

Pañikrama

Second Edition

How To Play



Parikrama is a set collection, engine building, travel themed game for 2-4 players. Players play Journey cards in groups of either numeric sets or runs, and score the highest valued card. They gain Basic tiles to form their personal Map while Special Tiles may also provide with powers! The game ends when any player completes a Map of 9 Tiles: then everyone calculates their score based on their Journal and Map. The player with the highest score, wins!

In Parikrama, you are a solo traveller wandering through a myriad of landscapes... in the pursuit of discovery, adventure, and enlightenment.

Among **Journey** cards, the four colors represent the different landscapes that you, the traveler are hiking across - Valleys (Purple), Rivers (Blue), Forests (Green) and Deserts (Yellow). The wild card represented by Monuments (White) offers you a break to rest & rejuvenate from time to time. Occasionally, you might also be able to discover marvellous **Sights** along your way! The **Hitch-Hike** cards give you sporadic chances of getting a lift to help you travel faster on longer, tiring journeys!

The **Basic** and **Special** Tiles which form a part of a player's Parikrama Map, are clay tablets that you uncover during your journeys. By fitting these Tiles together, you can chart the sacred maps of circumambulation that equip your explorations! The **Scoring Tiles** act as a guide - they narrate in ancient ways how the Maps should be created... Players try to maximize their experience by enriching their Journals, creating the best Maps, and scoring the most points among all players.



Start Playing Right Away!

Watch the **How to Play Video** and skip the rulebook. Scan the QR code.



Or visit www.zenwoodgames.com/how-to-play



Components

110 Cards



88 Journey Cards
20 of each Color x 4
8 White



12 Hitch-Hike Cards
4 each of Carriage,
Riverboat & Truck



6 Sight Cards
Double Sided



4 Reference Cards
Double Sided

65 Tiles



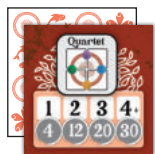
40 Basic Tiles
Cream Color



15 Special Tiles
Grey Color



2 14-Point Tiles
Blue Color



8 Scoring Tiles
Maroon Color



Scoring Sheet



Drawstring Bag
to draw
Basic Tiles

Setup



Refer to the letters to understand each step quickly, as shown in the visual example.

First, separate all components according to their specific types.

A Shuffle all the **88 Journey Cards** well and place them facedown to form a deck.

B The youngest player becomes the first player and draws **5 cards** from the top of the Journey deck. Going clockwise, every other player draws a number of cards depending on the count and order of players:

2nd player: **6 cards** | 3rd player: **7 cards**
4th player: **8 cards**

These are the starting hand of cards for all players. Players can examine their hand but keep it secret.

- C** Draw 6 cards from top of the Journey deck and place them faceup in a row to the right of the deck. Keep some area above the draw deck for a discard pile.
- D** Randomly select and place a number of Special Tiles face up, from the total lot of 15, depending on the number of players in the game:

2 players: **6 Tiles** | 3 players: **8 Tiles**
4 players: **10 Tiles**

Return the rest to the box; they won't be used in this game.

- E** Put all the 40 Basic Tiles in the Parikrama drawstring bag and give it a good mix. Randomly draw **7 tiles** one after another from the bag and place them in a row just below the laid out Journey cards. Keep the Bag nearby for easy reach of all players. **Also, give each player a random Basic Tile to begin with; they keep it in their player area.**
- F** Place the Carriage, Riverboat and Truck Hitch-hike cards into their separate decks faceup, below the 4th, 5th and 6th Basic Tile respectively. Place both the 14-Point Tiles just below the 7th Basic Tile in the row.

For an **Introductory game**, **play without using the Scoring Tiles & Sights** and keep them in the box for now.
For an **Advanced Variant**, check page 10.



Gameplay

Parikrama is played over a series of turns. Starting with the first player and going clockwise, each player takes a turn. On your turn, **you take 2 actions** among 4 options. **They must be different from each other, and in any order.**

TRAVEL

Play cards from your hand to start a group, or add to an existing group, as long as it is a set or a run of cards.

