KONJA

The land is dry.
Summoned by the Old King
The beardy shaman wizards
Must summon forth great storms.
Let Juju dice rain!

GAME OVERVIEW

Konja is a tactical dice-rolling game in which 2 wizards compete to summon rain clouds. By casting the bones (i.e. rolling dice) players can transmute base metals into gold, manifest magickal energy, summon dice power, and conjure blessed rainy clouds.

Each turn, a player invokes the blessing of an ancestor, which will have an effect on all players, and then rolls a number of dice.

Dice combinations can be exchanged for clouds, and for resources that help the player improve their dice rolls (and sometimes hinder the other player). You will need a combination of clever tactics, shrewd timing, careful resource use, and a bit of luck to win the game.

The player with the most points on their clouds at the end of the game is the winner.

COMPONENTS

24 x Relic Cards
20 x Spell Cards
24 x Gold tokens
24 x Magick tokens
24 x Power tokens
1 x Untap token
5 x Ancestor Cards

27 x Cloud tokens
5 x Green dice
2 x Purple Dice
2 x Red Dice
2 x White Dice
5 x Idol markers
1 x Rulebook
2 x Pyramid of Summoning Cards

SET-UP

Place the Magick, Power and Gold resource tokens in easy reach of both players.

Shuffle the Relic cards to create a Relic deck.

Deal three Relic cards to form the Offerings.

Shuffle the Spell deck.

Place the Ancestor cards in a row in the centre of the table.

Place the Spirit token on the Spirit Ancestor.

Place the 5 Idol markers alongside the Ancestors.

Place the additional red dice and purple dice in easy reach.

Separate the Cloud tokens into piles of 3,5 and 7 point piles.

Each player begins with:

Three Spell cards

Two of each resource token: Gold, Magick and Power

Pyramid of Summoning card

Starter Relic cards: FiyeAh, Shayka and At!

The last player to visit a desert, starts the game; give that player the five Green dice and the two white Action dice.

TURN OVERVIEW

ANCESTORS

If every Ancestor card has an Idol marker on it, remove all Idol markers.

Take an Idol marker and place it on an Ancestor card that does not already have an Idol marker.

Gain that Ancestor's Favour.

Each player receives that Ancestor's Blessing.

BONES

Roll five Green dice plus the two white Action dice.

Play Spell cards and Relic cards in any combination.

COLLECTION

The opponent may roll red Attack dice to attack the active player's numbered dice pool.

Dice combinations may be expended to acquire Resource tokens and summon Clouds, as shown on the Pyramid of Summoning matrix.

Unused Action die showing a Resource token may be expended to gain one token of that type.

WINNING THE GAME

If any player has 21 points on their Cloud tokens at the end of their turn, the game is in its final round. Continue play until each player has taken the same number of turns; then, the player with the highest score is the winner.

ANCESTORS

**Seek a Favour from the Ancestors.
Players receive Blessings.**

Each turn begins by the active player praying to an **Ancestor**, placing an **Idol** on its card.
The Ancestors will become angry if one of them is favoured over another, so you may not seek the blessing of an Ancestor if an Idol is there.
Praying to an Ancestor invokes its **Blessing** on all players, although the active player will receive a special **Favour** first, that the other player does not get.
At the beginning of a player's turn, if every Ancestor has an **Idol** marker on it, remove all Idol markers ; each Ancestor is again ready to receive prayer.

Favour

Idol

Blessing

SPIRIT ANCESTOR

Relic cards are **tapped** (exhausted) when used, and are not available to be used again until **untapped.** This Ancestor allows Relic cards to be untapped.

Favour:
The active player takes the **Spirit token**, even if another player currently has it. You may expend this token to untap one of your Relics any time during your turn.

Blessing:
Each player untaps their Relics.

RESOURCE ANCESTOR

This Ancestor gives each player resource tokens.

Favour:
The active player chooses a type of resource: Magick, Power or Gold.

Blessing:
Each player gains two resource tokens of the chosen type.

SPELL ANCESTOR

This Ancestor allows each player to refill their hand of Spell cards.

Favour:
The active player may discard any number of Spell cards.

Blessing:
Each player, starting with the active player, draws Spell cards until they have three in hand.

MERCHANT ANCESTOR

This Ancestor grants players powerful Relics, in return for a sacrifice of Gold tokens.

Favour:
The active player may sacrifice Relics. They discard any number of Relics and receive the total exchange value (shown in the top right-hand corner) in Gold tokens.

Blessing:
Each player in turn, beginning with the active player, may sacrifice one Gold token to discard a Relic from the Offerings and deal a new one in its place; then may sacrifice Gold tokens to meet the cost of a Relic from the Offerings (shown in the top left-hand corner), placing it in front of them and dealing a new one in its place.

You cannot keep more than four Relics, so you must discard a Relic immediately if you ever have more than four.

Cost in Gold

Exchange value in Gold (0)

The Offerings

RAIN ANCESTOR

This Ancestor summons **Clouds** in return for a sacrifice of Gold tokens. Clouds are worth points.

Favour:
The active player may sacrifice Gold tokens to **upgrade** a cloud they have already summoned, turning it over to its **upgraded** side.
Upgraded clouds are worth more points.
It costs 2 Gold to flip a 3-point cloud to its 4-point side; 1 Gold to flip a 5-point Cloud to its 6-point side; and 1 Gold to flip a 7-point Cloud to its 9-point side.

