Additionnal Rules

It is essential to know the rules of Samsara before using the additional rules. The new characters are more aggressive and offer more interaction than original characters: it is strongly recommended not to play less than three players.

Ancestral Amulets



ANCESTRAL AMULETS have the particularity to present on their red face an aggressive power, and on their silver face, an abundance power.

Starting with the last player, everyone places an Amulet, face of their choice, on the central game board, straddling between two zones.

Gain of an Amulet

If a player wishes to gain an Ancestral Amulet, he must meet the same conditions as for the gain of an Amulet of Eternity, and his character must be on an area of the central game board adjacent to the coveted Ancestral Amulet. He places it in a corner of his player board and triggers the following effects:

1. The effect of the Ancestral Amulet he just gained.
   If he already has at least one Ancestral Amulet in a corner of his player board, he also triggers again the powers of these Amulets. He chooses the order in which these effects are triggered.
2. As in the original rule, he chooses one of his character's powers and triggers it.

Powers of the Amulets



Put back a Bad Karma card from your waste pile.

Activate your power twice.

Take a card from the Samsara to your hand.

Receive a card from the Samsara to your Reserve.

Receive 2 Good Karma cards to your waste pile.



Make an opponent discard one of his Evanescent card.

Make each opponent discard two cards.

Give all the Bad Karma from your hand to opponents.

Each opponent takes a Bad Karma card to his hand.

Each opponent puts back a card from his hand.

Bhaga and Durmangala cards

There is a ***BHAGA CARD*** *("luck" in Sanskrit)* for each type of experience, eight in total. When setting up the game, remove a "normal" experience card from each of the eight piles, replace it with the corresponding Bhaga card, and shuffle the pile. If the Bhaga card is on the top of the pile, shuffle again so that it is hidden. Bhaga cards behave like any other experience card, except they are stronger. They can be put back*, given, discarded, etc.

Like Bhaga cards, there are eight ***DURMANGALA CARDS*** *("bad luck" in Sanskrit)*, one for each type of experience. Their set-up is the same as Bhaga cards. If you play with both Bhaga and Durmangala cards, remove 2 "normal" cards from each pile and add special cards.

Bhaga or Durmangala card are taken when they are revealed: The player who draws an Experience card revealing a special card, takes in his hand the Bhaga/Durmangala card and puts back the Experience card on the pile. If a second special card is revealed at the same turn, put it back and shuffle the pile.

** Shuffle the pile each time a special card ends up on the top.*

ACTIONS OF THE BHAGA AND DURMANGALA CARDS

	Bhaga cards:	*Durmangala cards:*
Birth	Draw 3 cards and play 1 more action.	Draw 2 cards.
Strength	Draw 2 cards and play 2 more actions.	Play 2 more actions.
Career	3 light symbols of Eternity and 1 dark symbol.	Place it in your Evanescent zone and discard a card.
Couple	Put back 1 card then take 1 Samsara card and 1 Good Karma in hand.	Put back 1 Good Karma card and take 1 card from the Samsara.
Children	3 light symbols of Eternity and 1 dark symbol.	Place it in your Evanescent zone and discard a card.
Knowledge	Draw a card and place 1 card in your Reserve.	Place 1 card in your Reserve and take a Bad Karma in hand.
Spirituality	Take 2 Good Karma cards in hand.	Receive 1 Good Karma card to your waste pile.
Death	Put back 2 Bad Karma cards from your hand.	Put back 1 Bad Karma from your hand and discard a card.

POWERS OF THE CHARACTERS (IN ADDITION TO GAME AIDS)

SUKARA, THE MASTER GUINEA PIG

Sukara has two power markers, a light one for the left side of the player board, and a dark one for the right side. The corresponding power markers must not change sides.

Seize the power of an opponent: Choose a free power of an opponent. Move the marker of this opponent on the location of this power and apply the effects. All powers can be copied and apply to Sukara.

KASYAPA, THE TORTOISE

Perform two exchanges between two Amulets of Eternity: Exchange the location of two Amulets, placed anywhere on the game table. This action can be done twice.

Book an Amulet of Eternity: Move an Amulet taken from the right or the left of your player area on your player board. This Amulet is not acquired. Only Kasyapa can gain it on a next round. No power can affect this Amulet.

KUTI, THE GECKO

Steal one Evanescent card or one card in reserve from an opponent: Kuti chooses the card and discards it to his waste pile.

Steal one card from an opponent's hand: Kuti takes a random card from an opponent's hand and discards it to his waste pile.

MUYARATI, THE RAT

Draw three cards from an opponent's drawing pile and keep one in hand: the other 2 cards are placed on the top of the original drawing pile, in the order chosen by Muyarati. If the opponent's pile has less than 3 cards, Murayati draws the cards he can and must keep one.

KHADGIN, THE RHINOCEROS

All opponents discard two cards from their hand: the priority goes to experience cards or Good Karma cards. If the hand does not have enough of these cards, then it is allowed to discard Bad Karma cards.

Flip and move an Amulet of Eternity: Khadgin chooses an Amulet of Eternity, placed anywhere on the table, and flips it. Then, if he wishes, he moves it between two players.

MARJARI, THE SNOW LEOPARD

Ask another player for a card: the chosen opponent must give Marjari a card from his hand. This card cannot be a Bad Karma card unless it is the only kind of cards he has in hand. Marjari adds this card to her next hand.

IRIAKIE, THE PANDA

Choose three cards by searching in your drawing pile and take them in hand: Iriakie takes in hand is whole drawing pile and chooses three of the four cards that will form his next hand. The rest of the pile is then shuffled and Iriakie draws the 4th card of his new hand.

Choose three cards by searching in your drawing pile and discard them: Iriakie takes in hand is whole drawing pile and chooses three cards that are discarded immediately (put on top of the waste pile). Bad Karma cards can be part of these discarded cards. The rest of the drawing pile is shuffled.