

# Mandala Mind: The Card Game

Players: 1 - 2, Time: 30 minutes, Age: 14+ years

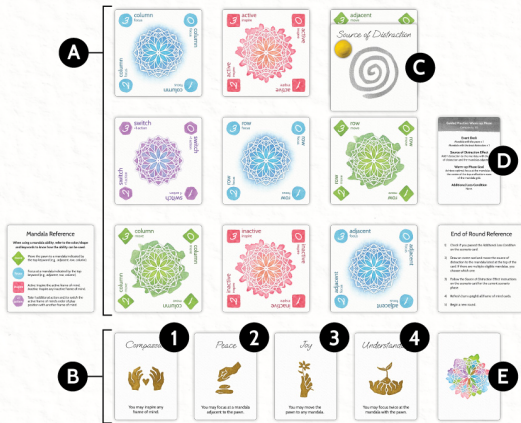


## INTRODUCTION

In Mandala Mind: The Card Game, you play as the frame of mind of a person who is meditating on an image of a mandala. This person is distracted at the beginning of their meditation, and your goal is to help them focus. Once focus has been achieved, you will have succeeded in bringing them into the joy of the present moment!

## GAMEPLAY OVERVIEW

A game is played over a series of rounds, where you will move a pawn around a 3 x 3 grid of mandala cards removing distraction using frame of mind actions and mandala abilities. Before each game, you will choose a scenario to play, which provides a unique puzzle to solve. Each scenario has two phases that have different goals for you to complete. You win the game by achieving optimal focus at scenario-specific mandalas in the warm-up phase and by removing all distraction from every mandala in the meditation phase.



## SETUP

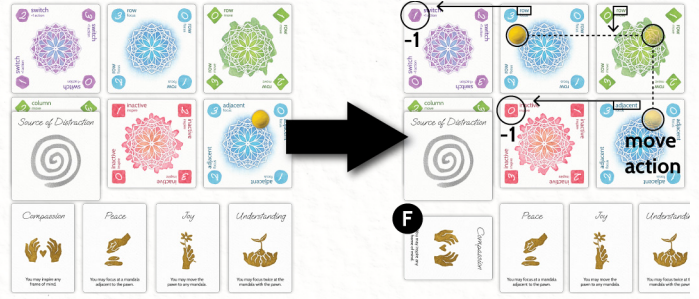
- Shuffle the 9 mandala cards and place them randomly in a 3 x 3 grid so that the number 3 is in the top left corner of each one **A**.
- Shuffle the frame of mind cards and place them with the non-inspired side face-up in a randomly ordered row in front of the mandala card grid. Keep the frame of mind cards in this ordered row unless instructed otherwise **B**.
- If you are playing with two players, each player should choose two of the frames of mind to play as during the game. Otherwise, you control all of the frames of mind as the single player.
- Place the pawn and the source of distraction card on the green/diamond mandala with the *adjacent* keyword **C**. Use the side of the source of distraction card with no effect. All players are represented by the pawn.
- Choose a scenario card and flip it to the *Warm-up Phase* side. The scenario *Guided Practice* is recommended for your first game **D**.
- Build the *Event Deck* using the event cards listed on the *Warm-up Phase* side of the scenario card. Then, shuffle those cards and place them at the end of the frame of mind card row **E**.

## ORDER OF PLAY

The order of play is determined by the left-to-right order of the frame of mind cards drawn during setup **B**. For example, the leftmost frame of mind **1** will be activated first, and the rightmost frame of mind **4** will be activated last. During a round, every player will take a turn with each of their frames of mind following this left-to-right order.

## TURN STRUCTURE: TAKING ACTIONS

- During your turn, you must take 1 action or pass with the active frame of mind. You can choose from the following actions.
  - Move:** Move the pawn to a mandala adjacent to it (see Adjacency).
  - Focus:** Remove 1 distraction from the mandala with the pawn (see Distraction).
  - Special:** Use the special action listed on the active frame of mind.
- Once you have taken an action or passed, turn the active frame of mind card sideways to indicate it has been used **F**. A frame of mind that is turned sideways cannot be used to take an action until it has been refreshed (turned upright).



