

I. Instructions

OVERVIEW

Cosmic Karma Game is a board game demonstrating the principles of karma. The board, presented as a mandala, takes the player through three realms:

- The Earth Realm – Land 1 (green), Land 2 (orange), Land 3 (yellow), and Land 4 (purple)
- The Spirit Realm – the clouds outside the Earth Realm
- Cosmic Consciousness – the blue at the center of the game board

BASIC GAME PLAY

The player rolls two dice, moves the number rolled, and takes the items indicated:

- Beads (negative karma)
- Rings (positive karma)
- Torch pegs (intuition tool)
- Sword pegs (logic tool)
- Wand pegs (action tool)

These items are placed in the player's Karma Account when acquired.

OBJECTIVE

The first player to acquire all three master tools, remove all negative karma, and return to Cosmic Consciousness wins the game.

STARTING

1. SET UP THE CHOICE CARDS. Divide the Choice Cards into four stacks by color, and place each pack text-side down near the land/color it represents.



2. SET UP THE KARMA CARDS. Divide the Karma Cards into four stacks by color, and place each pack text-side down near the land/color it represents.



3. SET UP THE FREE WILL CARDS AND THE LOSE A TURN CARDS. Place these two stacks near the board.



4. SET UP THE BANK. Select one player to manage the bank (the tray containing the game pieces).



5. SET UP THE KARMA ACCOUNTS. Each player takes one Karma Account and adds two green beads and two orange beads to it. (For a more challenging game, players may start with additional beads.)



6. SELECT A PAWN. Each player selects a pawn and places it at the center of the game board.



7. DETERMINE THE FIRST PLAYER. Each player rolls the dice. The player with the highest count goes first.



8. BEGIN. The first player rolls the dice. The Me, Me, Me space in Land 1 (green) is the first space counted. Players move clockwise in the Earth Realm and counterclockwise in the Spirit Realm.

2. The Karma, Tools, & Cards

THE KARMA

Karma is the Sanskrit word for the concept of cause and effect. In this game, karma is represented by rings and beads.



RINGS. Rings represent positive karma. The possession of excess rings at the end of the game is of no consequence.



BEADS. Beads represent negative karma. All beads must be eliminated to win.



RINGED BEADS. Same-color rings and beads are matched together and returned to the bank as soon as they are acquired. A ring of one color cannot neutralize a bead of another color. A ring cannot neutralize a bead that is on a habit stick.



HABITS AND HABIT STICKS. When the player acquires three beads of the same color, he places them on a habit stick. No more than three beads can be placed on one habit stick. (A fourth bead is loose.) A habit can only be loosened WITH a Master Sword while IN the Temple of the Sword. (See Swords, below.)

THE TOOLS

The tools of the game are torches, swords, and wands. Two tools of the same kind equal a master tool that cannot be lost. Additional tools have no value and are not collected. A tool is represented by a peg.

TORCHES. Torches represent intuitive knowing. A Master Torch allows the player to select the best option on a Choice Card. When the player has a Master Torch, and he lands on a space marked "Choice Card," he no longer has to accept the side of the Choice Card that he draws. He may turn the card around and choose the other side.

SWORDS. Swords represent rational thinking. A Master Sword allows the player to loosen a habit. When the player has a Master Sword, AND he lands on one of the spaces in the Temple of the Sword (in Land 3), he removes the beads from one habit stick and returns one bead and the stick to the bank. (He will still have two beads from this habit.)

WANDS. Wands represent action and direction. A Master Wand allows the player to enter a Dharma Wheel. He does so by passing over the adjoining Free Will Card space. He may continue to as many Dharma Wheels as he wishes on this or subsequent turns. He exits the loop of Dharma Wheels on the Free Will Card space of his choice and then continues in that land. There will be a net gain of two Free Will Cards. (See Dharma Wheels, page 4.)



THE CARDS

CHOICE CARDS. When a player lands on a space marked "Choice Card," he draws a card representing the land he is in. His choice is the side that appears right-side up (readable).

Once the player has attained a Master Torch he may choose either side of the card. After completing his turn, he returns the card to the bottom of the pack.

