

Pañikrama

How To Play



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

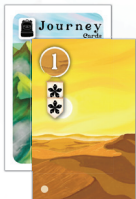


Flip to the back of the rulebook & use it as a reference during the game!



Components

110 Cards



92 Journey Cards

84 Colored
8 White



12 Hitch-Hike Cards

4 each of Carriage,
Riverboat & Truck



6 Sights

Double Sided

65 Tiles



40 Basic Tiles



15 Special Tiles

With this
symbol to
differentiate



8 Scoring Tiles

Maroon



2 14-Point Tiles

Drawstring Bag to
draw Basic Tiles



Introduction



Parikrama is a set collection, engine building, travel themed game for 2-5 players. 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 be also 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.



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 **92 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 no. of players:

2nd player: **6 cards** | 3rd player: **7 cards**

4th player: **8 cards** | 5th player: **9 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 besides the row 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: **5 Tiles** | 3 players: **7 Tiles**

4 players: **9 Tiles** | 5 players: **11 Tiles**

Return the rest to the box as they won't be used for 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 Journey cards. Keep the Bag nearby for easy reach of all players.

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.

If you are new to modern tabletop games, please proceed to the next page and continue for an **Introductory game. Play without the Scoring Tiles & Sights** and keep them in the box for now.

If you want to get the full Parikrama experience, take a short detour to **page 17** to do **additional Setup for Sights and Scoring Tiles**, then come back.

In Parikrama, you draw and play cards in the form of Sets. You also gain Tiles which you join together in a grid to reveal colors and patterns. This gives you Symbols and Loops that maximize the points you can score. Both Sets and Tiles also give you discounts and other benefits which help you optimize your actions. In the end, the player with the highest total points from card values, symbols and loops, wins!

Gameplay



Parikrama is played over a series of rounds. Starting with the first player and going clockwise, each player takes a turn. On your turn, you carry out 2 actions in specific order:

Play Cards (if you wish), and then **Draw Cards**.

1. You may Play one or more cards from your hand to a single set and pay its costs. **You can also close that specific set** if you want, and gain bonuses. (You may also skip the entire Play Cards Action)

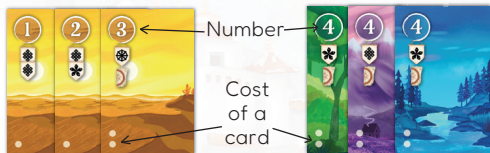
2. Then, you must either Draw any 3 colored cards or 1 wild card (if available), from the 6 face up Journey cards in display, and add it to your hand. If you exceed the hand limit of 10 cards, discard down to 10 cards.

Action 1 – Play Cards: You can play 1 or more Journey cards from your hand and pay their 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 4 white dots in total, you must discard any 4 extra cards from your hand as cost.

The card/s being played can either begin a **new Set** of cards, or add to an **existing Set** (cards that were played in an earlier turn). If playing multiple cards, they should be played into only 1 set, and total cost of all cards should be paid in that turn.

There are only two kinds of sets in Parikrama:

Cards played to form a **Sequenced Set** should all be of the same color but have numeric sequence of values. There should be no gaps in the number sequence at the end of your turn. The maximum number of cards possible in this set is 7 (of unique values 1 to 7 of one color)



e.g. Sequenced Set

e.g. Multi-colored Set

Cards played to form a **Multi-colored Set** should all be of different color than each other, but have the same numeric value. A Color can't be repeated in this set - so there can only be a maximum of 4 cards in such a set. (one of each of the 4 colors).

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 set. Playing a wild card has a mandatory cost of 1 card as mentioned on card.

In Multi-colored sets, you can't exceed the max limit of 4 cards even if wild card/s are used.

During the game you can have several existing open sets of either kind. But in a single turn, you can only play cards for a single set - either you start a new set or continue an existing open set.

