target Aspiration.

Ego will focus on this one Target Aspiration for the entire Operation.

∞ MOVEMENT ∞

Ego's Spirits do not follow the usual rules for movement.

When the Influencer moves, it always moves to an adjacent Realm. (It starts the game in a Realm, and will never be on a Frontier.)

When the Gatekeeper moves, it always moves to an adjacent Frontier. (It starts the game on a Frontier and will never be in a Realm.)

There are two things that can cause Ego's Spirit to move:

- Once during each Operation, Ego's currently active Spirit may move to reach a better target.
- At the end of the turn, if the Spirit has not moved yet, it moves clockwise or counter-clockwise, as specified by the arrow on the second Operation card. (If there is no arrow, it does not move.)



In either case, the move is always to a space one Realm or one Frontier away.



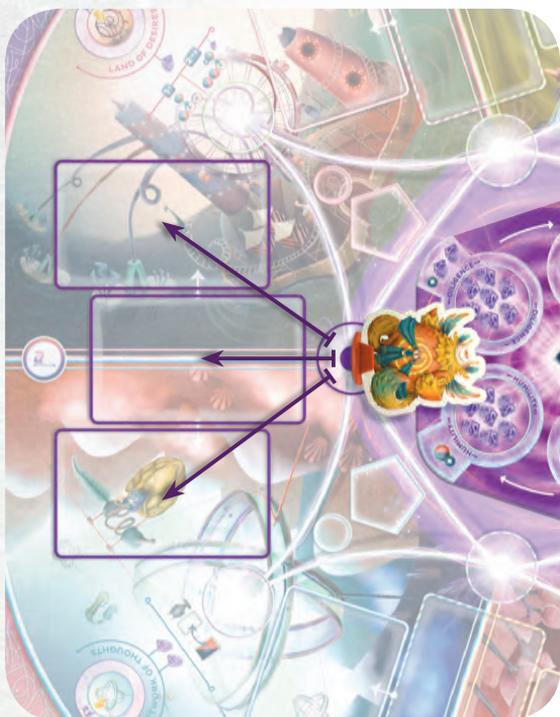
Ego is limited to one move per Operation. Most turns have only one Operation, so Ego will have only one move. If Ego has multiple Operations, Ego may make one move during each of them, but unused moves will not carry over to the next one. **Ego's end-of-turn move is only used if it did not move at all during any of its Operations.** In the unlikely event that Ego performs multiple Operations but no moves, Ego's end-of-turn move will be in the direction specified by the last executed Operation.

∞ ACTIONS ∞

Ego's Actions are similar to those available to players. Ego's Spirits have a wider range in which they can act, and they follow certain priorities. Priorities are explained in detail in the following sections and are summarized on the back page.

ACTION RANGE

Ego's range for its Actions is wider than usual. The Gatekeeper can invoke, intensify, or quell an Emotion on any of the 3 slots in the Triad that can influence its Frontier. The Influencer can affect an Emotion on any of the 4 slots that can influence its Realm.



Gatekeeper



Influencer

Furthermore, the Spirit may be able to move one step clockwise or counter-clockwise to the next Realm or Frontier. This gives the Spirit access to over half the Emotion slots on the board.

IMPACT

When choosing a target Emotion slot or Fortress location for an Action, Ego is trying to get the most **Impact**.

1. First consider Ego's Target Aspiration. Ego wants to take Actions that change that Aspiration's statistic. Actions which produce a bigger change in Ego's favor have a bigger Impact.
2. If multiple Actions are tied after step 1, Ego will break the tie in favor of an Action that either gives it control of a Realm or neutralizes player control.
3. If multiple Actions are tied after steps 1 and 2, Ego will break the tie in favor of an Action that gives it control of a Frontier or neutralizes player control.
4. Any Actions which are still tied have the same Impact. The Action's description explains how to break ties in these cases.

EXAMPLE:

(See **PRIORITY EXAMPLE** illustration.) If Ego's Target Aspiration is Fortitude – more Intensity from Fortresses – then an Action that gives Ego a new Emotion cannot influence this Aspiration in any way. However, Ego is still trying to get the most Impact, so according to step 2 in the priority list, it will try to invoke on a slot where it gains control of a Realm.

BASIC ACTIONS

Operations will require you to perform Actions with Ego's Spirits.

Each of the four basic Actions has a hierarchy of priorities. These are summarized on the back page and presented in detail here.

Ego does not spend Willpower on its Actions. When it needs Essence, it simply takes it from its supply. Ego does not use Ambition.

