

Age: +10

60-90 minutes

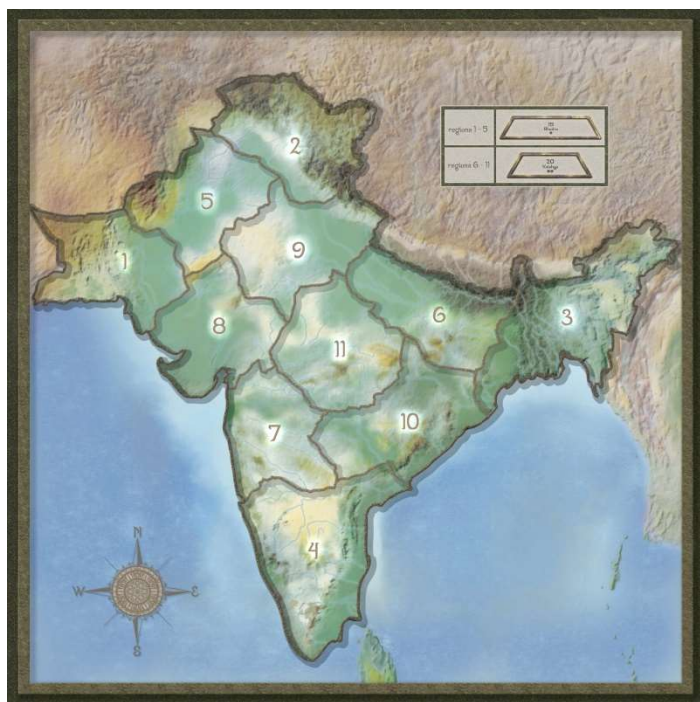
2 to 5 players

Reincarnation

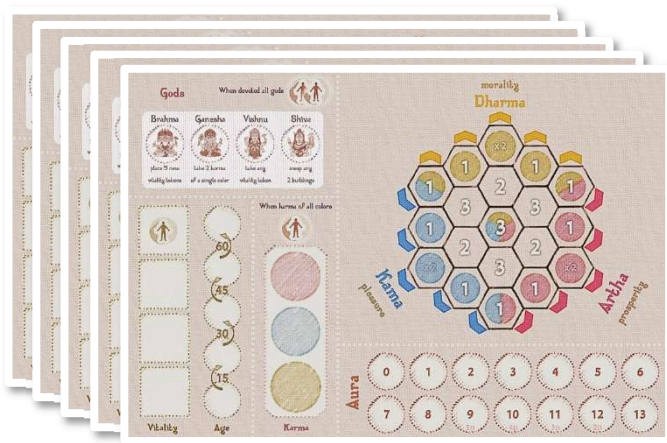


ART: Agatha Lark Studio
DESIGN: Pierre Knockaert

Components



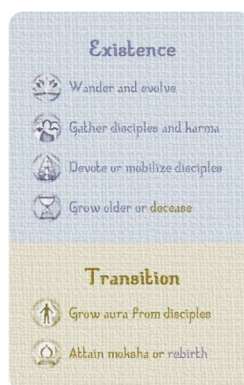
1 game board



5 development sheets



meeples and markers per color



5 turn sequence cards and 29 occupation cards



7 temples

4 sanctuaries



33 vitality tokens

20 god and 2 landholder markers



24 karma tokens (8 of each color)



Setting of the game

The game is set in India of the early 20th century, called Hindustan at that time. People were very religious then (and still are) and worshipped multiple deities. The caste wherein they were born determined greatly the course of their lives, but regardless of this, everyone was striving to be a good Hindu. The final goal of every Hindu is to attain **moksha** -eternal bliss- to cease the never ending cycle of rebirth.

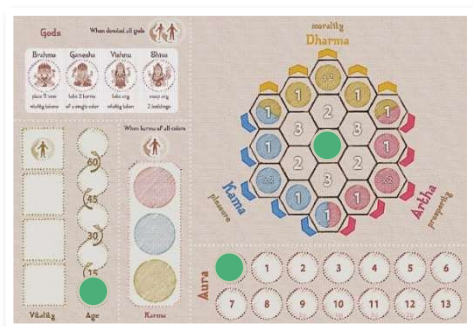
Goal of the game

The player who attains **moksha** as first wins this harmonious race. To be able to attain this state of eternal bliss you need to have a great **aura**. In order to have a great aura, you should be in harmony between the 3 pillars of existence: **dharma** (morality), **kama** (pleasure) and **artha** (prosperity).