The diagram illustrates two scenarios for playing cards into sets. In the first scenario, a set of cards with numbers 2, 3, 4, and 5 is shown. A card with number 3 and a snowflake symbol is being played, which is marked as correct with a green checkmark. A card with numbers 6 and 7 is shown as being played, which is marked as incorrect with a red X. In the second scenario, a set of three cards with number 4 and different symbols (snowflake, sun, and moon) is shown. A card with number 1 and a question mark is being played, which is marked as correct with a green checkmark. A card with number 4 and a snowflake symbol is shown as being played, which is marked as incorrect with a red X.

Cost: 3

Cost: 6

CAN be played since it forms a sequenced set of 2,3,4,5, at the end of turn

CANNOT be played as 6,7 don't form a sequence with 3,4 - it creates gaps

CAN be played since it adds to a multicolored set and white mimics a Blue 4

CANNOT be played together as white can't repeat any color and set exceeds 4 cards

Cost: 1

Cost: 3

Example 1: Correct and incorrect actions for Playing Cards into sets.

Closing a Set: If you wish, you may close exactly **one set** in a turn, only if:

1. You played at least 1 card to this set, this turn, **AND**
2. This set has at least 3 cards in it, after playing.

If you **didn't play any cards** this turn, then you can close any existing open set with at least 3 cards in it.

Immediate bonuses & steps after closing a set:

1a. Journal cards: Take only the highest valued card in the set (for a multi-colored set, this is any colored card in the set), tilt it 90 degrees and add it stacked to the right side of your play area – known as **Journal**.

A wild card cannot go to the Journal. A sequenced set can't have a Wild card as the highest valued card.

1b. Backpack cards: Flip all remaining cards in the set facedown, and stack them vertically on the left side of your play area – known as **Backpack** cards.

2. Pick Basic Tile: Next, pick a Basic tile from the 7 available tiles, with some restrictions:

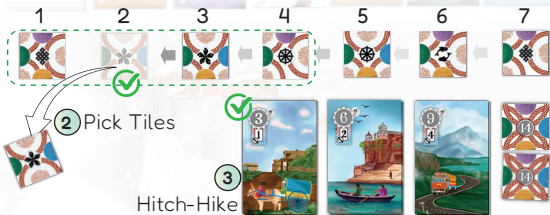
1. You can only choose from the first X tiles (from 1 – 7) where X is number of cards in the closed set.
2. The tile you pick must have at least 1 semi-circle with the same color as the card "journalled" this turn. If none of the tiles' colors match, you can't pick a Tile.

This tile adds to your **Parikrama Map**, explained later.

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. **9**

3. Gain Hitch-Hike card: Gain either a Carriage, Riverboat or a Truck Hitch-Hike card if you closed a set with 4, 5 or 6 cards respectively, and add it to your hand. **Gain a 14 Point Tile** if you closed a set with 7 cards. This is a Special Tile, explained later.

No Hitch-Hike bonus for closing a set with 3 cards.



Example 2: Closing a Sequenced set of 4 Blue cards:

- 1a The highest valued card (Blue 5) goes to the Journal.
- 1b The remaining 3 cards go facedown to the Backpack.
- 2 Since it was a set of 4 cards, the first 4 Basic Tiles are checked. Tile 2 is chosen as it has blue semicircle.
- 3 A "Carriage" Hitch-Hike card is chosen, corresponding to closing a set of "4" cards.

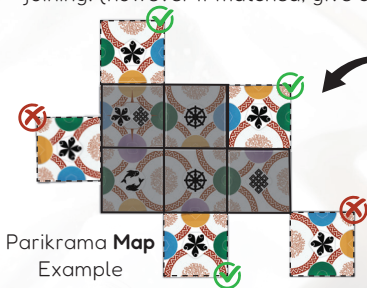
Hitch-Hike cards in hand count towards hand limit. Hitch-Hike cards can be spent from your hand for certain advantages, which is explained later.