NOTE: Ego always uses its Actions for/against the side you would expect. It invokes and intensifies Ego Emotions. It quells player Emotions. It fortifies Ego Fortresses and razes player Fortresses.

PROCEDURE FOR INVOKE

1. Draw the specified number of cards. Choose the best one, using the following criteria. Put the cards not chosen to the bottom of Ego's Emotion deck in a random order.
 - a. A card with a new Vibe is better than one whose Vibe is already on the board on Ego's side.
 - b. Among cards with new Vibes (or old Vibes), the best one is the one with the highest maximum Intensity.
 - c. Among cards that are still tied, choose the one that was drawn earliest.
2. Choose the best empty slot on which to invoke the Emotion. Don't forget that the Spirit can move one Realm or Frontier clockwise or counter-clockwise, once per Operation. Use the following criteria:

- Choose the slot that gives the most Impact.
- Break ties in favor of the slot closest to the Spirit Figure. (For example, the two Realm slots are closer to the Influencer than the two Frontier slots, and all four of those slots are closer than any slot it can affect only by moving.)

- If two slots are still tied, choose the one clockwise from the Spirit.
- If necessary, move to affect the chosen slot.
 - Place the Emotion on the chosen slot and give it Essence from the general supply. Ego does not spend Willpower to perform the Action.

PRIORITY EXAMPLE

The player checks the Operation card and sees that Ego is supposed to take an **Invoke Action**. Checking the priority list, the player sees this:

Invoke: Most Impact → Closest → Clockwise



The Target Aspiration is Fortitude ①. Since Ego cannot influence this Aspiration with an Invoke Action, it will try to find another way to have Impact. According to the Impact priority list, it wants to take an Action that will give it control of a Realm, if possible. Ego's active Spirit is the Influencer, which can only move between Realms. After moving clockwise, it is able to take an Invoke Action that blocks Dislike from the Cradle of Senses, taking it over from the player.

Now suppose the Target Aspiration had been Awareness ② – Emotions on more Triads. In this case, Ego can have an Impact on the Aspiration itself by simply invoking to the adjacent free slot – it now has Emotions on four Triads. If it already had an Emotion on that slot, it would have done the same as in Example ①: it would have been unable to invoke on the Willow of Values to influence the Aspiration, so it would have made an Impact by taking the Cradle of Senses from the player.

PROCEDURE FOR INTENSIFY

1. Choose the best Ego Emotion to intensify, keeping in mind that the Spirit can move once per Operation.
 - a. Choose the Emotion that would receive the biggest total change in Intensity.
 - b. Break ties in favor of the slot closest to the Spirit Figure.
 - c. If two slots are still tied, choose the one clockwise from the Spirit.
2. Move, if necessary.
3. Place the specified amount of Essence on the Emotion. This comes from the general supply.

PROCEDURE FOR QUELL

1. Choose the player's best Emotion to quell, keeping in mind that Ego's Spirit can move once per Operation.
 - a. Choose the Emotion that would have the most Impact if quelled.
 - b. Break ties in favor of the one with the highest current Intensity.
 - c. Break ties in favor of the one with the highest maximum Intensity.
 - d. Break ties in favor of the one closest to the Spirit Figure.
 - e. If two slots are still tied, choose the one clockwise from the Spirit.
2. Move, if necessary.
3. Remove the specified amount of Essence.

PROCEDURE FOR FORTIFY OR RAZE

1. Choose the best Fortress location to affect, keeping in mind that the Spirit can move once per Operation.
 - a. Choose the location that would have the most Impact.
 - b. Break ties in favor of locations that do not require the Spirit to move.
 - c. If two locations are still tied, choose the one clockwise from the Spirit.
2. Move, if necessary.
3. Complete the Action, as specified by the Operation.

MULTIPLE BASIC ACTIONS

Certain Operations might specify multiple basic Actions. In that case, perform them in order. Ego will use its one move the first time that a procedure tells it to do so. Once Ego has used its move, it is not available for later Actions in that Operation. (Operations described by Defiance  + Defiance  and Judgment  + Judgment  cards count as separate Operations.)

FAILURES

In many cases, it may be impossible to completely perform an Operation. For example, there may be no legal Emotion slots in range. These situations are called **Failures** and are handled in the following ways:

- If no Minor Fragments are available for Ego to build a normal Fortress, it uses a Major Fragment to build an Exalted Fortress instead.

