

Sylas



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Rules



SAMSARA - Rules

Introduction

Samsara is a deck-building and pawn-moving game where the goal is to be the first player to reach Nirvana. Tiger, elephant, snake, holy cow or ape, you will play an Indian animal, with unique abilities. Each turn, you will choose which element of your life you want to value. Do you want to have children ? Do you choose to favor your career ? Would you rather turn to spirituality ? All these choices allow you to get Experience cards, and finally gain the precious Amulets of Eternity, essential keys to Nirvana.

But beware, if you go too fast, you will get Bad Karma cards, penalties that will weigh on your futures lives. Only a subtle balance between good and bad actions will guarantee you reach your goal.

FOR 1 TO 5 PLAYERS
12 TO ADULT
AROUND 10 MN
PER PLAYER



Contents

72 Experience cards :

9 x Jann cards (BIRTH)



9 x Vikaas cards (STRENGTH)



9 x Kaam Kar cards (CAREER)



9 x Yugal cards (COUPLE)



9 x Bachcha cards (CHILDREN)



9 x Gyaan cards (KNOWLEDGE)



9 x Dhyann cards (SPIRITUALITY)



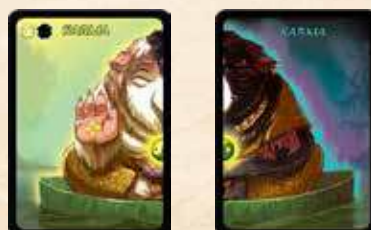
9 x Maut cards (DEATH)



5 PLAYER BOARDS



33 GOOD KARMA cards
46 BAD KARMA cards



5 POWER MARKERS



30 Amulets of Eternity



face up face down

5 CHARACTERS



1 FIRST PLAYER TOKEN



1 GAME BOARD



1 RULES BOOKLET

5 HELP-CARDS

Set-up

1 Place the **GAME BOARD** at the center of the table. This board contains 8 different colored zones.

2 Place the **EXPERIENCE CARDS** all around the **GAME BOARD** by matching the colors of the cards with the colors of the board.

- 2 players : 5 cards of each type
- 3 players : 7 cards of each type
- 4 & 5 players : all the cards (9 cards).

THESE CARDS FORM THE SAMSARA.

3 Place the **GOOD KARMA** and **BAD KARMA CARDS** in the center of the game board.

5 Between each players, place 6 **AMULETS OF ETERNITY**.

- For a quick game, place 4 Amulets face up and 2 face down.
- For a normal game, place 6 Amulets face up.
- For 2 players, simply place 12 Amulets next to the Samsara, so that each player can see and reach them.

4 Place the **CHARACTERS** between the Maut and Jann cards. On the first round, your character enters the game board through birth (Jann), but he doesn't have to stop on it.

6 Choose the **FIRST PLAYER** (by default, the last to be reborn!) who take the first player token. The last player (sitting on the right of the first player) chooses his character first. He puts his player board and his power marker in front of him. Then, the last but one player chooses his character, and so on until the first player.



Starting Drawing pile



Example of a starting hand.

Each player receives 4 Good Karma cards and 4 Bad Karma cards. Once shuffled, these cards form his starting drawing pile. Each player draws 4 cards from his starting drawing pile : these cards will form his starting hand. If these 4 cards are identical, he must shuffle again and draw 4 new cards.

Amulets of Eternity

Face up : 2 types of symbols
 Face down : 3 types of symbols



face up



face down

Pour 5 players games, there are 2 special Amulets with 2 faces down.

Player area

Samsara uses the principle of deck-building. Each player plays only with the cards of his deck, which is his individual set of cards, which represents his spirit. He owns a **DRAWING PILE** and a **WASTE PILE**, which are his.

We always «**DRAW**» from the player 's drawing pile and «**DISCARD**» to the player's waste pile. (Cf. lexique page 10).



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Object of the game

Be the first to gain 5 Amulets of Eternity. In the case of equality, the winner the one with the least Bad Karma cards in his game.

Playing a turn

Steps of a round

1. Move a character.
2. Get an Experience card.
3. Perform an Action (optional).
4. Gain an Amulet of Eternity (optional).
5. Discard your cards to your waste pile.
6. Draw new cards.