Other important bonuses during the game:

7 Backpack cards: If you stack up 7 or more cards in your Backpack at any point in the game, then immediately discard 7 Backpack cards to pick any 1 available **Special Tile** and add it to your Map. You can retain any leftover cards over 7, and continue stacking up for the next set of 7 Backpack cards.

All the Special Tiles are explained in an **Appendix**.

Tiles and Parikrama Map: Both Basic and Special Tiles join together as a grid and create your own Parikrama Map. Except for the first Tile, when you place new Tiles on the Map, it should be completely adjacent to the existing edges of the Map Tiles. You can rotate a Tile freely before joining it to the Map. The loops or colors are not required to match when joining. (however if matched, give certain benefits)




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

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

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

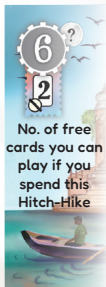


Only
complete
colored

are
discounts!



Example 4: The total cost discount per turn from this configuration is **1 Green, 2 Purple, 2 Yellow and 1 Blue.**

Free play from Hitch-Hike Cards: In addition to discounts from Journal & Map, you may also spend one or more Hitch-Hike card/s from your hand to play certain number of Journey cards for free, in a turn. The value mentioned in the white box denotes how many Journey cards you can play completely free, by spending this card. Any journey card of any value or color (even white) can be played for free. Once spent, Hitch-Hike cards go directly to the Journal.



Alternatively, every Hitch-Hike card can be flipped and played just like a **Wild card** but with 0 cost. This benefit is reminded by a small icon beside the Point value.

Action 2 – Draw Cards: From the 6 available Journey cards, on every turn you must either –

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

You have a hand limit of 10 cards. You can exceed your hand limit while drawing cards, but always discard down to any 10 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.

Once you take the optional Play and mandatory Draw actions in order, your turn is over. The turn passes to the next player in clockwise order and the game continues with players taking turns to play and draw cards, 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 to the right of the start player

2. Then, all players take 1 final round in turn order, where they only play cards (and possibly close a set). The game ends and everyone proceed to scoring.

Scoring



Scoring: There are 3 ways to score points in Parikrama. Follow the rules below for scoring:

1

4

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 show direct 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 or 5 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
MAP

Sum of numbers on card: **32**

Sum of numbers on tiles: **14**

Total Score from Numbers: 46 ✓

Number of times each
Symbol appears in:

Journal **Map**

$$\text{Wheel Symbol} \quad 3 \times 2 = 6$$

$$\text{Flower Symbol} \quad 3 \times 3 = 9$$

$$\text{Fish Symbol} \quad 0 \times 1 = 0$$

$$\text{Geometric Symbol} \quad 1 \times 3 = 3$$

Total Score from Symbols: 18 ✓

Final
JOURNAL



Visible complete Loops
on the Map: **4**

Possible complete Loops
from the Journal: **1**

Total number of Loops: 5

Assuming this player has
highest number of loops,

Total Score from Loops: 14 ✓

Final Parikrama Score:

46 + 18 + 14

= 78 Points ✓

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

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.

Important pointers to keep in mind:

- 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.
- If a multi-colored set has 4 cards or sequenced set has 7 cards, then you have to close it that turn.
- In a single turn, you can always start a new set and close the same set. (all the conditions applicable)
- You can't rotate or alter the position of Tiles which are already a part of your existing Parikrama Map.
- If you are gaining multiple Tiles in the same turn, you first collect all the Tiles and then may decide where to join them in your Map, in chosen order.
- The Hitch-Hike cards once placed in the Journal, don't give any further discounts and are only worth points at the end of the game.
- If Hitch-Hike cards, Special Tiles, or the 14-Point Tile supposed to be gained is over, you can't draw that or any replacement card/tile.
- Your Map can have more than 9 tiles by the game-end!



Full Game

Once you have played your first game of Parikrama, it is time to add in the remaining components and enjoy the complete Parikrama experience! 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.

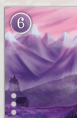
New Optional Bonus – Discover Sights:

You can freely acquire a Sight 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.

