

# Rulebook



## REVIVING KATHMANDU

**Bid. Collect.  
Rebuild the City!**



## BID. COLLECT. BUILD.

Reviving Kathmandu is a bidding and set collection game for 2-6 players. In the game, players are builders who travel to Nepal. They'll compete to earn the title of Most Respected Architect in Kathmandu.

Bid on construction materials (cards). Then collect those cards and use them to build the most prestigious Buddhas, Shrines, Stupas and Pagodas ("Monuments"). You'll score points for your monuments, for achieving special objectives, and for paying special attention to color. The architect who achieves the most points will win the game.

## KATHMANDU, NEPAL

Located in the foothills of the Himalayas, the holy city of Kathmandu is home to countless monuments of outstanding craftsmanship. Hundreds of statues, stupas, shrines, and pagodas dominate the city. In 2015, a devastating earthquake hit the Kathmandu Valley, leaving more than half a million buildings destroyed. Let's get to work to help revive the city!

# WELCOME TO KATHMANDU

## GAME CONTENTS



BLUE CARDS (x60)



RED CARDS (x50)



REFERENCE CARDS (x6)



MISSION CARDS (x10)



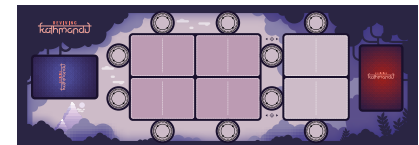
POINT MARKERS (6x4)



COINS (6x5)



PLAYER BOARDS (x6)



PLAYMAT (x1)









1ST PLAYER MARKER (x1)



RULEBOOK (x1)

## THE MONUMENTS

There are 4 types of Monuments. Each type requires a different number of sections, and therefore a different number of cards to complete:

Each Monument section exists in 5 colors: blue , white , red , green , and yellow . There are also wild cards (dark gray with a colorful background), which may be used as any 1 color .

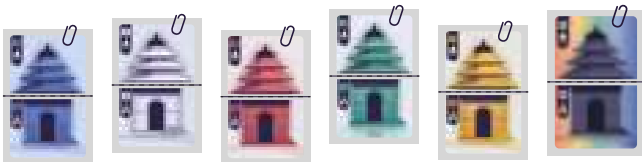
*Note: once you decide on a color for a wild card—for instance, to meet an objective—it counts as that color for the rest of the game.*



### Buddha (1 card)



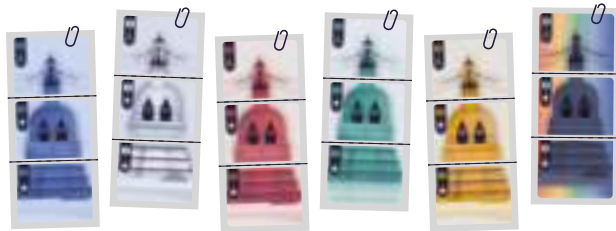
*A symbol of peace, happiness, harmony, and self-realization. The tallest Buddha statue in Nepal is The Amitābha (67 feet).*



### Shrine (2 sections)



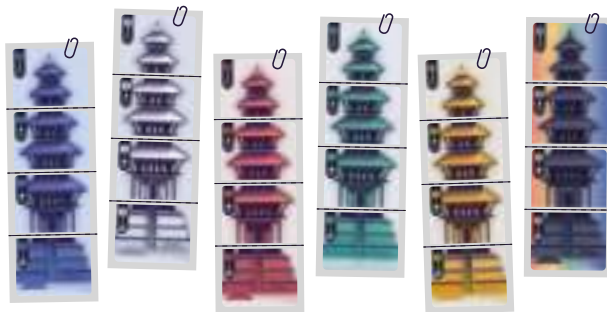
*A dedicated place to worship gods and goddesses. Many Buddhists have a small shrine area in their home where they can meditate.*



### Stupa (3 sections)



*A commemorative monument with sacred relics. The Boudhanath Stupa in Kathmandu keeps an eye out in every direction.*



### Pagoda (4 sections)



*Also called temples, Pagodas are the most prominent features of Nepalese architecture. Their original purpose was to house relics and sacred writings.*



**Did you know?** The colors of the game were inspired by the colors of traditional prayer flags in Nepal. These colors represent the 5 elements: sky (blue), air (white), fire (red), water (green), and earth (yellow). Prayer flags carry mantras that fly across the Kathmandu Valley.

## RULES FOR THE BASE GAME

*Get ready to bid, collect, and build!*

### SETUP

1. Place the playmat in the middle of the table.

2. Give each player the following:

- ▲ 1 player board and its 5 matching coins
- ▲ 3 matching point markers
- ▲ 1 Mission card

3. Players set up their boards as shown below.



4. Shuffle the red deck and place it face-down on the playmat.

5. Prepare the blue deck. For 2-4 players, first remove the 28 cards with a "♦" symbol on the back of the card. Return them to the box. For 5-6 players, use all the cards. Shuffle the deck and place it face-down on the playmat.



