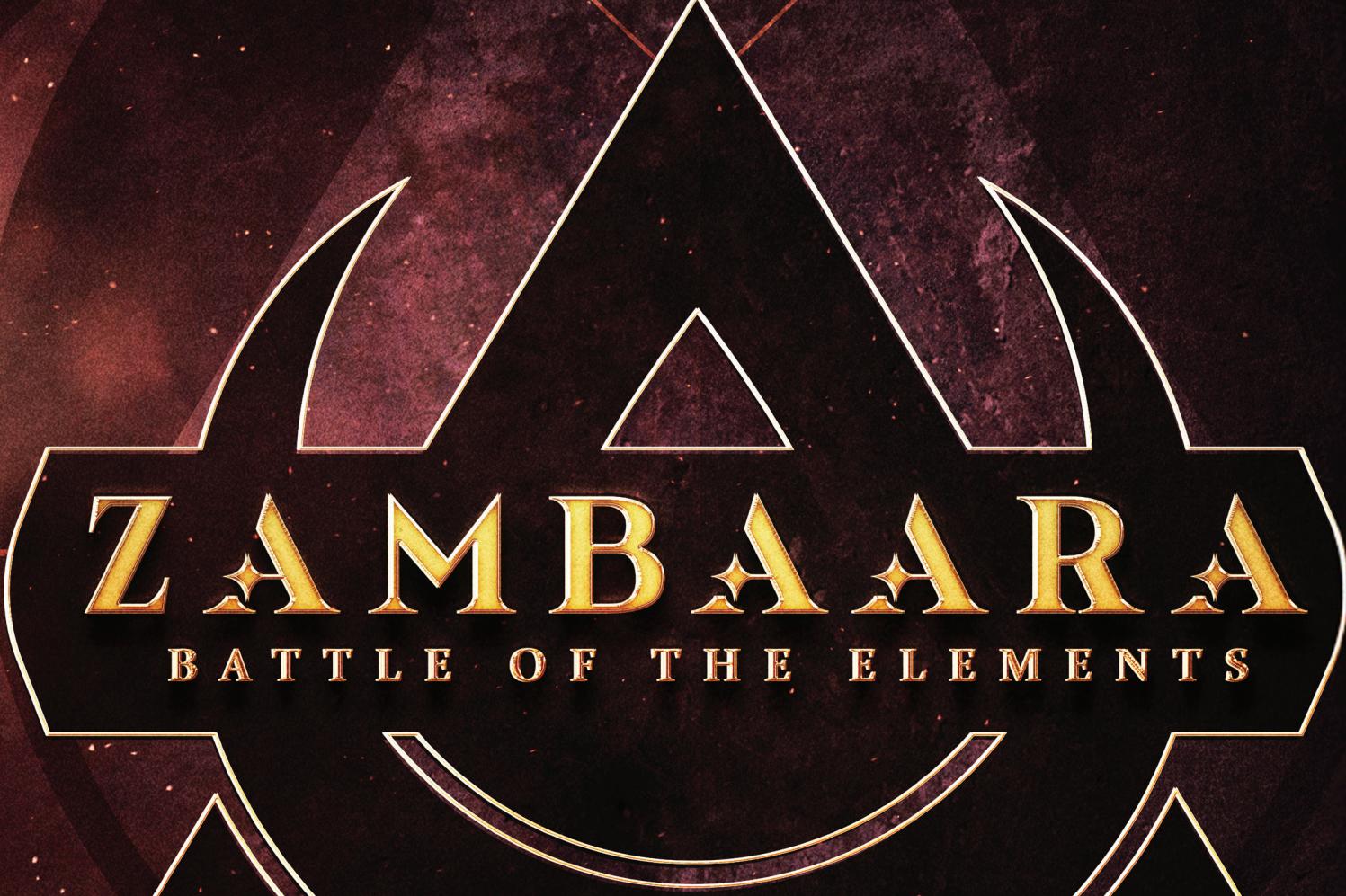


QUICK PLAY GUIDE



ZAMBAARA

BATTLE OF THE ELEMENTS



GAME INFO

55 cards | 4 Bracelets
4-5 players | Age 14+

WELCOME SEEKERS

Nature is never still.
Forces disrupt, reshape, and
return to form a cycle.

ZAMBAARA honors this flow
and welcomes seekers who
can reunite the four Elements.

GAME OBJECTIVE

You play as a seeker to :

BATTLE YOUR RIVALS

WIN ROUNDS

**COLLECT ALL FOUR
ELEMENT BRACELETS**

RISE AS THE ZAMPION

GAME COMPONENTS



1. ELEMENT CARDS



The core element cards
with 1-5 power levels.
Use them to attack or defend.

Always finish with an
element card to win the game

2. POWER CARDS



METEOR

- Only Reverse Card can stop it, if not draw.
- Meteor Shower:** Meteors can stack, The next player draws that many cards unless they play a Reverse.

