



A 4-6 player game about the journey of enlightenment, adventure, and the spirits of the seasons that judge those seeking their approval.

Spring (Creation)

Spring is the season of new life. During Spring, you create your character and begin your journey. You will need a piece of paper, a pen and a six-sided die for each player. Everyone will be playing as a **monk** seeking Enlightenment. The values of your character will shape the will of the spirits and the paths to Enlightenment.

Each **monk** writes down an answer to each of the following questions. Answers should be at least three words and no more than ten:

- (1) What does enlightenment mean to you?
- (2) How do you seek enlightenment?
- (3) What do you cherish that is not an object?
- (4) When is conflict appropriate?

Beside three different answers, each player writes "Summer" "Autumn" and "Winter".

Then, each **monk** introduces themselves by stating their name and describing how and why they set out on their journey for enlightenment. This should include all of the answers to the above questions. All descriptions and narrations should be done in first person.

The game proceeds through three seasons (rounds), each with a theme. The active **monk** will narrate their journey, while the others take on the role of the **spirits**.

Through the Seasons

Players place their die in front of them set to "2". Players can earn (or lose, depending on the season) points when their narrative aligns with the ideals and values represented by the answers on other player's sheets.

In a round each **monk** recalls an important event from their journey, and the other players will act as the **spirits** judging and challenging them.

Each Season plays out the same. The active **monk** will retell a story from their journey, then each **spirit** will take turns reminding the **monk** of a challenge or complication. The **monk** then revises part of their story to accommodate the challenges. While the **monk** tells their story, if their described actions are aligned with any of the answers on a **spirit's** page, then that **spirit** says "The spirits notice" and the **monk** adjusts their die accord to the Season's rules.

The **monk's** story in each Season should demonstrate the answer on their sheet labelled by the current Season, and the **spirit's** challenges should also reflect the answer on their own sheet labelled by the current Season.

Choose a player to take the first turn, and play will continue clockwise from that player. A season (round) ends when each player has taken a turn and you move onto the next.

After each **monk** takes a turn in Winter, each with "6" showing on their die has achieved the Enlightenment they sought. All others will continue their journey with the coming Season.

Summer (Growth)

Summer is the season of flourishing. In Summer you grow through your interactions with the world and others.

Summer stories tell of great accomplishments and how the **monk** overcame an obstacle that appeared insurmountable.

When the **Spirits Notice** in Summer you gain progress (increase your die value by 1).

Autumn (Loss)

Autumn is the season of decay. In Autumn you can lose your way.

Autumn stories tell of personal sacrifice and how the **monk**, at great personal cost, helped others in greater need.

When the **Spirits Notice** in Autumn you lose progress (lower your die value by 1).

Winter (Judgement)

Winter is the final season. It is bleak, unforgiving and is the season of judgement for those on the journey towards Enlightenment.

Winter stories tell of spiritual change and tests of will that shake the **monk's** understanding of the world.

When the **Spirits Notice** in Winter you gain progress (increase your die value by 1).

