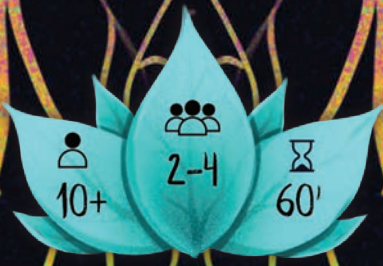




AMYGDALA


RULEBOOK

Life is full of emotion, and the region of the brain primarily associated with processing these emotions, is the Amygdala.



GAME SETUP

1 **Amygdala game board** is placed in the center of the table, with the side faceup to match your player count (2-3 players / 4 players).

2 The **circumstance token**  is placed at the top of the lotus flower between **purple** (surprise) and **indigo** (sadness).

3 From the 72 **resource tiles** use the following tiles:



In a 2-3 player game, return unused resource tiles to the box.

3A **Deal tiles** faceup to each lotus flower. In a 2-3 player game deal 2 resource tiles to each lotus. In a 4-player game deal 2 sets of 2 to each lotus. 4 player game pictured here.

3B **Place the remainder** of the deck in a **face-down draw pile** next to the game board.

4 **Place the following components** next to the game board in a supply:

4A 56 **Neuron Coins** (16x1, 5x5, 12x10)

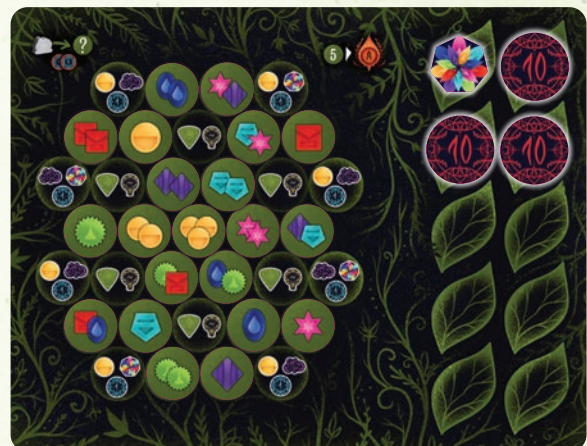
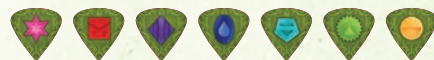
4B 18 **idea tokens**

4C 12 **reward tokens**

4D 18 **happiness tokens**

4E 24 **dream tokens**

5 Choose a start player. If you can't decide, the player with the earliest life memory goes first. They take the **start player marker**.



PLAYER SETUP



- A** Choose a player color and take the following components in that color: 1 player board, 21 emotion tiles, 7 claim tokens, 1 mood marker, 1 thought marker, and 1 VP marker.
- B** Place your player board in your play area.
- C** Place your thought marker on the top left of your player board.
- D** Place your mood marker on the roots of the same lotus flower as the circumstance token.
- E** Place your 7 claim tokens face up next to your player board, you do not have access to these in game yet.
- F** Find your emotion tile with the 3 happiness token symbols. Place this in the center of your board.
- G** Shuffle the rest of your emotion tiles facedown, and randomly place them facedown on all the other empty spaces of your player board, then turn them faceup. Leave all bonus spaces (G1), spaces that contain icons for rewards, happiness tokens, claim tokens, and dream tokens, **uncovered**.
- H** Place 1 reward and three 10 neuron coins on 4 free spaces of the memory bank on your player board.
- I** Place your VP marker on the 0 space of the VP track.



OVERVIEW

Players collect **resource tiles** to place **emotion tiles** and **claim majorities in the 7 color regions** of the game board. The player with the most Victory Points (VP) at the end of the game, wins!



Sadness



Serenity



Gratitude



Happiness



Hope



Anger



Surprise

GAMEPLAY

The player with the **start player marker** takes the first turn. Players continue to **take turns in a clockwise order** until the end game is triggered.

Each turn you must perform **one** of the following three actions:

- A. *Acquire resource tiles*
- B. *Place an emotion tile*
- C. *Place a claim token*

A. ACQUIRE RESOURCE TILES

Your mood marker **must be on the roots of the lotus** where you wish to buy a resource tile. You **may** move your mood marker **clockwise** to any other lotus for free. However, if your mood marker moves **onto or past** the lotus where the **circumstance token** is, you must pay 1 coin.

