



# Deep OF Mine

THE RULEBOOK

# BACKGROUND STORY

Humanity is **extinct**. All the daily worries, half-finished things, and accumulated stress went in search of a new host. Their search ended **deep in the wilderness** and who did they find? **Cute forest animals**, of course! How will these sweet, fluffy little creatures cope with **mental illnesses** that was previously completely unknown to them?

Guide them through their everyday lives. After all, today is the first day of the rest of their lives...but how will it end? It's all up to you! It could easily end up with you in a **psychiatric hospital**, no offense.

*(Evil laugh)*



# CONTENTS OF THE BOX FOR CARE BEARS



1 BASE DECK  
(100 cards)

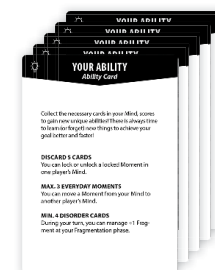
INTERVENTION CARDS  
(2 cards)



4 PLAYER BOARDS  
(with bonus knowledge)



1 DICE AND  
8 MENTALITY TOKENS



ABILITY CARDS  
(5 cards)

## QUICK RULES FOR SNAILS

We know **how boring** it can be to **read the rules** of a new game, so let's quickly discuss some key points. Understanding these important rules can provide a good starting point if you want to learn the game while playing.

Each player should get an **ability card**, **two Mentality tokens**, a **player board** with zero starting Mentality (*Flag icon*), and a **face-down Fracture card into their Subconscious**. Shuffle the cards (including the remaining Fracture cards) and **give each player 5 cards** in their hand. Insert the Wellness card into draw deck near the middle (this does not need to be exact). When this card is drawn, place the Endless card in the remaining deck. The Endless card is placed approximately half way down the deck just as Wellness was originally.

Players follow each other **clockwise in turn order**. In a given turn, the effects of cards that resolve at the **beginning of the turn are activated first**, then comes the **Defragmentation Phase**. Here, the player must **resolves two Fragments**. Each Fragment is used to take one of **two possible actions**: the player may **DRAW** a card from the main deck or **PLAY** a card from his/her hand. You can perform an action more than once, but you cannot play 2 cards of the same color.

The table area in front of the player is the **Mind** of the player. During the rounds, a **Moment card can be played** in the current player's mind (or in another player's mind), or a **Disorder and Recovery** card for a given Moment may be played. It's possible to play several of the same color over the course of several turns but it's important to remember a **color may not be played more than once in a turn**. The **player's Mentality changes** according to the given card values. After playing an **Impact card**, it goes to the shared discard pile.

The effects of the cards are read by everyone as the cards are played. It is possible to **ERASE**, **STEAL**, **LOCK**, take back to hand, etc. a Moment or a played card. When a Moment is erased, **the entire Moment and all the cards on it** go into the soup, i.e. it is transferred to the player's **Subconscious**.

If someone **draws a Fracture card**, the effect is **immediate** and the player reduces their Mentality by the value of the card. The player also **must roll the dice**, which is a double agent! Reduce their Mentality again by the value rolled. Then compare the rolled value against the instructions on the card and resolve the effect as indicated. Once per game, if the **player's Mentality** ever reaches or exceeds **-7 or +7** then the player draws the bottom card of their Subconscious.

The **game is won** by the person who has **7 active** (not LOCKED) **Moments** cards in his/her Mind and has **at least +15 Mentality**.

That's all folks. You can read the more detailed rules below, which you'll have to since we were already so warped that we filled so many pages with them! Thanks and high five!

## INTO THE WILD, AND GLORY

Deep of Mine is not even remotely a friendly card game. Our cute forest animals will be struck by **everyday problems** and **negative thoughts** brought on by cards (*like Phobias*) played against them by the other players. The player will need to keep their wits about them so their woodland creature can fend off the growing numbness inside.

The winner of the game is the first player to collect 7 **Moments** in his/her Mind and to also reach or exceed positive **15 Mentality**. It's that simple.