- If none of the Actions specified by an Operation can be performed, perform a Special Operation instead. (Special Operations are explained in the next section.)
- If an Action can be performed only partially, Ego scores 1 point. ("Partially" means it has some effect on the board, but not the full effect. For example, if Ego is allowed to intensify with 2 Essence but the chosen Ego Emotion card has room for only 1 more, Ego would add only 1 and also score 1 point.)
- If a bonus effect has no effect, Ego scores 1 Point. (This also applies when the bonus effect fails because the Operation's failure leads to a Special Operation instead.)

This information is also included in the table on the back page.

POINTS

You can track Ego's points on its Wheel of Intentions.

NOTE: Ego does not score points for Intentions, and Ego does not gain any of the benefits depicted on the Wheel.



SPECIAL OPERATIONS

Ego will change its Operation to a Special Operation in the following circumstances:

- Operation cards with a combination of Judgment  + Judgment  require Ego to perform a Special Operation.
- When the Operation cards dictate an Operation that Ego cannot legally perform (in other words, an Operation that does not change the board in any way).

SPECIAL ENDGAME RAZE ACTION

When Ego performs a Special Operation, first check to see if the players are close to ending the game:

1. If the players have no more Minor Fragments, Ego will first attempt to raze one of their Fortresses, according to the usual procedure, but limited to Minor Fragment Fortresses.
2. If the players still have Minor Fragments or if Ego did not raze a Minor Fragment Fortress in step 1, Ego will check to see if the players are out of Major Fragments. If they are, Ego will attempt to raze a Major Fragment Fortress.
3. If Ego successfully razes a Fortress under the conditions of step 1 or step 2, Ego scores 1 point and the Special Operation is complete.
4. Otherwise (if the players are not out of any type of Fragment, or if there is nothing Ego can do about it), follow the procedure in the next section.

CHOOSING A SPECIAL OPERATION

If Ego does not take a Special Endgame Raze Action, as described in the previous section, use the list on the back page to determine Ego's Special Operation. The choice is determined by the Target Aspiration, as shown in this example:

EXAMPLE FOR TAKING A SPECIAL OPERATION

OPENNESS

- I. **Intensify** 1 Emotion by 1 Essence, but only if that increases its Intensity. If there is no legal Ego Emotion within range, proceed to II.
- II. Draw 2 cards and Invoke one of them. If there is no empty Emotion slot within range, proceed to III.
- III. **Quell** one player's Emotion by up to 2 Essence. Ego chooses an adjacent player's Emotion and quells a maximum of 2 Essence from it.

Regardless of whether Ego chooses I, II, or III, Ego will choose a target for the Action based on the usual priorities for the type of Action chosen.

If the Special Operation does not improve Ego's standing in the Target Aspiration, Ego also scores 1 point and gains 1 Willpower from the supply.

ADJUSTMENTS TO EMOTION POWERS

All powers on Ego's Emotions are ignored, **even the ones affecting the player.**

All powers on player Emotions are in effect, **even the ones affecting Ego.**

We recommend playing against Ego with the basic game starter decks. If you choose to play with the full range of Emotions, you will need to make some adjustments:

BLISS

Bliss Emotions adjacent to Safety are always lowest in priority for Ego to quell, and quelling one of these costs Ego 2 Willpower from its stored supply. If Ego doesn't have 2 Willpower available, Bliss Emotions adjacent to Safety are not valid targets for the Quell Action.

GLOOM

Jealousy / Envy, Insecurity / Doubt, Boredom / Indifference, Guilt / Remorse and Fear / Panic do nothing against Ego, so we do not recommend including them.

If you choose to use them, gain 2 Willpower when one of these Emotions enters play, instead of their original power.



∞ ABSORB ABILITY ∞

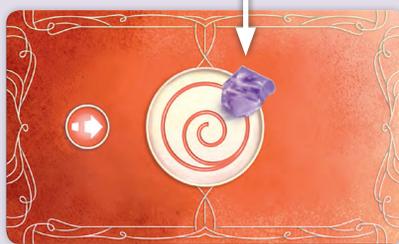
At the end of its turn, an Ego Spirit must use its Absorb Ability. Where Ego absorbs from, and how much it absorbs, depends on Ego's standings in the Aspirations at the end of the turn:

If Ego is **not winning** the current Common Aspiration, it **takes and keeps 1 Willpower** from the **largest Sphere** the Spirit has access to.



If Ego is **winning** the Common Aspiration, reveal the Hidden Aspiration, if necessary (and ensure it does not match the Common Aspiration).

If Ego is **losing its Hidden Aspiration**, it **takes up to 2 Willpower** from the **smallest Sphere** it can access, keeps 1 and discards the other. (If only 1 is available, discard it.)