6. Give the first-player marker to the player who most recently built something.

★★ *Note: The following rules are for 3-6 players. If playing with exactly 2 players, use these rules, but with the changes described on page 16.*

## HOW TO PLAY

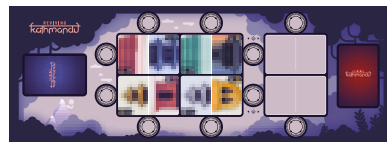
Play starts with the first player, then continues clockwise.

### ROUNDS & TURNS

The game is played over 8 rounds. Each round has 3 phases: **Bid, Collect, and Build.**

### PLAYING A ROUND

**Round setup:** At the start of the round, deal cards from the blue deck face-up onto the central spaces of the playmat. (For up to 4 players, use the group of 4 dark pink pink spaces. For 5-6 players, use all 6 spaces.) This area is called the "Market."



*Example setup for up to 4 players.*

### BID. COLLECT. BUILD

Players work through these 3 phases, in this order. Each phase is explained in greater detail later in this rulebook. But, generally, players will:

**Bid.** Starting with the first player and continuing clockwise, each player must place 1 coin of their choice face-down onto one of the bid spots on the playmat. (For more on bidding, see "Bidding" on page 9.)

**Collect.** Players flip their coins and determine who won each card. Each player must collect the card(s) they won. Any player who did not win 2 cards takes additional cards from the red deck, so that every player gets exactly 2 cards. (For more on how to determine winners of a bid, see "Collecting" on page 10.)

**Build.** Simultaneously, players may use as many cards as they want from their hands to build Monuments, then score points for any Monuments they complete. (For more on Building, see "Building" on page 12.)

After a player finishes Building, they must check how many cards they have. If they have more than 3 cards in their hand, they must discard until they have only 3. Place discarded cards horizontally and face-up, to the left of your player board, so all players can see them.

At the end of the round, pass the first-player marker clockwise.

### WHEN PLAYERS ONLY HAVE 1 COIN LEFT

The game has 8 rounds. After every 4 rounds, each player will only have 1 coin left. This happens twice during the game.

The first time this happens, finish the round—but before you pass the first-player marker, do the following:

**1. Spend your leftover coin.** Starting with the highest coin and continuing to the next-highest coin (or, in a tie, to the tied player who is closest clockwise from the first player), players may do ONE of the following:

▲ **Convert your coin to points:** Increase your points with the value of this coin,

OR

▲ **Buy 1 discarded card:** Collect 1 discarded card from any player (including yourself). Immediately add that card to one of your Monuments. (You may build other cards from your hand at the same time.)

As soon as you spend your coin, place it face-up in the last slot of your player board.

**2.** After all players are finished, they remove all their coins from their boards. Then pass the first-player marker and start a new round.

The second time this happens, it triggers the end of the game. Players spend their leftover coins, then continue to game-end scoring. (See page 14.)

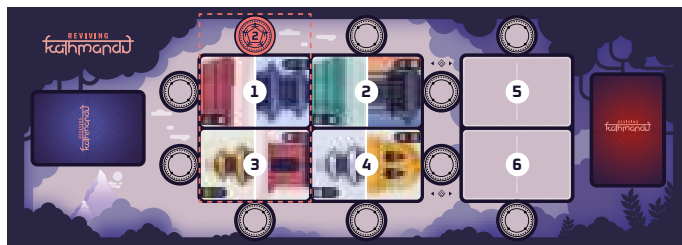
## HOW EACH PHASE WORKS

### BIDDING RULES

Bid spots on the playmat show where players can place coins. A player may choose any available spot to place their bid (max 1 coin per bid spot).

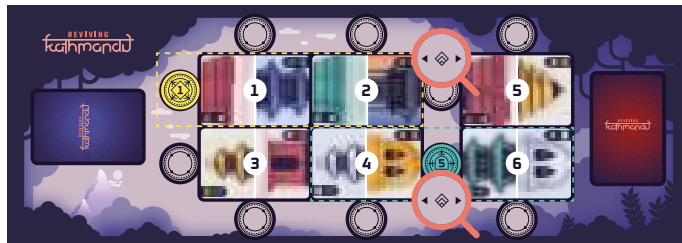
Each bid spot targets 2 cards:

**In a game with up to 4 players:** Each bid spot targets 2 cards within the same row or column:



In the example above, Joe's red coin is targeting cards 1 and 3.