Blessing:
Each player in turn, beginning with the active player, may sacrifice Gold tokens and summon one Cloud. Sacrificing more Gold results in a more valuable Cloud: 5 Gold for a 3-point Cloud; 8 Gold for a 5-point Cloud; and 11 Gold for a 7-point Cloud.

Note: If the active player summons a cloud as part of the blessing, they cannot also sacrifice Gold to upgrade it, since the blessing happens after the favour.

3-point Cloud

Summon cost

Upgrade cost

4-point Upgraded side
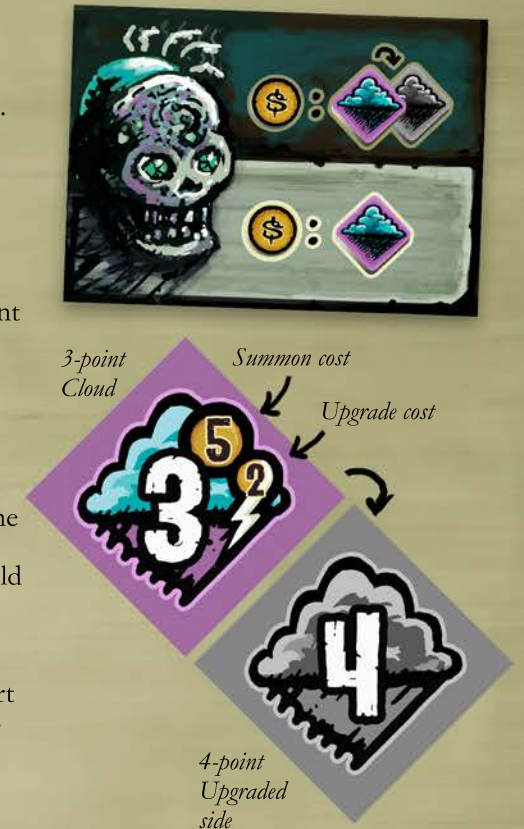
BONES

Roll five Green dice plus two Action dice.
Use Spells and Relics.

GREEN DICE

These dice are six-sided dice showing the numbers one to six on their sides. They are put together to make combinations such as pairs, runs, three-(or-more)-of-a-kind, and individual dice showing high numbers. These dice are exchanged for resources and clouds.

Magick token cost

SPELLS

Spells are cards with immediate effects that the player may use by expending **Magick** tokens equal to the cost (shown in the top left corner of the card). The effect written on the Spell is applied immediately and the card is discarded. Each player begins with three Spells in their hand, and re-fills their hand to three when a player prays to the Spell Ancestor. The only way to discard an unwanted spell card without casting it is through the blessing of the Spell Ancestor. Unless otherwise specified, spell cards may only be used by the active player during their turn.

ACTION DICE

These are special dice that are blank on three sides, and have three sides showing one of the three resource types: Gold, Magick and Power. Their main use is to activate the player's Relic cards. At the end of a player's turn, if an Action die showing a resource icon is unused, it can be exchanged for a token of that type.

Add action die to Relic card

Tap card symbol
Spend action die symbol

Spend Power token to use effect

Card tapped

SHAKA

RELICS

Relics are cards providing effects that the player can use again and again.

Relics are **tapped** when they are used, which prevents them from being used again until a player prays to the Spirit Ancestor.
To **tap** a relic, turn the card sideways.

Most relics also require an action die to be spent to use their ability.

Some Relics require **Power** tokens to be spent to use or enhance the effect.

PURPLE DICE

Purple dice are added to your roll via Relic and Spell cards. Purple dice cannot be rerolled via card effects.

COLLECTION

Opponent may roll Attack dice.
Spend dice to collect resources.

RED DICE

Other players may roll red Attack dice to attack the active player's numbered dice pool.
An Attack die that beats (shows a higher number than) one of the active player's dice can be used to remove that die, taking its place in the active player's dice pool. If an Attack die is not used in this way after being rolled, it is returned to its source.
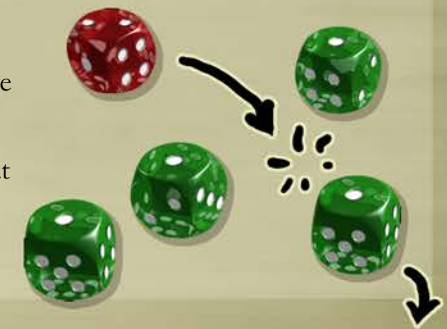
PYRAMID OF SUMMONING

Dice combinations may be expended to acquire resource tokens and summon Clouds.

The **Pyramid of Summoning** shows how dice combinations may be spent:

A **single die showing four or higher** may be exchanged for a Power token. These tokens are spent to activate and strengthen Relic card effects.

Two dice showing the same number may be exchanged for two Magick tokens. These tokens are spent to activate Spell cards from your hand.

Three or more dice in a consecutive sequence may be exchanged for that many Gold tokens. These tokens are sacrificed to Ancestors to gain Relic cards or Clouds.

Three dice showing the same number may be exchanged for a 3-point Cloud.
Four dice showing the same number may be exchanged for a 5-point Cloud.
Five dice showing the same number may be exchanged for a 7-point Cloud.

Action dice are blank on three sides, and have three sides showing one of the three resource types: gold, magick and power.

Their main use is to activate the player's precious relic cards. At the end of a player's turn, if an action die showing a resource icon is unused on a relic, it can be exchanged for a token of that type.
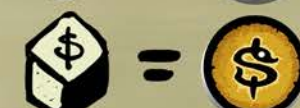
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