If Ego is **winning both Aspirations**, it **takes and discards up to 3 Willpower** from the **smallest Sphere** it can access.



The Influencer Spirit is in a Realm, and thus does not have two Spheres to choose between. Only the Gatekeeper Spirit actually has to make a choice. “Biggest” or “smallest” refers to the Sphere with the **most or fewest Willpower counters**. If the two Spheres have the same number of counters, the Gatekeeper chooses the one adjacent to an Ego Fortress. If this still leaves a choice between two Spheres, choose the one clockwise from the Spirit's location.

NOTE: Ego does not gain the bonus of the Sphere it absorbed from.

Whenever a Sphere is emptied, a Revelation is triggered, as explained in the next section.

Finally, rotate the Origin one step clockwise as described in the core rules.

SCORING

Revelations are resolved as normal, except that Ego can spend (discard) its stored Willpower to reduce your standing in the Aspirations. The cost to Ego is 2 Willpower for 1 reduction, 3 Willpower for 2 reductions, or 4 Willpower for 3 reductions, per Aspiration. Ego will only reduce your standing if it affects scoring of that Aspiration. Ego cannot reduce your standing below zero.

EXAMPLE:

The Common Aspiration is Fortitude. Ego has no Fortresses and you have one. Ego has 4 Willpower. Ego can spend 2 Willpower to reduce your standing to zero and force a tie (but can't spend 3 Willpower to reduce your standing below zero to win).

Now suppose that you have two Fortresses and Ego has 2 Willpower. Ego could not reduce your standing to zero because Ego cannot afford to reduce your standing by more than 1. Ego does not attempt to reduce your standing to one, because Ego would still lose.

Finally, suppose you had no Fortresses. Ego has 2 Willpower and would like to win, but it cannot. Ego cannot reduce your standing below zero.

During a Revelation, Ego follows this procedure:

1. Reduce player standing in relevant Aspirations

- Ego first considers the Common Aspiration. If Ego is not winning, it will spend enough Willpower to get the win, if possible. If Ego cannot win, it will spend enough to force a tie, if possible.
- If the players are winning their Hidden Aspiration, spend enough Willpower to force a tie, if possible.
- Finally, if Ego is losing its Hidden Aspiration, spend enough Willpower to give Ego the win, if possible.

2. Score Points

If Ego had only 1 Willpower when a Revelation was triggered, it keeps that 1 Willpower for the next round and scores no additional points.

If Ego had more than 1 Willpower when the Revelation was triggered, and it has some leftover after possibly spending some on reductions, Ego scores that many points, then discards all the leftover Willpower.

3. Add Fragments

Fragments are added according to the usual rules. If your side adds any Fragments, Ego gains 1 Willpower for each of your Fragments (Minor or Major), including any of your Fortresses added to the Identity.

If you added a Major Fragment, Ego considers the remaining Common Aspirations from left to right and removes the first one that it is not currently winning.

EXAMPLE:

At the start of the Revelation, Ego has 4 Willpower. The Common Aspiration is Openness, which Ego wins by controlling 3 Frontiers versus your 2. Your Hidden Aspiration is Attitude, which you are winning, 3 Realms versus 2. Ego spends 2 Willpower to force a tie. (Ego gets no benefit from your Hidden Aspiration, and forcing a tie is enough to keep you from benefiting, too.) Ego's Hidden Aspiration is Fortitude, but because Ego has no

Fortresses in play, Ego cannot win Fortitude. You can't score for Fortitude either, so Ego does not spend any more Willpower.

Ego has 2 Willpower left. It scores 2 points, then discards them both.

You added no Fragments, so Ego will not gain any Willpower. Ego adds a Minor Fragment for winning the Common Aspiration.

ENDING THE GAME

A game against Ego ends under the usual conditions, except that Ego's Wheel of Intentions is just used to keep score and cannot trigger the end of the game.

Points are scored as usual, except that Ego also scores points for any Fortresses it has left on the board:

- 2 points for each Minor Fragment Fortress
- 4 points for each Major Fragment Fortress

DIFFICULTY

The game as described is "medium difficulty." You may increase or decrease the difficulty as described below.

We recommend you start adding rule modifiers in numerical order, but if you are familiar enough with the game, you may customize your game freely to fit your expectations and preferences.

