

SAMSARA



ON A PLANET CALLED TENALPA, HUMAN BEINGS HAVE BECOME THE DOMINANT SPECIES. THEIR CULTURE HAS EVOLVED TO FORM FOUR DISTINCT COUNTRIES, BUT THEIR COZY LIFE WILL BE SMASHED TO PIECES BECAUSE OF AN ARGUMENT BETWEEN TWO OLD FRIENDS, BRAHMA AND MARA. MARA WANTS TO ELIMINATE THIS SCOURGE FROM TENALPA, WHILE BRAHMA WANTS TO SEE HOW FAR HUMAN BEINGS CAN GO, SO THEY MADE A BET. MARA WILL TEST THE HUMANS' LIMITS, WHILE BRAHMA WILL GRANT HUMANS FAVORS. IF HUMANS CAN SURVIVE A WHOLE SAMSARA, WHICH IS 52 WEEKS, THEN BRAHMA WINS; OTHERWISE MARA WINS.

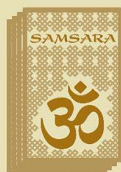
GAME OVERVIEW

SAMSARA MEANS "WANDERING" OR "WORLD". IT IS "THE BEGINNING-LESS CYCLE OF REPEATED BIRTH, MUNDANE EXISTENCE AND DYING AGAIN". IN THIS GAME, ONE SAMSARA IS ONE YEAR, AND ONE PLAYER'S TURN IS ONE WEEK, AND A WHOLE ROUND IS A MONTH.

YOU WILL TAKE ON THE ROLE OF A LEADER OF A HUMAN NATION. YOUR NATION'S POPULATION IS THE INDICATOR OF ITS CONDITION: THE HIGHER, THE BETTER. IF A COUNTRY EVER LOSES ALL OF ITS POPULATION, THE COUNTRY IS LOST AND THE PLAYER IS OUT OF THE GAME. WHEN A PLAYER LOSES, THEIR GUARDIAN RETURNS TO MOUNT MERU (OUT OF THE GAME). THE GUARDIANS HAVE LEARNED OF BRAHMA AND MARA'S WAGER AS TO THE FATE OF HUMANITY. MARA WILL CHALLENGE HUMANS AND TRY TO STOMP THEM OUT, WHILE BRAHMA WILL OFFER FAVORS TO GIVE YOU AID. PLAYERS, AS THE PROTECTORS, NOW NEED TO SAVE HUMANITY AND REACH THE END OF THE SAMSARA DECK BY WORKING TOGETHER TO AVOID EXTINCTION.

COMPONENTS and GAME SETUP

52 Samsara Event Cards



1 Samsara Wheel

4 Guardian Cards

100 Population Tokens



1 Orange Talisman Token

1. Shuffle the Samsara Event cards together put them in the middle of the table facing down.
2. Put the Amulet Token and Samsara Wheel next to the deck.
3. Each player takes 20 population tokens as their starting population of 200, each token representing 10 population
4. Each player randomly draws a Guardian Card to play

TAKING A TURN

1. Play begins from the North Guardian
2. Each player's turn has following phases:
 - a. Judgement Phase - Deal with all pending Cards on his/her territory one by one in order (First In First Out).
 - b. Skill Phase - Perform your Guardian Power.
 - c. Draw Phase - Draw an Event Card from the deck.
 - d. Action Phase - Perform the event on the Event Card you drew.
3. Once a player's Action Phase ends, the next player begins their turn.

GUARDIAN POWERS

1. Vaiśravaṇa, the North guardian (He who hears everything)
Look at the top 2 cards from Deck. Put one back on top and the other on the bottom of the library.
2. Dhṛtarāṣṭra, the East guardian (He who upholds the realm)
Draw 3 cards from Deck. Choose one to play, then Discard the other 2 cards. Then Skip the Draw Phase
3. Virūḍhaka, the South guardian (He who causes to grow)
Whenever you gain or lose population for the first time in a turn, you may spin the Samsara wheel. If you get Heaven, gain 30 population. If you get Hell, lose 20 population.
4. Virūpākṣa, the West guardian (He who sees all)
Draw 4 cards from Deck and choose one to play. Shuffle the other 3 cards back in to the Deck.

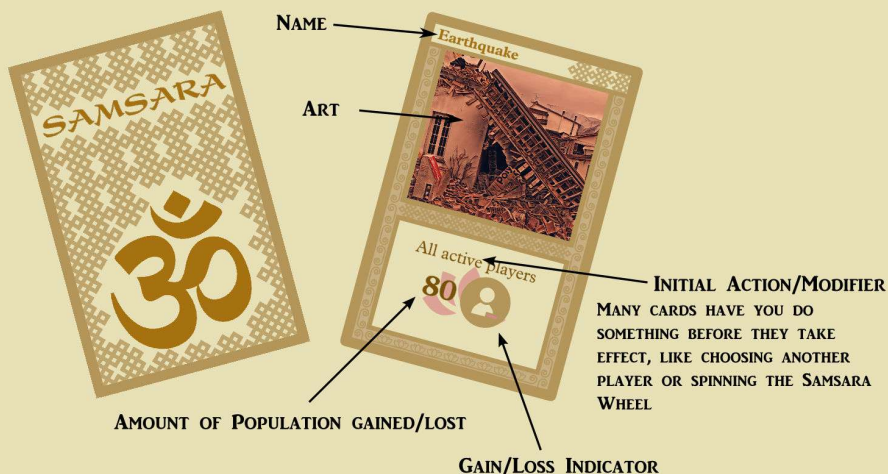
ERRATA

If an effect would cause you to gain population while there are no available tokens not already part of a player's population, you do not gain any

WINNING THE GAME

The players win if any number of nations survive to the end of the turn when the last card is discarded from the Event deck. Otherwise, the players failed to survive Mara's onslaught and complete a full Samsara.

PARTS OF AN EVENT CARD



SYMBOLS



THE SAMSARA WHEEL



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