1. Character moving

Move your character clockwise to one of the 8 zones of the octogonal game board.

Each round, you must move to the next zone or further, but you can't come back to your starting point. *(At maximum, you end your move to the zone preceding the one you just left.)*

Several characters on the same zone

If you want to place your character in a zone already occupied by other players, you must :

- Either give a card from your hand to the other player's hand (any card, except a Bad Karma card (*))
- Or take in your hand 2 Bad Karma cards.

For a 2 players game, this rule applies also when your character arrives in an occupied zone, and also in the 2 adjacent zones.

(*) *The Bad Karma cards are penalties. They are not only useless in the game, but they are literally stuck to your hand and it is impossible to get rid of them, except if you use the action of the Maut card (death) or a player board special power.»*

Reincarnation

When you pass through the space between the Maut zone (death) and the Jann zone (birth), it means that you died and reincarnated. In this case, you must immediately give back 2 (**) cards from your hand (except Bad Karma cards !) to the Samsara.

()** If you have only 1 Experience or Good Karma card in your hand :

- give it back and receive 1 Bad Karma card in your hand
- If you don't have any Experience or Good Karma card in your hand :
- receive 2 Bad Karma cards in your hand instead.

« In life, you always have to move on... »



«Reincarnation is just a transition...»

2. Drawing an Experience card

After your move, take an Experience card from the pile corresponding to your arrival zone.
If this pile is empty, take a Good Karma card instead.
If the Good Karma pile is also empty, you don't get any card at this turn.

For example :
Marc, who plays the ape, was in the Jann zone. He moved to the Kaam kar zone and takes the first card of the pile in his hand. He has now 5 cards in his hand and can jump to the next step.



3. Action (optional)



If you want, you can now play one **ACTION**.
To do so, put an Experience card from your hand in your Game Zone, face up, and perform the corresponding action.

Card name

Light Symbols




Dark Symbols

ACTION SYMBOLS of the card
(See Explanation of Experience cards page 11)

During the first rounds of game, only one action is available : the one from the card you just got. Round after round, you'll build up your game (deck) and other cards will provide you with more options.

The Evanescent cards

Some Experience cards present the symbol 

They are **EVANESCENT CARDS**.

When you play this type of card, you don't put it in your game zone, but you insert it upside-down under your player board, in the Evanescent zone.

The effect of these cards repeats each round. The Evanescent cards can be cumulated and their powers added.

On the other hand, when you gain an Amulet of Eternity, all your Evanescent cards are discarded to your waste pile.



"While they are used in your Evanescent zone, the Evanescent cards can't be used to gain an Amulet of Eternity but only for their Evanescent power."

4. Gain of an Amulet of Eternity (optional)

Now you can choose to elevate your spirit close to Nirvana by gaining an Amulet of Eternity placed on your left or on your right. To do so, you must use the symbols of Eternity from the cards in your hand. (Neither the cards already in your game zone, nor your Evanescent cards can be used). There are different ways to proceed :

Using light symbols

In your game zone, place the cards holding the same symbols of Eternity - **LIGHT SYMBOLS** - as the aimed Amulet. You can then take this Amulet and place it on a corner of your player board.

Example :



Marc wants to gain Amulets of Eternity which are on his left. He puts a Jann card, a Vikaas card, and a Maut card, which hold the needed symbols.

Using dark symbols

It's not always easy to have all the right cards you need in your hand. That's why Experience cards and Good Karma cards also hold **DARK SYMBOLS**. If you need to use these dark symbols to gain an Amulet, you mess up your karma and you must take in your waste pile as many Bad Karma cards as dark symbols you want to use.

Example :



In order to get his second Amulet Marc needs 8 symbols : 4 Kaam Kar et 4 Yugal symbols. Nevertheless, he doesn't have them all. He then decides to use the dark symbols from his Kaam Kar card. As a consequence, he gets 2 Bad Karma cards in his waste pile.

Using Good Karma cards

Good Karma cards can be used as jokers for gaining an Amulet of Eternity : they can stand for any symbol of Eternity. The light symbol is safe, but if you must also use the dark one, you receive as many Bad Karma cards to your waste pile as the number of dark symbols that you use.