BACKPACK

Discard 7 Backpack cards and pick a Special Tile to add to Map.

JOURNAL

Close any group of 3+ cards. Journal the highest valued card, Backpack the remaining cards and pick a Basic Tile to add to Map.

REST

Draw 3 colored cards or 1 wild card to your hand.

Optionally, you **MAY** take fewer actions (1 or even 0) if you wish to (or have to), in your turn.

Once you have taken any two different actions, the turn passes to the next player in turn order, and it goes on with players taking turns until the endgame is triggered.

Action A: Travel You can play 1 or more Journey cards from your hand, to either start a new group of cards, OR to an existing group of cards, as long as:

- The Travel costs are paid immediately, and
- The group of cards forms a Set or a Run.

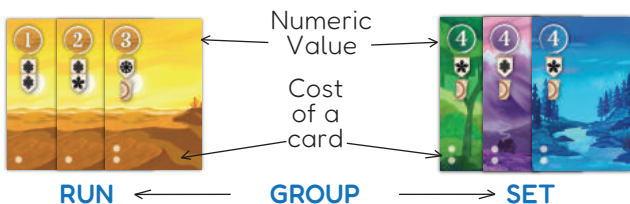
Costs: Playing cards in Parikrama requires you to pay their Travel cost - shown as white dots at the bottom left of the card. As **cost**, discard that many extra cards (of any color) from your hand to the discard pile, immediately after playing cards. e.g. If playing cards with a total of 4 white dots, you must additionally discard 4 extra cards (of any color) from your hand - as the cost.

If playing multiple cards, they should be played into only 1 group, and total travel cost should be paid in that turn.

Cost cards are always discarded to the common discard pile!

Sets and Runs: There are only two kinds of Groups that can be formed with Journey cards - Sets and Runs:

Cards grouped to form a **"SET"** should all have the **same numeric value but be of different colors** than each other, Colors can't be repeated in this set - so there can only be a **maximum of 4 cards in a SET**. (one of each of the 4 colors).



Cards grouped to form a **"RUN"** should all be of the **same color but have numeric sequence of values**. There should be no gaps in the number sequence after you play cards in your turn. The **maximum number of cards possible in a RUN is 7** (of unique values from 1 to 7 of one color)

Wild Cards: The **white colored journey cards** (known as Monuments) are **wild cards** that can be played as any color and number of your choice, in any kind of group. Playing a wild card has a **mandatory cost of 1** as mentioned on card.



Backpack



Travels (Card Play Area)



Journal



Map

Players play card/s to their OWN personal player areas. Each player creates their own 4 player areas on the table, as shown above.



These 3 cards can be played to start a SET, as they're all 4s of different color.

The Travel Cost here would be $2 + 2 + 2 = 6$ cards!



These 2 cards can be played to start a RUN, as they're in a sequence of 3, 4 of the same color 'blue'.

Travel Cost: $2 + 2 = 4$ cards



The wild card can be played as a 'Blue 4' to the existing SET of 3 cards.

Travel Cost = 1 card



The 6 of Blue CANNOT be played as it would create a gap in the existing RUN.

Example 1: 3 Correct and 1 Incorrect Travel Actions

You will generally pay lesser cost than mentioned on the cards, because of Discounts from your Journal and Map. This is explained in page 7.

You cannot exceed the max limit of 4 cards in a Set, or 7 cards in a Run - even if wild card/s are used in a set.

During the game you can have several existing groups of sets and/or runs in your play area. But in a single action, you can only play cards associated to a single group - either you start a new group or add cards to an existing group.

Action B: Journal You may close any group of cards present in your player area, **provided there are at least 3 cards in that group**. Steps to take the action:

1 Journal highest card: Take the highest valued card in the group (for a Set, this could be any of the cards), tilt it 90 degrees and add it stacked to the right side of your play area – known as your **Journal** area.

