

AMRTAKA

THE BATTLE FOR IMMORTALITY

RULE BOOK



Let me walk you through this exciting game, 'Amrtaka,' inspired by the fascinating tale of Indian mythology, 'Samudra Madhana.' In this adventure, when the gods and demons unite their forces to churn the milky ocean in search of a special elixir known as Amrit, which grants eternal life, a divine figure, the God of Medicine, emerges, bearing this invaluable nectar. Now, the objective of our game is to mirror this story, with the God of Medicine creating a potent elixir using Amrit and teaching his 10 Followers how to craft it.

In total, there are 48 cards in the game. Each player receives six cards and selects one ability from these cards on their turn. These abilities often involve moving according to the weapon's specifications and adding the move value in a clockwise or anticlockwise direction. To increase this value, players can use up to three army tokens, enabling them to move strategically around the board.

Welcome to the World of AMRTAKA: The Battle for Immortality.

In this game, you will be a mighty warrior battling for a magical potion known as AMRTAKA. The game is designed for 2-4 players, each possessing their own kingdom with a limited number of possessions and soldiers. Your objective is to take control of islands in a vast cosmic ocean and engage in battles to secure the magical potion. The ultimate aim is to grant immortality to your people, allowing you to rule over the islands eternally as an Immortal leader.

OBJECTIVE

The objective of the game is to reach a total of 60 points. The first player to achieve this goal wins. To accumulate these points, you have to collect 15 points and a 5-point token. To earn the 15-point token, you must make your land immortal, while securing the 5-point token requires successful attacks on your opponent's lands.



Attack others' land to earn a 5-point token instantly.

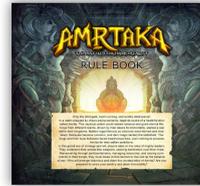


Make your land immortal by increasing its value to 15, and receive a 15-point token instantly.

LIST OF COMPONENTS



Game Board



Rule Book



Player Standees



Player Boards



Card Deck



Army Tokens



Point Tokens



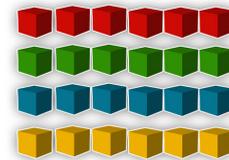
Weapon Tokens



God Followers tokens



Bonus Tokens



Flag Color Cubes



Portal Tokens

SETUP

1. Basic Components: Place the Board in the middle of the table, Place the deck beside it. Arrange the 10 God Follower tokens randomly on the center of the game board, facing down.



Place 5-point and 15-point tokens in the middle of the game board.

2. Player Boards: Place the Player Board (represented by the player's Kingdoms) near the main board. It contains Army tokens, Weapon tokens, Flag color cubes, a Bonus token, and 2 Portal tokens. Place the 'Set up' token on the Player Board.

