



How to Play: Amrtaka: The Battle for Immortality

Amrtaka: The Battle for Immortality is a strategic board game for two to four players, where you'll compete to achieve ultimate power and everlasting life, inspired by the ancient Indian mythological tale of "Samudra Manthana" or "Churning of the Cosmic Ocean". The objective is to be the first to reach 60 points, or have the most points after 30 total player turns.

Game Objective

Your main goal is to be the first player to accumulate 60 Victory Points (VP). However, if no one reaches 60 points after 30 total player turns, the game ends, and the player with the highest score wins. Achieving victory, whether by reaching 60 points or having the most points at the turn limit, earns you the legendary status of an "immortal," etching your name into the game's history.

THE ULTIMATE GOAL

Be the first to achieve immortality by reaching:

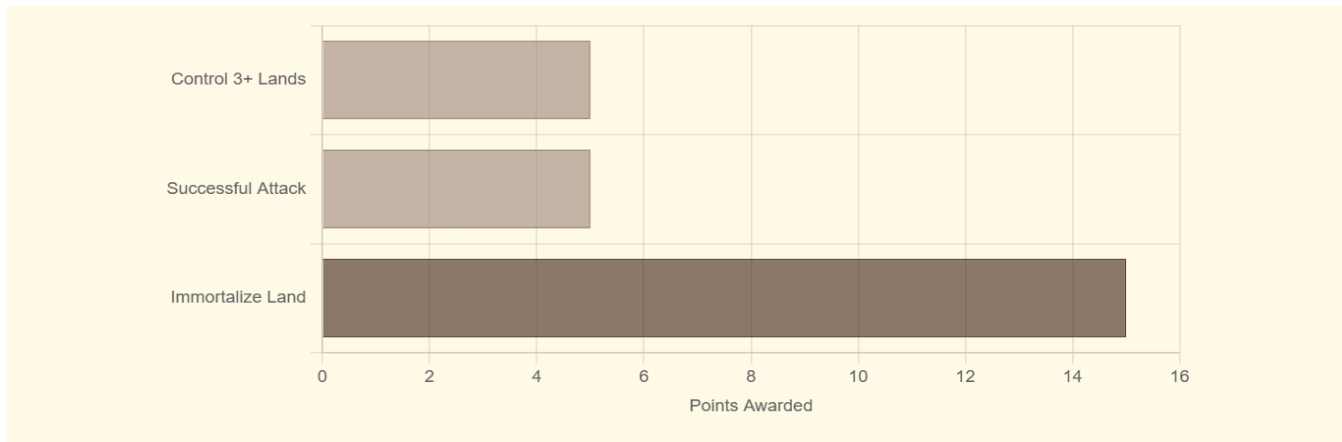
60

Victory Points

You earn points primarily in three ways:

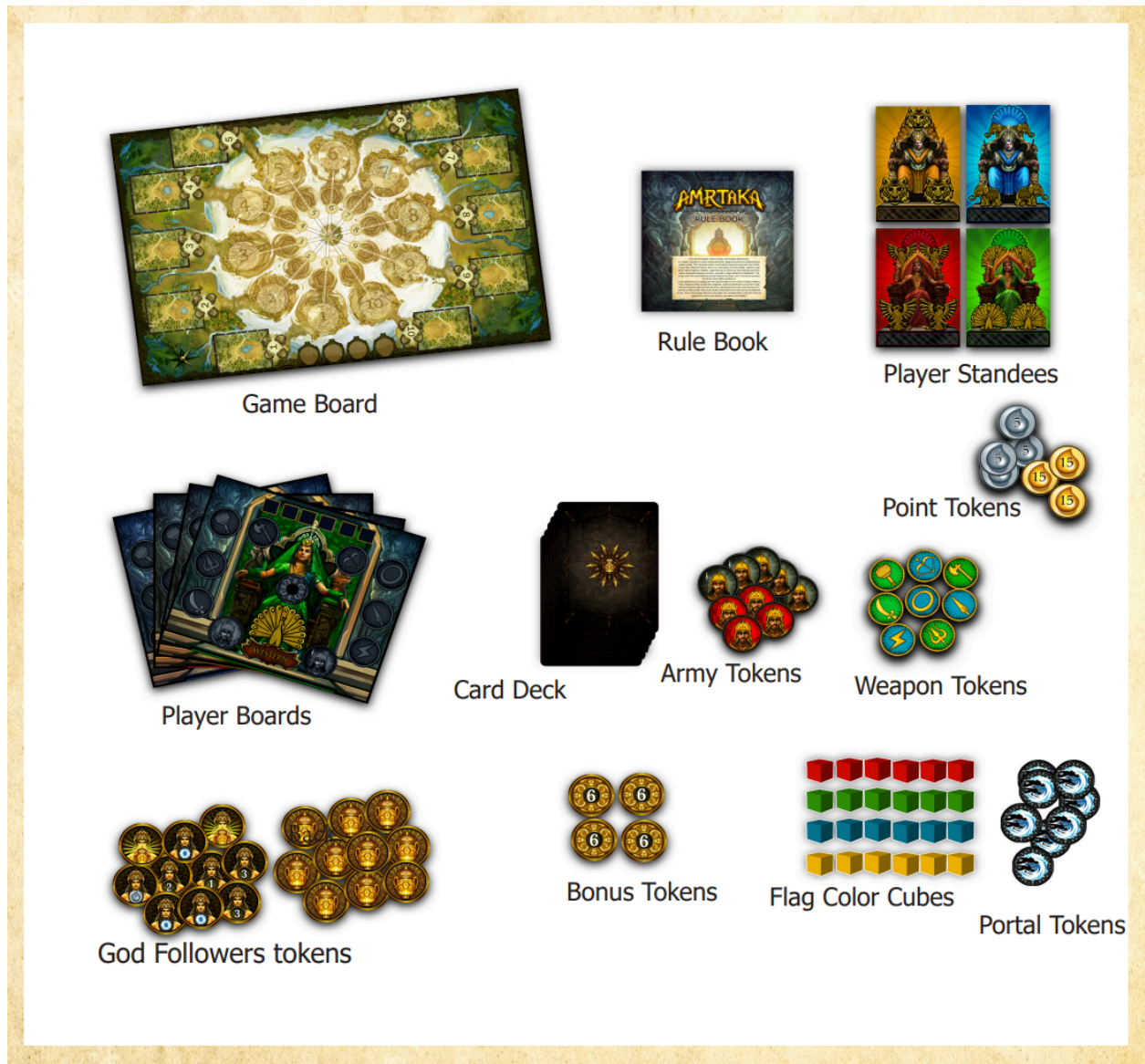
- **Immortalizing Lands:** Making your controlled lands immortal provides a significant point boost and strengthens your territory.
- **Attacking Opponent Lands:** Conquering rival players' territories also earns