## PREPARATION PHASE FOR SMALL FOXES

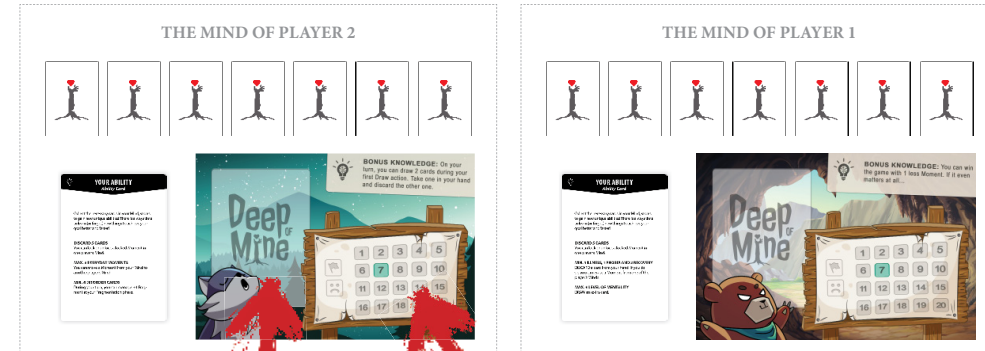
- 1) Give each player a player board. Players may choose their player boards or they may be handed out randomly.
- 2) Separate Fracture cards, shuffle them, and each player draws one and places it into their Subconscious on their player board without looking at it.
- 3) Give each player 2 Mentality markers to place on the starting square of his/her board.
- 4) Shuffle the Ability cards and have everyone draw a card at random. Special skills are open information, so don't hide these cards/abilities from each other!
- 5) Shuffle the Fracture cards into the base deck. If you have any expansion cards you should shuffle them in as well. (*It's completely out of the question that you don't buy at least one expansion deck!*) Deal 5 cards to each player for their starting hand. The shuffled deck is placed face down in the middle of the table and is now the draw deck.



- 6) Leave space next to the shared discard pile where the discarded cards will be placed.
- 7) Insert the Wellness card face down into the draw deck, roughly in the middle, but this does not need to be exact.
- 8) Leave the Endless Card in the box for the time being, you will only need it later.
- 9) Each player should leave space in front of their player boards for their play area. This is known as the player's Mind and it's where the Moments, Disorder, and Recovery cards will be placed during the game.

If someone has a Fracture card among their starting 5 cards, place the Fracture without activating its effect at the bottom of the base deck and draw a new card instead. If it is also a Fracture, repeat this step until your hand is Fracture free.

**Let the Game begin!** The first player is whoever has a cute, fluffy, breathing, satiated red panda at home (you lucky bastard)! If there are more than one such players, the player who was last sad, or depressed, or abundantly happy, starts the game. Hopefully only the latter applies! Of course players may also just choose the starting player at random or by any other method they choose.

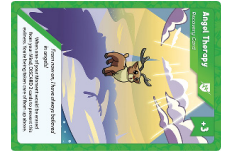


The *Subconscious* part of the player (personal discard pile)

The *Mentality* of the player (value between -20 and 20)



Main Deck



Shared Discard Pile



Starting point (Zero value)



Negative value marker

## CARD TYPES FOR REINDEERS



**Moment cards** are indicated by a clock icon, with a light blue background. Collecting Moments is essential to victory. The Moment cards have 3 subtypes: Everyday, Relaxation, and Life Event.

When playing a Moment, the player applies the effect of the card and places it either in his/her own Mind or in another player's Mind. The second option, however, will be relatively rare. It's important to remember to move your Mentality according to the value of the card's mentality value. Do not forget this step!



**Disorder cards** have a bacterium icon, with a lemon yellow background. The Disorder card has 2 subtypes: Phobia and Illness. Yes, these are certainly negative cards. A Disorder card can only be placed onto a Moment, and not by itself in a player's Mind, unless a card allows it.

You can also play a Disorder card onto yourself, which sometimes might prove useful. A Disorder card remains in a player's Mind until it is ERASED from there or MOVED to another player's Mind. When a Disorder card enters a player's Mind, it reduces their Mentality according to the card's mentality value. Do not forget this step!



**Recovery cards** have a shield and lightning icon with a green background. A Recovery card can only be placed onto a Moment, not by itself in a player's Mind, unless another card allows it. A player can put a Recovery card in another player's Mind as well, although this will not necessarily turn you into a loveable person or a delightful darling.

A Recovery card remains in a player's Mind until it is ERASED from there or MOVED to another player's Mind. When a Recovery card enters the player's Mind, increase his/her Mentality according to the card's mentality value. Do not forget this step!

There is no limit to the number of Disorder and/or Recovery cards that can be placed on a given Moment. Gentle rule, right? However, this could lead to some cases of a Moment having an unusually high number of Phobia cards placed on it. *That's life.* But, there is a loophole here! You can apply an exciting Advance rule, if you want! The rule requires the player to explain why a particular Phobia would apply to that Moment! Read more about it later!