Flag color cubes



Weapon Tokens

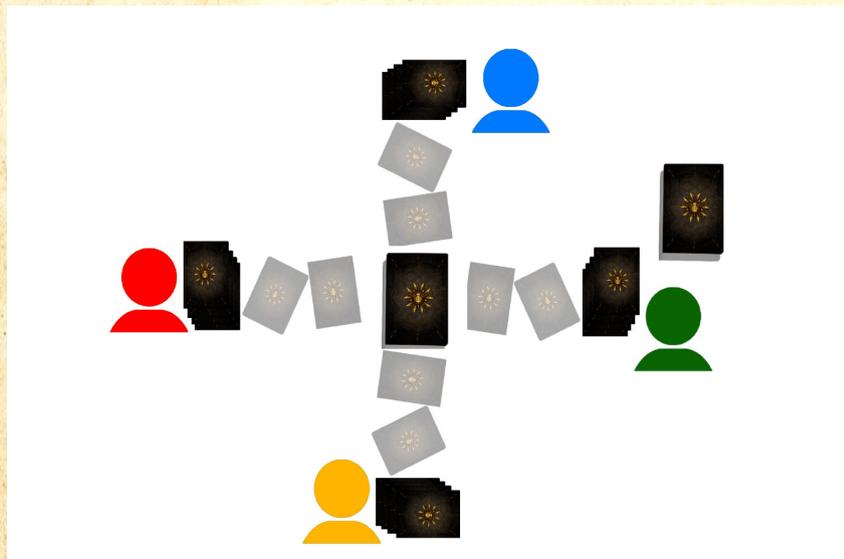
Bonus god tokens

Army Tokens
Red & Gray

3. Starting point: Place the Players Standees at the starting point on the game board.

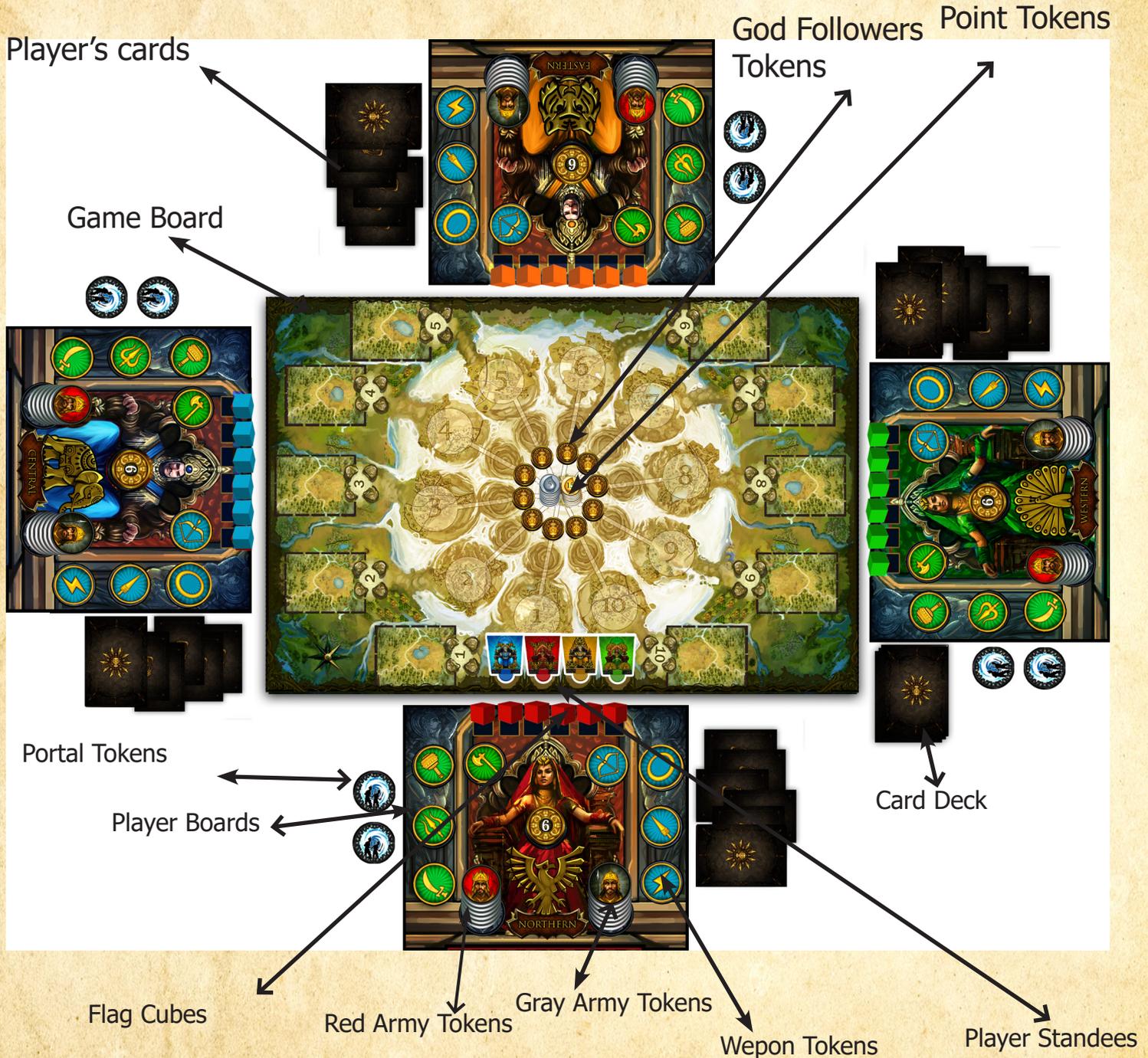


4. Deck: Shuffle the Deck well and deal 6 cards to each player, and put the rest of the cards aside on the game board.



Youngest player to go first and begin the game.