you points.



Components

(Image Suggestion: A clear, well-lit photograph of all standard edition components laid out neatly.)



Standard Edition Components:

- **Game Board (1):** Your primary battlefield with 10 circular lands, a central island, and divine zones for strategic decisions.
- **Action Cards (48):** Essential for moving armies, initiating fights, and executing tactical moves.
- **Player Boards (4):** Individual boards for each player to manage armies, weapons, flags, and victory points.
- **Standees (4):** Simple markers to show each player's position on the board.
- **Army Tokens (20 Red, 20 Gray):** Your forces. Red tokens provide a +2 movement bonus, while gray tokens give +1 movement.

- **Weapon Tokens (4 Melee, 4 Ranged):** Crucial for combat. Melee for close-up, Ranged for distance attacks. Remember: No Weapon, No Attack.
- **Flag Cubes (4 colors, 5 each):** Used to mark control over lands.
- **Portal Tokens (8):** Allow for teleporting forces for surprise attacks or quick getaways.
- **Point Tokens (10x5pt, 6x15pt):** For tracking Victory Points (VP).
- **God Follower Tokens (10):** Hidden divine boons that offer powerful advantages or unique abilities.
- **Bonus Tokens (4):** Emergency reinforcements to turn the tide.

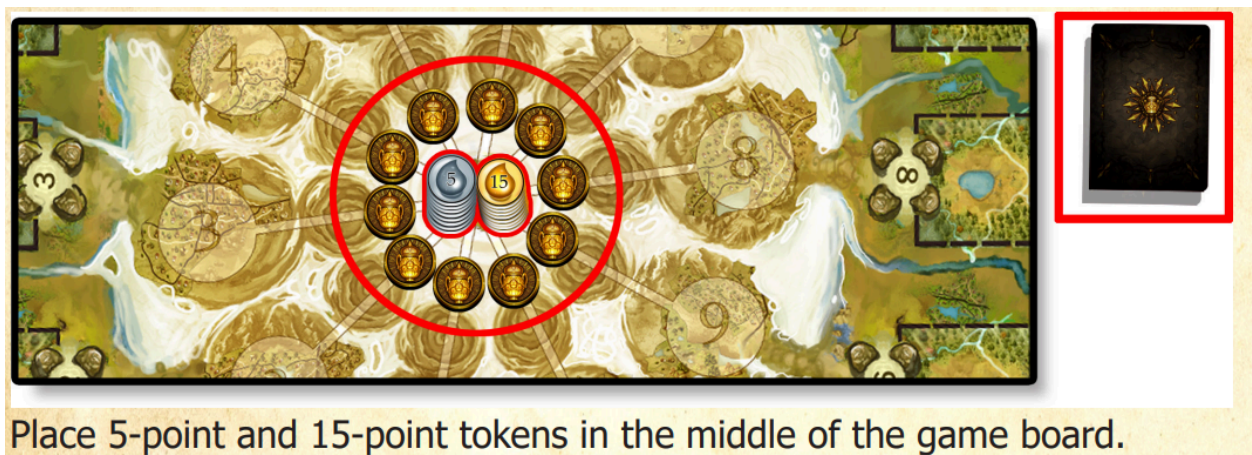
Deluxe Edition Extras:

(Image Suggestion: A photograph showcasing the upgraded Deluxe Edition components, highlighting their premium quality.)