**Impact cards** have a comet icon on the card with a purple background. Impact cards are never placed into the player's Mind! After playing an Impact card it is placed in the shared discard pile unless the player is instructed otherwise by another card or ability.



**Fracture cards** have a hammer icon, with a navy blue background. Whenever a player draws a Fracture card or someone from his "so-called friends" plays it from his/her hand, its effect is immediate. Be sure to remember this effect includes reducing the player's mentality by the value indicated on the Fracture card.

Then the player rolls the dice and reduces their Mentality further by the value shown. The player then takes the same value and applies the indicated card effect. Upon completion of the effect, the Fracture card is placed in the player's Subconscious.



**Intervention cards** show a stop sign with a paw inside and a red background. These are special cards that affect the gameplay and have an immediate effect when a player draws them! Only certain cards can stop these effects, and only if every players agreed. When the effect is resolved, the card is removed from the current game.



**Ability cards** give the player various abilities. Each ability card has a certain activation condition (e.g. at least 10 cards in your Subconscious), which if met, will give the player that given ability. This ability can be immediate, permanent, or something you can use later in each of your actions. If at any time the player no longer meets the activation condition then the ability is immediately considered no longer active. If the player at any point meets the activation condition again the ability will once again be active.



## THE TERMS FOR SMART HEDGEHOGS

Here is a short list of terms that can often appear in the game:

**MIND:** The playing field where the cards played from the hand are placed.

**PLAYER'S HAND**, or **HAND**, in short:  
The cards in your hand that are not played.

**DISCARD:** Discard a card from the player's hand to the shared discard pile. The card is always discarded from the player's hand.

**DRAW/MAIN DECK:** A dense mix of unknown cards available to everyone, face down so you don't see what the next card will be.

**SHARED DISCARD PILE:** This is where the resolved Impact cards as well as discarded cards are placed.

**CARD EFFECT:** The ability of a card to have a one-time or permanent effect at the beginning of a player's turn. This effect can be positive or negative, depending on the card. Yes, you can hate and love a card too!

**PLAY:** The player places one card from their hand into their Mind or another player's Mind (*if it is a Moment, Disorder, or Recovery*), into the discard pile (*if it is an Impact*), or into their own Subconscious (*if it is a Fracture*). Some cards may allow a player to play a card directly to the Mind without it first being in

their hand, so it doesn't count as PLAY. Cards played in this sneaky way are still resolved the same as if they were Played normally.

**SUBCONSCIOUS:** This is the player's personal discard pile. After a Fracture is resolved (by default, there are no active, continuous Fractures in the game, they are only activated once and that's it) it will be placed here as well as Moment, Disorder, and Recovery cards that have been erased.

**MENTALITY:** The numbered track on the player's board. Mentality will be affected by cards played into the player's Mind. Certain cards (*e.g. some Life Events*) require certain levels of Mentality to be played and of course ultimate victory depends on this as well.

Just as in real life, you can't get too far with a negative mentality! This nice game is not an exception either.

Once per game, if a player reaches or exceeds -7 or +7 mentality, the bottom card of his/her Subconscious must be drawn! This is likely the Fracture card placed at the beginning of the game, which is activated immediately!



Card effects often refer to the following terms:

**DRAW:** Take the top card of the draw deck in your hand.

**DRAW FROM:** Randomly draw a card from another player's hand.

**DISCARD:** Place one (or more) cards from your hand in the shared discard pile. In this case, the effect of the discarded card does not apply.

**ERASE:** Deletes one (or more) cards from a player's Mind. You can delete a stand-alone Moment, Disorder, or Recovery card on the Moment, or the entire Moment. In the case of the latter, the Disorder or Recovery cards on the Moment will also be deleted together with the Moment! All deleted cards are placed in the player's Subconscious.

The player's mentality does not change, and you cannot get the mentality value of the cards back! What happened once, happened.

**STEAL:** A Moment and the cards on it are transferred to another Player's Mind. In this case the Mentality of that player changes according to the mentality value of the cards. If there is a Disorder or Recovery card at a Moment, the Moment alone cannot be stolen! All cards must move together!

**MOVE:** A card is transferred from one player's Mind to another player's Mind, usually Disorder or Recovery. In this case, the card repeats its effect (takes effect again), whether positive or negative, and the Mentality of the given player also changes according to the value of the card mentality.

**LOCK:** Lock a Moment and the cards on it in the player's Mind. In this case, the cards must be folded together and turned over. Such Moments, although in the player's Mind, are not considered active, all locked cards lose their effect (including the negative ones). Neither can be erased nor stolen, and locked Moments do not count towards victory conditions. It's like they're not even there.

