

Overview



Fuel, align, and harmonize your Chakras. To this end, you must capture the universe's positive energy, while alleviating the negative.

Chakra

A game by Luka Krleža, art by Claire Conan.

2-4 players
8+
30 min

Components



4 individual boards
to assemble



1 common "Lotus" board



1 Universe bag



96 Energy
crystals



20 Inspiration tokens



8 Plenitude tokens



28 Meditation tokens



1 First player token

Setup



Each player connects the two parts of their individual board.

They get 5 *Inspiration* tokens ●, which they place on the bottom of their board.

For each player in the game, place 3 energy of each of the 8 colours in the bag:



In all, you place 24 energy per player in the bag.

Note : in 2- and 3-player games, put the unused energy back into the box.

The common *Lotus* board is placed within reach of all players.

Randomly place 1 face down *Plenitude* token on each of the 7 *Karma* spaces (top of the board).

The 8th *Plenitude* token is put back into the box, without revealing its value.



Place 1 energy, randomly drawn from the *Universe* bag, on each of the 9 *Maya* spaces (bottom of the board).



All the *Meditation* tokens are placed next to the *Lotus* board.



Each player closes their eyes and randomly takes one of the *Meditation* tokens, which they place on their board, next to the *Chakra* of the same colour.

From this moment on, and at any time during the game, **the players can secretly look at the value of the *Plenitude* tokens for which they have the corresponding *Meditation* token.**



*Note: each token shows a value from 1 to 4, which indicates the number of *Plenitude* points that a player wins when they have harmonized the corresponding *Chakra* (cf. page 5).*



Give the *First player* token to the player who looks the most stressed.

Goal of the game

Reach the highest level of plenitude by placing three energy of the right colour on the corresponding *Chakras*.

Watch the rules video
on chakra-game.com



Game Turn

During their turn, the player performs one of these 3 actions:

Receive energy **OR** Channel energy **OR** Meditate



then, the next player's turn begins.

Receive energy

1 TAKE

The player takes **1, 2, or 3 energy of different colours** from the same Maya Flow (cf. example 1).

If a player wants to take energy from a flow that shows at least 1 negative energy (black), **they must** take it, with or without other energy of different colours (cf. example 2).

Important

Except for the negative energy, a player cannot have more than 3 energy of the same colour on their board.

If the players realize that one of them has 4 of the same-coloured energy on their board, the player to their right chooses which one of these 4 energy must be immediately put back in the *Universe* bag.



In the left-hand flow, the player may take:



In the central flow, the player may take:



or black, yellow, blue

In the right-hand flow, the player may take:



2 PLACE

All the energy that a player has taken must be placed in the same location:



- either on the Bhagya Bubbles, above the purple Chakra; **each bubble can hold only one energy**;
- or directly on a Chakra, after having placed an *Inspiration* token in the notch next to the Chakra; **each Chakra can hold up to 3 energy**.

This is the **ONLY** time you may place directly on this Chakra. This will stay in the notch until that Chakra is harmonized, so do not place too many.

3 REFILL

Refill the empty spaces of the *Lotus* board with new energy from the *Universe* bag.

According to ancient traditions, our vital energy must run freely through our body, passing through all of our seven energy points, called *Chakras*. Balance is attained by harmonizing one's *Chakras*, and taking care that none of them become blocked.

MULADHARA
Courage

SVADHISHTHANA
Creativity

MANIPURA
Discernment

ANAHATA
Love

VISHUDDHA
Communication

AJNA
Intuition

SAHASRARA
Spirituality

Channel energy



The player places one of their *Inspiration tokens* on one of the 8 Inspiration spaces of their board, if there is no token on it yet.

Then, they perform the corresponding **action** (detailed on the right).



MOVEMENT RULES

- **All the moves indicated by the chosen action must be performed.** If this is not possible, this action cannot be chosen.

- **A move is allowed only if there is a free space** on each Chakra that you move into. *Example 1: the orange energy cannot be moved.*

- **The indicated moves are not simultaneous:** the player chooses in which order they are performed. *Example 2: with the action , they can move the red energy down, and then the green energy can go up.*

- **If a Chakra is harmonized** (cf. p.5), an energy can “skip” this Chakra and not count this space as part of the number of moves it can make.

Example 3: with the action , the orange energy can now move down directly to the yellow Chakra.



ACTIONS



Move three energy down by one Chakra (→).



Move one energy down by two Chakras, and another energy by one Chakra (→).



Move one energy down by three Chakras (→).



Move one energy up by two Chakras (→).



Move two energy up by one Chakra (→).