- **3D Sculpted Magic Flower Bowl:** Holds point tokens, enhancing immersion.
- **Miniature Figures:** Highly detailed figures replace standees for a visually engaging presence.
- **Embossed and Double-Layered Player Boards:** More durable with a luxurious feel, deepening immersion.

Game Setup & Preparation

(Image Suggestion: A series of images demonstrating each setup step: board laid out, card deck shuffled and placed, God Follower tokens on the central island, and individual player components organized on a player board.)



1. Board Setup: Laying the Foundations of Your World

- **The Main Board:** Unfurl and position the main game board centrally on your playing surface.
- **The Card Deck:** Take the entire Card Deck, shuffle it thoroughly, and place it face-down in the designated area on the main board.
- **God Follower Tokens:** Gather all God Follower Tokens, shuffle them face-down, and strategically distribute them face-down onto the marked spaces on the center island of the main board.

2. Player Setup: Equipping Your Faction for Conquest

- **Choose Your Color:** Each player selects a unique color to represent their faction.
- **Individual Player Components:** Each player gathers the following components, matching their chosen color:
 - **1 Standee:** Place your chosen Standee directly onto Land 1 of the main board as your starting position.
 - **1 Player Board:** Place this personal command center in front of you.
 - **6 Flag Cubes:** Keep these readily accessible on your Player Board.
 - **6 Red Army Tokens & 6 Gray Army Tokens:** Organize them on your Player Board, ready for deployment.
 - **4 Melee Weapon Tokens & 4 Ranged Weapon Tokens:** Arrange them on your Player Board for quick access during battles.
 - **2 Portal Tokens:** Place them on your Player Board, anticipating their tactical use.
 - **1 Bonus Token:** Keep it clearly visible on your Player Board, ready for activation.