Setup & start of the game

Place the game board of the center of the table. Place the 4 **god sanctuaries** randomly on the regions 1, 2, 3 and 4 of the map and the 7 **temples** randomly over the other regions. **Stack 3 vitality tokens** (4 and 5 players) or 2 vitality tokens (2 and 3 players) randomly and **face up** on each of the regions.

Place the **occupation cards** **face down** into 5 stacks according to the different casts: the **Shudra** (domestic workers), the **Vaishya** (laborers and merchants), the **Kshatriya** (soldiers and noblemen), the **Brahmin** (clerics) and the **Dalit** (the outcasts).



Every player takes a **development sheet** and places **3 development markers** of their color on the places as shown on the picture.

Players determine their starting region by rolling 2 regular dice. The rolling result minus 1 **determines their starting region**: they place the large meeple of the color of their choice in that region.

If players roll the same result, the dice are rerolled until they have a unique starting location. The starting regions also determine **playing order** for the rest of the game: the player with the lowest value goes first and so on. Depending on the starting region, players then draw the top **occupation card** from the pile of the caste mentioned in the table in the top right corner of the map: players in regions 1 to 5 draw the top card from the **Shudra** pile and players in regions 6 to 11 draw from the **Vaishya** pile. These cards represent the occupation for their first life. To end, each player takes a **turn sequence card**.

Playing turns

Every turn consists of 4 steps or 6 steps, which are shown on the **turn sequence card** below. A regular turn ends after completing the 4th step, unless you deace, then your turn last two steps more, going from Existence (blue section) to Transition (yellow section).

Make sure to handle each in step in the right order, starting with the 1st step: Wander & evolve.

Wander & evolve

You can **wander** (move) to an adjacent region, but you can also choose to stay in the same region.

If you want to move up to 2 regions away, you hand in a **vitality token** (place that token face down on the board into the Indian Ocean). You cannot move more than 2 regions away.

Take the **top vitality token of the stack** in the region where your move ended (if any present). You may only hold up to 4 vitality tokens as there are only 4 spaces available on the **development sheet**.

If you gather your 5th vitality token, take it from the region replacing any of your current vitality tokens. Place then the discarded vitality token onto the Indian Ocean.

Depending on the color of the arrow(s) on the vitality token and the dot on the **temple** in your region, your **harmony** will **evolve** and shift in the direction of those colors (pillars of existence).

The choice of vitality token and building (temple or sanctuary) is crucial, because they can make your **harmony marker** slide along the **hexagonal grid** on your **development sheet**.

To better understand this **evolve** step, look at the picture on the right. In the example the green player has 3 movement options during his turn: staying in region 4 or moving to the other 2 regions. *Let's not consider the staying option for now to make the explanation easier.*

If the player moves to region 10, he will receive the yellow vitality token of 10 and thus the harmony marker will have to move twice along the yellow axis (dharma) because of the yellow arrows on the vitality token, and move once along the direction of the red axis (artha) because of the red dot on the temple.

Whereas when he moves to region 7, he will receive the vitality token of 5, making the marker slide once in the direction of kama because of the blue dot on the temple and once in the direction of artha caused by the red arrow on the vitality token.



In other words, taking a vitality token and/or visiting a temple always results in sliding your harmony marker into the directions marked by the arrows on the outside of the hexagonal grid.



The order in which you perform the harmony shifts is totally free. As your harmony marker cannot go outside the grid, a move that would have ended outside the grid is shortened and ends at the outer hex of the grid instead. The example on the left side with the green circles clarifies this. If your harmony marker is in the hex as shown below and you need to shift twice in the direction of artha (red 10 vitality token) and once in the direction of dharma (yellow dot on temple), it can end up in one of the 2 hexes shown.

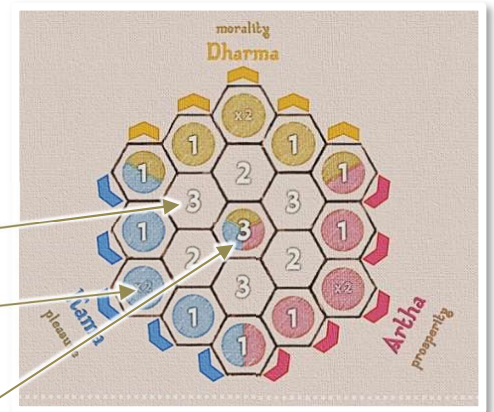
! Note that one of the temples has a neutral colored dot. This means that you can choose to which direction you can move (dharma, artha or kama). The 4 sanctuaries don't have a dot, so these buildings don't contribute to harmony shifts. Consequently, if there's no vitality token available in a region with a sanctuary (as shown in region 4 in the example on the previous page), there is no harmony shift at all.