Example :



Marc decides to gain a third Amulet of Eternity because he's got many Good Karma cards in his hand. However, he needs to use one dark symbol. As a consequence, he receives one Bad Karma card in his waste pile.



« The Karma cards picture Sukara, an enlightened monk, who guides spirits trying to follow his path. His duality shows that there are different ways to reach Nirvana and there is a good and a bad side in everything. »



There is a golden rule about gaining your FIFTH Amulet of Eternity : you can't gain it by soiling your spirit. The last Amulet must be gained without getting any Bad Karma card (without using dark symbols of Eternity).

Player Board

Each player has one unique player board which holds 3 special powers.

When you gain an Amulet of Eternity, place it in one corner of your player board.

Then you must activate one of the 3 special powers on your board, placing your power marker on it.

Once the action is covered by your marker, it can't be used for the gain of the next Amulet, but will be available again when the marker is moved.



The player boards special powers are listed on the game help cards, as well as in page 12.

Reminder: When you trigger one of your special powers, don't forget to discard all you Evanescent cards to your waste pile.

5. Discarding the player's hand

You must now discard your hand on top of your waste pile.

This includes :

- the cards placed in your game zone
- the cards in your hand
- the Evanescent cards played if you just gained an Amulet of Eternity this round (see : Evanescent cards).



«If you reach the mountain top, keep on climbing...»

6. Drawing a new hand

To end your round, you only have to draw 4 cards from your drawing pile.

If your drawing pile is empty, shuffle and turn your waste pile face down, in order to form your new drawing pile.

If your drawing pile doesn't contain enough cards to draw the 4 cards, draw cards until the drawing pile is empty, then shuffle and turn your waste pile face down to complete your hand.

End of the game and equality

The game ends when one player gets his fifth Amulet of Eternity and reaches Nirvana (Remember ! Don't use any Bad Karma cards to get the 5th one!).

The game then continues until each player has played the same number of turns.

If several players are level, the winner is the one with least Bad Karma cards in his deck. If they are still level, then there are several winners.

Single player mode

Place 4 Experience cards of each type around the game board. Then, place your character between the Maut and Jann zone, as well as another character, who will be the «neutral character».

For an easy mode game, place 4 Amulets face up and 2 Amulets face down.

For a normal mode game, place 6 cards face up.

Play as described in the rule, but at the end of each turn (after you discard your cards to your waste pile), move the neutral character one zone forward, clockwise. The object of the game is to gain 5 Amulets of Eternity before neutral character reincarnates twice (17 turns).

When your character stops on a zone occupied by the neutral character, or an adjacent zone (same as the 2 players mode), you must put back a card from your hand or take 2 Bad Karma cards in your hand. On the other hand, nothing happens while the move of the neutral character.

5 players mode

Set-up

You must use the 30 Amulets of Eternity, which 2 of them holding 6 symbols (2 Amulets hold 6 symbols on both sides). Install 6 Amulets between each player. For a fast-mode game, place 2 Amulets, back side up, between each player. For a normal game, place one Amulet, back side up.

Multiple characters for the same zone

If you want to place your character on a zone already occupied by one or more other characters, two choices are still available to you :

- Option 1 : the opponent (or one of the opponents, whom you choose) located in the targeted zone takes a Good Karma card in his hand.
- Option 2 : you take 2 Bad Karma cards in your hand.

DRAWING PILE : Individual pile of cards where each player draws his cards, at the end of each round and when required by an action.

WASTE PILE : Individual pile of cards where each player gets rid of his cards, at the end of each round. When the drawing pile is empty, the waste pile is shuffled and returned, in order to get the new drawing pile.

GAME ZONE : Zone located on the table, in front of each player, where each player places their Experience cards played for their actions, as well as those played to get an Amulet. These cards will be placed in the waste pile at the end of the round.

DECK : All of a player's cards (drawing pile, waste pile, cards in hand, Evanescent cards in game and cards put in reserve).

SAMSARA CARDS : All 8 piles of Experience cards positioned around the octagonal board. Good and bad Karma cards are not part of it.

EVANESCENT CARD : This is a card which action is repeated every round. When an Evanescent card is played, it has to be placed under the Evanescent zone of the player board. These cards are discarded each time an Amulet is placed in a corner of the player board.