REVERSE

- A two card play, restarts the trend with a new Element Card.
- Cancels Meteors, reverses



3. PUNISH CARDS



FREEZE

- Choose any one player, They skip one turn and draws 2 cards



LIGHTNING

- Everyone else draws 1 card each.

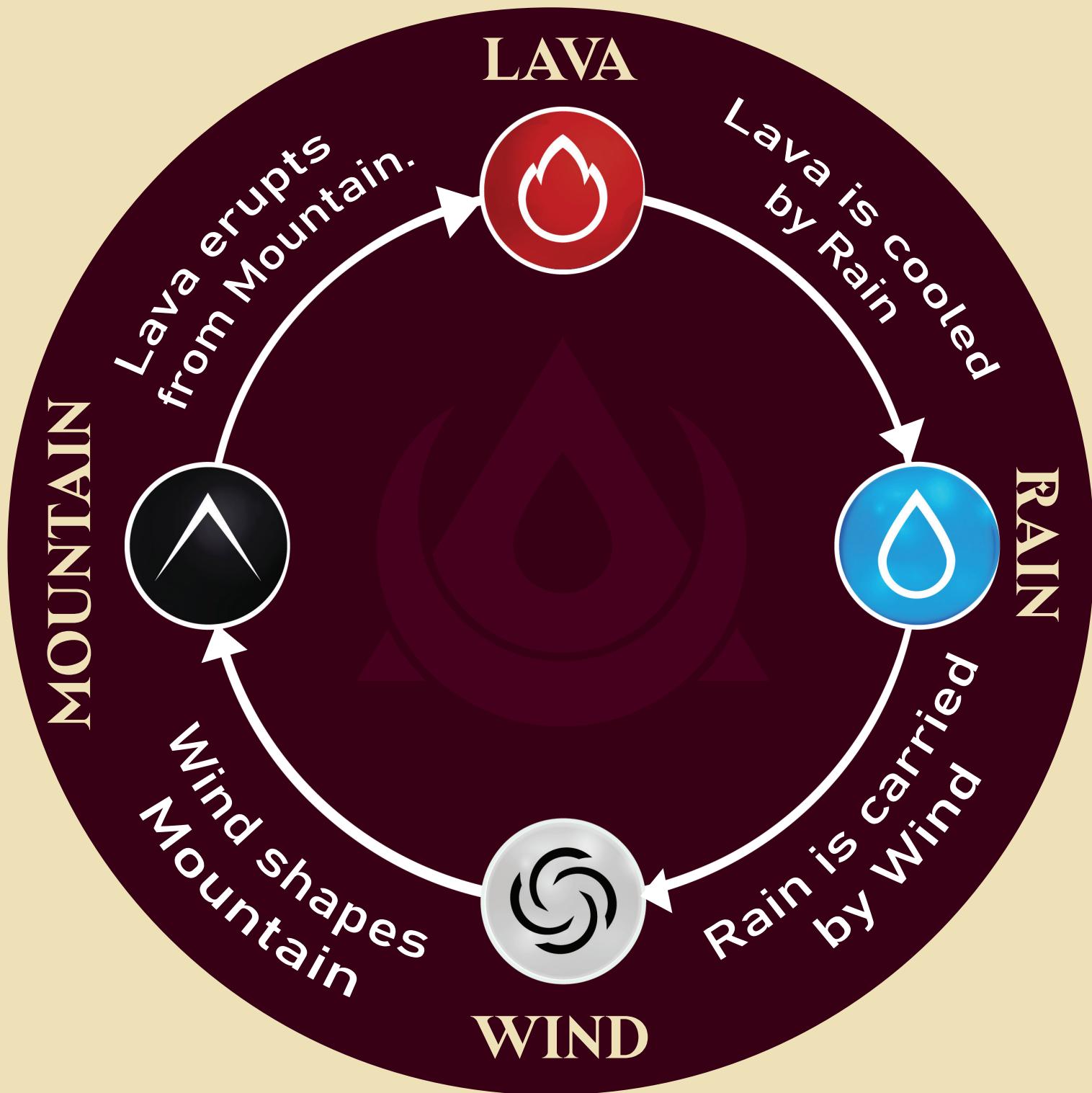
**Freeze and Lightning
don't go on the play pile**

4. BRACELETS

**Claim the 4 Element Bracelets
and Win the Game.**



THE SACRED ELEMENT CYCLE



Important Note:
Always follow this Element Cycle throughout the game to maintain the balance of the game

GAME SETUP

- Shuffle the deck
- Deal 6 cards to each player.
- Rest form the Draw Pile.
- Shuffler starts with an element card clockwise.
- Winner starts the new round.

