

## Conscious Board Game "HAVE TO'S"

11/19/17

First rule of Game and School: Do not do anything unnecessary. The game plays itself.

1. Must play a "self-remembering" on the first turn if possible.
2. Must get carbon 48 and protect it asap. SO 48 is golden as it is protected from "self-remembering" shocks.
3. Must get all carbons necessary for harnel-miatznel, especially carbon 6 asap.
4. Must qualify for school asap. Be aware of Law Cards as Magnetic Center moments.
5. Only need to make card plays to avoid "hyper-ventilating" or "pouring the empty into the void". Focus on becoming a card generating machine through "Higher 12" and "Excess Hydrogen 6". Cultivate as many triples as possible by playing face cards when a self-remembering is needed.
6. Must qualify for Steward asap. Start transforming face cards when 3.5 aces are showing on the board or in your hand. Otherwise focus on being a card generating machine.
7. Must qualify for Master asap. Start transforming face cards and aces when 5.5 aces (Diamonds, Clubs and Hearts only) are showing on the board or in your hand. Otherwise focus on being a card generating machine.
8. Attempt to have 5 transforms (Combinations making Aces, Extra Jokers (choose "transform emotions" as the Wild Shock) and/or Jokers totaling 5 transforms) showing on the board or in your hand before you die. Otherwise focus on being a card generating machine.
9. Before making a play, ask, "Is it necessary?"