If the highest card turns out to be a Wild card, you may still add it to the Journal. Note that later on, it is NOT worth any discounts or points.

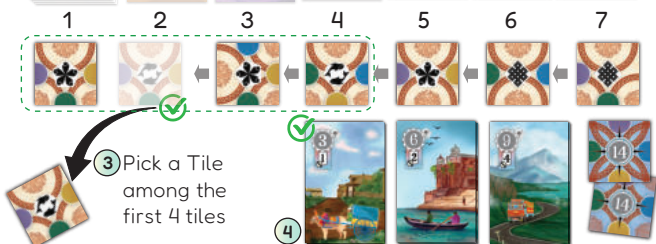
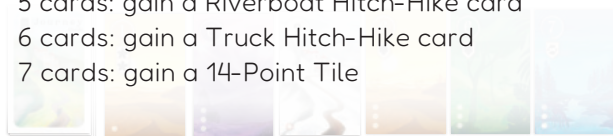
2 Backpack remaining cards: Flip all remaining cards in the group facedown, and stack them vertically on the left side of your play area - known as your **Backpack** area.

3 Pick a Tile: Then, pick a Basic tile from the 7 available tiles, with the following restriction: you can only choose from the first X tiles from the left (X = 1 to 7), where X is number of cards that were present in the closed group.

Add this tile to your personal **Map**. Once picked, move any remaining Tiles one space to the left, if their left position is empty. Draw a new Basic Tile from the bag to fill the 7th empty position, restoring back to 7 Tiles

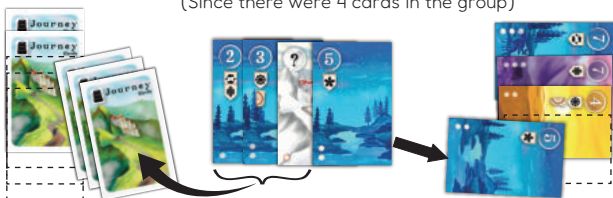
4 (Optional) Long Route Bonus: If you closed a group of...

- 4 cards: gain a Carriage Hitch-Hike card
- 5 cards: gain a Riverboat Hitch-Hike card
- 6 cards: gain a Truck Hitch-Hike card
- 7 cards: gain a 14-Point Tile



3 Pick a Tile among the first 4 tiles

4 Gain Long Route Bonus (Since there were 4 cards in the group)



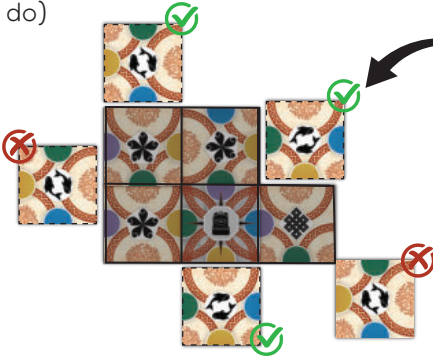
2 Backpack remaining 3 cards

Example 2: Closing a Run of 4 blue cards

1 Journal highest card valued 5

Tiles, Bonuses and Discounts: The meat of the game lies in utilizing the Journal cards and Tiles on the Map, gaining bonuses on closing longer groups and unlocking discounts from tons of places - optimising your actions!

Tiles join together as a grid and create your own Map. When you pick **any Tile**, you add them to your personal Tile Map. While placing a tile, it should be completely adjacent to at least one edge of any existing Tile in the Map. You can rotate a Tile freely before joining it to the Map. The loops or colors are NOT required to match when joining. (however, you gain certain benefits if they do)

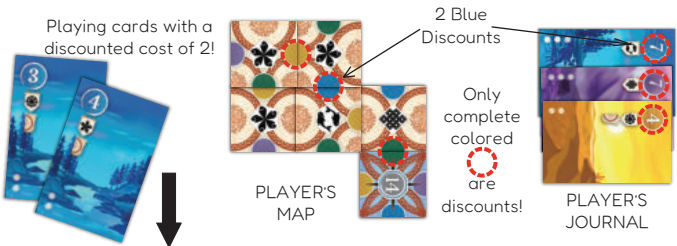


Example 3: Tiles should be completely adjacent on their edges.

