



Prataya™

GAME MANUAL

Goal of the Game

Collect valuable relics, gather coins, and buy your safe passage from the island before it sinks into the sea.

The player who escapes on a Dhoni with the most valuable relics is the winner, but be warned: Wait too long to flee and your fate will be the same as the island.

Components

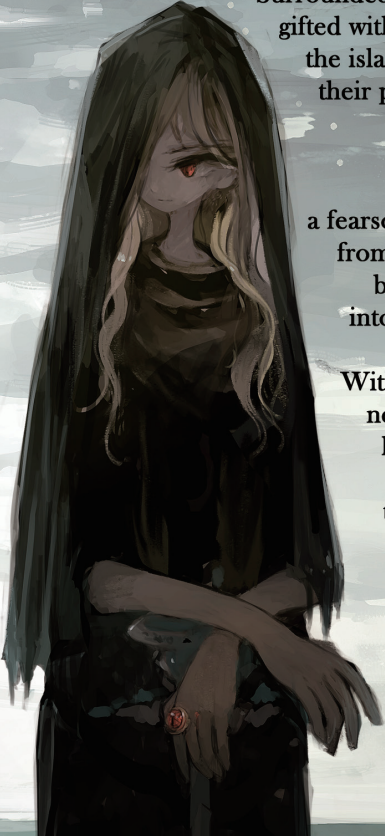
Game Manual x1

Cards x95

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Long ago, there was an island nation in the southern sea that enjoyed a great period of cultural prosperity. Surrounded by natural beauty and gifted with tremendous intellect, the island's residents believed their peaceful lifestyle would go on for all time.

But one morning, a fearsome demon broke free from its ancient prison and began to drag the island into the depths of the sea.

With the end growing ever nearer, the king ordered his most loyal retainers to gather as much of the nation's knowledge and as many of the island's treasures as they could, and flee to the northern lands.

Card Overview

Relic cards show the following information:

Relic cards include Ocean, Coin, and Treasure cards.

Ocean cards contain no text.



Name

Vitality

You must spend this much Vitality to collect the card.

Rarity

Tells you how many copies of the card are in the game.

Currency

The card's value as Currency.
(Copper Coins, Silver Coins, and Gold Coins only.)

Text

Explains the card's effect and how many points it is worth.

Veda and Dhoni cards show the following information:



Name

Price

You must spend this amount of Currency to purchase this card.
(See "Currency Cards" on page 6.)

Text

Explains the card's effect.

Setting Up

- 1 Shuffle the Relic cards and place them face down as the Relic deck.
- 2 Take as many Veda cards as there are players and place them in a pile next to the Relic deck. Find the Dhoni cards for the number of players, and place them in a pile with the price X card on top and the others below it in ascending order.



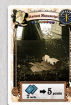
Always use the Dhoni cards with prices X and 7.



With three or more players, add the price 4 card.
With four or more, also add the price 2 card.
With five players, use all the Dhoni cards.

- 3 Draw Relic cards from the deck to create the island. For 2-3 player games, draw fifteen cards and place them face up in a 3x5 grid. For 4-5 player games, draw eighteen cards and place them face up in a 3x6 grid.

EXAMPLE SET UP FOR A FOUR PLAYER GAME



- 4 Use a mutually agreed method to determine who will play first. This player takes the first turn, with play passing to the left.

Turn Overview

- 1** You start each turn with 3 Vitality. However, during the first round of the game, the first player only has 1 Vitality and the second player only has 2 Vitality.
- 2** You must spend your Vitality to take at least 1 face-up Relic card from the island. You do not have to spend all of your Vitality, but unspent Vitality does not carry over to your next turn. Add the Relic cards you collect to your hand. (Example: On your turn, you take one Relic card that costs 1 Vitality, and one Relic card that costs 2 Vitality.)
- 3** After spending your Vitality, you may purchase the top Veda or Dhoni card by discarding Currency cards worth at least the price shown on the card you purchase. You do not get any change if the cards you discard exceed the price of your purchase. You may not purchase more than 1 card per turn, and you can never purchase more than 1 of each card. Place purchased cards face up in front of you.
- 4** Draw cards from the Relic deck and place them face up to replace the cards you took from the island.
- 5** Your turn ends after you place the new Relic cards. Play passes to the player to your left.
- 6** The game ends when one of the following conditions is met:
 - All players have escaped from the island.
 - The island only contains Ocean cards after replacing Relic cards in step 4.
 - There is only one Relic card that is not an Ocean card at the beginning of your turn, in which case the game ends after you complete step 3.

