

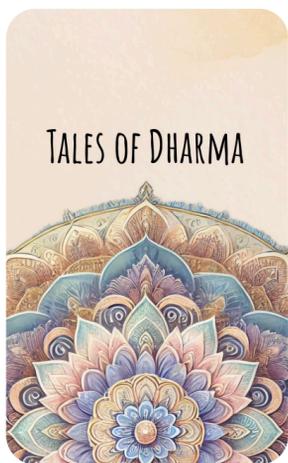
TALES OF DHARMA

Instruction Booklet

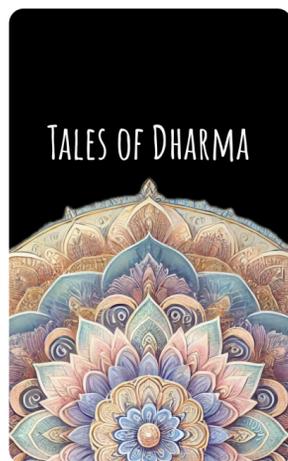
Namaste!

Tales of Dharma is more than just a game—it's an experience designed to bring families and friends together in celebration of legendary heroes, powerful sages, and divine beings. Through play, we aim to spark curiosity about the rich stories of Dharma, inspiring players to explore the virtues, struggles, and triumphs of these figures. Whether strategizing to form the ultimate Sena or sharing tales of the gods and warriors, this game creates meaningful moments of connection, learning, and fun. We believe that storytelling thrives through play, and Tales of Dharma is our way of bringing these timeless narratives to life in an engaging and interactive way for players of all ages. We intend no harm, and our goal is to promote fun, play and bring awareness to all those who upheld and preached the essence of Dharma.

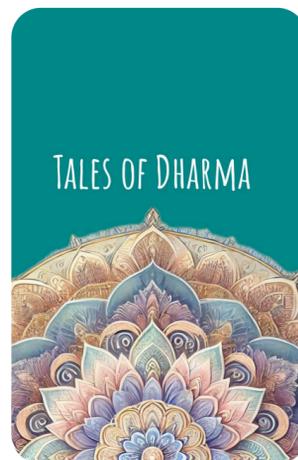
What is Inside?



114 Regular Cards



14 Asura Cards



6 General cards



2 regular dice

This box also contains 3 Story Cards and 6 Instruction Cards - Separate them before play.

Introduction

In a time when the balance of the cosmos is threatened, the forces of divinity and destruction collide in an epic struggle. The mighty **Devas**, the fearless **Vanaras**, the noble **Kurus**, the celestial **Devis**, the enlightened **Rishis** and the powerful **Vahanas** have risen, answering the call to defend dharma from the relentless Asuras.

Each player steps into the role of a divine commander, assembling legendary warriors and celestial allies to forge an unstoppable Sena. Beware of other commanders who will sabotage your plans and seek all the glory. Unite champions from all six divine warrior classes to uphold the Dharmic order. Strategy, power, and fate intertwine in this thrilling battle for supremacy.

Terms you should know

Setup Terms

SENA: Your Sena is the playing area in front of you, where you place your Generals, Majors, Astras, Curses, and captured Asuras. In Sanskrit, "Sena" means army, representing the forces under your command.

DRAW PILE: The Draw Pile consists of a stack of face-down cards with vanilla-colored backs. Players draw from this pile during the game to replenish their hands.

SUBMERGE PILE: The Submerge Pile is the face-up discard pile where players place discarded or submerged cards. Cards moved here are considered out of play unless otherwise stated.

JAIL: The Jail is the area to the left of your General, where you store captured Asuras. Asuras in Jail may grant effects or be used strategically during gameplay.

ASURA DECK: The Asura Deck consists of a stack of face-down cards with black-colored backgrounds.

- Each time an Asura is captured, a new Asura card from the Asura Deck is revealed.
- At all times, three Asura cards must be face-up in the play area, available for capture.

Gameplay Terms

DRAW: Take the top card from the Draw Pile and add it to your hand.

PULL: Take a random card from another player's hand without looking at their cards.