There might be 1-2 tiles in 1-2 sets on each lotus depending on the number of players. **You may buy 1 or 2 resource tiles.** In a 4-player game you can only buy tiles from a single set. **If you choose to buy 2 tiles you only need to pay for the most expensive one,** the cheaper one in the set is free. To pay, **return the required coins** from your memory bank to the supply, and **place the purchased resource tiles** as well as any change on free spaces **in your memory bank.**

Whenever there is a total of **3 or fewer** resource tiles left on all the lotus flowers, **refill** from the draw pile. Start the refill by dealing to the lotus containing the **circumstance token** and move **clockwise**. Shuffle the discards to form a new draw pile when necessary.

Note: Whenever you don't have the correct amount of neuron coins to perform a desired action, you can exchange 2 VP for 1 coin.

Example: Geneva moves her mood marker to the lotus between surprise and sadness ①. She chooses to pay 3 coins for both the tiles in the first set ②.



MEMORY BANK

Your memory bank is the 10 leaf shaped spaces of your player board. By the end of your turn all your items (coins, rewards, ideas, dreams, resource tiles, happiness, and earned claim tokens) need to fit into your memory bank. 1 item to each space. During your turn you may exceed the limit of your bank, but at the end of your turn all excess items need to be discarded (player's choice). At any point, neuron coins can be freely exchanged with the supply to make change (ex. Two value 5 coins for one value 10. Etc).



B. PLACE AN EMOTION TILE

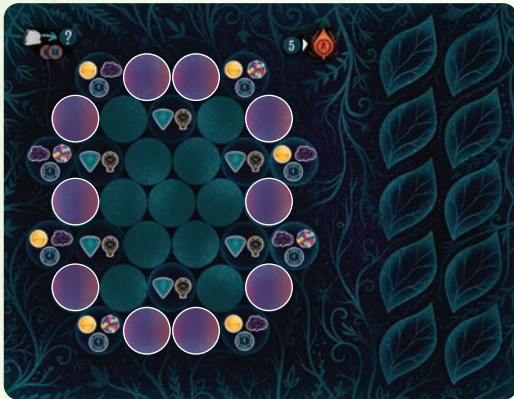
This action is done in 4 steps.

1. *Unlock an emotion tile*
2. *Place the unlocked emotion tile*
3. *Score VP*
4. *Check for bonuses*

1. Unlock an emotion tile

Your **thought marker** needs to **move to the emotion tile** you wish to unlock.

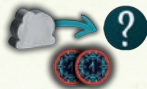
The **first time** during the game you move your thought marker it may be placed on **any emotion tile on the outside edge** of your player board.



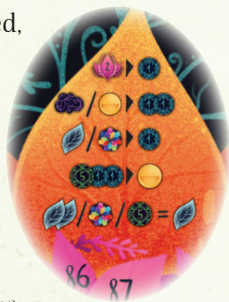
Possible start locations of your thought marker

On future turns, when you want to move the thought marker, it may:

- a. **move to an adjacent emotion tile for free** or
- b. **jump to any emotion tile for a cost of 2 coins.** You may jump for free if there is no emotion tile adjacent to the thought marker.



Once the thought marker has moved, you must **pay the resources that match the emotions on the chosen tile**. Select the correct **resource tiles in your memory bank**, or you may use the **exchange chart** to swap items (dream tokens, neuron coins, other emotions, etc) for any missing resources (See Additional Actions pg 5). All paid items are returned to the supply. This emotion tile is now unlocked.



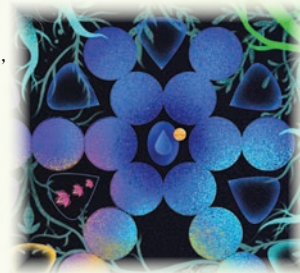
Note: Happiness emotion tiles can only be purchased with happiness tokens, mainly earned as a bonus (see step 4).

Example: **Joseph** wants to unlock the emotion tile with 1 surprise icon and 1 gratitude icon ①. He pays 2 coins to jump from his current space across the board ②. He pays 1 gratitude resource and 1 reward in place of a surprise resource ③. This tile is now unlocked.



2. Place the unlocked emotion tile

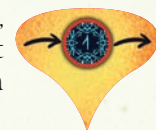
The Amygdala game board has 7 regions: yellow, purple, indigo, blue, green, pink, and red. In the middle of each region there is an emotion printed onto the board, this is known as a **source** (ex. indigo has sadness).



The unlocked emotion tile is placed adjacent to either of the following:

- a. **a source matching an emotion on the tile** or
- b. **one of your own previously placed tiles depicting the same emotion.** This means you may grow your network across borders of regions if it is placed adjacent to a matching emotion.

