

- BASICS -

Every player chooses a Monk and respective color of Seeds at the beginning of the game, then places their Monk at the center of the board; Shambhala. Seeds are kept in front of players but off the board. The turn order is determined from the youngest player at the table, then moving clockwise.

- MOVING -

To move, roll a 6-sided die, and travel clockwise around the board. Monks may move vertically on the Path. However, they must remove the last Seed they placed per movement. Monks may also pass each other, but can never occupy the same space. If a Monk is unable to move, due to other Monks occupying spaces, then they do not have to move.

- SEEDS -

As a Monk moves, they leave Seeds. Monks begin with 20 Seeds. The first Seed a Monk places is their Root. A Root is where a Monk exits and enters the Temple. The Root cannot be replaced by another Monk. A Root is only replaced when the original Monk returns to Shambhala. When they exit again, they may choose a new origin for their Root. Seeds are worth variable Karma, based on their position on the board. When a Seed is placed, it is measured to its strata of Chakra, resulting in Karma. Seeds are replaced when other Monks land or pass over them. A Monk may use their own Seed trail for reverse movement. On their turn, a Monk may roll for movement, as normal, but move counterclockwise, in the path of Seeds that they left, picking them up as they go. If a Monk runs out of Seeds, they keep moving.

- LANTERNS -

Lanterns are placed at Shrines, marked by the five large circles plotting the board. To get a Lantern, a Monk must manually move up to The Path to a Shrine, but does not lose a Seed for doing so. A Monk must have the exact value of movement to enter a Shrine. Otherwise, they must pass it. When a Monk enters a Lantern space, they leave a Shrine Seed, which cannot be replaced. When a Monk has a Lantern, they place their pawn into the vessel and move with it. A Lantern is won when it is returned to the Temple. A Monk that has won a Lantern places it off the board, next to their pool of Seeds. Monks may take other Lanterns by passing through other Monks, but not by landing on them. Lantern-bearing Monks cannot pass each other. Instead, a moving, lantern-bearing monk bumping into another lantern-bearing monk reverses direction, beginning reverse movement. A lantern-bearing monk may do this as much as they please, but once they reach Shambhala, their direction returns to normal.

- DARKNESS -

When the last Lantern is taken, Darkness settles over the Path, and all Monks must return to Shambhala. During Darkness, no Seeds can be placed or replaced. Seed Chakra and Karma are tallied after Darkness. Any Monks left outside when there are no Lanterns succumb to Darkness, and perish. These players lose the game, the other will tally their Karma. The Monk with the most Karma, has learned the most and is the winner.

- KARMA & FULFILLMENTS -

All Seeds have value based on what color Crossroad they were left. After Darkness, all monks tally their Karma, using the code below. Monks can gain Fulfillments, which grant additional Karma if they meet the conditions.

ROOT CHAKRA (RED)

1 Karma, this is your Root

SACRAL CHAKRA (ORANGE)

1 Karma

SOLAR PLEXUS CHAKRA (YELLOW)

2 Karma

HEART CHAKRA (GREEN)

3 Karma

THROAT CHAKRA (BLUE)

5 Karma

THIRD EYE CHAKRA (VIOLET)

8 Karma

CROWN CHAKRA (FUCHSIA)

13 Karma, this is a Shrine Seed

MOST LANTERNS:

21 Karma, The player with the most lanterns

LONGEST TRAIL:

13 Karma, The player with the longest Seed Trail

MOST SEEDS:

13 Karma, The player with the most Seeds on the Board

FIRST HOME:

13 Karma, The first Monk home, after the final Lantern has been taken.

SHAMBHALA

- The Path of Light -

The Kalackra Tantra prophesizes that the world will decline into war and greed. When all is lost, the 25th King of Shambhala will emerge with a great army to vanquish the Darkness. However, his army is not of war or fire but of learning.

During the Last Light, monks of Shambhala will leave their temple and educate the world, returning with Five Holy Lanterns.

With them, they can reunite and world and make it beautiful once more.

A Board Game by :

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