The Ineffable Plan

OVERVIEW

"God does not play dice with the universe; He plays an ineffable game of His own devising, which might be compared, from the perspective of any of the other players [i.e. everybody], to being involved in an obscure and complex variant of poker in a pitch-dark room, with blank cards, for infinite stakes, with a Dealer who won't tell you the rules, and who smiles all the time."
— Terry Pratchett, Good Omens

Your goal is to complete a Mission assigned by God. But since the Divine Plan is ineffable, you start off not knowing what the mission is. And once you do find out, it can change on a moment's notice.

The rules will keep changing too, and will sometimes contradict each other, because God likes to keep you on your toes.

To summarise: you don't know what your goal is, and you don't know how you're going to accomplish it.

Good luck!

SET UP

Place The Beginning in the centre of the table. Shuffle the deck and deal three cards to each player. Place the remainder of the deck face down next to The Beginning to form a draw pile.

At the beginning of the game, there will be no Mission or Commandment cards in play yet.

HOW TO PLAY

The Ineffable Plan is subject to change, so the game will change as you play it, usually becoming more complicated as you progress.

Start by following the basic rules in The Beginning (draw one card and play one card) and adapt to additional Commandments as they are played.

Players take turns, going clockwise around the table, drawing and playing the indicated number of cards, until someone meets the conditions of the current Mission.

Mission cards set the winning conditions. Completing the Mission will require that you have a specific combination of Creations in front of you. When a new Mission is played, it replaces the old Mission.

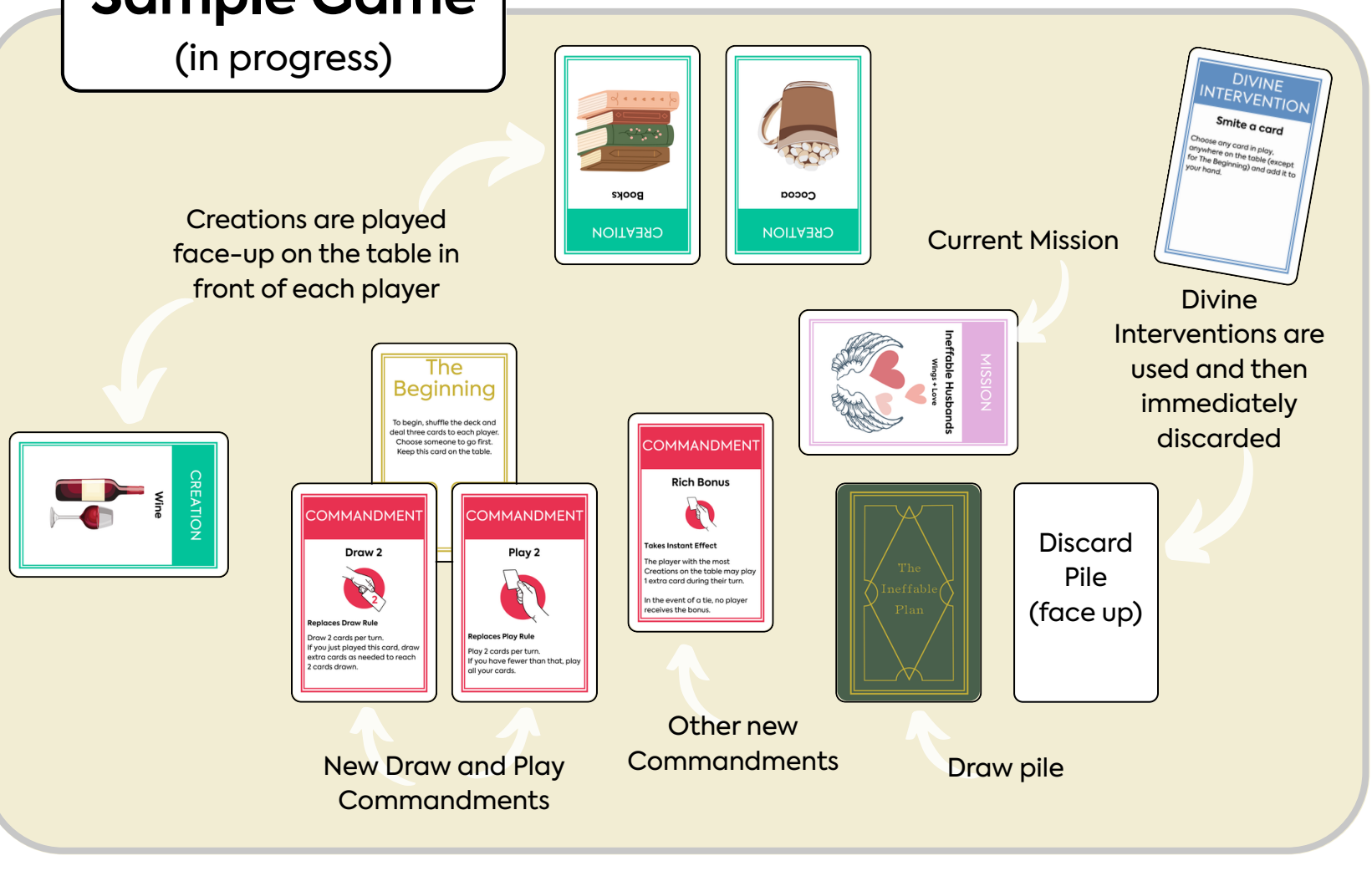
On Your Turn:

1. Draw the number of cards currently required.
2. Play the number of cards currently required.
3. Discard down to the Hand Limit (if any).
4. Comply with the current Creation limit (if any).

Optional actions, allowed by new Commandments, Creations, etc., may be performed at any point during this sequence.

Sample Game

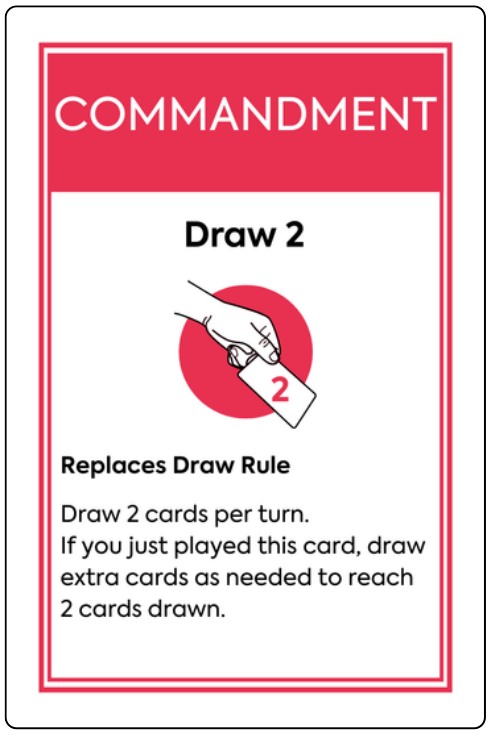
(in progress)



CARD TYPES

THE BEGINNING

This is the starting point. These initial rules will be superseded by Commandments during the course of play, but this card should remain on the table at all times. The basic rules are: Draw 1 card per turn and Play 1 card per turn (with no other restrictions such as Hand or Creation limits).



COMMANDMENT

To play a Commandment place it face up on (for Draw and Play rules) or near The Beginning. If it contradicts an existing Commandment, discard the old Commandment. Commandments take effect instantly, so all players must immediately follow the Commandment as required. This may require the player whose turn it is to draw or play additional cards right away, or may cause other players to immediately discard some of their cards to meet a new Hand limit.

MISSION

To play a Mission, place it face up in the centre of the table, discarding the previous Mission (if any). The game begins with no Mission in play, so no one can win until one is played. The Mission applies to everyone; as soon as someone meets the conditions, they win, even if it is not their turn.

CREATION

To play a Creation take it out of your hand and place it on the table in front of you, face up. Most Missions require you to have a specific combination of Creations, so playing a Creation is always a good thing.

DIVINE INTERVENTION

Divine Interventions are used once and then discarded. To play a Divine Intervention, just do whatever the card says and then place it on the Discard pile. Note that some Divine Interventions require additional cards to be played; these all count as part of a single Play.

WINNING

The game continues until someone meets the conditions of the current Mission. That player wins instantly, no matter whose turn it is.

NOTES

If the Draw pile runs out, shuffle the Discard pile, turn it over to make a new Draw pile, and keep playing.

Whenever a card mentions cards “in play”, this refers to cards that are face up on the table, but not in the Discard pile.

When a card is played, all instructions on that card must be followed if possible. Cards can only be discarded without being played if compelled by a Hand Limit. (Yes, this means you can be forced to play a card that causes someone else to win!)

New players may join at any time by being dealt a hand of three cards.