Scoring

At the end of the game, any players who did not escape from the island (players who do not have a Dhoni card in front of them) do not perform scoring; they automatically have the lowest score. The remaining players add the points on all of their Relic cards and are ranked in order of points scored. Even if a player has negative points, they rank above players who did not escape the island. If there is a tie, the player who is furthest from the first player in the turn order wins the game.

Card List

Pralaya uses the following fourteen types of cards:

Currency Cards

*Used to purchase Veda and Dhoni cards.



Copper Coin (x4)

Spend 1 Vitality to collect this card. Each of these is worth 1 point during scoring, and until you escape from the island, it has a currency value of 1 and can be used to purchase Veda or Dhoni cards.

Silver Coin (x6)

Spend 2 Vitality to collect this card. Each of these is worth 3 points during scoring, and until you escape from the island, it has a currency value of 3 and can be used to purchase Veda or Dhoni cards.



Gold Coin (x5)

Spend 3 Vitality to collect this card. Each of these is worth 6 points during scoring, and until you escape from the island, it has a currency value of 6 and can be used to purchase Veda or Dhoni cards.



Treasure Cards



Demon Statue (x8)

Spend 1 Vitality to collect this card.
Each of these is worth 2 points during scoring.

Ancient Manuscript (x8)

Spend 1 Vitality to collect this card.
Each **set of two** of these are worth 5 points during scoring. You do not score points for a single Ancient Manuscript. (Ex. If you have five Ancient Manuscripts, you score 10 points.)



Shattered Urn (x9)

Spend 2 Vitality to collect this card.
Each **set of three** of these are worth 20 points during scoring. You do not score points for an incomplete set of Shattered Urns. (Ex. If you have five Shattered Urns, you score 20 points.)

Great Statue (x8)

Spend 1 Vitality to collect this card.
You score points equal to the number of Great Statues you have, squared. (Ex. If you have three Great Statues, you score $3^2 = 9$ points.)





Demonic Pact (x4)

Spend 2 Vitality to collect this card.
During scoring, multiply the points from all of your Demon Statues by -3.

Demonic Pact x1 = Total points from your Demon Statues * -3

Demonic Pact x2 = Total points from your Demon Statues * 9

Demonic Pact x3 = Total points from your Demon Statues * -27

Demonic Pact x4 = Total points from your Demon Statues * 81

Pundit (x3)

Spend 2 Vitality to collect this card.
During scoring, this card is worth a number of points equal to the number of different types of cards you have, including Veda cards, Dhoni cards, and this card.



Brahmin (x1)

Spend 3 Vitality to collect this card.
During scoring, all Demon Statues you have are worth 0 points. If you have a Veda card, it is worth 15 points.

Fossil (x7)

Spend 1 Vitality to collect this card.
During scoring, the player with the most Fossils scores 15 points. If there is a tie for the most, nobody scores points for Fossil cards.



Ocean Cards



Ocean Cards (x22)

Ocean cards have no effect and cannot be collected.

Purchasable Cards

- * Can be purchased by discarding Currency cards.
- * Veda cards and Dhoni cards are not Relic cards.



Veda (x5)

You may purchase a Veda by discarding Currency cards with value at least equal to the price on the Veda card. Place your Veda face up in front of you. Until you escape from the island, you start each turn with 4 Vitality. You may not purchase more than one Veda card.

Dohni (x5)

You may purchase a Dhoni by discarding Currency cards with value at least equal to the price on the Dhoni card. Place your Dhoni in front of you. You may not purchase more than one Dhoni. To purchase the Dhoni with price X (the first Dhoni card), you must discard all Currency cards from your hand. If you have none, you may purchase the price X Dhoni for free.

When you purchase a Dhoni, you immediately escape from the island. For the rest of the game, you do not collect any Relic cards. Instead, on your turn, choose one Relic card from the island to discard, then replace it from the deck.



Credits

Original Version

Game Design: Y. Ohashi

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Translation: ACE

Publisher: Fueisha Inc.

Japanime Games Version

Executive Producer: Eric Price

Producer: Cherise Wilson

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Editor: William Niebling

My special thanks to my friends, family,
and colleagues for helping me playtest this game.






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