## TURN STRUCTURE: USING MANDALA ABILITIES

- In addition to your 1 action, you may also use mandala abilities on your turn. Each mandala card has a shape, color, and two keywords representing its ability. Two reference cards are included that explain the shapes, colors, and keywords **G**.
- Mandala abilities can be used before and/or after your action. **Each mandala ability can be used once per frame of mind turn, and the pawn must be located at the mandala to use its ability (see above example).** Using two or more different mandala abilities during your turn is possible and essential to be able to win!

**G Mandala Reference**

When using a mandala ability, refer to the color/shape and keywords to know how the ability can be used.

- move** Move the pawn to a mandala indicated by the top keyword (e.g., adjacent, row, column).
- focus** Focus at a mandala indicated by the top keyword (e.g., adjacent, row, column).
- inspire** Active: Inspire the active frame of mind. Inactive: Inspire any inactive frame of mind.
- +1 action** Take 1 additional action and/or switch the active frame of mind's order of play position with another frame of mind.

## Examples and notes regarding mandala abilities

- Example #1:** If the pawn is at the green/diamond mandala with the *adjacent* keyword, you may move to any mandala adjacent to that one.
- Example #2:** If the pawn is at the blue/circle mandala with the *row* keyword, you may focus at any mandala in the row, including that mandala (since it is also in the row).
- When using the red/square mandala with the *inactive* keyword, an inactive frame of mind means any frame of mind except the active one.
- The purple/hexagon mandala enables you to permanently switch the active frame of mind's order of play position with another frame of mind. To do this, swap the two frame of mind cards in the row, keeping them in whatever state they are in. Upon finishing your turn after using the switch ability, play will continue with the leftmost frame of mind that has not yet taken an action.
- In addition, the purple/hexagon mandala lets you take 1 additional action with the active frame of mind. This can be a move, focus, or a special action.

## KEY CONCEPTS

### Adjacency

Whenever mandala adjacency is referenced during the game, that always means mandalas that are horizontally or vertically adjacent, not diagonally adjacent.

### Distraction

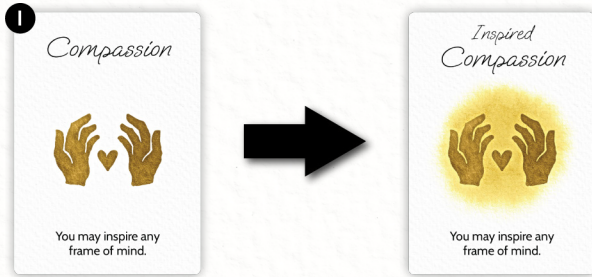
- The numbers around the sides of the mandala cards represent distraction. The current level of distraction on each mandala is indicated by the number in the top left corner of the card **H**. Each mandala begins the game with 3 distraction.
- You can focus to remove distraction by using frame of mind actions and mandala abilities, however, the source of distraction will try to add distraction back at the end of each round.
- Rotate the mandala card clockwise to the previous number when removing distraction and counterclockwise to the next number when adding distraction.
- If you are ever instructed to add distraction to a mandala that already has 3 distraction, do not add distraction to that mandala. In addition, you cannot remove distraction from a mandala with 0 distraction.





## Inspire

- The *Compassion* frame of mind and the two red/square mandalas can inspire frames of mind. To inspire a frame of mind, flip the frame of mind card over to the *Inspired* side ❶. A frame of mind that is currently inspired cannot be inspired again.
- While inspired, at any time on the inspired frame of mind's turn, you may take a free focus action at the mandala with the pawn. After taking the free focus action, flip the inspired frame of mind card back to its non-inspired side to show that its inspiration has been used.



## END OF ROUND STEPS

After every frame of mind has taken an action or passed, follow the end of round steps. These steps are listed here and on one of the reference cards.

- Check if you passed the *Additional Loss Condition* on the scenario card. If you did not pass it, you lose the game.
- Draw an event card and move the source of distraction to the mandala listed at the top of the card. **If there are multiple eligible mandalas, you choose which one you want the source of distraction to move to.** The source of distraction level and the mandala keywords are visible. After moving the source of distraction, place the drawn event card in a discard pile next to the event deck. You lose if no event cards are left in the deck when a card needs to be drawn.
- What happens next is unique to each scenario. Follow the *Source of Distraction Effect* instructions on the scenario card for the current scenario phase to resolve this step.
- Refresh (turn upright) every frame of mind card.
- Begin a new round.