**OPEN:** Reactivates a locked Moment in the player's Mind. In this case, the locked cards must be turned over to indicate that reopening has taken place. With the exception of the "When this card enters your Mind" effect (because it is already in the player's Mind), the effect of all cards becomes active again. Yes, the Disorder cards, too! However, the open cards do not change the player's Mentality as they did when originally played!

Now that the Moment is active again it is once again subject to all game interactions that normally affect Moments and also counts toward End Game scoring.

**SHUFFLE:** Reordering the cards in the main deck using your own technique.

**EVERY PLAYER:** That speaks for itself, all players. This means you, too.

**ONE / ANY PLAYER / CHOOSE A PLAYER:** A player who is either the playing player (i.e. you) or another player.

**(ANY) OTHER PLAYER:** A player who is not you.



# THE ROAD OF THE GAME FOR RED PANDAS

Don't worry, it won't be too complicated! Since this is a **turn-based game**, players follow each other in turn, in a clockwise direction, moving to the left. Each turn consists of **3 phases**, so you can continue your count to 3. Four shalt thou not count. Don't stop at two!

1.

## PHASE - BEGINNING OF THE TURN

Each active, unlocked card in your Mind has an effect, in which the description of the card effect begins with "If this card is in your Mind at the beginning of your turn..."

2.

## PHASE - DEFRAGMENTATION

During the Defragmentation phase, each player has 2 Fragments on their turn. You can redeem these Fragments for various Actions. You can choose any action, in any order, and you may even repeat actions. At the end of a player's turn any unused Fragments are lost and cannot be carried over to the next round.

If someone draws a Fracture card, its effect is activated immediately, but after that they still have the opportunity to redeem the remaining Fragments.

If you use the Play action twice during the Defragmentation, each of your cards must be of a different type (it is not enough for your cards to differ only in the card subtype).

For example, you cannot play 1 Life Event and an Everyday Moment because they are both Moment Cards, or you cannot play 1 Phobia and 1 Illness card because they are both Disorder cards. But you can play e.g. 1 Moment and 1 Disorder card. In other words, if you use the Play action twice, each card must be of a different color.

## DRAW ACTION

DRAW a card from a draw deck and take it into your hand.

If someone draws a Fracture card, its effect is activated immediately, but then the player's turn can continue.

## PLAY ACTION

You can choose one of the following actions:

- You play a Moment card from your hand into your own or another player's Mind
- You play a Disorder card from your hand into your own or another player's Mind
- You play a Recovery card from your hand into your own or another player's Mind
- You play an Impact card from your hand
- In Advanced Game mode, you play a Fracture card from your hand to one of the players or, in rare cases, to yourself. The second option is for masochists. Wink.

## PHASE - END OF TURN

3.

DISCARD enough cards from your hand to meet the hand limit. This is **7 cards** by default, but can be modified by a specific ability or card.

## USEFUL KNOWLEDGE BERRIES FOR BUNNIES



We have not forgotten that **there is a dice for the game** and it plays a very important role! For Fracture cards, you must use the dice, but some cards may require you to roll the dice too. When you see this **dice symbol** on a card the player must roll the dice and apply the following:

Roll the dice. If the **thrown value is zero**, apply the card effect as described.

If the **thrown value is one**, then the player to your **right**, if the **thrown value is two**, then the player to your **left** performs the card effect **on you, in your name**, but based on his/her own choice (e.g. discard, erase, lock, etc.). The card still comes **from our hand** and it's still **your Mind** that is affected, but **you are just an observer** of the event and the **other player, acting as a proxy**, performs all the actions for you. In this way the people just outside your circle have a role here.



When a **card asks you to roll** the dice (with text), and the dice symbol is not present, **the player rolls the dice** only once - no proxy player selection - and applies the card effect according to the dice value. We will show some examples in the Clarification section!

**For 2 players, you can ignore the dice symbol if you wish.**

7



Players also need to remember if their Mentality reaches or exceeds +7 **or** -7 they he/she must draw the **lowest card of his/her Subconscious**, which will likely be the Fracture card placed there at the beginning of the game and has been waiting to perform its pleasant little effect. This “*coded in a player’s life path*” Fracture cannot remain hidden from anyone who wants to win the game (unless of course the player has found a way to shuffle their Subconscious).



Moment Card at the Top



Moment Card at the Bottom

We’ll now also show you how to put *Disorder* or *Recovery* cards on the *Moment* cards in your Mind. In both cases the *card effects* and *dice icons* are clearly visible!

