

Karmic Collections Rules

Objective:

Be the first player to reach 10 points by collecting coins and sets of dice/cards.

Setup:

Each player gets 2 pawns of their chosen colour, a coloured karmic partner token to represent each of the other players, 3 dice, 3 cards and 3 chits. Shuffle the deck before dealing out cards.

Card Rules:

Unlike most games, you play with your hand face up. If you have any *pairs* or *straights* these can be set in front of you for points. If an action causes another player to steal/swap cards from you, you may flip over and shuffle your cards that aren't part of any set to conceal them in your hand. (Example: if you had two aces, an 8, and a 6 you may put the 8 and 6 into your hand to conceal them from the stealing player. That player could choose to take from your set cards or pick blindly from your hand.)

A *pair* is worth 1 point + 1 per extra card added to the pair. (Example: four queens is worth 3 points.)

A *straight* can be of size 2 or greater. It is worth 1 point + 1 per extra card added to the straight. (Example: a 4, 5, and 6 is worth 2 points.)

Dice Rules:

When you receive your initial 3 dice, roll them all once to lock in their values. When you play an action that lets you gain a new die, roll it immediately to lock in its value. Dice cannot be rerolled once locked.

Each *pair of matching dice* you own is worth 1 point + 1 per extra die of that value. (Example: three 1s, two 5s, and one 6 is worth 3 points.)

Coin Rules:

Each *coin* is worth 1 point.

Chit Rules:

Chits are not worth points. They are used to pay for certain actions. If a player does not have enough chits to resolve an action, it cannot be selected.

How to Play:

After initial setup, players score their initial dice and cards. The player with the least points goes first. In the case of a tie, choose randomly one of the players tied for least score to go first. On your turn you get to play two actions, but the twist is that another player (your *karmic partner*) will choose your second action.

First declare which player is your *karmic partner* for the turn, placing your karmic partner token of their colour forward. (This will be flipped face down at the end of your turn.) In this way, each player can be paired with once before all of your partner tokens will be flipped. Once this happens, flip all of your karmic partner tokens up at the start of your next turn.

Play your first pawn on one of the eight actions (split into four each on light and dark sides). Perform the action as indicated (see actions rules). *Your karmic partner then chooses your second action from the opposite side*, placing your second pawn on it. (Example: if you chose a light action, your partner must pick a dark action for you.) Perform the action for your second pawn.

At the end of your turn, play any cards/dice gained and tally up your new score. Flip the coloured token for your karmic partner over. Reclaim your pawns and pass the turn token in the clockwise direction.

Action Rules:

Actions are always resolved from left to right in the text. If any part of the action cannot be performed (you/your partner has no cards/chits/etc) then it cannot be selected. Actions are always performed as if the player whose turn it is chose them (when your karmic partner chooses your second action, it is as if you yourself put your second pawn there).

Draw/Gain = Take from the deck or infinite bags in the middle of the board

Give = Give one of the items you currently own to your karmic partner

Steal = Take an item owned by your karmic partner

Swap = Take an item from your karmic partner in exchange for a matching type of your own (ex: take 1 of their cards, give them a card of yours)

Light Action 1 (Deal Fates): Draw 2 cards / Give 1 die

Light Action 2 (Focus Light): Gain 1 coin / Give 2 chits

Light Action 3 (Roll Fortunes): Gain 2 dice / Give 1 card

Light Action 4 (Balance Chakra): Draw 1 card + Gain 1 die / Give 1 chit

Dark Action 1 (Benevolent Burglar): Steal 2 cards / Give 1 card + 1 chit

Dark Action 2 (Merciful Mugger): Steal 3 chits / Karmic partner gains 1 die

Dark Action 3 (Exchange Fortunes): Swap 1 die + gain 1 card / Give 1 card

Dark Action 4 (Swap Fates): Swap 1 card + Gain 1 die / Give 1 die