STARTING LAYOUT EXAMPLE



HOW TO PLAY

Each round in the game follows these steps:

- **Action Phase:** Players can perform actions using cards from their hand.
- **Draw Phase:** Players should draw a new card from the deck after their actions.
- **Board Phase:** After each player takes their turn, one of the God Follower moves one step forward on the game board. This happens after each player's turn. Once all God Followers reach the islands, they reveal their abilities and return to their original positions.
- **Attack Phase:** To engage in an attack, a player should play a higher value than their opponent. Players must possess a weapon token, in addition to army tokens, to initiate an attack and enhance their attack power.
- **Defence Phase:** Make the land value stronger to protect it from an attack.
- **Reinforcement Phase:** Add Portal tokens to transport armies from one land to another, either to defend a land that is about to be attacked or to launch an attack on a land that holds greater strategic value.
- **Supply Phase:** Gather all the Resource tokens if you make a land immortal by increasing its value up to 15.
- **End Phase:** The game continues until a player collects 60 points.
- **Artifact Phase:** If a player's land is activated by a God Follower token, it reveals its special power and releases the Weapon token, also granting it the Weapon ability.
- **Strategy:** Players must skillfully navigate the game board, strategically collecting supplies and utilizing cards to overcome challenges.
- **Bonus Phase:** When a player is out of Army tokens, they can collect 6-value army tokens from the middle of the game board.
- **Victory / Immortality:** Protect your land from other players until you become immortal, either by attacking an Immortal God Follower or by earning 15 points.
- **Winning the Game:** The game continues until one player successfully collects 60 points quickly, such as by taking control of a set number of lands on the game board and maintaining control until the game is over.

ACTIONS IN DETAIL

When you take an action, such as playing a card, you can enhance the card's power by utilizing Weapon/Army Tokens according to your strategy. However, please note that you cannot add more than 3 Armies (a combination of Red, representing a value of 2, and Grey, representing a value of 1) to the card.

Card Anatomy: Each card has various weapon values.

Now, the weapon is worth 6 value.



A Gray Army Token is worth 1 value.



A Red Army Token is worth 2 value.



Compass Icons Action



Players can directly switch locations, plan attacks, or occupy lands by following the specified arrows.



After switching locations, the player can choose to plan attacks or occupy lands either clockwise or counter clockwise.



Instead of using compass directions, players can use their portal tokens to switch locations directly, plan attacks, or occupy lands.

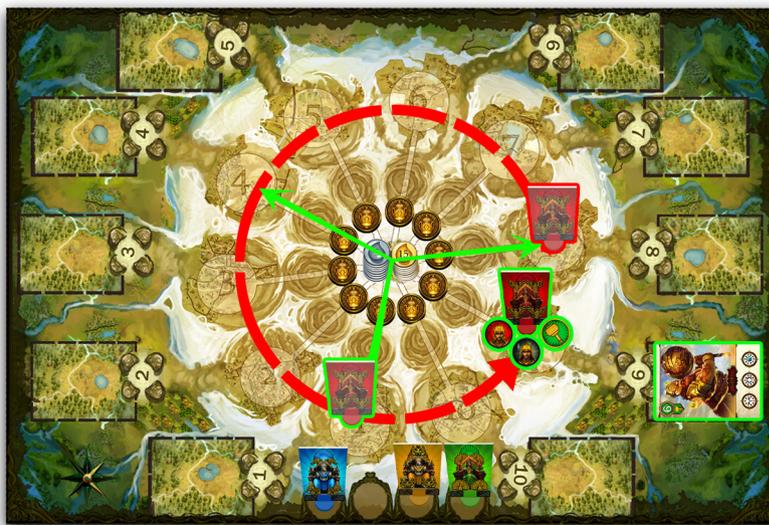
The player can only choose two actions from these compass symbols on their turn.