Before placing the emotion tile, your mood marker **must be on the roots of the lotus** adjacent to the color region in which you wish to place your unlocked emotion tile. You **may** move your mood marker **clockwise** to any other lotus for free. However, if your mood marker moves **onto or past** the lotus where the **circumstance token** is, you **must pay 1 coin**.

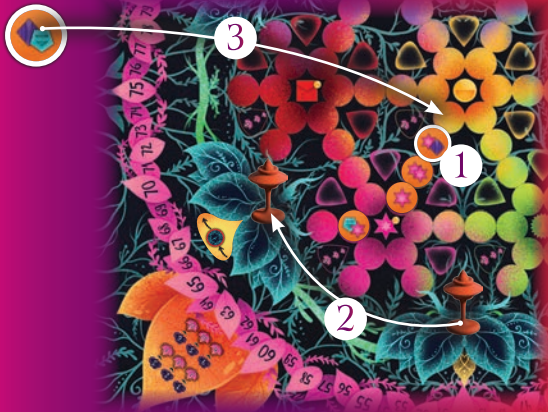


To place emotion tiles in the **center yellow area**, your mood marker must be on the same lotus as the circumstance token.



Happiness emotion tiles can also be placed adjacent to any source (your mood marker must be on the roots of the lotus adjacent to that color region as usual).

Example: Joseph wants to place his unlocked gratitude and surprise emotion tile in the center yellow region, which he can do by placing adjacent to his previously placed hope/surprise tile ①. He moves his mood marker to the same lotus as the circumstance token ②, pays 1 coin, and places his tile ③.



3. Score VP

Each of your emotion tiles adjacent to another of your emotion tiles with a matching emotion is considered connected in a network. Receive 1 VP for each matching emotion (not each tile) in a network with the tile you just placed.



If there is more than 1 type of emotion on your newly placed tile, you must choose which of the emotion networks to score.

The source counts as a connection in your network, but does not earn VP. Happiness only networks with happiness; it is not considered wild even though it matches any source.

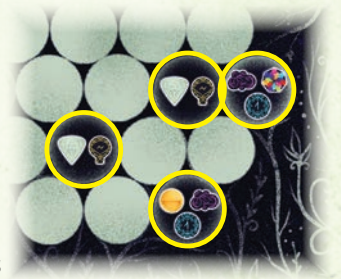
Note: A connected network of emotion tiles can extend over multiple regions.

Example: Joseph chooses to score his network of pink hope tiles ①. He scores 4VP and moves his scoring marker accordingly ①.



4. Check for bonuses

Bonus locations are those spaces on your player board that contain icons of rewards, happiness, idea, dream, and claim tokens. Check if all spaces directly adjacent to a bonus location are newly free of emotion tiles (can only be a bonus location next to your thought marker). If so, take all the bonus items pictured (from the supply or next to your game board), and place them on free spaces in your memory bank.



Bonus locations

If you earn a claim token from next to your game board, you may choose which one to take.



Claim tokens are needed to claim regional majority VP.



Rewards can be used as a coin or wild resource for an emotion (not happiness).



Happiness tokens pay for happiness emotion tiles.



Ideas can be exchanged for coins.



Dreams can be exchanged for VP.

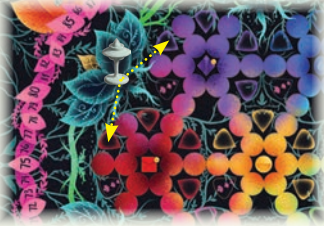
Example: Joseph has unlocked and placed all emotion tiles around a bonus space ①. He takes 1 idea token and 1 claim token ②. He chooses his hope claim token, and places both in his memory bank ③.



C. PLACE A CLAIM TOKEN



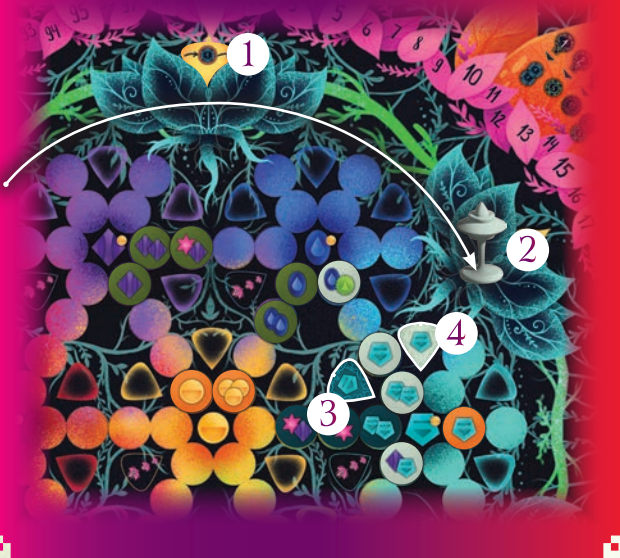
Your mood marker **must be on the roots of the lotus** adjacent to the color region you wish to place your claim token. If you wish to place it **in yellow**, your mood marker must be on the same lotus as the circumstance token. You **may** move your mood marker **clockwise** to any other lotus for free. However, if your mood marker moves **onto or past** the lotus where the **circumstance token** is, you **must pay 1 coin**.