## WELLNESS FOR FOREST RESIDENTS

If someone draws a **Wellness card** - at any time - the player can safely finish their turn and only then will the effect of the card be activated. So, returning from the pee break, hopefully the question doesn’t arise, “*Did I finish my turn?*”. If someone draws the Endless Card - at any time - the game is over immediately.

After the effect of the Wellness card, after you have returned from the rest area, insert the **Endless Card face down** into the draw deck, roughly to the middle. You can also shuffle the deck for an advanced gaming experience, since this way you will all be less prepared for when the game is expected to end.



## THE END OF THE GAME FOR RACOONS



The first player to collect the appropriate number of **Moments (min. 7)** and **Mentality (min. +15)** wins the game. Every Moment counts as one moment regardless of the number of cards played on it.

If the game ends due to the Endless card being drawn (or the draw deck run of cards) prior to a player winning the game then instead players add their Mentality to the number of active Moments they currently have. The player with the highest total wins.

In the **event of a tie**, there is **no winner at all** and everyone should see their counselor to help them recover from the mental strain of the game.

You are now ready to plunge into the darkness of the forest and venture into the deepest parts of your mind. In the meantime, of course, you'll encounter cute animals, but this is completely normal, not the first sign of a schizophrenic condition. Continue reading only if you are curious about **Advanced Rules**, clarifications, and wish to avoid some of the shaky situations where your friendship and patience will be put to the test. We've had a fight over these things a few times so that you don't have to! We deserve a high five, right?!



# ADVANCED RULES FOR SQUIRRELS

The game can be played with the rules you've learned so far and you don't have to think about such complicated or evil things as these advanced rules. However, if you'd like to spice things up a bit more feel free to try them out!

Whether you apply them all or just one extra rule, the game is sure to be a lot more colorful!



It's also recommended that you read the brief introduction to the cards carefully. You may find them to be both thought provoking and educational.

1) At the start of the game, place not only the Wellness but also the Endless card into the draw deck. Wellness should be approximately halfway down the deck and Endless in the bottom quarter of the deck. This is obviously not much of a problem until you shuffle the whole draw deck again...

2) If a player is dealt a Fracture card in their initial hand they keep it instead of discarding it so they can cheer up another player with it later.

3) Fracture cards are not placed in the player's Subconscious after they have been resolved. Instead they remain permanently active. Immediately prior to the *Beginning of the Turn Phase* the dice roll associated with the Fracture card reactivates, every new turn of the player! You don't reduce your Mentality by the card value, only by the dice value! To remove one of these Fracture cards from play and place it in his/her Subconscious the player must use two ANTI SHATTER Actions (in one turn if you want) during Defragmentation. For an Action, discard one *Recovery card* from hand. If the player uses only one ANTI SHATTER Action then turn the Fracture card 90 degrees to indicate only 1 more is needed. The player can then use the next ANTI SHATTER Action on a future turn to remove the Fracture.

4) When a player plays a Disorder card on a player's Moment, he or she must justify why the card is played and how it would affect that moment in real life. Valuable little conversations may come out of doing so. *For instance*, if a player played Coulrophobia (fear of clowns) onto a Camping Moment he/she would need to explain how that Phobia relates to Camping. If they cannot come up with a satisfactory explanation then it cannot be played. For this advanced rule all players must agree to be willing to consider the other players' explanations in good faith.



# CLARIFICATIONS FOR WOLVES

Are you ready for the real geeky stuff? We know you are ready, because there is definitely someone on the team who reads every letter from the rulebook of any game (*right, Zoltán?*)! They're still loveable people though...



## CARD IN HAND VS CARD IN THE MIND:

A card has no effect as long as it is only in the player's hand.

## HAND LIMIT EXCEEDED:

If your hand in another player's turn exceeds the hand limit (e.g. you have to draw an extra card), you only have to reduce your cards to the card limit at the end of your own turn.

## MAXIMUM NUMBER OF CARDS PER MOMENT:

Multiple Disorder or Recovery cards can be placed on one Moment card. This is not limited (for now). You are most welcome!

## DISORDER AND RECOVERY CARDS IN THE MIND:

This has been mentioned several times before, but it never hurts to repeat it! A Disorder (e.g. Phobia, Illness) or Recovery card cannot enter a player's Mind on its own. It always must be *played* on an active Moment (i.e. not a locked Moment) unless one of the cards or abilities allows it. These cards are erased, closed, stolen, etc., with the associated Moment. So together, life is beautiful the way it this.