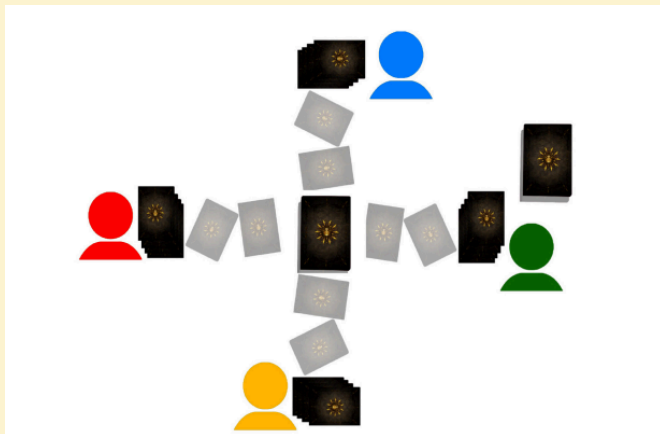


3. Starting point: Place the Players Standees at the starting point on the game board.

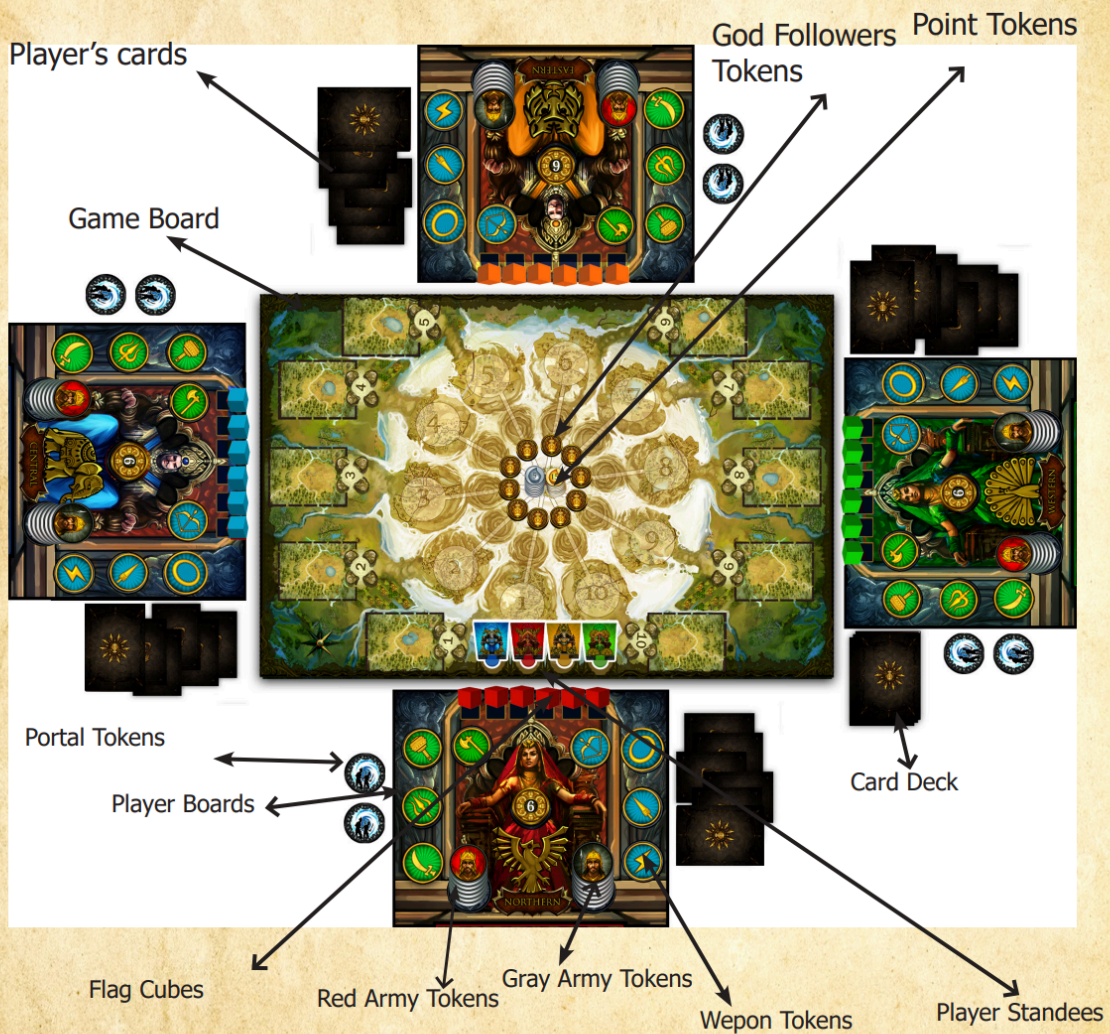


3. Card Distribution: Drawing Your Initial Hand of Destiny

- **Initial Hand:** Deal out 6 cards from the shuffled Card Deck to each player. Players must keep their hands concealed from opponents.
- **First Player:** The youngest player among you starts the game.



STARTING LAYOUT EXAMPLE



Turn Structure

(Image Suggestion: A simple flowchart illustrating the two phases of a turn: Action Phase leading to Draw Phase.)

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.

Each turn consists of two mandatory phases:

1. Action Phase (Mandatory):

- You **must** play one card from your hand.
- The card played determines your move for the turn, offering tactical options.
- You **must** use the middle icon first for **mandatory** movement.
- Then, you can choose to use either the **left** or **right icon** for a special ability.
 - **Special Ability (Left Icon):** Offers various effects like defensive boosts, healing, debuffs, or board manipulation. These are high-impact, often one-time actions.
 - **Movement (Middle Icon):** Allows rapid traversal across the board. You choose between clockwise or counter-clockwise movement.
 - **Attack (Right Icon):** Some cards are designed for hitting

opponents and dealing damage. This icon can also represent utility actions like placing a portal or transferring army tokens.

2. Draw Phase (Mandatory):

- Draw cards until you have six in your hand. This phase ensures you have fresh options and maintains hand economy.

Turn Structure & Weapon Requirement

Every turn, you'll need to consider your weapon tokens:

Turn Range	Weapon Token Needed for movement ?	Weapon Token Needed for Attack?
Turns 1–10	No	✓ Yes
Turns 11–20	No	✓ Yes
Turns 21–30	No	✓ Yes

Card Icons

(Image Suggestion: An example Action Card showing the left, middle, and right icons clearly, with labels.)

Every card has three icons at the bottom, but you can only activate two per turn:

- **Left Icon (🔴): Special Ability**
 - These are powerful, often one-time actions that can significantly impact

the game, such as special jumps, attack boosts, or defensive shields.

- **Middle Icon (↻): Mandatory Movement Direction**
 - You must use this icon. It dictates your movement direction (clockwise or counter-clockwise) around the board.
- **Right Icon (▶): Utility Action**
 - These versatile, tactical abilities help set up future plays or solidify your current position. Examples include placing a portal or transferring army tokens.

You **must** use the middle icon, and then **choose** to use either the left or the right icon.

Movement

(Image Suggestion: A diagram of the game board showing the 10 connected lands, illustrating clockwise and anti-clockwise movement. Another image could show a card with a weapon value and red/grey tokens next to it to represent movement calculation.)