**In a game with 5-6 players:** Each bid spot targets 2 cards within the same row or column, but there are 2 special spots (with a "◇" symbol), which target the 2 cards adjacent to them:



In this example, Sean's yellow coin is targeting cards 1 and 2. Amy's green coin is targeting cards 4 and 6.



## COLLECTING

Determine the winner for each card using this order:

1. The only bidder
2. Highest bidder
3. If tied, the player whose coin is closest to the card
4. If still tied, the player whose coin is on the long edge of the card

When you win a card, you must take it. (Generally, it is easiest if the player with the highest coin takes cards first.)

**Each player must Collect 2 cards per round.** If you don't win 2 cards, draw additional ones from the red deck so that every player gets exactly 2 cards for the round. When you are done taking cards, retrieve your coin. Return it to your board face-up to mark it as spent—you may not use it again during this half of the game.

After the Collect phase, if any cards remain in the Market, place them under the red deck.

 **Fun fact:** The symbols on the coins were inspired by Nepali culture:

### PRAYER WHEEL (yellow):

a wheel with a string of spiritual words (mantras). Spinning the wheel activates the power of the mantra.

### SINGING BOWL (white):

a bowl used in spiritual or religious settings to invoke meditation or relaxation through sound and vibration.

### MANDALA (purple):

a symbol representing different aspects of the universe, and the principle of life.

### BUDDHA EYES (red):

also known as Wisdom Eyes, they are painted on stupas and shrines in Nepal. These eyes look out in the four directions to symbolize the all-seeing nature of a Buddha.

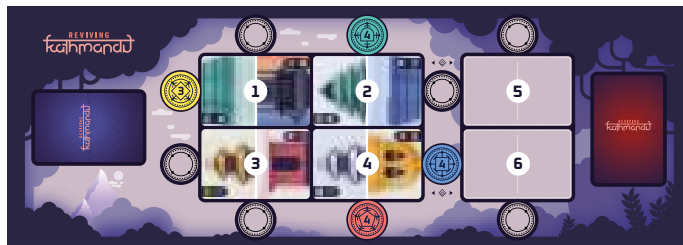
### VAJRA (green):

a weapon, symbolizing the properties of a diamond (indestructibility) and a thunderbolt (irresistible force).

### RITUAL BELL (blue):

usually held in the right hand, it represents wisdom. Its sound is believed to attract deities and dispel negative forces.

## EXAMPLE OF A 4-PLAYER GAME



### BID

- Amy** targeted cards 2 and 4.
- Sean** targeted cards 4 and 3.
- Joe** targeted cards 4 and 2.
- Sara** targeted cards 1 and 2.



### COLLECT

- ▲ Since **Amy**, **Sean** and **Joe** have the highest bids, they go first.
- ▲ There is a 3-way tie for card 4. **Joe** is closest to card 4, and is on the long edge of the card, so he wins this card.
- ▲ Since **Amy** is closest to card 2, she wins that card.
- ▲ Being the only bidder, **Sean** takes card 3.
- ▲ **Sara** bid for cards 1 and 2. Since card 2 is already taken, she takes card 1.
- ▲ Since each player won 1 card, they all draw 1 additional card from the red deck.

## BUILDING

### HOW TO BUILD

▲ To start a Shrine, Stupa or Pagoda, slide a card with a bottom section under the top edge of your player board (or nearby, if you run out of space under your player board). Buddhas can be built instantly—simply place them to the right of your player board.

▲ To add to a Monument, slide an appropriate card under the previous one, revealing the section that continues the Monument.  
▲ Once a Monument has all its required sections, it is **“complete.”** Buddhas are considered complete immediately after they are built.  
▲ When you complete a Monument, immediately score points for completing it. (See page 14.)

### RESTRICTIONS

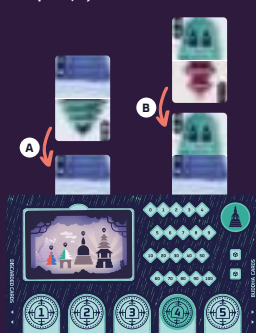
▲ There is no limit to how many Monuments a player can start building.

▲ Players must always Build a Monument from the bottom to the top. (For example, you may not add the top section of a Stupa until you have added the bottom section and the center section.)

▲ A building section may **ONLY** be used to build the Monument type shown on the upper-left banner of the card. (For example, you may not add a Pagoda section to a Shrine.)

▲ Once a card is Built, it cannot be switched, rotated, discarded, or taken back into a player’s hand.

*Example: Amy tucks 1 card under her player board to start a Stupa (A). Then she tucks another card from her hand underneath the first card to build the second section of the Stupa (B).*



## MISSIONS

Players may complete various objectives for bonus points. Each Mission contains 4 objectives—to complete a Buddha, a Shrine, a Stupa, and/or a Pagoda with sections matching the color(s) shown on the Mission. Monument sections shown in black must match other black sections within the same Monument. Sections shown in gray may be any color.