Example: According to this card, the weapon value is 6. The player can add 3 more armies, but here we have shown 2 army tokens; red represents 2 value, and gray represents 1 value. So the total value is 9. Now, the player can move 9 spaces according to this card value.

Action-1

Move the player standee according to the chosen compass directions. Then, place the card and the tokens on the game board where the number matches the value you played. For example, here the player can travel 2 spaces (green arrows), but the player has chosen to swap on the 8th location. From there, he/she moves 9 spaces (red arrow) in an anticlockwise direction. Then, place an identity mark to represent the player-occupied land.

Action-1 Sample Layout



DRAW PHASE IN DETAIL

After each player's turn, draw a fresh card from the Deck to ensure that each player always has Six cards in their hand.



BOARD PHASE IN DETAIL

After each player takes their turn, the God followers move one step forward. They can only stop when they reach the main island. In the first 10 turns, the God Followers tokens move to small islands. During these turns, players have the opportunity to take control of most of the islands. In the second 10 turns, the God Followers move to the main island and reveal their abilities. In this round, players have opportunities to gain more points or strategically win and end the game. In the next 10 turns, the God Followers move back to their original position. The game ends automatically, and the player with the most points wins.



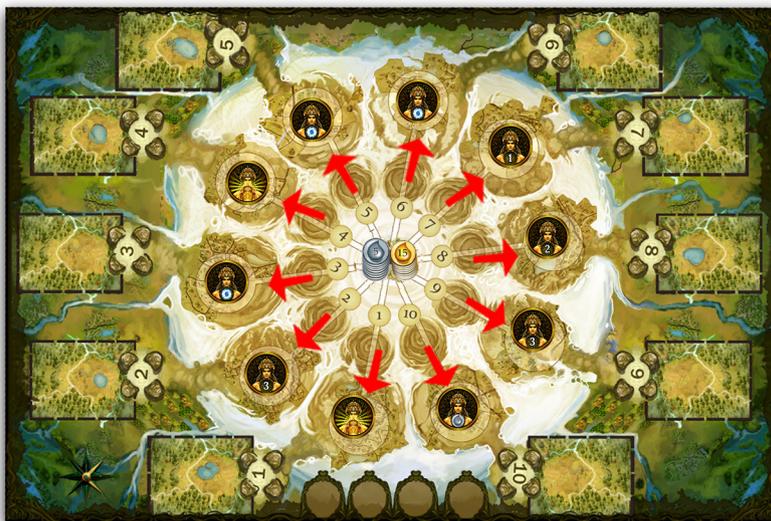
ROUND-1

In the first 10 turns, the God Followers tokens move to small islands. During these turns, players have the opportunity to take control of most of the islands.



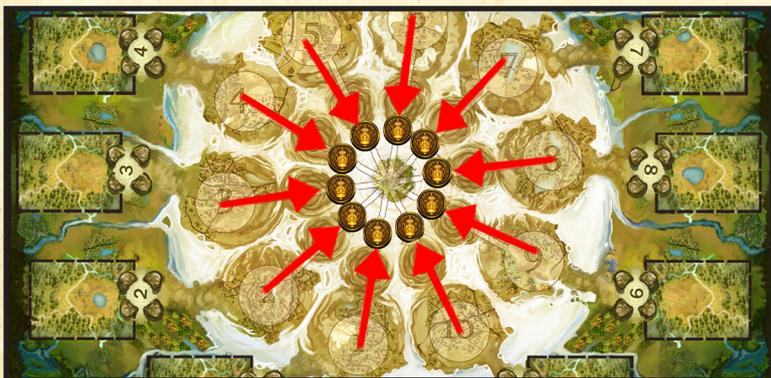
ROUND-2

In the second 10 turns, the God Followers move to the main island and reveal their abilities. In this round, players have opportunities to gain more points or strategically win and end the game.



