

Chakra

Yin Yang

Components



12 positive energies



1 white Inspiration token 28 Power tokens



6 Bonus tokens



6 Yin Yang tokens



8 Ability cards



8 Objective cards

BLAM!

The expansion is made up of 4 modules.

You can choose which module(s) you want to add to the original game: only one, all four or any combination in between. All the rules of the original game still apply unchanged; only add the components and use the rules of the chosen module(s)!

Module A: Yin-Yang



Setup: place 3 white energies per player into the Universe bag.

During the game, if a player wants to take energy from a flow that shows at least 1 positive energy (white), they must take it, with or without other energy of different colours.

Important: if a flow contains both positive and negative energy, the player must take either one or the other but not both.



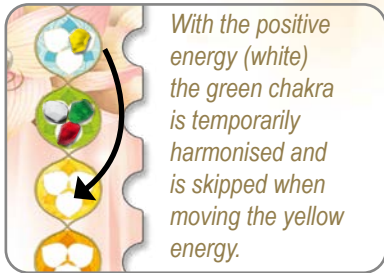
The active player can take

 or   or   or    on the left;  or  or   or  on the middle;  or  on the right.

A positive energy can be used in two ways:

• Temporary harmonisation:

A Chakra is considered temporarily harmonised when it contains 3 energies with at least one positive energy.



Important: a temporary harmonisation does not enable players to retrieve an Inspiration token locked in the corresponding notch. Similarly, a Chakra that is **“filled”** this way does not bring points at the end of the game.

• Yin-Yang effect:


When both a white and a black energy are on the same Chakra at the end of their turn, the player must discard these 2 energies and take half of a Yin-Yang token.



At the end of the game, each complete Yin-Yang symbol brings 3 Plenitude points but only 1 point if it is incomplete.

Note: you can move a white energy onto the “Earth” but it will not bring you any Plenitude points at the end of the game.

Module B: Powers of Chakras

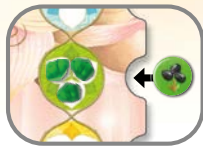
 **Setup:** for each Chakra around the Lotus board, place as many Power tokens as the number of players.



Above, setup for two players.

Every time a player harmonises one of their Chakras, they win a *Power* token of the same colour.

Then, they place this *Power* face up in the corresponding notch of the board.



If they decide to activate it (immediately or during a later turn), they must flip it, deactivated side face up.



Important: a player can activate only one *Power* per turn.



Take back an *Inspiration* token from a notch.



Look at the value of a *Plenitude* token.



Switch the position of two energies on your board (except those on the *Bhagya Bubbles*)



Move one or several negative energies down by one Chakra.



Take back an *Inspiration* token from an *Inspiration* space.



Put 1 or 2 energies of the same flow back into the bag and then complete the flow.



Move one energy down by one or two Chakras.

Module C: Special abilities



Setup:

1. Reveal as many *Ability* cards as the number of players + 2 in the centre of the table.

Eg: with 3 players, reveal 5 cards.

2. In reverse turn order, every player takes one of the *Ability* cards and places it next to their board.

Note: the two leftover cards remain in the centre of the table.

Before performing their action, a player may use their *Ability* card if it is face up. The effect of the card only works for this turn. Then the player flips the card face down.

During their meditation, a player must switch their *Ability* card with one of the 2 *Ability* cards at the centre of the table (even if they have not used its effect). The returned *Ability* card is placed back face up.



This turn, use a *white Inspiration* token **only** to *channel* energy. During meditation, the token is returned with the card.



This turn, take energy from a row rather than from a column (with the usual rules) when you *receive* energy.



This turn, take 2 energies of the same colour in a flow (with or without a 3rd energy of another colour) when you *receive* energy.



This turn, ignore white and/or black energy in a flow when you *receive* energy.



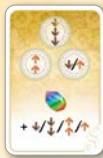
This turn, before performing your action, put all the energies on the *Lotus* board back into the *Universe* bag and refill the board.



This turn, before performing your action, change the position of two energies on the *Lotus* board.



This turn, when you *channel* 2 or 3 energies, move one of them up or down by 1 or 2 additional Chakras.



This turn, when you *channel* only one energy, you can move it up or down by 1 or 2 additional Chakras.

Module D: Objectives



Setup: reveal 3 objectives in the centre of the table.

On each of them, place 1 bonus token with a value of 2 and one bonus token of the same colour with a value of 1.

Note : in a 2 player game, place only 2 objectives.



Setup example

The first player to achieve an objective takes the 2 value bonus, while the second player to achieve the same objective takes the 1 value bonus.

A player cannot take both bonuses for the same objective, even if it can be achieved more than once during a game.

At the end of the game, add the value of your bonuses to your total score.



Be first or second to harmonise the two Chakras shown.



Be first or second to collect all *Meditation* tokens.



Be first or second to have at least one energy in each Chakra.



Be first or second to alleviate 3 black energies.



Be first or second to harmonise 3 successive Chakras.



Be first or second to harmonise 2 pairs of different Chakras touching each other.

Plenitude levels



With Yin Yang module

0/9 10/12 13/15 16/18 19/21 22+

With Objectives module

0/10 11/13 14/16 17/19 20/22 23+

With Yin Yang and Objectives modules

0/12 13/15 16/18 19/21 22/24 25+