DISCARD: Move a card from your hand to the Submerge Pile.

SUBMERGE: Move a Major, Astra or Curse from a Sena to the Submerge Pile. When a Major is submerged, any attached Astras and Curses are also submerged.

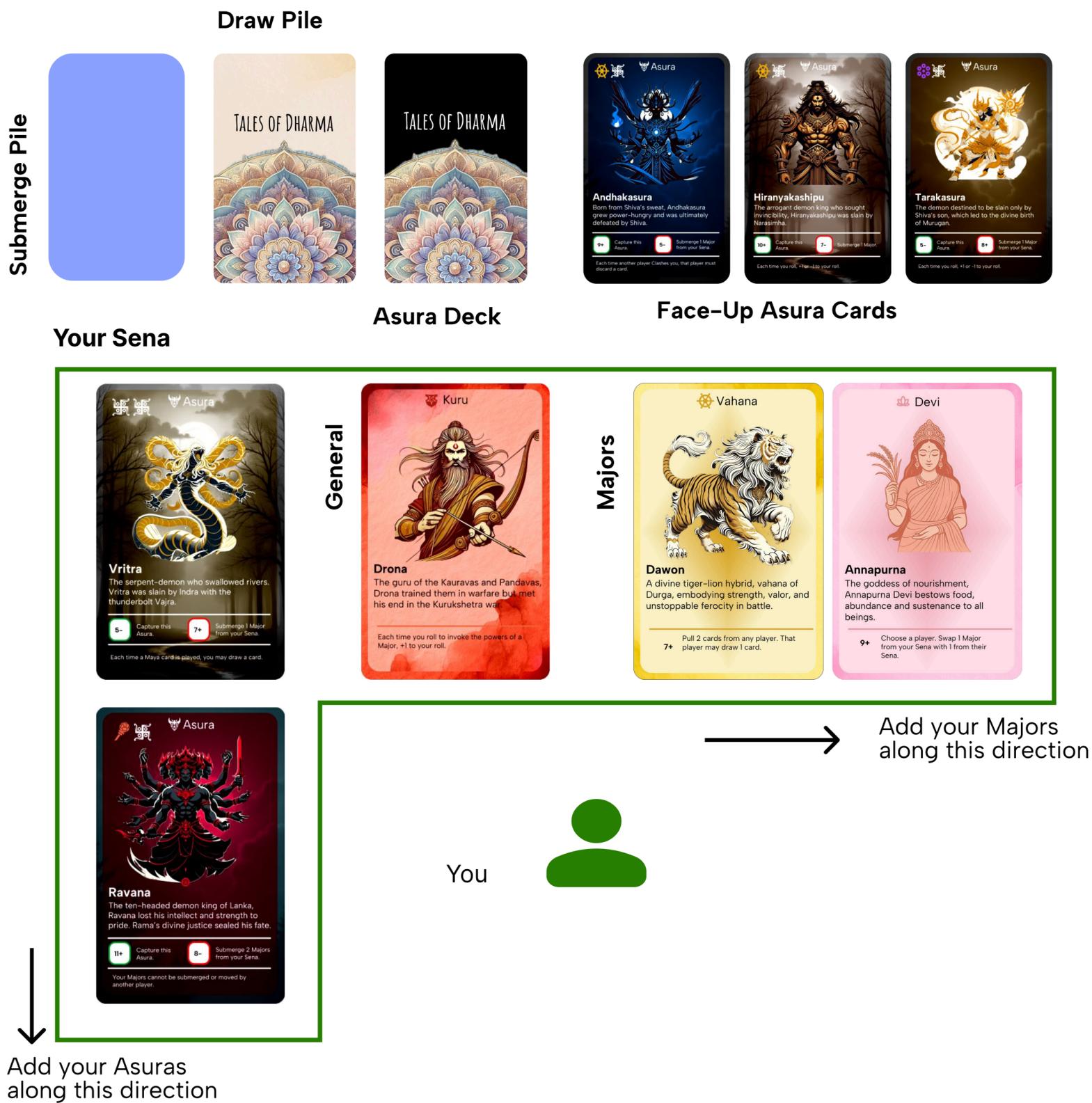
CLASH: Interrupt your neighbor's action by attempting to stop them from doing certain actions.