You CANNOT rotate or alter the position of existing Tiles that are part of your Parikrama Map!

Discounts from Journal and Map: Both your Journal and Parikrama Map have **colored circles** that give you permanent card discounts on the Travel cost of playing Journey cards. For every complete circle of one color you have (from your Journal or Map), deduct the cost by 1, when paying for a Journey Card of the same color. You get this permanent discount once every turn!

If you have enough color circles, it is possible to play cards from your hand free of cost, in a turn.



Example 4: Here, instead of paying the total cost of 4, the player instead pays only 2 cards as cost, since she gains a total discount of 2 for blue cards. She can use this discount every turn.

The maximum cost discount per turn from this example configuration is 1 Green, 2 Blue, 2 Yellow and 1 Purple.

Long Route Bonuses: In addition to discounts from Journal & Map, you may also optionally **spend one or more Hitch-Hike card/s** from your hand to play a certain number of Journey cards for free, during the Travel action. The value mentioned in the white rectangle denotes how many **Journey cards (reiterating - not costs, but entire cards)** you can play completely free, irrespective of the cost. Any journey card of any value or color (even white) can be played free of cost, when using Hitch-Hike cards!



No. of free cards you can play if you spend this Hitch-Hike Card

Action C: Backpack You may discard exactly 7 Backpack cards (if present in your Backpack area) to pick any 1 available **Special Tile** from the pool and add it to your Map immediately. Special Tiles have the same placement rules as Basic Tiles. They all have all 4 colors and most of them have different benefits. **(explained in the Appendix)**

Action D: Rest From the 6 available Journey cards, you may draw:

- a) any 3 colored Journey cards, OR
- b) 1 white Journey (wild) card, if available

You have a hand limit of 12 cards. You can exceed your hand limit while drawing cards, but always discard down to any 12 cards, at the end of your turn.

Once cards are drawn, refill the empty slots with cards from top of the Journey deck to restore back to 6 available cards at the start of the next players' turn.

At any point in the game if there are 4 or more white Journey cards among the 6, discard all 6 cards and replace it with 6 fresh cards from the Journey deck.

In case Journey deck runs out of cards, shuffle the entire discard pile and use it as the Journey deck.

White Journey cards can't be discounted by Journal/Map circles, but only by Hitch-Hike cards.

The game continues with players taking turns to take 2 actions (or 1, if they wish to), till a player **adds a 9th Tile to their Map** and triggers the endgame steps:

1. Continue the current round till all players have had an equal number of turns this round, i.e, round should end with the player sitting to the right of the start player.

2. Then, all players in turn order just take 1 final 'action' each, among the four action options. The game ends and everyone proceeds to scoring.



Scoring

There are 3 ways to score in Parikrama:
(..and 4 ways in the advanced variant)



Numbers: Add the numeric value of all cards in the Journal, including spent Hitch-hike cards. Also, add the numeric values of those Tiles which have points on them.



Symbols: For each of the four Symbols - Wheel, Lotus, Knot & Fish, count the number of appearances on your Journal, and then on your Map, individually. Multiply these two numbers to arrive at the score obtained from each Symbol. Add these 4 values together; this is the total score from Symbols.



Loops: Count the number of visible circular loops completed on your Map, and then all loops possible from your Journal. (2 half loops = 1 loop). Add them to get the total Loops. Compare among all players - the player who completed the highest number of loops gets 14 points. In case of a 3 - 4 player game, the player with the second highest number of loops also gets 6 points.

In case of a tie for the highest number of loops, divide 20 (14+6) points equally among the number of tied players, rounded down. In case of a tie for the second highest number of loops, do the same with 6 points.

