

Kallisti!

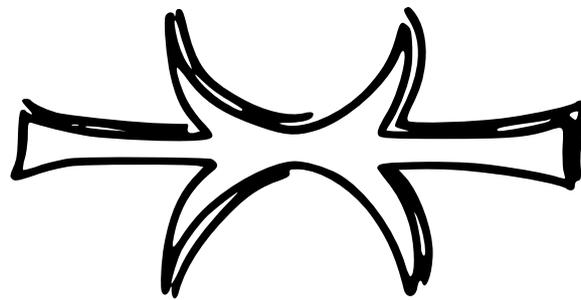
Being a discordian game in five parts.

For 2, 3 or 5 players.

Ages 5 and up.

KopyLeft 3170 : CTC Distraction League.

! HAIL ERIS !



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Caveat:

Players in need of background information on Discordia should consult either their pineal gland or the internet in the manner which suits them best at the time.

[00001]. The Fnord

Board games usually have four sides. Board games are usually flat. This is neither. **This is a Fnord game.** The playing surface (FNORD) is a pentagram on a pentagon, so the five-sided playing surface (FNORD) is broken in to five **seasons**, each season has five **regions**.

The fnord is magnetic, as are the playing pieces. The pieces travel sideways, up, across, and down walls during play. The centre star of the fnord is for spinning the spinner. Cool, huh?

The seasons are Chaos, Discord, Confusion, Bureaucracy and The Aftermath. Each season has a patron **saint**, further information on these reside in section [00002] of this manual.

Each season has 23 numbered spaces; each space contains an associated action. Most spaces cause the player to take a kard (see section [00003]) and the rest will be explained in section [00005]. Most spaces are marked with an **element**: Sweet, Boom, Pungent, Prickle, or Orange.

Spaces 8, 9, 13, 14, 16, 17, 21, and 22 are called **bridges**. Bridges are the only way to cross regions within a season.

Spaces 11 and 18 are **sacred**. Sacred spaces are used to teleport across regions and seasons, depending on the spin of the spinner. Sacred spaces come in two flavours: **Saintly** (11th) and **Holey** (18th). Saintly spaces may only be used by the patron of that season. Holey spaces may be used by any player.

The aim of the game is to reach any 23rd space and claim the **Golden Apple**.

ASSEMBLY INSTRUCTIONS

You will need to cut 120 circles out of your fridge magnets. 7 of these will need to be about 10mm in diameter. The remaining 113 need to be at least 23mm in diameter. If you have enough magnets, make 5 of those 113 up to 35mm in diameter. Go crazy.

To assemble the FNORD, stick the appropriate magnets to the back of each sheet, then stick each sheet onto the cardboard. Cut out the saints and trim each season of the FNORD so that only the black, white and grey triangles are left. Fold along each line and stick together with tape so that it resembles our pictures of the finished fold. Repeat. Move all the seasons together to form a pentagon.

To make the spinner, poke a hole in the centre with a pin, then shove a matchstick or toothpick half-way through the hole.



This is one segment of the FNORD.



This is the whole FNORD assembled.

[00002]. The Saints

The players are represented on the fnoird by one of the following saints, with the following associated characteristics:



Hung Mung

Hung Mung starts the game in the season of Chaos.



Dr. Van Van Mojo

Dr. Mojo starts the game in the season of Discord.



Sri Syadasti Syadavaktavya Syadasti Syannasti Syadasti Cavaktavyasca Syadasti Syannasti Syadavatavyasca Syadasti Syannasti Syadavaktavyasca

Sri Syadasti starts the game in the season of Confusion.



Zarathud the Incorrigible, sometimes called Zarathud the Staunch

Zarathud starts the game in the season of Bureaucracy.



The Elder Malaclypse

Mal-1 starts the game in the season of The Aftermath.

ASSEMBLY INSTRUCTIONS

To assemble the saints, cut and fold so that they are double-sided and have a circular base. Glue or tape a magnet to the underside of each base.

[00003]. The Kards

When a saint lands on a space marked with an element, they must take a kard from the corresponding suit. When finished, return it to the bottom of the pile.

SWEET

Sweet kards are always good news. Expect some thing nice to happen.

BOOM

Boom kards are often bad news, but sometimes good. Hope for the best.*
Flax can sometimes protect you from the bad ones.

PUNGENT

Pungent kards are often good news, but sometimes bad. Hope for the best.*
Nortons can sometimes protect you from the bad ones.

