

Yudh bhoomi

AN INDIAN GAME OF WAR.

GAME GUIDE

Introduction

Battlefields have been the architects of Indian history.

Yudhbhoomi will transport you to a battlefield. Build a worthy army. Strategize and plot battles - take unprecedented risks. Eliminate your opponent and win in the game of war!

(Yudhbhoomi: pronounced as 'yuddha'-'bhoomi'; field or ground on which a battle is fought.)

Objective of the Game

The game's objective is to eliminate other players' army. The player who has the last surviving army wins!

Includes:

- 32 - Mini-Figures in 8 Poses
- 50 - Game Cards
- 78 - Tokens
- 01 - Dice
- 02 - Player Boards
- 01 - Dice Tower
- 01 - Game Guide



AGES
5+
15-20
MINUTES

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WARNING:
CONTAINS SMALL PARTS.
NOT SUITABLE FOR CHILDREN
BELOW 3 YEARS.

CERTIFIED FOR SAFETY



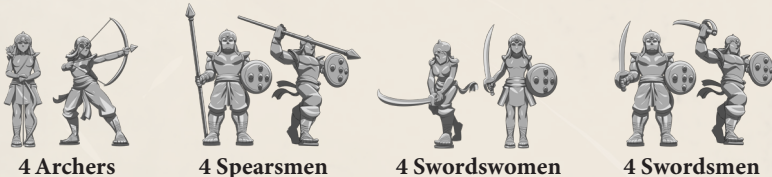
Instructions

We strongly recommend you to shake hands with your opponent before you play Yudhbhoomi!

Setup

- 1 Choose any flat surface with ample space to place the figures, cards and to roll the dice.

To play the game, you will require the following game components:
Each player picks an army of 16 figures (Standing or Attacking)



- 2 Each Player also gets the following tokens:

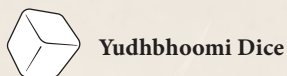


Keep the remaining tokens in the center.

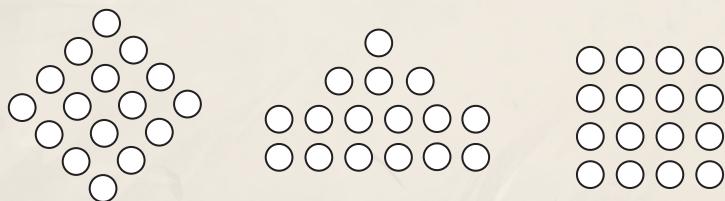
- 3 Shuffle the Game Cards and place them in the center of the play area:
(Game cards are events that could occur in a war based on history)



- 4 Finally, the Yudhbhoomi Dice!



- 5 Arrange the warriors in a formation. Few sample formations are shown below.



How to Play

- Once each player has set up their armies, the youngest player gets to roll the dice first.
- ATTACK Action:** When a player rolls a **Negative number** (-1, -2 or -3), the corresponding number of enemy's warriors are wounded and must be kept aside.

Note: The player can choose the warrior/s in the enemy's army in this Attack action.

- RECOVER Action:** When a player rolls a **Positive number** (+1 or +2), the corresponding number of the player's previously wounded warriors (if any) recover and join the army.

Note: The player can choose any warrior type to recover.

GAME Card: When a player rolls the Yudhbhoomi Scarface, a Game Card is picked.



This could change the outcome of the war!

The player has to carry out the action as mentioned in the Game Card. The action could lead to losses or turn out to be beneficial to either side. Once a Game Card is used, it should be discarded into a separate pile.

Tokens



Game Tokens

A player can choose to use the Game Tokens in their turn to directly pick a Game Card instead of a dice roll.



Healing Tokens

A player can choose to use Healing Tokens to recover their wounded warriors and add them back to the army. The tokens can be used at the start or end of a player's turn.

Note: Additional Tokens can be earned during the game through Game Cards.

Winning Condition

**The game's objective is to eliminate other player's army.
The player who has the last surviving army wins!**