Place a **claim token** from your **memory bank** on the region of the board that matches that color of the claim token. Place your claim token in the **first available space** (clockwise on the tear drop spaces with an outline) in that region. The order of placement **will break ties** during the end game, earlier placement is better.

The claim token means you are eligible to score points in this region at the end of the game.

Example: Debra wants to place her Serenity claim token. She must pay 1 coin to pass the circumstance token ① as she moves clockwise to the first lotus adjacent to the blue region ②. Geneva already has a claim token in this region ③, so Debra places her claim token in the next available space (clockwise from Geneva's token) ④.



ADDITIONAL ACTIONS

In addition to your action (A, B, or C), you may also exchange as many items in your memory bank as needed for payment at any point on your turn.

» **1 dream** or **1 happiness token** can be exchanged for **2 coins**:



» **1 resource tile** or **1 reward token** can be exchanged for **1 coin**:



» **1 reward, 2 resource tiles**, or **5 coins** can be exchanged to match **1 emotion** when **unlocking a tile** (not happiness).



» **7 coins** can be exchanged for **1 happiness token** when **unlocking a tile**:



» **1/2/3/4 ideas** can be exchanged into **2/5/10/15 neuron coins**, respectively.



» **1/2/3/4/5/6 dreams** can be exchanged into **2/5/9/14/20/27 VP**, respectively.



GAME END

When 1 player has **only 5 emotion tiles left** on their player board at the end of their turn, the **game is almost finished**. Continue the round, so that everyone has the same number of turns. **Then everyone gets one more turn.**



Example: Geneva is 2 seats to the right of the start player, Charley. After taking her turn she only has 5 emotion tiles left, so the end of the game is triggered. Debra is seated to her left, and takes 1 more turn. Then all players take 1 more turn.

FINAL SCORING

For every 3 neuron coins receive 1 VP.

SCORE THE 7 COLOR REGIONS OF THE BOARD

Pick one region to score at a time. **All players** count the number of emotion icons they have in each region. Some emotion tiles have multiple icons, be sure to count all of them. It does not matter if the emotions are in a network or match the region.

The player with the most emotions of any kind is considered in 1st place. The player with the second most emotions is in 2nd place, and the third most is 3rd.

Only players with a claim token in that region are eligible to score the points shown in that region. In the event of a tie, the player whose claim marker was placed in the region earlier (further left), wins the tie.

Even if a player did not place a claim token they still may be in 1st, 2nd, or 3rd place. If a player **without** a claim token is in 1st place they score no VP, but **they are still in 1st place**, so the 2nd place player with a claim token will only score the value of 2nd place.

Example: Geneva, Debra, and Charley placed emotion tiles in the blue region. Geneva has 2 emotions, Debra has 3, and Charley has 4. Charley claims first place, but because he did not place his serenity claim token in this region, he scores no points. Debra claims 2nd place and takes 4VP. Geneva is in 3rd place and so takes 2VP.



After all 7 regions are scored, the player with the most VP wins.

In the event of a tie, whoever has the most coins remaining wins. If there is still a tie all the players rejoice in a shared victory.

VARIANTS

THE CHANGING CIRCUMSTANCES VARIANT



Each time you move your mood marker past the circumstance token you not only need to pay the cost, but you also take the marker along to the next lotus flower that you travel to.

Players are not allowed to move in a full circle, ending up where they started. They need to move to a different lotus than the one they came from.

All other rules still apply (needing to be on the same lotus as the circumstance token to place in the center area, etc).

THE VP TILES VARIANT



At the beginning of the game, randomly place one VP token on each of the scoring locations of each region. At the end of the game, you score the 7 color regions according to these tiles.

CREDITS

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Wolfgang Kramer wishes to thank his wife Ursula Kramer and Seb (Game Brewer), who wrestled with him in many tests to find the best solution for the rules down to the last details. Michael Kiesling would like to extend a special thank you to his wife Ina for her endless support.

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service