PUT TO RESERVE : Action of placing a card under his player board (the symbols of Eternity remains visible). This card can be used later during the game, to get Amulets, and only for that. All experience cards and Good Karma cards can be put to the reserve. Reserve has no limit. Unlike Evanescent cards, the cards in reserve remain in place when getting an Amulet.

REINCARNATION : passage from Maut to Jann cards, which implies replacing 2 cards from the player's hand.

Explanation of the Experience cards' Actions



JANN (BIRTH) :

Draw 2 cards. You may then play 1 more action.

The player who chooses to play this action must draw exactly 2 cards from his drawing pile (*). Then he may play 1 other action. In other words, it is possible for him to play another action from an experience card from his hand (**).



VIKAAS (STRENGTH) :

Draw 1 card. You may then play 2 more actions.

The player who chooses to play this action must draw exactly 1 card from his drawing pile (*). Then he may play 2 more actions. In other words, it is possible for him to play again 2 actions from experience cards from his hand (**).

(*) If his drawing pile does not have enough cards, he draws what he can, then returns and shuffles his waste pile to make his new drawing pile, and finally draws the cards he needs.

(**) If a player is not able to play all the actions he is supposed to (not enough experience cards in hand), these actions can not be postponed to the next round.



KAAM KAR (CAREER) :

Evanescent Action : From now on you can draw an Experience card in 1 adjacent zone.

Once played, this card allows you, after your move, to draw one Experience card from an adjacent zone of your character, occupied or not. If one pile is empty, you can take 1 Good Karma card instead. 2 "Kaam kar" cards can be added so that you are allowed to draw 2 adjacent zones around your zone, and so on.



YUGAL (COUPLE) :

Put back a card from your hand to the Samsara, then take a new card from the Samsara to your hand.

The card that you chose to put back can't be the Yugal card just played, neither a Bad Karma card.



BACHCHA (CHILDREN) :

Evanescent action : draw your new hand with 1 extra card. Once played, this card allows you to draw a new hand with 5 cards instead of 4. It takes effect at the end of the round when the player draws his next hand. 2 Bachcha cards allows to draw 6 cards, and so on.



GYAAN (KNOWLEDGE) :

Put a card from you hand to your reserve.

Once the Gyaan card played, place the card picked in your hand under the reserve zone of your player board (it can't be the Gyaan card just played). This card's symbols of Eternity might be used to gain a next Amulet. Any card can be put to the reserve, except Bad Karma cards!



DHYANN (SPIRITUALITY) :

Receive 2 Good Karma cards to your waste pile.

Take 2 Good Karma cards from the Samsara and put them to your waste pile. If the Good Karma pile is empty, the action is canceled.




MAUT (DEATH) :

Put back 1 Bad Karma card from your hand.





The Bad Karma card is put back to its pile, in the Samsara. You can't put back Bad Karma cards from your drawing pile, neither from your waste pile.

The characters' special powers





These special powers are triggered after you gain an Amulet.

 Don't forget to discard your Evanescent cards to your Waste pile!





DHENU, THE HOLY COW

-  Put back 1 Bad Karma card from your hand.
-  Pick 2 cards from the Samsara and place them to your Waste pile. 
-  Only once, draw your new hand with 2 extra cards.





BIKKHU, THE MONK TIGER

-  Get 2 Good Karma cards and put them to your Reserve.
-  Get 2 Good Karma cards to your Waste pile. 
-  Put back 1 Bad Karma card from your hand.





USSAGAH, THE COBRA

-  Pick a card from the Samsara to your next hand (do it before drawing a new hand)
-  Put back 1 Bad Karma card from your hand and receive a Good Karma to your Waste pile. 
-  Pick one card from the Samsara and put it in your Reserve.

VANARAH, THE BUSINESS APE

-  Pick 1 Evanescent card from the Samsara and play it.
-  Get 1 Good Karma card to your next hand.
-  Pick 1 card from the Samsara to your next hand (do it before drawing a new hand) 

IBAH, THE POWERFUL ELEPHANT

-  Pick 1 card from the Samsara and put to it to your Reserve.
-  Pick 2 cards from the Samsara and place them to your Waste pile. 
-  Don't discard your Evanescent cards.