HOW TO WIN

Finish your hand first with an element card to win the round and claim bracelets



**Claim all 4 bracelets
to rise as the ZAMPION.**

ON YOUR TURN

Attack

- Change the top card with the next Element in the Sacred Cycle (same or higher power [1-5])

Example: Rain 4/5 top of Lava 4.

- Or play a Power Card

Defend

- Match the top Element card

Example: Lava 1-4 over Lava 4.

- Or play a Punish Card.

No Move?

Draw 1 card; can play if valid.

2 MODES TO PLAY!

BATTLE MODE (10–20 min)

Two winners per round

1st to finish gets 2 Bracelets

2nd to finish gets 1 Bracelet

RITUAL MODE (40–45 min)

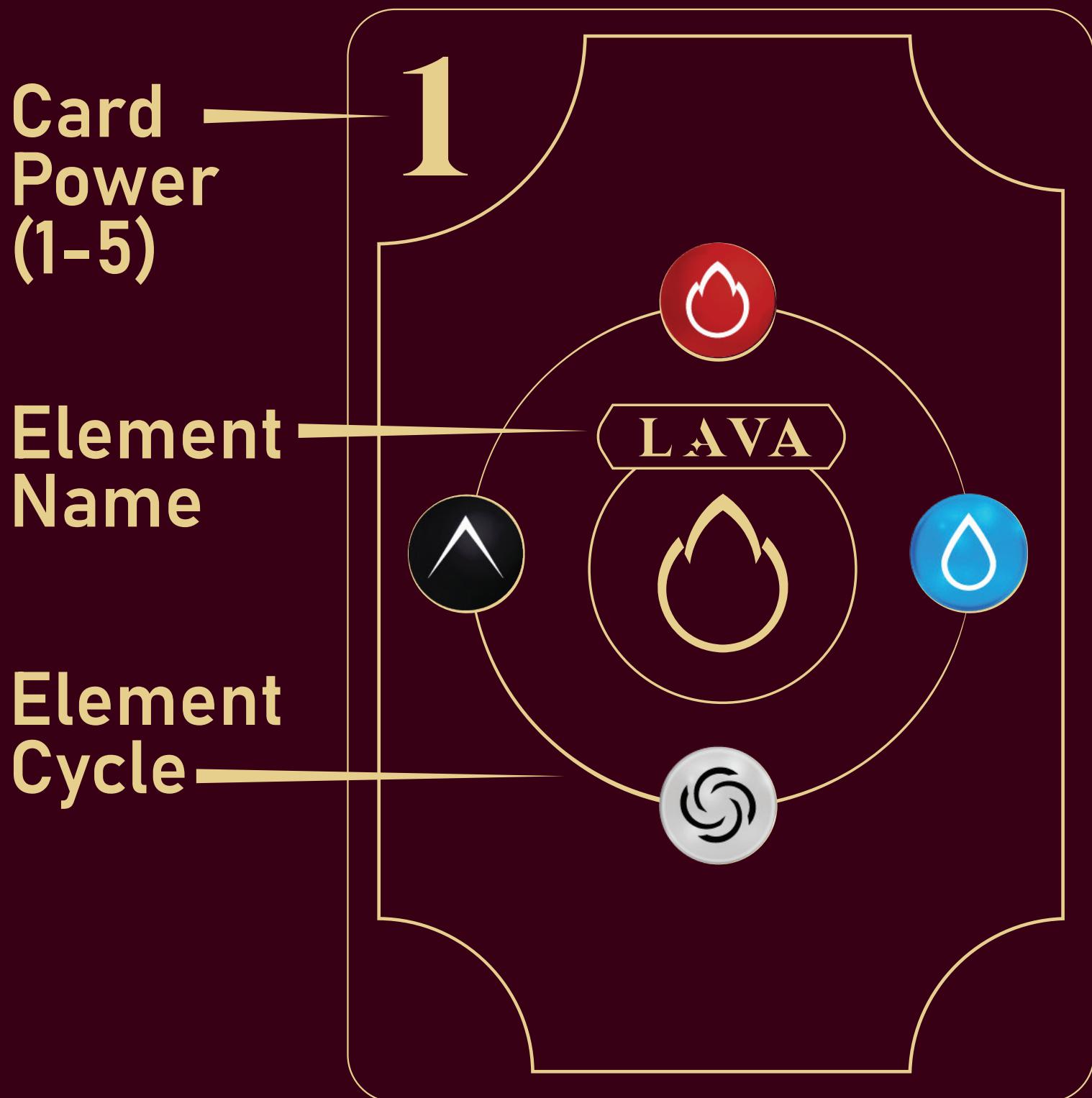
One winner per round

Winner gets 1 Bracelet

Once all bracelets are in play, they can be snatched from other players.

**Claim all 4 bracelets
to rise as the ZAMPION.**

CARD BREAKDOWN



All cards have the element cycle on them for you to follow

BEYOND THE ARENA

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Questions or feedback?
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