INCREASING DIFFICULTY

- Ego starts the game with 2 Willpower.
- Ego's Starting Emotions start fully intensified.
- Ego gains 1 Willpower each time it reaches a reward icon on the Wheel of Intentions.
- When checking for Impact, if the Impacts for the Target Aspiration are tied, consider Impact on the next Common Aspiration in the Common Aspiration row. Continue breaking ties according to all upcoming Common Aspirations. Then break ties according to Impact on control of Realms and finally control of Frontiers. Only targets tied for all these Aspirations are considered to have the same Impact.
- Ego starts the game with 1 Minor Fragment already on the Identity.
- Ego gains 1 additional Willpower after each Revelation.
- Ego keeps both Willpower when absorbing 2 Willpower.

DECREASING DIFFICULTY

- Ego discards both Willpower when Absorbing 2 Willpower.
- Ego does not score points for its Willpower in step 2 of a Revelation.
- Ego scores only 1 point for a Minor Fragment Fortress and 2 for a Major Fragment Fortress at the end of the game.

ACTION PRIORITIES

Use the priorities in the given order to narrow Ego's choices until a single target is selected.

- **Invoke:**
 - **Selecting a card:** New Vibe (not yet on Ego's side) → Highest maximum Intensity → First one drawn.
 - **Selecting a slot:** Most Impact → Closest → Clockwise.
- **Intensify:** Biggest total change in Intensity → Closest → Clockwise.
- **Quell:** Most Impact → Highest current Intensity → Highest maximum Intensity → Closest → Clockwise.
- **Fortify/Raze:** Most Impact → No Move Required → Clockwise.

SPECIAL OPERATIONS

If the players are out of Minor or Major Fragments, first check to see if Ego can raze a Fortress. If this is not the case, proceed to this list.

Each Aspiration has a choice of effects (I, II, III). Unless otherwise specified, resolve the first one that has a legal target.

- **Fortitude:**
 - Raze** a player Fortress.
 - Fortify** one Realm.
- **Versatility:**
 - Quell** up to 2 Essence from a player's Emotion, but only if that eliminates a Vibe.
 - Draw 3 cards and **Invoke** the best one with 1 Essence.
- **Sensibility:**
 - Intensify** 1 Emotion to its maximum.
 - Quell** up to 2 Essence from a player's Emotion.
- **Liveliness:**
 - Repeat this 3 times for up to 3 different Emotions: **Intensify** the Emotion by 1 Essence.
 - Draw 1 card and **Invoke** it with 3 Essence.
- **Unity:**
 - Draw 1 card and **Invoke** it with 2 Essence, but only if it extends Ego's Unity.
 - Quell** up to 2 Essence from a player's Emotion in the player's Unity.
- **Awareness:**
 - Draw 1 card and **Invoke** it with 2 Essence, only in a Triad where Ego has no Emotions.
 - Quell** up to 2 Essence from a player's Emotion, but only if that removes it from play.
- **Openness / Attitude / Reflection:**
 - Intensify** 1 Emotion by 1 Essence, but only if that increases its Intensity.
 - Draw 2 cards and **Invoke** one of them.
 - Quell** one player's Emotion by up to 2 Essence.

ACTIONS	BONUS EFFECTS	PARTIAL FAILS
  Perform 2 Operations, as determined by the next 4 Operation Cards.	 +  Score 1 Point.	 +  If one or both Operations fail, Ego scores 1 Point.
 +  Quell 1 Essence off an Emotion. Then quell 1 Essence off a different Emotion.	 +  Quell a second Essence off each if possible. If not, score 1 point.	 +  If Ego can only Quell 1 Essence off 1 Emotion, it also scores 1 point.
 +  Fortify one Realm, if possible; otherwise, raze 1 Fortress.	 +  If fortifying, use a Major Fragment; if razing, score 1 point.	 +  Not applicable.
 +  Quell up to 2 Essence off one Emotion.	 +  Quell a third Essence off that Emotion, if possible. If not, score 1 point.	 +  Not applicable.
 +  Intensify an adjacent Emotion with 2 Essence and a +1 Intensity Token.	 +  Place an additional +1 Intensity Token.	 +  If Ego places less than 2 Essence, it also scores 1 point.
 +  Draw 3 Emotions and invoke the best one with 2 Essence.	 +  Place an additional Essence, if possible. If not, score 1 point.	 +  Not applicable.
 +  Raze 1 Fortress, if possible; otherwise, fortify one Realm.	 +  Raze 1 Fortress (again), if possible.	 +  Not applicable.
 +  Draw 2 Emotions and invoke one with 1 Essence. Then invoke the other with 1 Essence.	 +  Put an additional Essence on the first Emotion.	 +  If Ego can only place 1 of the 2 cards, it also scores 1 point.
 +  Perform 2 Special Operations.	 +  Score 1 Point.	 +  Not applicable.