Example 5: Endgame Scoring

Final JOURNAL



Number of times each Symbol appears in:

Journal Map

3 × 1 = 3

3 × 4 = 12

0 × 2 = 0

1 × 2 = 2

Total Score from Symbols **17** ✓

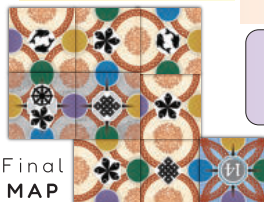
Sum of numbers on card: **32**
Sum of numbers on tiles: **14**

Total Score from Numbers: **46** ✓

Completed Loops (visible) on the Map: **4**
Completed Loops (possible) from the Journal: **1**

Total number of Loops: **5**
Assuming this player has highest number of loops.

Total Score from Loops: **14** ✓



Final MAP

Final Parikrama Score:
17 + 46 + 14
= **77 Points** ✓

A half loop from Journal can't be added to a half loop from Map, for scoring.

Your Map MAY have more than 9 tiles by the game-end!

Add up individual points from each of these 3 factors for each player, to get their final score. **The player with the highest cumulative score, wins the game of Parikrama, and has the most fulfilling journey!**

In case of a tie, the tied player with most number of Loops, wins. If still a tie, tied players share their victory.

Advanced Variant



Play the game like the introductory game with the following additions & changes:

Additional Setup – Sights & Scoring Tiles:

- A** Take the 6 two-sided Sights cards. Without looking, randomly flip few of them and give all of them a good shuffle. Pick the top 3 cards and place them as is, in the area above the Journey cards. Return the rest to the box.
- B** Randomly pick any 3 Scoring Tiles from the 8 available and place them near the Journey deck. Return the remaining 5 Scoring Tiles to the box.



New Optional Bonus – Discover Sights: You can acquire a Sights card FOR FREE in your turn as soon as you meet the required conditions for the Sights card - which are **specific cards that need to be present in your Journal**. You can acquire multiple Sights if you meet conditions for each. Once acquired, add the Sight directly to your Journal.

A Fourth way to score points – Scoring Tiles:

In addition to gaining points from Numbers, Symbols and Loops, players also calculate the points gained from each of the 3 Scoring Tiles individually and add them to their final score.

The **Appendix** explains all the different types of Sights, Scoring Tiles and how they work.



Appendix

Special Tiles (Gained via Backpack Action)



Gives 1 or 2 Symbols as imprinted



Worth 1, 2 or 5 points, and have unique loop patterns



Backpack action now requires only 6 cards instead of 7



Choose any 1 symbol before scoring



Gain 1 any-color discount every turn



When picking Basic Tiles, choose from all the 7 options



Worth 14 points. This is gained for closing a group of 7 cards!

Sights (Bonus gained via having certain cards in Journal)



Points + Symbols/Loops as printed on the Sights card.



Points + gain any Basic Tile (from any 7 available ones) OR any available Special Tile, and add it to your Map.

Scoring Tiles (Scoring table is printed on the Tile itself)



4 Symbols (Journal): Gain 7 points per set of 4 distinct symbols (Knot, Lotus, Wheel and Fish) in your Journal.



4 Symbols (Map): Gain 7 points per set of 4 distinct symbols (Knot, Lotus, Wheel and Fish) in your Map.



Circles: Count only the number of complete circles of any color, on your Map, and score for that many circles.



Diagonals: Pick a diagonal on Map which has the maximum number of complete colored circles. Score for that many circles (no gaps)



Number: Pick a value that has the maximum appearance among all your cards in Journal. Score for that many cards having that value.



Color: Pick a color of which you have the maximum number of cards in Journal. Score for the no. of cards having that color.



Disjoint Symbols: Gain 3 points for every Symbol on your Map, which does NOT have the same symbol in any of its 8 adjacent places.



Quartets: Check for the "Quartets" pattern on your Map (a loop joined by all 4 different color circles). Score for the number of complete Quartets.