Gather disciples and karma

Depending on which hex your harmony marker ended during your evolve step, you gather karma, disciples or both. The hexes with numbers make you gather disciples and in the hexes with colored rounds you receive karma tokens. For example, there you gather:

- 3 disciples and no karma tokens
- 2 blue karma tokens and no disciples
- 3 disciples and a karma token of the color of your choice



The amount of disciples in one region is limited to **4 disciples per region**. You can only add an amount of disciples in your current region until there are 4 in total, including disciples of other players. If for example, *Red* has already 3 disciples in a region and *Green* wants to gather 3 disciples, *Green* can only place 1 disciple in that region.

If you gather karma, you place your karma token(s) (of the chosen color in the case you have a choice) on the corresponding colored spots on the development sheet as shown left. You can only hold **2 karma tokens of each color**, so up to 6 karma tokens in total.



Devote or mobilize disciples

The building in the region where your move ended, determines the action to perform during this phase.

When you are at a **sanctuary**, you may **devote a god**, when at a **temple** you may **mobilize your disciples**.

There is a **cost** for doing these actions: you either sacrifice a **vitality token** or a **karma token**.

You can make only one sacrifice during this step.

If you **devote a god**, you receive a **god marker** which you place with the **white dotted side facing up** on the corresponding space on your development sheet. From now on you can use the power of that god at any time during your turn. More information about the gods can be found on page 10.

To **mobilize your disciples**, choose one region with one or more of your disciples and move all or some of those disciples to one adjacent region. Keep in mind that there can be only 4 disciples per region!



Get older or decease

In this step you become older or you decease depending on the amount of **vitality** you have. This amount is determined by the **sum of all the gathered vitality tokens plus the vitality value** that corresponds with your current occupation. You can see this vitality value in the top left corner of your occupation card as well as on the back side of the occupation card.

Existence

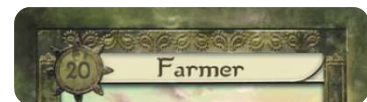
- Wander and evolve
- Gather disciples and karma
- Devote or mobilize disciples
- Grow older or decease

Transition

- Grow aura from disciples
- Attain moksha or rebirth

If this sum is **equal or higher than the next age level**, you may move the **age marker to the next age level** and this also means the end of your turn! If however, the sum is **lower**, you **decease** (i.e. your spirit goes into **transition**). This means that your turn will last 2 more actions as shown in the **yellow transition section** of the turn sequence card!

For example: the green player has the Farmer occupation card and



has collected these 2 vitality tokens so far:



His position on the **age track** is the following. ----->

In order to move his **age marker** to the next age level, the sum

of his vitality tokens plus the vitality value of his occupation must be equal to or higher than 45. As this is not the case (only 35), he goes into transition.





Grow aura from disciples

This step is the most important one, because here your **aura** grows, which is the essence of the game!

Your aura increases by 1 for each 2 regions where you have the majority (or tied for majority) of disciples in that region. After increasing your aura, remove any of your disciples from the board until you keep an amount of disciples equal to your life stage (e.g. if you deceased at your 5th life stage, you get to keep up to 5 disciples of your choice on the board).

... Although previous step allows you to grow your aura, there are other ways to do so. Where this pictogram  is shown on the **development sheet**, your aura increases immediately by 1 or 2 if certain conditions are met, regardless of the step you are during the **existence phase**.

There are 3 ways to let your aura grow instantaneously:

- * 1 aura when you collect your 4th vitality token (only once per life)
- * 1 aura when you have karma tokens of all 3 colors (only once per life)
- * 2 aura when you devote your 4th god (only once per game)



Attain moksha or rebirth

This step of the turn is to check whether you have met the condition to win (i.e. to attain **MOKSHA**).

The game ends as soon as someone has a sufficient amount of aura during this step of their turn: depending on the amount of players the game is played until someone has at least 12 aura (with 2 players), 11 aura (3 players), 10 aura (4 players) or 9 aura (5 players).