*Example: for the Mission shown here, Amy must complete (A) a Buddha that is either red or blue (+1 point), (B) a Shrine with a top that is either green or white (+2 points), (C) a Stupa with a center and top section of the same color (+3 points), and (D) a Pagoda with a matching bottom and second section (+4 points).*



### MEETING OBJECTIVES

To meet an objective, you must complete a Monument that matches the color requirements shown on the Mission. You may only score each of the 4 objectives once.

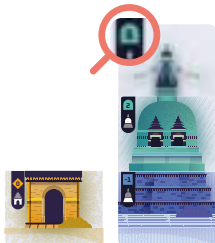


*Example: Amy has completed a Stupa with matching center and top sections (both green) (A). She will score 3 points for her Stupa objective at the end of the game (B).*

## WHEN YOU COMPLETE A MONUMENT, SCORE IT!

Once you complete a Monument, immediately score points on your player board:

1. Score the points shown on the topmost card of the Monument.



2. Score color bonuses (if any) for your completed Monument:

**For Shrines, Stupas and Pagodas:** Count the number of like-colored sections within the complete Monument, and score 2 / 4 / 8 points for 2 / 3 / 4 sections of the same color.



### For Buddhas:

Score 1 point for each new color you collect.



## GAME-END SCORING

At the end of the game, do the following:

1. **Discard.** Take all cards left in your hands and discard piles and place them on the red deck. (They are not worth any points.)
2. **Score points for the topmost card of any incomplete Monuments.**
3. **Score objective bonuses for your completed Monuments.** (See Missions on page 13.)

## WINNING

The player with the most points becomes the most well-respected architect, and therefore wins the game!

## THE GLOBETROTTER SERIES

NEPAL



### Reviving Kathmandu is the 2nd game in the Lemery Games Globetrotter Game Series.

Each game takes players to a new country, armed with the items necessary to complete an important mission. Collect the entire series and play your way around the globe!

We're busy organizing future missions, and we need your help! Visit [lemerygames.com](http://lemerygames.com) for a sneak peek at our plans, and to vote on your next desired travel destination.



## GAME VARIATIONS

### 2-PLAYER GAME

For a 2-player game, first read "Rules for the Base Game" (page 6). Then apply the following changes:

#### ROUNDS & TURNS

In a 2-player game, there are still 8 rounds. However, players place 2 bids per turn (instead of 1) and will be down to 1 coin after every 2 rounds (instead of after every 4). The 4th time players are down to 1 coin each, it triggers the end of the game.

#### BID PHASE

In the Bid phase, each player bids twice (instead of once).

1. The first player places 1 bid.
2. The second player places 2 bids.
3. The first player places 1 more bid.

#### COLLECT PHASE

Each player collects 4 cards (instead of 2) based on their winning bids. If you don't win 4 cards, draw additional cards from the red deck until you have collected exactly 4 this round.

#### BUILD PHASE

Same as the base game.

#### SCORING

Same as the base game.

#### END OF A ROUND

Pass the first-player marker every second round (not every round).

#### GAME END

Same as the base game.



## PLAYING WITH TEAMS

You may play Reviving Kathmandu in teams, if you can divide into teams with equal numbers of players. (For example, in a 6-player game, you may play 3 vs. 3, or 2 vs. 2 vs. 2). Team-based games include these changes:

#### SETUP

Sit so that teammates do not sit next to each other.

#### DURING THE GAME

• Teammates may NOT discuss their moves or show each other their hands.

#### Any teammate MAY:

- Start building a Monument in another teammate's play area.
- Add a section to a teammate's Monument.

#### SCORING

Players score their points individually. Then teammates add together their final scores. The team with the most points wins.

30

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# REVIVING KATHMANDU

**We are forever thankful for our families and friends** for their continued support, encouragement and relentless patience to play the game over and over again.

**Thank you to all of our playtesters:** Zoltán Hárshegyi, Victor-Manuel Godoy, Mark Elis Espiridion, Zsófia Fűzy-Richter, Gonzalo Aguirre Bisi, Tamás Fűzy, Fanni Kisvárday-Papp, Ákos Kisvárday-Papp, Balázs Cseh, Éva Anna Dózsa, Laura Zsófia Varga-Györi, Tamás Varga, Ambrus Székely, Máté Lencse, the playtester team in Downtime Bali, Good Time To Table, and in the Board Game Camp organized by Board Game Café Budapest.

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**Thank you to all the Content Creators** who helped spread the word about the game, and each of our [#] Kickstarter backers who helped bring Reviving Kathmandu to life!



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