

Objective:

The objective of Chakra Crusade is to collect all 7 Chakra tokens by the end of the game to reach total enlightenment and harmony.

Components:

1. A deck of action cards
2. Color coded crystals (21 per color)
3. 42 Chakra tokens

Set up:

1. This game can be played with 3-6 players
2. Each player gets 21 crystals of their chosen color. Then players set 3 of each crystal in the "start" positions of each chakra path.
 - a. Start position - is labeled on the board with the word "Start"
 - b. Chakra Path - is the color coded rows along the board towards the center of the board where the aligned Chakra positions are
 - c. Aligned Chakra position - This spot is in the center of the body on the board, and is labeled with the designated symbol for that Chakra.
3. Then shuffle the deck of cards, and deal 4 cards to each player. Then place the remaining cards in a reachable spot for all the players
4. Put the Chakra tokens also on the side of the board (these will come into play later.)

Start of the game:

1. The player that goes first is the player who is the calmest. Each player states why they believe they are the calmest. The group decides who goes first.
 - a. After that the game will move in a clockwise direction around the table
2. Players all start their turn by playing two action cards from the cards in their hands. Once they have done their action create a discard pile on the opposite side of the draw pile with cards facing up.
 - a. Players MUST play 2 cards per turn
 - b. Actions include: Blocking, setbacks, movement, trading cards, and skipping turns
 - c. IF the cards run out, reshuffle the discard pile, and keep playing.
3. Replenish your hand by picking up as many cards as you need to reach a hand limit of 4 cards.

Beyond first round:

1. The player's goal is to get 3 of their crystals in each center aligned chakra spot on the board.
 - a. Once a player has got all 3 crystals aligned: Remove their crystals and collect a token for that designated chakra.
 - i. Crystals go back to the side and cannot be reused
2. ONCE A PLAYER HAS A CHAKRA TOKEN this token cannot be affected by any action.
3. Players continue to use their cards to move, block, or sabotage others on their journey toward enlightenment.
4. Actions are labeled on the cards, just follow directions on the cards for your actions

Winning and Losing:

1. The player who has achieved all 7 Chakra tokens first has won the game, and the game ends.
2. IF there is a tie the game still ends and both players are enlightened.

*USED CHAT GPT to help clarify rules,

Prompt:

“Make a bullet point list on what would be unclear to a user playing this game for the first time”