Whenever someone attains moksha, every other player can still play a last turn after this one. If then other players also attain moksha, the positions on the hexagonal grids are compared among all those who have reached moksha: the player being the closest to the center of the grid wins the game, regardless of the amount of aura (the central hex is worth 4 points, the other hexes are worth the number shown). If then, two or more players have the same amount of *harmony points*, the amount of karma tokens is compared. If there is still a draw after this, all those players win the game.

If, on the other hand a player did not attain moksha, he/she gets **REBORN** in the **same region**:

- Firstly slide the **age marker** back on the lowest position
- Secondly place all your **vitality tokens** face down on the board in the Indian Ocean
- Then slide your **occupation card** under the corresponding **caste stack**
- Finally hand in all your karma tokens to receive the top **occupation card** of the caste stack with the amount of dots equal to your amount of karma. **Dalit** is worth 0 karma, **Shudra** is 1 karma, **Vaishya** 2 karma and so on. If you have more than 4 karma tokens, you hand in 4 karma tokens of your choice, take the top **Brahmin** occupation card and keep the remaining karma tokens for your next life.

Occupation cards

On the bottom of each **occupation card** a symbol is shown to mark in which phase you must play its effect. The effect of the occupation card may only be performed once per turn.

Dalit



You cannot move to or stay in a region where there's already a player from a higher caste.

If there is no other option left than staying, then you have to stay.

Housekeeper (Shudra)



Gather an additional karma if you stayed in the same region.

Take a karma token of any color of your choice.

Cleaner (Shudra)



Gather an additional karma if you moved to a region with 2 or more disciples.

Take a karma token of any color of your choice. This effect accounts for moving to as well as staying in a region.

Servant (Shudra)



Gather an additional karma if you moved to a region with a player from a higher caste.

Take a karma token of any color of your choice.

Artisan (Vaishya)



Gather an additional karma of a specific color if you hand in a vitality token of that color.

Discard a vitality token to receive a karma token of the same color.

Farmer (Vaishya)



Take an additional vitality token in your region if you sacrifice 2 of your disciples.

Place those disciples back in your reserve.

Merchant (Vaishya)



Gather 2 additional disciples if you discard a karma token. (still max 4 disciples in region)

Landholder (Kshatriya)



At rebirth, mark any region. All other players may not enter or stay in that region.

Put a landholder token  in any region to mark that no one else can enter or stay in it.

Maharaja (Kshatriya)



You may perform an additional mobilization of disciples when making a sacrifice at a temple.

This additional mobilization can be performed with the same group of disciples (or part of it), making them to move 2 regions.

Soldier (Kshatriya)



Convert 1 disciple of another player if you exceed the total of 4 disciples in that region.

For example: if you want to gather 3 disciples in a region with already 3 disciples. Gather 1 disciple as normal and then replace one disciple of another player in that region with one of yours.

Pandit (Brahmin)



When you take a vitality token you may change its color to any color of your choice.

A vitality token has only one color, also the ones with 2 arrows on.

Jurist (Brahmin)



When you evolve, choose to shift 1 or 2 hexes, regardless of the amount of arrows/dots

Swami (Brahmin)



Gather an additional disciple. (still max 4 disciples in region)

The Hindu gods

After having sacrificed a **vitality token** or a **karma token** in order to devote a god at its **sanctuary**, a **god marker** is placed on the corresponding god on the **development sheet**, with the white dot facing up .

You then get the opportunity to use the power of this god at any time during the **existence phase** of one of your turns. If you use its power, you flip the god marker to its clear side (side without the dot).

If you would revisit the same sanctuary and devote the same god to reactivate the god's power, flip the marker back to the white dotted side. You can devote a god only once during a turn, but multiple times during a lifetime. God powers can be used across lives, so they do not deactivate when you deacease!



Brahma (the Creator)

Take 5 vitality tokens at random from the face down pool in the Indian Ocean and place those anywhere on top, under or in between the stacks of vitality tokens. Keep in mind that every region can only hold up to 3 vitality tokens (or 2 tokens with 2 or 3 players).



Ganesha (the Guide)

Take 2 karma tokens of the same color from the reserve.



Vishnu (the Pre server)

Take the top vitality token from any region and shift harmony accordingly.



Shiva (the Destroyer)

Swap any 2 buildings (temples and sanctuaries) from any 2 regions.