Movement points are determined by the printed weapon value on your played card. This does not require you to spend a Weapon Token from your player board. Weapon Tokens are spent only to resolve Attacks or use specific card abilities.

Effective troop movement is crucial for victory. The Amrtaka game board has 10 unique lands connected in a continuous circle (e.g., Land 10 loops to Land 1).

Movement Calculation Table

Movement Source	Movement Value	Notes
Weapon Value on Card	As shown on card	Your base movement comes from the weapon value on the card played this turn. You cannot move without a weapon value on your card.

Red Army Token Boost	+2 per token	A maximum of 3 army tokens (any mix of red and gray) can be used per movement action.
Grey Army Token Boost	+1 per token	A maximum of 3 army tokens total (including reds) can be used per movement action.
Portal Movement	Teleport	If a portal was placed in a previous turn, you can teleport between any two lands where you have portals instead of normal movement.
Maximum Army Token Boost	+6 (using 3 Red Tokens)	This is the highest possible movement boost from tokens.
Direction of Movement	Clockwise or Anti-clockwise	Determined by the middle icon on your played card.

Movement Point Calculation:

Your total movement points are calculated by combining your card's weapon value with any Army Token boosts you use:

- **Movement Points = Card's Weapon Value + Army Token Boost**

Army Token Boosts:

You can play up to three Army Tokens per movement action:

- **Red Tokens:** Each adds +2 movement.
- **Grey Tokens:** Each adds +1 movement.

Movement Direction:

Move your forces in the direction shown by the middle icon on your played card (clockwise or anti-clockwise). Movement can wrap around the board multiple times.

Claiming Lands:

If you land on an empty hex, you can immediately place your flag cube there to claim it.

Movement Example:

If you play a card with a weapon icon value of 4, use a Red Token (+2 movement), and a Grey Token (+1 movement), your total movement is

$4+2+1=7$ spaces. If the middle icon indicates "anti-clockwise," you move your piece 7 spaces counter-clockwise.

Special Movement Rules:

01. Landing on a Land You Already Control:

- a. If your king standee lands on a land you already control, you replace your king standee with a token showing its value and collect any associated land bonus.
- b. **Free Movement Across Your Own Lands:** Your meeple can freely travel through or land on any of your own controlled lands without spending movement value. This allows for safe repositioning and efficient expansion.
- c. **Special Swap Power:** When landing on a land you control, you may swap its value by playing a higher-value card from your hand. This can upgrade defenses, recycle your hand, or create deception.

- d. **Achieving Immortality** When you move onto a land, you gain more control over it. Move in the direction shown by the Movement Example.
- e. You can boost the land's value by playing a higher-value card from your hand.

You can also add more forces to it.

A land becomes **Immortal** as soon as its defense value reaches **15**.

02. Swapping Between Your Own Lands:

- a. This advanced maneuver allows you to exchange strategic values between any two lands you control.
- b. **Conditions:** You must land on a land you already own, control at least one other land, and not have performed another "Swap" action this turn (maximum one swap per turn).
- c. **How to Swap:** After moving your king standee, if you land on your own land, you can then swap cards between any two lands you control. For example, Land 3's value might become 5, and Land 8's value drops to 2. This can strengthen key lands or mislead enemies.

Attacking

(Image Suggestion: A diagram showing an attacking piece on one land and a defending piece on an adjacent land. Another image could show weapon tokens (melee/ranged) and army tokens being used in an attack.)

Core Rule: Weapons Are Essential for Attack! You must play a weapon along with your action card to launch an attack. Even if your card has an inherent weapon value, you still need to activate a corresponding weapon token.

Attacking Opponent's Land: Conquering Territory To successfully attack and conquer an opponent's land, follow these steps:

1. **Declare Attack:** Choose the specific enemy land you wish to attack.
2. **Play an Action Card:** The numerical value on this card is your primary attack strength and must be greater than the defense value of the target land.
3. **Spend Matching Weapon Token:** Discard a Weapon Token that matches your

intended attack type: Green Token for Melee, Blue Token for Ranged.

4. **Add Army Tokens (Optional):** Boost your attack value by adding Army Tokens:
 - Red Token: Adds +2 attack.
 - Grey Token: Adds +1 attack.
5. **Calculate Total Attack Value:** Your final attack value is: Card Value + Army Token Bonuses.
6. **Compare to Target Defense:** If your Total Attack Value \geq Defender's Land Defense Value, your attack succeeds!

Example Attack Scenario: An enemy land has a defense value of 6. You play an Action Card with a base attack of 5 and activate a Red Army Token (+2 attack). Your total attack is $5+2=7$. Since $7 \geq 6$, your attack is successful. To finalize, you must spend a Green Melee Weapon Token.