## SCENARIOS

### Overview

- There are five scenarios in the game in addition to a scenario randomizer. (You can find additional downloadable scenarios online at the *Mandala Mind: The Card Game* BoardGameGeek page.) Each scenario is represented by a scenario card and has a complexity rating of 1 to 5, with 1 being the least complex and 5 being the most complex.
- Every scenario consists of two phases. The warm-up phase is the first phase, and the meditation phase is the second phase. You begin the game in the warm-up phase, which you must complete before you can progress to the meditation phase.
- For each scenario phase, you will construct an event deck. To construct the event deck, take the event cards listed in the *Event Deck* section of the current phase on the scenario card and shuffle them together, placing them face-down at the end of the row of frame of mind cards.

### Warm-up phase and achieving optimal focus

- During the warm-up phase of each scenario, your goal is to achieve optimal focus at specific mandalas listed in the *Warm-up Phase Goal* section on the scenario card.
- To achieve optimal focus at a mandala, remove all distraction from that mandala and two mandalas adjacent to it ❶.** Immediately after this happens, flip the specified mandala card over to the side of the card that has no distraction numbers on it ❷. This mandala will not receive any more distraction for the rest of the game. Mandalas with optimal focus have 0 distraction for the purpose of event cards.
- You can only achieve optimal focus at mandalas you are instructed to during a scenario.** Some scenarios will provide you with a choice of mandalas to achieve optimal focus at. Choose these mandalas after setting up the game.



## Meditation phase and removing all distraction

- Upon completing the *Warm-up Phase Goal*, finish taking actions with the remaining frames of mind that have not yet taken an action. Then, flip the scenario card over to the *Meditation Phase* side. Discard any remaining event cards and create the new *Event Deck* using the cards listed on the *Meditation Phase* side of the scenario card. Now, carry out the end of round steps. Note any changes to the *Source of Distraction Effect* in the meditation phase.
- In the meditation phase, your goal is to remove all distraction from every mandala. Put another way, all mandala cards need to have 0 in their top left corner to complete the meditation phase.

## WINNING THE GAME

You win the game by achieving optimal focus at the specified mandalas in the warm-up phase and by removing all distraction from every mandala in the meditation phase.

## LOSING THE GAME

You lose if an event card ever needs to be drawn, but no cards are left in the deck. All scenarios except for *Guided Practice* also have additional loss conditions.

## DIFFICULTY LEVELS

- Mindful:** There are no changes to the game. (This difficulty is recommended for your first few games.)
- Deepening concentration:** The source of distraction prevents the use of the mandala ability where it is located. Use the corresponding side of the source of distraction card to act as a reminder. (Deepening concentration is the designer's preferred difficulty.)
- Meta-awareness:** The source of distraction prevents the mandala ability where it is located and at a mandala adjacent to it. Once you have placed the source of distraction on its starting mandala during the game setup, choose a mandala adjacent to the source of distraction. Overlap part of that mandala's card in addition to the starting mandala's card with the source of distraction card to indicate you cannot use their abilities. For the remainder of the game, after resolving step 3 of the end of round steps, choose a mandala adjacent to the source of distraction and overlap part of that mandala's card to show its ability cannot be used.

## INCREASING RANDOMNESS

*Mandala Mind: The Card Game* is designed so you have almost perfect information available to you. If you would like to increase the randomness, use the scenario *Freeform Practice* to do this.

- It is recommended you play on *Mindful* difficulty. Some scenario combinations can be extremely challenging at higher difficulties.
- Please note: When playing this way, if you draw the event card *Mandala opposite the pawn* and the pawn is at the center mandala, move the source of distraction to the center mandala since there is no opposite mandala.

## CREDITS

**Game design:** Alex Beers **Art and graphic design:** Saskia de Klerk

**Rules examples:** Alex Beers **Playtesters:** Ivan Alexiev, Alvin Beers, Brenda Beers, Laura Gilbert, M. Gilbert, Saskia de Klerk, Jennifer May, Chace Orton, Phil Shambaugh, Nadamayi Shanti, Dimitar Velichkov

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