## SCOPE OF THE MOMENT CARDS:

If a Moment card does not specifically define "If this card is in your Mind at the beginning of your turn", it should be interpreted as "When this card gets into your Mind", even if it is not described separately due to lack of space. (e.g. *Father's Slap*, *Playing Billiards*, *Mowing the Lawn*).

But it can also be seen that if you get an extra Mentality, you draw a card, or something happens to you that is good for you, you obviously don't get it every turn. The game is not a fairy tale:)

## LEARNING AND FORGETTING SKILLS:

***About my Ability card, do I get it right that certain abilities (e.g., where a maximum value is specified as a trigger) may pass?***

Surely, just as in real life, throughout the game you will likely learn numerous abilities in addition to those they begin the game with. But you can also forget an ability later if the condition of the ability is unfulfilled, just like in real life. Abilities will be activated prior to the first phase.

## **DRAWING A FRACTURE OR INTERVENTION CARD:**

***What happens if I draw more than one card but amongst those cards is a Fracture?***

Sucks. Unfortunately the Fracture's effect is still immediately resolved as we've previously discussed.

***But even if I don't want to keep the second card?*** Yes. Players always need to be mindful when drawing cards as it's not necessarily harmless.

**Fracture** and **Intervention** cards will always have an effect when they are drawn regardless of whether the player could otherwise discard it. There are certain instant Impact cards that can prevent/block these evil cards.

***If I block the effect of the Wellness card and the Endless card is not yet in the draw deck, do I even have to shuffle it up?***

No, you don't have to. This is because you have stopped the Wellness card, so there is no card effect or any other side effect.

***What happens if I draw the Wellness card due to an ability that allows me to draw multiple cards?***

Its effect is activated. Also if you draw a Fracture card along with it the Fracture's effect is also activated.

***What happens if I pull a Fracture as a result of a Wellness card?***

It's the same as not drawing a Fracture as a result of Wellness card. The Fracture is activated immediately.

***And if am I pulling a Fracture card because of the Buying a Car Moment?***

Same. The Fracture is activated immediately.

***But what if I don't keep the card?***

Even then. Instant effect. Accept that this is how it works. Do not try to find a loophole here. There are no exceptions, so it's easy to remember what to do with Fracture cards if someone draws. *Which is...?*

## **BEGINNING OF THE TURN EFFECTS:**

***What if there are more "If this card is in your Mind at the beginning of your turn" cards in a player's Mind? Is there an order of execution?***

Yes, there is, even though these cards are effectively acting simultaneously! First resolve the negative effects and then resolve the positive effects. Why? Because the *game is nice*. If the effect of one card cannot take effect (e.g. *you would have to discard a card, but you cannot*) then the effect of the next card can be activated. However, the "chain effect" doesn't stop.

If the instruction on a card is not phrased in a way that makes it optional (e.g. *you can search*), then you must do it whatever it takes.

## **MOMENT IN AND OUT OF YOUR MIND:**

Whenever you play, place, or steal a Moment and it enters the player's Mind, it activates the card's "When this card enters your Mind" effect.





#### SHUFFLING THE DRAW DECK AGAIN:

Sometimes game effects may cause the draw deck to be shuffled. This means the *Wellness card* or *Endless card* will be moved from their original location and now may be drawn earlier or later than originally intended.

#### CARD SEARCH:

Anytime you search the draw deck for a card the draw deck must be shuffled even if the card does not tell the player to do so. If the player searches the *Discard Pile* or the *Subconscious* the player does not need to shuffle them. Also, the selected card does not need to be shown to the other players. It's none of their damn business anyway!

#### MENTALITY VALUE RANGE:

The player board provides a Mentality range of -20 to +20. These are the minimum and maximum limits of the player's Mentality. If a player should ever achieve a value beyond those limits (*for instance -42*) then they simply stop at the limit presented on the board.

In this case, the Mentality changes according to the total value of the cards. When the player moves some cards, only the Mentality of the target player changes. If the player erases, locks, or reopens a Moment, the player's Mentality **does not change**. Unlike playing a card from the player's hand, if a card were to return to the player's Mind from that player's Subconscious the Mentality does not change (*with the obvious exception of the Fracture card on the bottom from the beginning of the game*).

