

Bhumi – The Game of Nurture

Bhumi is a game of resource allocation. You are a farmer, nurturing and nourishing your land.

Setup (not relevant for the online game)

1. Take out one card each from the three recipe piles.
This will indicate the recipes required to create **Salads**, **Desserts**, and **Nectar**
2. Take out one card each from the three god piles.
This will indicate the area-of-effect and worship requirements for each of the three gods.
3. The 6 cards taken out in the previous two steps are placed in a common "Reference" section on the table.
4. Each player takes a game mat. This is an empty 10x10 board.

Turns

Each turn consists of 3 parts: Seed Phase, Harvest Phase, and Worship Phase. Seed Phase and Harvest Phase are conducted simultaneously for all players. Worship Phase is conducted in the counterclockwise direction. In each turn, the player starting the Worship Phase rotates, so everyone has a chance to start the Worship Phase an equal number of times.

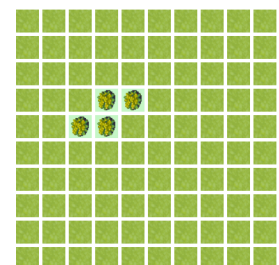
Seed Phase



This phase consists of drawing 2 (or 3) cards from the seed pile. Each card has a type of seed, along with a shape. Players choose one of the cards, and place tiles on any non-**barren** squares on their game mat in the shape shown on the card. The shape can be rotated or flipped.

Example: A set of seed tiles being placed on the game-mat in the same shape as the seed card

Note: You are always free to re-seed any existing seeds. In that case, just remove the old seed tile, and replace it with a tile representing the new seed.


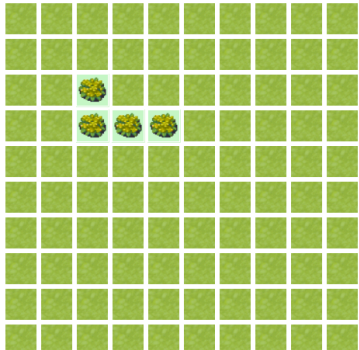
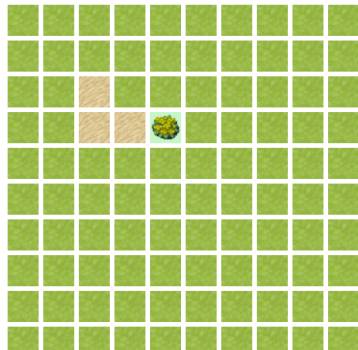


Note: You CANNOT place any seed on **barren** land. In fact, you cannot place a shape of seeds if ANY of the tiles covered by the shape are barren. Either you place all the seeds, or none of them.

Harvest Phase

In the Harvest Phase, players can harvest goods if the seeds form the shape shown on one of the recipes.

Example:

<p>If the recipes in the game are:</p> <div> <p>Potatoes x 0</p>  </div> <div> <p>Strawberries x 0</p>  </div> <div> <p>Nectar x 0</p>  </div>	<p>Players who have seeds laid out in that pattern can harvest them.</p> <p>Here, the player can harvest potatoes</p> 	<p>Once harvested from, the land turns barren, and nothing can be grown on it.</p> 
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Note: Harvesting is how you get points and win the game. More information can be found in the [End of Game](#) section

Worship Phase

In the Worship Phase, players can sacrifice goods to gain gods' favour and get their aid.

There are 3 different Gods:

- Varuna: The god of the Ocean, with the power to **Rejuvenate** barren land
- Agni: The god of Fire, with the power to **Burn** your opponent's land
- Himavat: The god of the Himalayas, with the power to **Protect** your land from being burned.

Each of the Gods take some goods as an offering, and act on an area-of-effect.

Note: Varuna and Himavat act on your own game mat, while Agni acts on any of your opponents' game mat.

End of Game

The game ends once all turns end. Each harvested good counts for Victory Points. The player with the most Victory Points wins the game.

We count victory points in the following manner:

- Salads are worth 1 Victory Point
- Each Dessert is worth 5 Victory Points
- Each Nectar is worth 10 Victory Points

In the case of a tie, the player with the most seeds on their game mat wins.

Example:



In this case, Player 1 has $4 \times 1 + 2 \times 5 = 14$ Victory Points

Player 2 has $3 \times 1 + 5 \times 1 + 10 \times 1 = 18$ Victory Points.

As a result, Player 2 wins.