As soon as you have any 3 of the 4 specified Journal cards, you acquire this Sight card




Additional Setup Instructions for the Full Game

A**B**

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



Appendix

Special Tiles

(Added to Map directly. Gained against 7 backpack cards)



Worth 1 or 2
Symbols as
imprinted



Has unique Loop patterns,
and is worth direct points

Gained if
closing a set
of 7 cards



Worth direct
5 points



Increases hand
limit to 16 Cards



Gain 1 any-color
discount every
turn



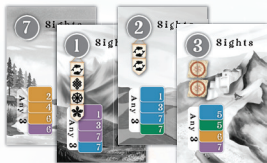
Gain 1 wild Symbol. At
the end game, you can
decide which Symbol
you want it to be



From now on, whenever you
pick Basic Tiles, disregard
position and color; pick from
any of the 7 available Tiles

Sights

(These go directly to Journal)



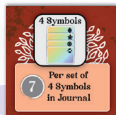
Worth direct points. Additionally they have Symbols/Loops as imprinted on the Sights card.



Worth direct points. Also, when acquired, immediately gain any Basic Tile (from any 7 available ones) OR any available Special Tile, and add it to your Map.

Scoring Tiles

(Check the Tile itself to see the potential scoring table)



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

e.g. 0 sets = 0 points



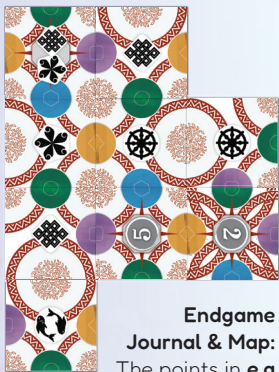
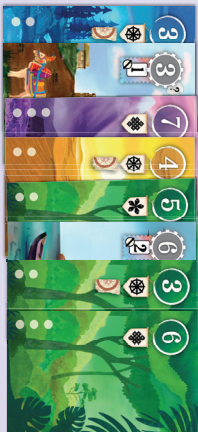
4 Symbols (Map): Gain 7 points per set of 4 distinct symbols (Knot, Lotus, Wheel and Fish) in your Map.

e.g. 1 set = 7 points



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

e.g. 8 circles = 11 points



Endgame Journal & Map:
The points in e.g. are calculated according to this example

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 on your Map.

e.g. 2 Quartets = 12 points

Quartet			
1	2	3	4
4	12	20	30



A Quartet

Diagonal			
3	4	5	6
3	7	13	21

Diagonals: Pick a diagonal on Map which has the maximum number of continuous, complete colored circles. Score for that many continuous circles (without a gap).

e.g. 4 circles in longest diagonal = 7 points



Number: Pick the number having the maximum appearance in your Journal, (including Sights, Hitch-Hike cards). Score for that many cards having that number.

e.g. 3 “Three valued Cards” = 3 points



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

e.g. 3 Green Cards = 3 points



Symbols: For every Symbol on your Map, which does NOT have the same type of symbol in any of its 8 adjacent places, gain 3 points. Add for all such symbols.

e.g. 2 symbols = 6 points

CREDITS

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For additional info, please visit us at www.zenwoodgames.com





Reference



TURN ACTIONS

1st (Optional) **Play one or more cards** from your hand to a single set and pay its costs. Close that specific set if you want, & gain some bonuses

2nd Then, either **Draw any 3 colored cards** OR **1 wild card** (if available), from the 6 face up Journey cards in display, and add it to your hand.

END GAME SCORING

Numbers: Add all the numeric values present on Journal cards and on Map Tiles.



Symbols: For each symbol, multiply their count on Journal x Map, and add the 4 values.



Loops: Count the total number of complete loops on your Map and on your Journal. Player with highest total Loops gets **14 Points**.



In a 3-5 player game, player with 2nd highest loops also gets 6 points

Scoring Tiles*: Calculate the points gained from each of the 3 Scoring Tiles individually and add them.



*not in introductory game