#### MENTALITY CHANGES:

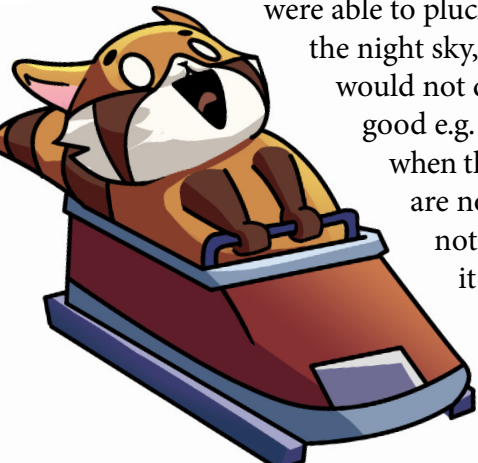
A player's Mentality changes during the game by playing cards or possibly throwing the dice (*e.g. Wellness card*). By default, the Moments, Disorder, and Recovery cards placed in the player's Mind modify the player's Mentality in both positive and negative directions. When a Moment is stolen, the mentality of the original player from whom the theft occurred does not change, only that of the player to whom the Moment and the cards on it are moved.

#### GETTING RID OF DISORDER CARDS:

The game is so gracious that certain cards can take Disorder cards out of your Mind. When erased, they go nice and easy into your Subconscious, and when moved, they go into another player's Mind onto a given Moment. In this case, don't forget to activate their effect and change the player's Mentality, too!

### INDIVIDUAL ABILITIES:

As in life, you can learn from more than just one place in the game. Each player has an *Ability card* with 3 abilities as well as a *Bonus Knowledge* on the chosen player board. While the latter represents an innate knowledge and cannot be taken by anyone, the *Ability card* can be overtaken by another player with a matching card so be careful. How often you will use your abilities depends on the circumstances presented to you in a given game, just like in life. Even if we were able to pluck stars from the night sky, this ability would not do us much good e.g. during the day, when the conditions are not right. So try not to worry about it for too long.



### THE COMPLEX, “THEN” ACTIONS:

There are card effects (e.g. *An All-Surviving Illusion*) where the player must do several things in a row (e.g. *erase a Moment and then draw*). As long as the player can at least partially complete each step on the card (e.g. *the card says to discard 2 cards but the player only has 1 card*) then the player may still play the card. However, if the player is entirely unable to perform a portion of the card (e.g. *the card says to discard 2 cards but the player has 0 cards*) then the player may not play the card.

### IMPLICATIONS FOR YOU:

If you have a card effect that you can no longer perform at all (but may have been valid for it before), consider the effect null and void. Examples include: DISCARD a card while you no longer have a card in your hand or ERASE a Moment, but you don't have one down in your Mind (the kind which can be deleted).



### REOBTAINING FRACTURE CARDS:

Cards may sometimes return from the grave player's Subconscious including Fracture cards. If a Fracture card is returned to the player's hand the Fracture's effect does not activate. It would be mean (*even for this game*). On the other hand, there is nothing to stop you from playing it on another player or, guided by your (sub)conscious masochism, even on yourself later.

### DICE ROLL:

There is also a dice roll order! If the card has a dice icon and the card also says ROLL the dice, the first dice roll designates the player who rolls the second dice in accordance with the ROLL card section.

### FRACTURE CARD ROLLS FOR PLAYER SELECTION:

If the Fracture card has a player selection dice symbol, the active player rolls first to designate the player (*proxy player*) who will then roll the second time for the card effect.



If the active player **rolls a zero** then they will also roll for the card effect.

If the active player **rolls a 1** then the player to their right rolls for the card effect. If the active player **rolls a 2** then the player to their left rolls for the card effect.

### WHEN YOU ARE THROWING THE DICE, AND ANOTHER PLAYER DISCARDS A CARD FROM YOUR HAND:

The player cannot look at the cards in your hand, and must randomly select one for you and discards it into the shared discard pile.

### SKIPPING THE DICE SYMBOL, NO PROXY PLAYER SELECTION:

If rolling the dice to choose which player will roll for the card effect turns out to be too confusing or time consuming then stay calm, relax, and skip the dice symbol entirely. The active player can just roll for card effect without first rolling to choose a player.





