

ZEN BATTLE™

2-4 players, 30-40 minutes

Ages 8 and up

GAME INCLUDES

- 60 Cards
 - 37 Chakra Cards
 - 8 Mastery Cards
 - 15 Energy Cards
- 28 Chakra Tokens
- These Instructions
- Good Karma (*not included*)



QUICK PLAY INSTRUCTIONS



HOW TO WIN

To win *Zen Battle*, you must Transcend by aligning your Chakras! Win by playing Chakra Cards into their matching slots, ordered from #1 to #7, with a Mastery Card in the 8th slot. Each time a player wins a round, they Transcend and earn a Chakra Token.

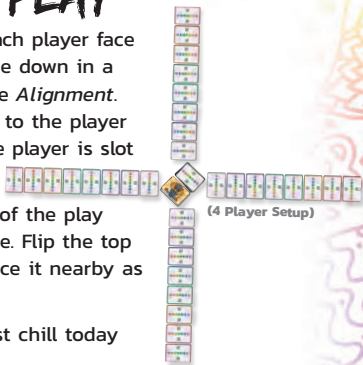
Take turns until one player successfully...
Transcends.

The first player to earn 4 Chakra Tokens wins the game!



HOW TO PLAY

Shuffle the deck. Deal 8 cards to each player face down. Each player puts these cards face down in a vertical line in front of them, called the *Alignment*. Each card is in a slot. The card closest to the player is slot 1, and the card farthest from the player is slot 8.



All remaining cards go in the center of the play space in a single stack as the draw pile. Flip the top card of the draw pile (face up) and place it nearby as the start of the discard pile.

The player who claims to be the most chill today goes first.

Note: See pages 5 & 6 for what each type of card does.

To start your turn, draw either the top card from the draw pile, or from the top of the discard pile (but only if it's a Chakra or a Mastery card). If you draw or reveal a Chakra or Mastery card, swap it face up with a card in the matching slot in your *Alignment*.

For example, if you were to draw a #4, swap it with the card in the 4th slot from the bottom of your *Alignment*.

Whenever you swap a drawn card into the matching slot in your *Alignment*, reveal the face down card and continue your turn and play the revealed card as though you had just drawn it. You can continue to play and swap cards in your *Alignment* until either you cannot swap it or an Energy Card ends your turn.

Note: You cannot swap with a card you just swapped in the same slot.

If you have a card you can't swap (for example, you drew a #6 and there is already a face-up #6 in your 6th slot), discard it and end your turn.

Or, you may place a Chakra into an incorrect slot to keep it from an opponent, but you are now out of *Alignment* and must discard the swapped card without playing and end your turn.

If you draw an Energy Card (Exchange, Calm Your Pool, Dig Deep or Distraction), complete the action as specified on page 6.

TRANSCENDENCE

On the turn that a player has played "1, 2, 3, 4, 5, 6, 7, Mastery" in their *Alignment* in the correct order, they have successfully *Transcended* and have won the round!

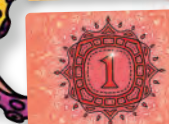
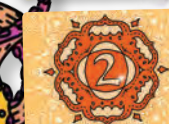
Note: You can Transcend with Wild Chakras in your Alignment

The remaining players have only one more turn each to attempt to *Transcend*. After everyone finishes their final turn, all players flip over any cards that are still face down. If any face down card revealed in this way completes a player's *Alignment* (WITHOUT rearranging them), they also *Transcend*!

After the round ends, all cards are shuffled back into the draw pile.

Note: Anyone who has Transcended is immune to Exchanges for the remainder of that round.

Note: If someone has Transcended and another player has a Calm Your Pool card in play, they still get both their "Calmed Pool" and "Bonus" turns.



PREPPING THE NEXT ROUND

Every time a player *Transcends*, they are rewarded a Chakra Token, starting with #1. Each Chakra Token advances them a level of enlightenment. They are then dealt 1 less card in the subsequent rounds according to the number of Tokens they have. Place each awarded Token in its matching slot (it replaces the missing card).

For example, any winners of the first round must align 7 cards in their next *Alignment*. The lowest slot, Slot 1, will be replaced with Chakra Token #1, so you must align 2 through 7 and a Mastery on top to *Transcend* instead of the original 8 (1 through 7 with a Mastery on top).

Note: If you draw or reveal a Chakra Card that matches a Chakra Token in your Alignment, you **MUST** swap that card into any other card slot in your Alignment, discard the card that you removed (without playing it) and end your turn. Your Chakras are no longer aligned! This makes each subsequent round more difficult for players who have won in the previous rounds.

The first Player to have *Transcended* 4 times (has 4 Chakra Tokens) wins the *Zen Battle*! Congratulations, you are the Zen Master!

For extended play, *Transcend* all 7 Chakras to become the Ultimate Zen Master and reach *Enlightenment*!



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CHAKRA & MASTERY CARDS



Qty. 5 of Each Number

CHAKRAS Includes #1-#7 plus Wild Chakra cards. You can swap a Chakra card with a card in the matching slot in your Alignment to continue your turn. For example, if a #4 is played in the 4th slot, your turn continues and you can reveal the card you swapped and play it as though you just drew it. This can lead to multi-card chain reactions.

However, playing a Chakra out of Alignment (in the wrong slot) will end your turn. The revealed card has no effect and is discarded.



Qty. 2

WILD CHAKRA Counts as any Chakra card. You can swap it with any card in slots 1-7, but not the Mastery slot (slot 8). You can Transcend (win) if there are Wild Chakras in your Alignment.



Qty. 8

MASTERY CARDS These colorful characters are the embodiment of your mastery. To Transcend, you must have one Mastery card in the 8th (top) slot. Mastery cards can be used as a temporary Wild Chakra in place of a Chakra card allowing for an extended turn.

Note: Unlike regular Wild Chakras, you cannot Transcend with a Mastery Card anywhere but in the 8th slot. Any Mastery Card in the place of a Chakra must be replaced with the matching Chakra before you can Transcend.

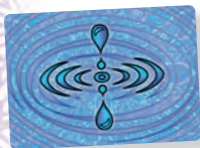


ENERGY CARDS



Qty. 4

EXCHANGE Discard this card, and then swap any two cards in or between any Alignments in play. If a card is face down, it remains face down after being swapped. If the card is face up, it remains face up. Then end your turn.



Qty. 2

CALM YOUR POOL Place this card in front of you face up (not in your Alignment). Your turn ends immediately, and you must skip your next turn as well.

While this card is in front of you, no one can Exchange cards in your Alignment.

After your skipped turn, your next standard turn is called the "Calmed Pool" turn. At the end of the "Calmed Pool" turn, discard your Calm Your Pool card and then immediately take another turn as a "Bonus Turn".

Note: If you draw a Calm Your Pool card during your "Calmed Pool" turn or "Bonus Turn," you must give it to another player and draw again. That player's next turn carries out as though they had just drawn Calm Your Pool.



Qty. 4

DIG DEEP Peek at the top 3 cards in the draw pile and pick one, returning the others to the draw pile in the same order, then continue your turn by playing that card.



Qty. 5

DISTRACTION Discard this card. You may peek once at one of the face-down cards in your Alignment (but return it face down). No extra peeks! Then immediately end your turn. If you have no face-down cards, you're out of luck.