

GUIDE (3-4 Players)

Win Condition: Get all 23 Buddhist objects OR acquire 100 Karma tokens

Pieces

1. 23 Buddhist Objects
2. 100 Karma Tokens
3. 4 Dollhouses/8 Design Boards
4. 41 Action Cards
5. 10 Event Cards
6. 6-Sided Die
7. Voting Cards

Karma Tokens: The monetary value in this game. Used to buy an object or win.

Acquired through:

- Selling objects
- Owning objects
- Events
- Actions
- Ranking of Design boards

BUDDHIST OBJECTS	KARMA TOKEN COST
FIGURINES (10)	3
QUOTES (7)	7
PAINTINGS (5)	10
PENDANT (1)	25

Karmaback & Karma Value: The value of karma tokens upon selling objects (Karma Value) and the amount of karma tokens Buddhist connoisseurs get back upon owning objects (Karmaback).

Karmaback: There are specific amounts of karmaback certain owned objects get. After a “Buddhist”’s turn, the total karmaback for all objects owned by the “Buddhist” will be given to the “Buddhist”.

Karma Value: Upon selling object(s), Buddhist connoisseurs get back the karma value of the object(s).

TABLE of VALUES

BUDDHIST OBJECTS 	KARMABACK & KARMA VALUE
FIGURINES (10)	2
QUOTES (7)	5
PAINTINGS (5)	7
PENDANT (1)	10

Die: A singular 6-sided die to decide the order of the turns each round and to break tie breakers with the person landing the highest number winning the tie break.

Action Cards: Each Buddhist connoisseur will always have 3 action cards in their hand. Upon disposing or using an action card(s), grab more action card(s) until the Buddhist connoisseur has 3 in their hand. Used in order to gain an advantage against the other "Buddhists".

Event Cards: Played after every round. Every "Buddhist" must act on the event card unless it addresses specific "Buddhists". Discard the event card each time until they run out. Then shuffle all of them in again.

If Event Cards cannot be met by a minority of "Buddhists", then they must pay a 10 karma token fee. If the fee cannot be met, they are now in debt and must pay off that debt.

If Event Cards cannot be met by a majority or half of the "Buddhists", then they can pull a different event card and shuffle the other card back in.

Design Board: Indoor and outdoor designs. Place objects on this board in specific, aesthetic ways in order to win other Buddhist connoisseurs favor and get first! Getting first in the rankings will give a "Buddhist" a boost in karma tokens.

Future Iteration - Dollhouse: Physical dollhouses players decorate with objects instead of design boards.

Objects: Collect all objects to win. Can be sold, collected, bought, stolen, taken, etc.

Future Iteration: More objects!!!

Figurines (10)

Quotes (7)

Paintings (5)

Pendant (1)

Voting Cards: Point cards for Design Board. “Buddhists” will have numbers 1-3 with 3 being the highest points to be given and 1 being the lowest. If it’s only 3 players playing then the maximum points will be 2.

Future Iteration: Different voting sequence. Perhaps anyone with the most amount of objects being used as decoration in their home.

Future Iteration - Cards: More variety in action and event cards.
Action Cards:

QUANTITY	ACTION CARD
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10	Steal any figurine from a Buddhist connoisseur
10	Choose a “Buddhist” to skip their turn. Their next turn will be skipped.
10	Block any form of sabotage (Use any time)
5	Use this card to play an extra two cards (in your hand)
4	Collect tokens from a connoisseur of your choosing equal to the karmaback of all your objects
2	Choose a Buddhist to lose karma tokens equal to the karmaback of all their objects combined

Event Cards:

<i>Auction Night!</i>	Players each auction up their most valuable object! The initial cost will be its karmaback. One object must be sold to move on.
<i>Charity Event</i>	Every player must donate at least 2 karma tokens to prospect but poorest (aka brokest players) buddhist enthusiasts.
<i>Magic Trick</i>	Everyone closes their eyes and chooses a number from 1 to the total amount of players. (EX: 2 players must choose a number 1-2 while closing their eyes). Display them with your fingers. If your number matches any other buddhist enthusiasts, trade all objects!
<i>Natural Disaster</i>	Everyone loses their objects to the disaster... Your karma tokens are safe though!

Spin Master	Quick! Spin 5 times and point at the pendant. First to touch it gets 15 karma tokens. Those who don't spin lose 10 karma tokens.
Birthday	It's your relatives' birthday! Each player must 'gift' their relative. Take an object and put it with the rest of the unowned items
Gamble Night	Each player must bet at least one of their objects. Grab the die and bet on what it lands on. If a player is correct, they get the objects. If multiple get it correct, split/share evenly. If none get it correctly, lose all objects betted.
Art Showcase	Show the object you love the most in your possession with a 20 second pitch. You will be awarded 10 karma tokens.
Insurance	If any players are in debt, the debt is cleared and balances are back to 0.
BOGO	For the player with the least amount of karma tokens, buy one get one free for figurines!

Setting Up

Each player will get:

5 karma tokens

1 Buddhist figurine

1 Design board

3 Action cards

Use a die to decide the order of turns. The "Buddhist" with the highest number rolled goes first, then the second highest, and so on.

Play

In a round:

1. Each player takes a turn
2. Rank Design Boards: Hand out the point cards to each "Buddhist". After, add up all the points that each "Buddhist" gets and the highest amount of points is first. First place gets 5 karma tokens, all other players get 1 token.
3. Use an Event Card

In a turn:

1. Sell or buy object(s).
2. Play an Action Card OR Discard an Action Card OR Do nothing.
3. Grab Action Cards to have a total of 3 in your hand.
4. Gain the karmaback from the objects you own.