Attack Resolution & Rewards: When your attack is successful:

THE SPOILS OF WAR

An Interactive Guide to Attack Resolution in Amrtaka

ANATOMY OF A VICTORY

In the celestial battle for immortality, a successful conquest is more than just claiming territory—it's a multi-faceted event that rewards the aggressor and penalizes the defender. This guide provides an interactive breakdown of the precise outcomes of a victorious assault, ensuring you can quickly and accurately resolve combat and continue your path to glory.

THE ATTACKER'S GAIN

+5

Victory Points

CLAIM YOUR PRIZE

The most direct path to victory is paved with conquest. Every successful attack immediately grants you a **5-point Victory Token**. This is a fixed reward, a consistent bounty for your aggression. Systematically dismantling your opponents' defenses and collecting these tokens is a primary strategy for accumulating the 60 points required to achieve immortality.

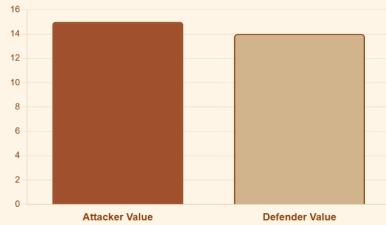
- **Gain +5 Victory Points (VP):** Immediately collect a 5-point Victory Token.

THE DEFENDER'S TOLL

Victory for one is loss for another. The defender doesn't just cede their land; they suffer a direct reduction in forces, calculated by the margin of your success. The greater the gap between your attack and their defense, the more severe the penalty.

SCENARIO 1: A NARROW VICTORY

Attacker's Value (15) vs. Defender's Value (14)

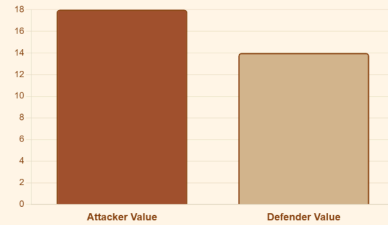


Difference: 1

Defender loses 1 Army Token

SCENARIO 2: OVERWHELMING FORCE

Attacker's Value (18) vs. Defender's Value (14)



Difference: 4

Defender loses 4 Army Tokens

- Defender Loses Difference in Army Tokens:** The defender loses a number of Army Tokens equal to the difference between your Total Attack Value and their Land Defense Value. Any remaining Army Tokens on the conquered land are returned to the defender's personal pool.
 - For example:* If the attacker's value is 15 and the defender's value is 14, the defender loses 1 army token. If the attacker's value is 18 and the defender's value is 14, the defender loses 4 army tokens. Any extra tokens go back to the defender's pool.

A Note on Survivors: Army Tokens on the conquered land that remain *after* the loss are returned to the defender's personal supply. They are displaced, not destroyed.

- Defender Loses Weapon Tokens:** Any Weapon Tokens on the conquered land belonging to the defender are removed and placed into the central board pool.
- Conquered Land:** The land now comes under your control.

RESOLUTION IN SEQUENCE

To ensure fairness and accuracy, resolve every successful attack by following these five steps in order. This sequence prevents any ambiguity in determining the spoils of your victory.



Strategic Movement During Attack: Your combined movement and attack value must at least equal the defender's land value to engage them. You do not need to spend movement points equal to the full defense value if your attack strength is high enough. For example, if a defender's land has a value of 8 and your attacker's strength is 12, you can attack directly. You don't need to spend 12 movement points, but your total movement and attack value must still at least equal 8 to initiate the engagement.

Regaining Lost Weapons: When you successfully attack and conquer an opponent's land, any of your own Weapon Tokens that were lost to the communal pool can be regained by attacking with the same weapon type (e.g., using a Ranged attack to regain a lost Ranged token).

Immortal Lands

(Image Suggestion: A land tile with a "15" value marked on it, perhaps with a glowing effect to denote "immortal." Also, an image of a 15-point token.)

Land Control:

- **Claiming Empty Land:** When you land on an empty land, you can immediately place your flag cube to claim it.

Immortal Lands:

- **Achieving Immortality:** A land becomes Immortal the moment its defense value reaches 15.
- **Instant Victory Points:** When a land becomes Immortal, you immediately gain a 15-point Victory Token.
- **Land Neutralization:** The land card is discarded, and the land becomes neutral with no defense value. It is now an empty territory that any player can occupy on a future turn.
- **Important Note:** Immortal lands do not retain their previous defense value; they reset as neutral territories, open for new claims.

Pursuing Immortal Lands is about building long-term advantages that pave the way to ultimate triumph.

THE DIVINE TIMELINE

God Followers – Divine Timeline & Power Rules

HARNESSING DIVINE POWER

A God Power isn't exclusive to one player. ****Any player**** who takes control of a land hosting a God Follower can use its ability. This can be done by conquering the land from an opponent or being the first to claim it while it's empty.

A God Power can be used by any player who takes control of the land it is on, either by conquering it from an opponent or by being the first to place their flag on it.