### CONFLICT OF INTEREST:

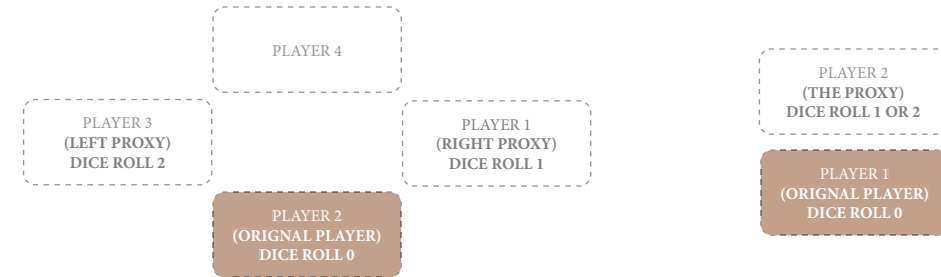
We're not saying we've ground every possible conflict down to perfection, or that a possible expansion deck of cards in the future wouldn't cause any anomalies in the force, so if certain cards were to create a situation that would cause you gray hairs and / or headaches, or even saying "Shit in the fan, the math does not add up, dude!", then you know what? - decide how to resolve the conflict at your own discretion. We don't want to cause permanent mental harm to anyone, nor do we want friendships to be ruined because of a disagreement... We could never forgive you!

## DICE ROLL EXAMPLES FOR EVERYONE

**Original Player:** the player who played the card and rolled for the dice symbol (*first roll*) to select a player. If the card effect requires a dice roll too, or it is a Fracture card, this selected player (*original or proxy*) rolls again for the card effect (*second roll*).



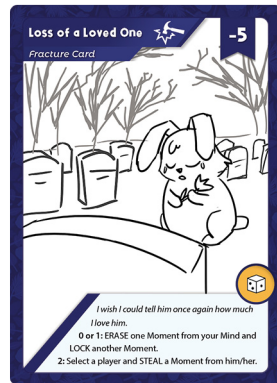
**Proxy Player:** the player next to the original player (*left or right*).





### AMNESIA CARD EFFECT WITH PROXY PLAYER:

If the **result is 0 or 1**, the proxy player locks a Moment in the Mind of the original player. If the **result is 2**, the original player plays a Recovery card (if it is possible) and draws a card also. The proxy player does nothing with a result of 2.



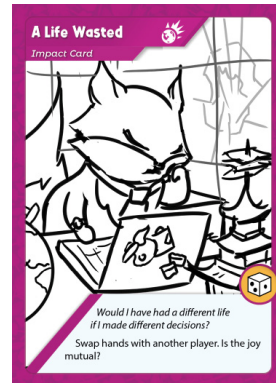
### LOSS OF A LOVED ONE CARD EFFECT WITH PROXY PLAYER:

If the **result is 0 or 1**, the proxy player erases in the Mind of the original player, then locks a Moment in that player's Mind. If the **result is 2**, the proxy player select a player, steals a Moment from that player's Mind and places it into the original player's Mind. If the selected player is the original player, then nothing happens.



### SUICIDAL THOUGHTS CARD EFFECT WITH PROXY PLAYER:

If the **result is 0 or 1**, the proxy player erases in the Mind of the original player, shuffles that player's hand into the main deck and locks the other Moments. If the **result is 2**, the proxy player draws blindly three cards from the original player's hand and places them in the shared discard pile, then draws two more cards from the main deck and add them to the original player's hand.



### DICE ROLL OF A LIFE WASTED CARD:

If the **result is 0**, the original player will pick another player for the hand swap. If the **result is 1 or 2**, the proxy player will pick a player who will swap his/her hand with the original player. The proxy player can't pick the original player, but can pick him/herself, because proxy player counts as another player for the original player.



### DICE ROLL OF DISHWASHING CARD:

If the **result is 0**, the original player chooses a player and then erases a Phobia or Recovery card in their Mind. If the **result is 1**, the proxy player on the right chooses the player and the card to be erased. If the **result is 2**, the proxy player on the left chooses. Yes, in such cases the ice cream can lick back, because proxy player can also select the original player and may erase, say, a Recovery card.

### DICE ROLL OF A GREAT CONVERSATION CARD:

A proxy player must pick the cards blindly. Also, when proxy player draws cards from the main deck for the original player, he/she can't see these cards, only the original player, of course.

Mine Games presents **Deep of Mine** – Life is not a pancake

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Illustrated by Aleksandra Filatova

Key Tester Borbála Jakab-M

Nap Supervisor Mizu, our black antisocial kitten

Manufactured by Fabryka Kart, Poland

Shipped from Budapest, Hungary

Introduced on Uhule

Special Thanks to

Gábor Varga Adrienn Varga-Bilik Mónika Vadászné Varga Mihály Dunai  
Ferenc Szekeres József Csirke Dávid Martha Baker Odom Jean-Michel Poole

Created, Developed, Produced, Written and Directed by

Zoltán Jakab (*and his lovely wife*)



In real life, there is never enough of  
black humor! :)



[www.deepofmine.com](http://www.deepofmine.com)