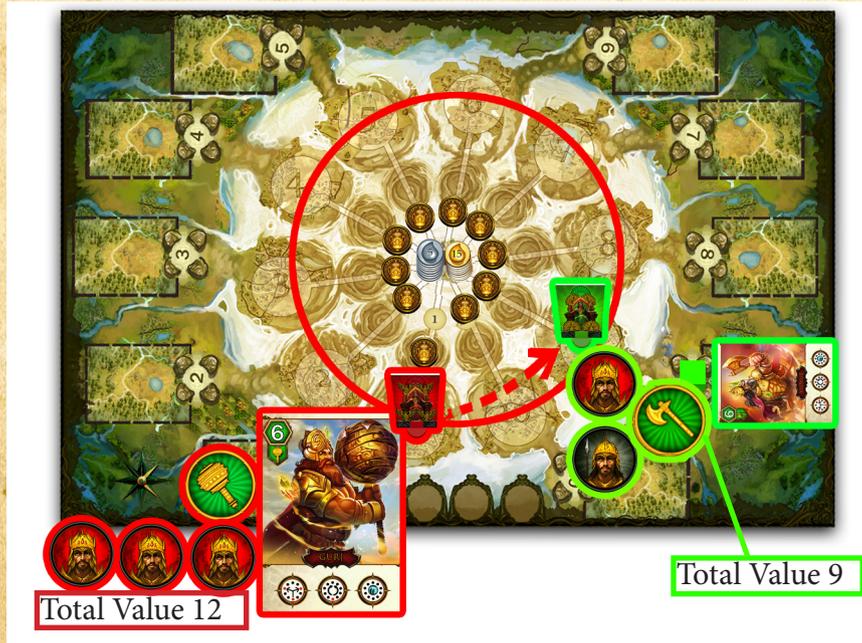
ROUND-3

In the next 10 turns, the god followers move back to their original position. The game ends automatically, and the player with the most points wins.



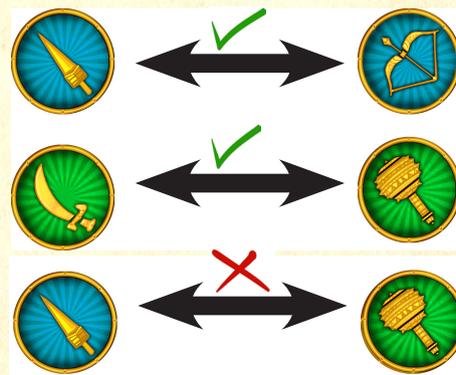
ATTACK PHASE IN DETAIL

To engage in an attack, a player should play a higher value than their opponent. Players must possess a weapon token, in addition to army tokens, to initiate an attack and enhance their attack power.



1. To attack other players, you need a weapon token and a higher value than your opponent.

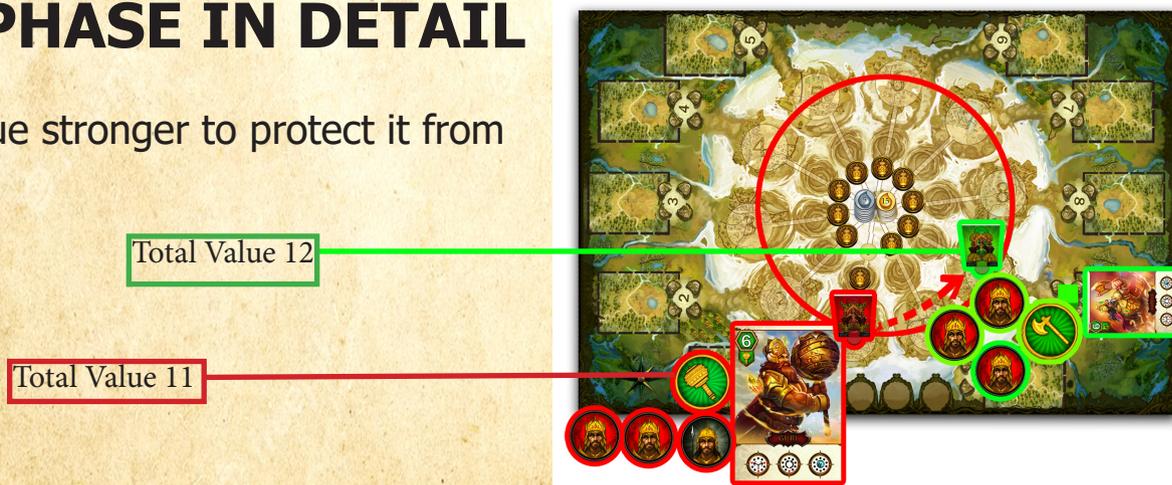
2. Use a Melee (green) weapon against a Melee (green) weapon card to attack, and use a Ranged (blue) weapon against a Ranged (blue) weapon card to attack.