The game unfolds through three distinct phases, influencing the strategic deployment and utilization of God Followers and their associated God Powers.

1. Outer Island Sojourn (Turns 1–10: Setup Phase)

- God Followers are positioned on the outer ring of the game board.
- No God Powers are active yet. Focus on establishing control and strategizing early resource allocation.

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.



2. Main Island Manifestation (Turns 11–20: God Power Phase)

- God Followers move onto the Main Island, and their God Powers become active.


- **God Powers Activate:** Each God Follower reveals a unique divine ability only when it is located on the Main Island.
- **Universal Access:** Any player who enters or conquers a land containing an active God Follower may activate that God's ability. You don't need to be the first to reach the land.
- **Weapon Token for Movement/Attack:** A Weapon Token is not required for movement into or attacking a land with a God Follower if a Weapon Token was previously placed there.
- **Weapon Token Returns:** After activating a God Power, any Weapon




Token used for that action is returned to the player's pool for reuse.

3. Examples of God Powers:


- **Elixir Pot God (🍷):** When this land is conquered, gain +15 Immortal Points and +5 Attack Tokens (Total +20 VP).
- **Portal God (🌀):** Creates or replaces a portal, treated as a full portal placement.
- **Value God (💎):** Immediately increases the land's value by the specified amount (1, 2, or 3).
- **5-Value Token God (▲):** Instantly grants a +5 token.




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.

4. Return to Starting Islands (Turns 21–30: Cooldown Phase)

- God Followers begin their return journey to their starting locations.
- God Powers are no longer active. Any boosts or effects granted during the previous phase remain, but no new divine abilities can be triggered.

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.



God Power Activation Mechanics:

- **Trigger:** A God Power activates when a player enters or conquers a land containing a God Follower during Turns 11–20.
- **One-Time Revelation, Multi-Use Activation:** Each God Follower's power is revealed when it first lands on a Main Island territory (Turns 11–20). Once revealed, all players can utilize that God Power when they attack or conquer that specific land during Turns 11–20. After Turn 20, God Powers become inactive and cannot be used.

Condition	Result
God lands on Main Island (11–20)	God Power is revealed (once per God)
Player enters or conquers	Can use the God Power during Turns 11–20
Weapon already placed	No new token needed; weapon returns to player's pool after activation
After Turn 20	God Powers become inactive

Portals

(Image Suggestion: A portal token on a land, with arrows indicating instant travel between two portal-controlled lands.)

Portals are strategic tools for moving your army tokens around. You can instantly teleport your forces between any two lands where you've set up portals, regardless of distance.

- **Place:** During the Optional Action Phase, you can drop a portal on a land you control.
- **Use:** On subsequent turns, you can teleport between any two lands with your portals instead of normal movement.
- **Important Restriction:** You cannot place and use a portal in the same turn. Placing a portal is an investment for future strategic moves.
- **One Portal per Player:** Each player can use only One Portal per Player. If their portal is destroyed, they can place another one.

Bonus Tokens



Bonus Tokens: Get Back in the Game!

Bonus Tokens are your secret weapon for when things get tough. Think of them as a second wind after your main **Army Tokens** run out.

How They Work

When you've used up all your regular Army Tokens, you can pop a **Bonus Token**. Doing so immediately gives you **six value new Army Tokens**, a mix of red and blue, to throw back into the fight!

For Example

Let's say you're all out of Army Tokens. Use a Bonus Token, and boom! You could get three red and three blue tokens, or maybe four red and two blue – any combo that adds up to six values. This instant top-up lets you jump right back into the action and turn the tide of the game!

