

# SAMSARA



- For 1 to 5 players
- Aged 12 to adult
- Around 50 mn

## Rules



*Sitting cross-legged,* Bikkhu felt the breath of Life cross him from one end to the other, irrigating his chakras, infusing each of his fibers. Like every day, every month, every year. Yet this morning, a dissonant voice mixed with the usual rhythm of his breath. Since the beginning of his meditation, the tiger had tried not to think about this disturbance. He had remained focused, focused, and had not let his thoughts drift. But this technique could not last forever. It was when the cloud hid the sun that he let go. He had to face this newcomer. He took a deep breath and tinkled the bell he was keeping next to him. A harmonious and powerful sound escaped. With his eyes closed, the monk could visualize the echoes of the vibration that echoed on the trees, the stones, the monastery in the distance. He untied his shoulders, let his mind wander. He glimpsed an elongated, undulating silhouette, shrouded in purple. Not the violet of enlightenment, Nirvana, but a dirty, dull, invasive color. A person who turned to the dark side. Bikkhu flinched. Could it be his past that was resurfacing?

... read more on  
[www.okaluda.fr/samsara](http://www.okaluda.fr/samsara)

## *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 that you reach your goal.

## Contents

- 1 Game Board
- 30 Amulets of Eternity
- 72 Experience Cards:
  - 9 Jann Cards (Birth)
  - 9 Vikaas Cards (Strength)
  - 9 Kaam Kar Cards (Career)
  - 9 Yugal Cards (Couple)
  - 9 Bachcha Cards (Children)
  - 9 Gyaan Cards (Knowledge)
  - 9 Dhyann Cards (Spirituality)
  - 9 Maut Cards (Death)
- 36 Good Karma Cards
- 48 Bad Karma Cards
- 5 Player Boards
- 5 Standees
- 5 Power Markers
- 5 Game Aids FR/EN
- 1 Rulebook FR/EN
- 1 First Player Token

# Configuration for 4 players



Standees

7

Player Board

6

Good and Bad Karma cards

Amulets of Eternity

4

Experience cards

2

3

1

1<sup>st</sup> Player token

5

Draw pile

8

## Set-up

### Installation

#### 1 Game Board

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

#### 2 Experience cards

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 SAMBARA.**

#### 3 Good and Bad Karma

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

#### 4 Amulets of Eternity

Place 6 **AMULETS OF ETERNITY** between each players



Each Amulet has one golden side with 8 symbols and one copper side with 6 symbols. 2 of them are copper on both sides.

- For a quick game, place 4 golden Amulets and 2 copper Amulets.
- For a normal game, place 6 golden Amulets.
- For 2 players, place 12 Amulets (8 golden Amulets and 4 copper Amulets for a quick game).

#### 5 1<sup>st</sup> Player Token

Choose the first player (by default, the last to be reborn!) who takes the **FIRST PLAYER TOKEN**.

#### 6 Player Boards

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.

#### 7 Characters

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.

#### 8 Starting Draw pile

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

*Example of a starting hand*



### 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 that represent his spirit. He owns a draw pile and a waste pile.

We always draw from the player's **DRAW PILE** and discard to the player's **WASTE PILE**. (See Glossary on page 19).

# Playing a round

## Object of the game

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

## Steps of a turn

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. Move a character

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

Each round, you must move one or more zones, but you may never enter or pass your current zone. (At most, you may end your move in 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 to one of the other players (any card from your hand, except a Bad Karma card (\*)). He receives it into his hand.
- Or take 2 Bad Karma cards into your hand.

For a 2 player game, this rule also applies when arriving in either of the two adjacent zones.



### (\* ) Bad Karma cards

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 is just a transition...»



### 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.



## Playing a round - follow-up

### 2. Get 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.



**Example :**

Marc, who plays the ape, was in the Jann zone. He moved to the Kaam Kar zone and takes a card from the pile in his hand. He has now 5 cards in his hand and can jump to the next step.

### 3. Perform an 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.

At the start of the 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.

Card name

Light Symbols



Dark Symbols



**ACTION SYMBOLS** of the card  
(See the Experience cards Actions on page 19)

#### The Evanescent cards

The Kaam Kar and Bachcha 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 accumulated 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.



There are 2 Evanescent cards:  
the Kaam Kar card and the Bachcha card

*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.*

## Playing a round - follow-up

### 4. Gain 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 desired Amulet. You can then take this Amulet and place it on a corner of your player board.



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 place as many Bad Karma cards into your Waste Pile as dark symbols that were used.



In order to get his second Amulet Marc needs 8 symbols : 4 Kaam Kar and 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.



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.

*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 cards (without using dark symbols of Eternity).*

*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 everthing.*

## Playing a round - follow-up

### 4. Gain an Amulet of Eternity (optional)

#### 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 to help you gain 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 on page 18.

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

### 5. Discard your cards to your waste pile

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 turn (see : Evanescent cards page 7).

#### Note :

It is possible to check your waste pile anytime but not the draw pile!

### 6. Draw new cards

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

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

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

## End of the game and ties

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 tied, the player with the fewest Bad Karma cards is the winner.

If players are still tied, they share the victory!

## Variations

### 5 player mode

#### Set-up

You must use 30 Amulets of Eternity, 2 of which are copper Amulets on both sides.

Install 6 Amulets between each player.

- For a fast mode game, place 2 copper Amulets between each player.

- For a normal game, place 1 copper Amulet between each player.

#### Multiple characters in the same zone

If you want to place your character in a zone already occupied by one or more players, two options are still available to you :

- Option 1 : one of the players (of your choice) located in the targeted zone takes a Good Karma card in his hand.

- Option 2 : draw 2 Bad Karma cards from the pile into your hand.

If the Good Karma pile is empty, just follow the basic rule.

### 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 golden Amulets and 2 copper Amulets.

- For a normal mode game, place 6 golden Amulets.

Play as described in the rules, 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 the 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 (but not a Bad Karma 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.

## The characters' special powers



**Bikkhu,**  
the monk tiger

Get 3 Good Karma cards\* to your Waste pile.

Get 1 Good Karma card\* and put it to your Reserve.

Put back 1 Bad Karma card from your hand.



**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 draw a new hand).



**Ussagah,**  
le scientist cobra

Put back 1 Bad Karma card from your hand and receive a Good Karma\* to your Waste pile.

Pick 1 card from the Samsara to your next hand (do it before you draw a new hand).

Pick 1 card from the Samsara and put it in your Reserve.



**Dehnu,**  
the holy cow

Only once, draw your new hand with 2 extra cards.

Put back 1 Bad Karma card from your hand.

Pick 2 cards from the Samsara and place them to your Waste pile.



**Ibah,**  
the powerful elephant

Don't discard your Evanescent cards.

Pick 1 card from the Samsara and put it to your Reserve.

Pick 2 cards from the Samsara and place them to your Waste pile.

\* Good Karma cards are drawn from the corresponding pile. If this pile is empty, then you can't draw any card for this turn.

## 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 draw 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 draw 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 (\*\*).



### 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.



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

### 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 your 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 draw pile, neither from your waste pile.



## Glossary

**DRAW 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 draw pile is empty, the waste pile is shuffled and returned, in order to get the new draw 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 your turn.

**DECK:** All of a player's cards (draw 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 each turn. 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.

**REPLACE:** Put back a card to the corresponding pile.

# Samsara was born thanks to... you, backers from all over the world!

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