KARMA CARDS. When a player lands on a space marked "Karma Card," he draws a card representing the land he is in. After the player has followed the directions on the card, he returns the card to the bottom of the pack.

FREE WILL CARDS. Free Will Cards are numbered and are used as an alternative to rolling the dice. The player takes a Free Will Card whenever he lands on OR passes over a Free Will Card space. If the player chooses to use a Free Will Card he must do so INSTEAD OF throwing the dice. The player may combine his Free Will Cards and may move to the count of any OR ALL of his cards.

Cards may be placed number-side up so the player can see his options. After using a card, the player returns it to the bottom of the pack.

LOSE A TURN CARDS. When a player has been instructed to lose a turn, he takes a Lose a Turn Card as a reminder. He returns the card to the pack after losing his next turn.

3. Karmic Majority

Who you hang out with matters!

When one player lands on another player he takes the karmic majority of the other player. Karmic majority is the overall quality of a player's karma expressed as positive or negative, by color.

The Calculation

1. Separate the rings, beads, and habits by color.
2. Add each color separately. A ring counts as +1, a bead counts as -1, and a habit stick counts as -1. (Thus a habit counts as -4.)
3. The color with the larger count is the color of the majority.
4. If the larger count is positive, the majority is positive and thus a ring. If the larger count is negative, the majority is negative and thus a bead.

- Karmic majority is only one ring or bead—not the total number of rings or beads that a player has.
- The player takes karmic majority (a ring or a bead) from the bank and not from the other player.
- If there is more than one player landed on, the player takes the karmic majority of each player.
- Karmic majority is taken before the results of the space are taken.
- Karmic majority does not apply in the Spirit Realm.

Examples

Example 1



-2 Green

and



+6 Orange

This player has an **ORANGE POSITIVE** majority. The player who lands on this player takes one orange ring.

Example 3



+2 Green

and



-2 Orange

If a player has an equal number of opposing rings and beads, he has a **NEUTRAL** majority. The player who lands on this player takes nothing.

Example 2



+1 Green

and



-3 Orange

This player has an **ORANGE NEGATIVE** majority. The player who lands on this player takes one orange bead.

Example 4



-4 Green

and



-4 Orange

If a player has an equal number of green and orange karma, whether rings or beads, he has a **DUAL** majority. The player in this example takes his choice of one green or orange bead.

4. The Board

1. COMPLETING THE FIRST ROUND. When the player reaches the Hanging On space, he either enters the Spirit Realm or returns to Cosmic

Consciousness. To return to Cosmic Consciousness, the player must have all three master tools and no beads or habits. An exact throw of the dice or exact number on Free Will Card(s) is not necessary. The player may not go into Cosmic Consciousness as a way of re-entering Land 1.

2. LOOSENING A HABIT. The Temple of the Sword is the only place where the player can loosen a habit. He may enter this temple without a Master Sword but cannot loosen a habit without a Master Sword.

3. LOOPING THROUGH TEMPLES. Looping through either the Temple of the Sword or the Temple of the Torch adjusts the player's move by one space and is a strategy that should always be considered.

4. PAST LIFE REVIEW. In this space the player reflects on his past life. This space counts as one move. Note the stop sign on this space: the player's turn ends here regardless of count.

5. FUTURE LIFE PLANNING. Here, the player plans his next physical life. On his next turn he will have three options:

- re-enter Land 1 using a throw of the dice or a Free Will Card(s);
- join any player in Lands 1 thru 4, and take that player's karmic majority and the results of that space (but no Free Will Cards), or
- wait one, two, or three turns before deciding.

6. ARROWS. Arrows, whether long or short, do not count as spaces.

7. PIT. When the player enters the Pit, he takes a bead and his turn is over. He also takes the karmic majority of any player in the Pit.

8. DHARMA WHEELS. The

Dharma Wheels provide the player with the most direct route to improve his specific karma. A Dharma Wheel may only be entered through the adjoining Free Will Card space and only when the player has a Master Wand. Each Dharma Wheel counts as a space. (See Wands, page 2.)



Have a Nice Karma!