



Karma



You have just started your first life. The deeds of this life will affect how you progress to your next life and the deeds of that life will be carried on to the next life and so on. This does not only mean that you will see a reward for good deeds you will also see a negative affect for hurting those around you, so watch you misdeeds.

Goal

- The Goal of Karma is to progress upward through a series of lives with the ultimate goal of reaching enlightenment.
- Once you reach enlightenment you win.

Start

- You start on the bottom level at the designated starting space
- To move through the board you simply roll the dice and move that many spaces
- You may move in any direction you like in your life/level
- After you have collected the three Life Pieces (L) you move up to the next level

The space you move up to is any space that is at all between the boundaries of the space you're in

If the space you move to has any type of action on it you must take that action

You move up the turn after you have collected three Life Pieces

Lives

- Each level represents a life and as with life you only have so much time. Each level gives you a finite amount of time and when that time is up you are either move up, down, or stay the same. The time is different for each level.

A life cycle on level one equals unlimited turns, because there is nowhere to regress

A life cycle on level two equals ten turns

A life cycle on level three equals eight turns

A life cycle on level four equals six turns

A life cycle on level 5 equals only 3 turns

A turn is counted after you roll the dice

- At the end of a life you move up a level if you have all three Life Pieces, you stay on that level and loose your current Life Pieces (L) if you have two Life Pieces, and you move down if you have one or no Life Pieces (L). Whether you move up, down, or stay on the same level you lose the Life Pieces (L) you had and start a new life cycle.

Moving Up and Choice

- You move up a level the turn after you have collected the three Life Pieces (L) needed to move up, so if you have rolled the dice 6 times, and you are on the fourth level, you don't move up until right before you would roll the seventh roll.

Moving up does not count as a turn until you roll the dice and you once you have the three life pieces the only way to lose them is if another player lands on your space.

- Moving down also occurs the turn after your life runs out, so if you have rolled the dice 3 times, and you are on the top level, you don't move down until right before you would roll the fourth time.
- If you chose to land on the same space as another player that person will lose one Life Piece, but you will move down a level if you do not move up within the next 2 turns.
- If you have the option to land on the same space as another player and choose not to you are rewarded with a Karma Kard.
- You also get a Karma Kard if you land on a Karma space (K)

Turning and Karma

- You can use a Karma Kard at the end of a turn to rotate any level on the board to whatever position you like
- If you pick up a Karma Kard you can use it in the same turn
- You do not have to use your Karma Kards if you don't want to
- The red spaces on the board are Instant Karma (↓) spaces if you land on one you instantly go down a level. If these Instant Karma spaces are lined up then you slide down as many are lined up.

So long as none of the Instant Karma spaces are lined up you get to chose you space in the lower level you will go to so long at is within the boundaries of the Instant Karma space.

Inventory

- **Life Pieces:** to move up on each level you must collect three life pieces by landing on the life piece spaces on the board. You lose your life pieces each time you move up or down a level and start the collecting process over again.
- **Karma Kards:** these cards let you turn one level of the board to adjust it to either your advantage or the disadvantage of other players. You pick up these cards by either landing on a Karma space or choosing not to land on a space that another player occupies.