CAPTURE: Attempt to capture an Asura. If your roll meets the capture requirement, you may move the Asura to your Jail. If unsuccessful, the Asura may retaliate.

INVOKE: Every Major has abilities that can be invoked. Roll for the value shown on the Major. If your roll is successful you may invoke the powers mentioned on the Major's card.

INTRODUCE A MAJOR: Move a Major from your hand to your Sena. Once placed, you may immediately roll to attempt and invoke the Major's power. If your roll does not meet the condition mentioned on the Major card, you can not invoke the Major's power, but can still keep the Major in your Sena.

KARMA POINTS (KP): Certain cards and actions require Karma Points (KP) to be played. Each player starts their turn with 3 Karma Points to spend. Players can choose how to spend KP. Unspent KP do not get carried over to your next turn.



Different Cards

GENERALS: Each player starts the game with one General, a card with a teal-colored background that belongs to a specific class. The General is placed immediately in the player's Sena, serving as its leader throughout the game. Unlike other cards, Generals cannot be submerged, cannot be used to capture Asuras, or have Astra or Curse cards attached to them. However, they possess unique powers that can be invoked multiple times whenever their activation conditions are met, making them a crucial part of a player's strategy.

MAJOR CARD: Majors are key members of various classes, each with a power that can be invoked once per turn by rolling the dice. If the roll meets or exceeds the number on the card, the power can be invoked. To introduce a Major into your Sena, spend 1 Karma Point (KP) to move it from your hand to your Sena, then roll **immediately** to attempt invocation. On future turns, spend 1 KP to roll and invoke an existing Major already in your Sena.

Attached Curses and Astras always follow the Major, if a Major is submerged, its attachments are submerged as well. If a Major moves to another Sena or player's hand, its Curses and Astras move to the other Sena or player's hand respectively.



Rishi Class



Vahana Class



Vanara Class



Kuru Class



Deva Class

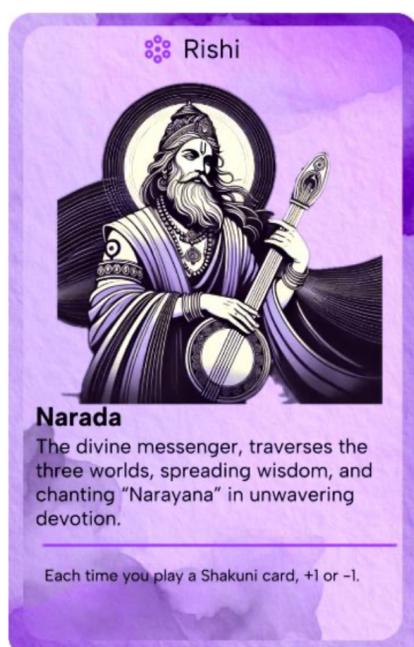


Devi Class



Major of any Class

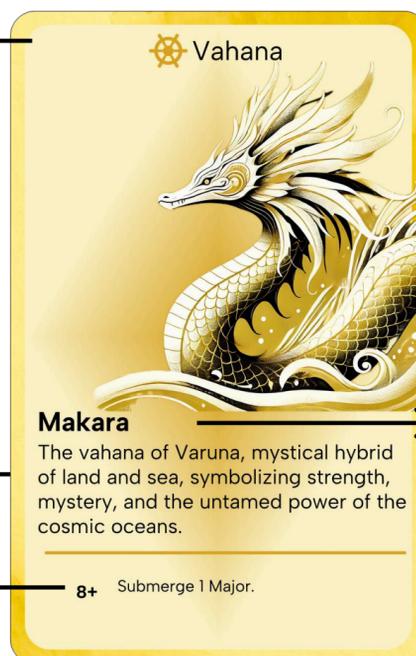
A General Card



For example, this General has the power "Each time you play a Shakuni card +1 or -1 to your roll". This power can be invoked every time you play a Shakuni card for no loss in KP.

