

# Napoleons Book of Fate

## Card Game Omens

For players who wish to draw divinatory messages from their card play, the following is a suggested glossary of meanings for the various phenomena they may notice during the game.

**Predominance of Fours:** Strong good fortune may come into the player's life, possibly unexpectedly.

**Predominance of Threes:** The player may expect small gains, or an assist from Universe in some way.

**Predominance of Twos:** Stasis. Meh. No effort, no pay-off. The outcome of things is really up to the player.

The *potential* is there, and the support is in place. They just need to decide one way or another.

**Predominance of Ones:** The player may suffer minor losses, but this is not necessarily a bad thing or a permanent thing— some things are *worth* losing. Sometimes loss is clearing the decks for something new to come in. Attitude is everything.

**Predominance of Zeros:** Some great loss or misfortune is coming the player's way, or may already have taken place. Some losses happen because something new needs to come into the person's life.

Take heart. Tomorrow is another day.

**Greatest number of tokens, but does not win the game:** The Universe strongly favors the player, and they are blessed in many ways, but the Fates have decreed another is destined to win in a particular contest.

The seemingly-strongest candidate for a position will be passed-over for another.

**Greatest number of tokens, and wins the game:** Rejoice, player, for Universe has your back! The energies are strongly with you now, so take advantage of them. If you have been contemplating a risky move, now is the time to make it. (You might also want to consider stopping at a convenience store for a lottery ticket on your way home from the game). Victory is yours.

**The same card keeps cropping up in every round, or most rounds:** A clear indicator to the player that the specific card which keeps turning up in their hand has a particular message for them, one which they urgently need to heed.

**Hands start out strong, then grow weaker as the game progresses:** A strong start, but the energy to keep the good mojo going just isn't there. The player may need to rethink their commitment to a certain pursuit, for success likely just isn't there. Something which started out seemingly-well may turn bad later on.

**Hands start out weak, but grow stronger as the game progresses:** Something which starts out looking very unpromising for the player, will take a decided turn for the better later on, so they should keep their spirits up and keep plugging-away, for victory or an improvement in their situation *will* come.

**Hand fluctuate between strong hands and weak hands:** The player will be subjected to an aggravating, roller-coaster-like series of ups and downs for awhile, with no clear indicator of victory or defeat in a certain situation.