PRICKLE

Prickle kards are always bad news. You're totally screwed. Unless you've got some Nortons, which might get you out of trouble.

ORANGE

Orange kards are always strange news. Expect something odd to happen.

CAVEATS

If a kard ever mentions an action taken against another player, find either the most applicable player or the one on your left, for example:

- If a kard tells you to move a player behind you further ahead, it means the player hottest on your heels; the player who poses the most threat to you. If two are equally so, pick the first of them on your left.
- If a kard mentions a player in front of you, it means the one in the absolute lead. If two are equally so, pick the first of them on your left. If you're in the lead, disregard the kard.
- **Kards cannot hand you the golden apple.** The 22nd space is the furthest a kard can take you. Furthermore, if a kard causes you to move, just move, don't take a second kard when you land, sneaky!

ASSEMBLY INSTRUCTIONS

To make these kards simply stick the backs onto your cardboard, cut around the outer edge of each sheet then stick the tops on the opposing side. Try to line them up or you'll waste materials. Try to avoid mixing suits. Once both sides are stuck down, you can cut out each individual kard.

* Unless you like bad news, in which case bad news is the best for you, in which case this whole footnote is superfluous and you're wasting your time by persisting when it's clearly obvious to anyone with half a brain that it's going nowhere fast.

[00004]. The Kash

The kurrency of Kallisti hath two denominations, the **Flax** and the **Norton**:

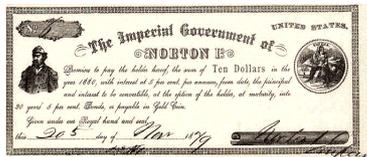
TONNES OF FLAX



During their adventures in the regions, the saints will gain and lose Tonnes of Flax.

Flax may be used to lessen ill-effects of kards drawn from the piles of kards from which you draw... from... which. Um. Yeah. Specifically, Flax is protection from Boom kards. Boom kards which mention Flax.

NORTON NOTES



During their adventures, the saints will also gain and lose Norton Notes.

Nortons may be used to lessen ill-effects from Pungent and Prickle kards where specified. On said kards. Which reside in piles when in play. Unless they're being held in the hands of the players. During play. It doesn't count if they sleep clutching a Kallisti kard under their pillow. But it does mean they're a weirdo.

So when it says BAIL on a kard, you relinquish the funds or suffer the consequences. Your choice.

[00005]. The Game

1. SETUP: Assemble the fnord, kards, kash, saints and spinner (as per the assembly directions) and sit down somewhere comfy.* Shuffle the kards and leave them face down in 5 piles according to suit.

2. SQUABBLING: Each player picks a saint, places it on the corresponding start space, and spins the spinner to see who shall have the first turn. The spinner has positive and negative values to settle initial squabbles, but if two players spin the same value, they must repeat the spin to break the tie.

3. MOVEMENT: The first player spins for movement and moves as follows:

+2: move to the next even space in the region.

-2: move to the previous even space in the region, or backwards over the bridge if you're on one.

+3: move to the next odd space in the region.

-3: move to the previous odd space in the region, or backwards over the bridge if you're on one.

5: move one space in either direction, including crossing bridges if you happen to be on one.

4. CONSEQUENCES: When a player lands on an elemental space they must draw a kard from the top of that pile. The player should read the kard and obey it upon pain of death. Or indigestion. Whatever. If a kard instructs you to move, you **do not** draw another card upon landing.

When a player lands on a sacred space, they may spin the spinner to teleport as follows:

-2 or -3: from your holey space to your saintly space, or from your saintly space back to space 5. Miss a turn upon landing.

+2 or +3: from your saintly space to your holey space, or from your holey space to the 22nd. Miss a turn upon landing.

5: Swap places with the first player on your left that is also on a sacred space. If none of them are, swap places with the player on your left. Miss a turn upon landing.

The 23rd space is guarded by a gilded guilty guilt-layer and may only be breached by spinning a 5 from the 22nd.

5. VICTORY: The first saint to grasp the golden apple in their greasy mits may rub it in the faces of the defeated unless otherwise bound by personal integrity.

The five golden apples are visual representations of the one golden apple, just as all gods and goddesses are manifestations of Eris. The other players may not claim an apple after the winner has won the apple for it is the only apple. They may not continue playing. If they do, they are stupid.

* Unless you like being uncomfortable, in which case discomfort is your version of comfort, in which case this whole footnote is superfluous and it boggles the mind that you would think this one would contain any more rewarding content than the last.