*Note: The attacked army and weapon tokens go in the middle of the game board. (These tokens can be regained from the game board later, details in the **Supply Phase**).*

DEFENCE PHASE IN DETAIL

Make the land value stronger to protect it from an attack.



ARTIFACT PHASE IN DETAIL

If a player's land is activated by a God Follower Token, it reveals its Special Power and releases the Weapon Token, also granting it the Weapon ability.



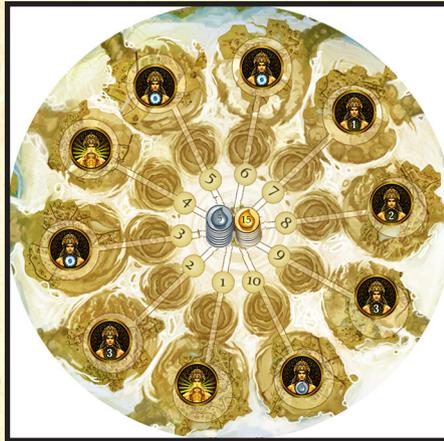
This God follower adds an extra value of ONE to the land.



This God follower adds an extra value of TWO to the land.



This God follower adds an extra value of THREE to the land.



This God follower grants Five Point to the player Who occupies that land.



This God follower grants Immortality to the player who attacks that land.



This God follower provides the power of a Portal to the land if someone occupies it.

NOTE: These abilities can be utilized only once per game, and after using the ability, the token should be flipped to indicate that it has been used.

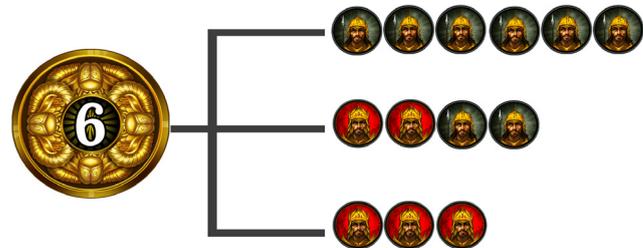
STRATEGY IN DETAIL

Players must skillfully navigate the game board, strategically collecting supplies and utilizing cards to overcome challenges, obstacles or interference from opponents.



BONUS PHASE

When a player is out of army tokens, they can collect 6-value army tokens from the middle of the game board by placing the Bonus Token in the center.



VICTORY / IMMORTALITY

Protect your land from other players until you become immortal, either by attacking an Immortal God Follower or by earning 15 points.



WINNING THE GAME

The game continues until one player successfully collects 60 points quickly, such as by taking control of a set number of Lands on the game board and maintaining control until the Game over.



NOTE TO NEW PLAYERS

To capture the essence of Amrtaka, this board game offers a rich and diverse experience. Don't be intimidated by its depth! There are numerous options to tailor the game to suit your preferred duration and difficulty level. Thank you for playing my game. I hope you enjoy it!

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At Undertree Games, we think that always having new and creative ideas is the key to making really cool games. We love telling stories that make you feel like a kid again, playing games with friends. That's why we picked the name 'Undertree'—it reminds us of the times we played games with friends under a tree when we were kids.

Come join us on this exciting adventure! We want to keep making new and super fun games that not only make you laugh and have a great time but also take you back to the happy moments of your childhood. Dive into the world of Undertree Games and find the magic of playing games with friends under the tree!

Let's make more memories together!



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