Scoring

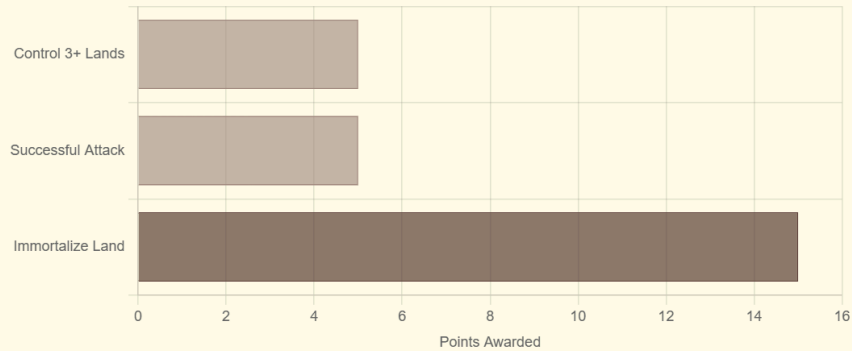
+5 5-Value Token God (Occupancy)	+15 Elixir Pot God (Occupancy)	+20 Elixir Pot God (Conquest)	+35 Elixir Pot God (Conquest + Immortal Attack)
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1. Gain 5 Victory Points at the end of your turn if you control 3 or more lands.
2. **Immortalizing Lands (+15 VP)**
 - a. When a land you control reaches a defense value of 15, it becomes Immortal.
 - b. When this happens, you immediately gain a 15-point Victory Token as a reward.
3. **Attacking Opponent Lands (+5 VP)**
 - a. Conquering territories held by rival players is a direct way to earn points.
 - b. When your attack is successful, you immediately collect a 5-point Victory Token.
4. **Activating God Follower Powers (Variable VP)** During turns 11–20, God Followers on the Main Island offer powerful divine abilities, some of which grant points.
 - a. **Elixir Pot God (+20 VP):** If you conquer a land where the "Elixir Pot God" is revealed, you immediately gain +15 Immortal Points and +5 Attack Tokens, for a total of +20 VP.
 - b. **Elixir Pot God (+15 VP):** When you occupy a land with this God Follower, you are instantly granted a +15 token.
 - c. **5-Value Token God (+5 VP):** When you occupy a land with this God Follower, you are instantly granted a +5 token.
 - d. **Elixir Pot God +Attack+Immortal (+35 VP):** If you conquer a land where the "Elixir Pot God" is revealed, you immediately gain +15 Immortal Points and +5 Attack Tokens, Attack happen with Immortal value Points **15** , for a total of +35 VP.

THE SCORING ENGINE: HOW TO EARN VP

STANDARD ACTIONS

These are the most common ways to accumulate points throughout the game. Mastering these actions is key to building a solid foundation for victory. This chart compares the value of each standard scoring action.



Ending the Game

The battle for immortality concludes in one of two ways. Understanding both is crucial for timing your final strategic push.



RACE TO 60 POINTS

The game ends immediately when any player reaches or surpasses 60 VP. That player is declared the winner.



THE 30-TURN LIMIT

If no one reaches 60 VP, the game ends after 30 total player turns. The player with the highest score wins.

The game ends in two main ways:

1. **60 Points Reached:** The game immediately ends when a player reaches or exceeds a total of 60 Victory Points. That player is the undisputed immortal ruler.
2. **30 Turn Limit:** If no one reaches 60 points, the game wraps up after 30 total player turns. The player with the most points at that moment is declared the

winner.

End-Game Scenarios:

- **Board Full and No Moves Remaining:** Even if the board is jam-packed and no one can attack, move defensively, or set up portals, you still take your turns:
 - **Action Phase:** Play a card, even if it does nothing; just discard it.
 - **Optional Action Phase:** Skip this phase if there's no room for a portal.
 - **Draw Phase:** Move to the Draw Phase and try to draw cards as usual.
 - **Swapping Between Your Own Lands:** You can still strategically swap values between your controlled lands.
- **Running Out of Cards (Sudden End):** If a player cannot draw enough cards to fill their hand (e.g., the deck is empty and not enough discarded cards to reshuffle), the game ends instantly. The player with the highest score at that exact moment wins.

Why Deadlocks Almost Never Happen:

Amrtaka is designed to prevent deadlocks due to several dynamic game features:

- **Constantly Shifting Board:** With 10 lands and up to 4 players, the board is always changing due to movement, fighting, immortalizing lands, and changing land values.
- **God Follower Tokens Mid-Game:** From turns 11 to 20, God Follower tokens appear, offering new actions and point-scoring opportunities.
- **Portals & Extra Troops:** Players have access to portals and new tokens, facilitating movement and board interaction.
- **Immortalizing Lands:** Resets control and opens new strategic possibilities.
- **Picking Up Tokens & Triggering Points:** Rewards keep players active and encourage new actions.
- **30 Turn Limit:** The game concludes before a complete board lock-up is likely.

Deadlocks are seriously rare, possibly occurring late in the game (after turn 25+) if a combination of unusual circumstances happen, such as too many immortal lands, no more portal spaces, impossible attacks due to lack of strong cards or weapons, or players holding useless cards.

Important Points

- You don't need a weapon to move.

- To attack, you must be on the same spot as your target, unless your card states otherwise.
- On your turn, you can swap cards and weapons as one action.
- When you place an army on your own land, its value increases, and the old army stays there.
- In the second round (Turns 11-20), the God Follower gives power to both the player holding that land and the attacker.
- Your meeple can move through your own lands as a single action.
- If you attack a land with the Immortal God on it, you get a +15 attack bonus from the God and +15 from the Immortal, for a total of +30 attack.
- Each player can use only one portal per game. If their portal is destroyed, they can place another one.

Balance Defender's Loss: In a successful attack, the defender loses all tokens on that land. This is highly punitive and can make it difficult to recover. Consider a less severe penalty to make defending a more viable strategy:

- **Partial Loss:** The attacker pays an additional resource (e.g., another token) to remove *all* of the defender's tokens; otherwise, the defender only loses one.