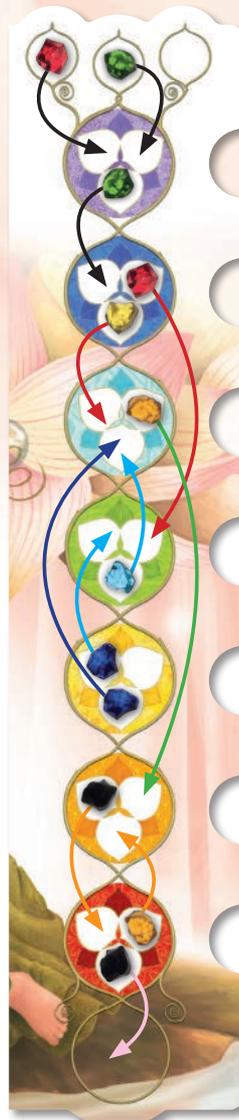


In the desired order, move one energy down and move another energy up by one Chakra (→).



Move one energy up OR down by one Chakra (→).

Discard **one alleviated energy** (cf. next page) into the box, and then choose one energy from the



Universe bag. You must place it in an available *Bhagya Bubble*.



HARMONIZE A CHAKRA



A Chakra is harmonized when a player has collected 3 energy of its colour on it.

Important! If an *Inspiration* token was placed in the notch next to the harmonized Chakra, the player immediately takes it back.



ALLEVIATE A NEGATIVE ENERGY

When a negative energy (black) reaches the “Earth” (the area under the red Chakra), this energy is considered as alleviated. The number of alleviated energy that the “Earth” can hold is unlimited.



Meditate

When a player meditates, they perform these 2 actions:



TAKE

They take back all their *Inspiration* tokens placed on Inspiration spaces.

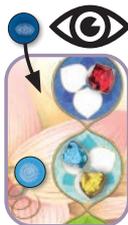
Important! Meditating does not allow a player to take back the *Inspiration* tokens placed in the notches next to the Chakras.



LOOK

They choose a new *Meditation* token, place it on their individual board next to the same-coloured Chakra, and secretly look at the corresponding *Plenitude* token.

Note: a player can meditate even if all their Inspiration tokens have not been used.



End of the game

The end of the game is triggered **when a player has at least five harmonized Chakras** at the end of their turn. The current round is finished, allowing all players the same number of turns (check the *First player* token for a reminder).

Final scoring

The 7 *Plenitude* tokens placed on the *Lotus* board are revealed and each player counts their plenitude level (cf. detail of the different levels next page).

The players gain:

- 1 to 4 plenitude points for each harmonized Chakra;

- 1 plenitude point for each alleviated energy;

Note: any negative energy still on the player's board does not count as negative points.

Harmonization bonus:

Each player counts, on their board, the number of aligned, harmonized Chakras, from the bottom to the top.

The player(s) with the most Chakras thus aligned gain(s) **2 plenitude points** (cf. scoring example next page).



Aishwarya has:

- ① harmonized 5 Chakras,
- ② aligned 2 Chakras,
- ③ alleviated 2 energy.

Plenitude levels



20 or more plenitude points:

You are The **Wise One**: you have reached spiritual enlightenment! Now you must inspire your loved ones...



17 or 19 plenitude points:

You are a Great **Disciple**: the pupil will soon surpass the master!



14 or 16 plenitude points:

You are the **Blue Butterfly**, ready to take flight. You only need a few more flaps of your wings!



11 to 13 plenitude points:

You are the **Chrysalis**, ready to emerge.



8 or 10 plenitude points:

Work in progress... you are the **Small Cocoon**.



Less than 8 plenitude points:

Run for a lavender-and-chamomile herbal tea, take a hot bath, and RELAX! Stress should never win.

BLAM! would like to thank:

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Scoring example



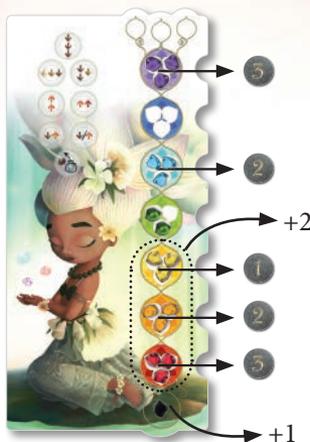
Indrani (left board on the picture below):

14 points

Manushi (right board on the picture below):

13 points

Note: Indrani (left) has aligned 3 harmonized Chakras (red, orange, and yellow). If Manushi (right) had managed to move her third orange energy into the orange Chakra, she would have aligned 4 Chakras, and would have gained the +2 Harmonization bonus.



Luka Krleža was born in Zagreb in 1982. He still works there as an architect and masseur. He practices Reiki, Yoga, and, of course, board games!

Luka would like to thank:

"My parents - Zlatko and Mercedes Krleža, my teacher Ana, all the guys from Geek Night, all the playtesters, and everyone on the BLAM! team.."

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F.A.Q : blam-edition.com