A Major Card

Class Symbol and Class Name



Major's Name

Major's Story

Roll an 8 or more to **INVOKE** the power of this Major i.e. Submerge 1 Major.

CURSE CARD: Curse Cards have **Curse** written at the top. These cards weaken a Major's abilities and cannot be placed on Generals. To apply a Curse, slide the Curse Card under the chosen Major card.

ASTRA CARD: Astra Cards have **Astra** written at the top. These cards enhance a Major's abilities and cannot be placed on Generals. To equip an Astra Card, slide it under the chosen Major card.

MAYA CARD: Maya Cards have **Maya** written at the top. These cards provide one-time effects and are immediately moved to the Submerge Pile after their ability is used.

SHAKUNI CARD: These are powerful cards that alter your roll or the roll of other players. These cards can be played anytime by any player (including you) right after the roll. They do not cost any KP. You can increase or decrease the roll value of any player, help your friends or stop them from their pursuits. Shakuni cards can be stacked over. For instance you can stack a +4 Shakuni card and +1/-3 Shankuni card, resulting in a net +5 (4+1) or +1 (4-3) to the roll.

CLASH CARD: Use a Clash Card to prevent your neighbor from completing an action when they:

- Introduce a Major into their Sena
- Play an Astra Card
- Play a Maya Card
- Play a Curse Card

To Clash, discard your Clash Card at the moment your neighbor attempts one of the above actions. Playing a Clash Card does not cost Karma Points. Both you and the targeted player then roll the dice—you roll first.

- If your roll is equal to or higher than the opponent's, the challenged card is moved to the Submerge Pile, and the action is canceled.
- If your roll is lower, the opponent's turn proceeds as normal.

ASURA CARD: Asura Cards are cards with a black back. On your turn, you may spend 2 Karma Points (KP) to attempt to capture a face-up Asura, provided you meet its Major requirement.



Capturing an Asura

- Each Asura has a Major requirement, you must meet the Major requirement and declare which Majors you are using to attack the Asura.
- To attempt a capture, roll the dice and compare the result with the conditions specified on the card.
- Each Asura has a capture condition that determines whether you successfully capture it.
- If your roll meets the capture condition, you can move the Asura card and place it in the Jail of your Sena.

Asura Retaliation

- Asuras can retaliate if your roll falls within a specific range that is indicated on the card.
- Some Asuras retaliate if you roll too high (e.g., 9+ results in a penalty), others retaliate if you roll too low (e.g., below 5- results in a penalty).
- Asuras have a safe zone where no retaliation occurs.
- If the Retaliation demands to submerge Majors, **only Majors used in the attack maybe submerged.**

Asura Powers:

- Like Generals, Asuras have unique abilities that can be invoked when the activation conditions are met.



The image shows a card for the Asura Ravana. The card is dark red with a central illustration of Ravana, a ten-headed demon king with multiple arms holding various weapons. The card includes the following text and icons:

- Asura** (with a small Asura icon)
- Ravana**
- Major Requirement:** Attempt to capture this Asura only if you have a Major from the Vanara Class and another Major from any class. **NOTE:** You can not use your General to attack an Asura, and the class of your General can not be used to meet the Major requirement.
- Retaliation Condition:** if you roll a 9 or above you have to discard 2 cards.
- Asura Power:** Each time a Maya card is player (you or any player) you may draw a card.
- Capture Condition:** if you roll a 11 or above you can capture this Asura. You may use Shakuni cards to modify the value of your roll.
- 11+** Capture this Asura.
- 8-** Submerge 2 Majors from your Sena.
- Your Majors cannot be submerged or moved by another player.

Arrows point from the annotations to the corresponding parts of the card: the Major Requirement text, the Retaliation Condition text, the Asura Power text, and the Capture Condition text.

How to Start

1. Separate the instruction cards and story cards. Both of them are cards with text on both sides.
- 1. Prepare the Asura Deck** – Separate the Asura Cards (black backs) and place them face-down in the center of the play area to form the Asura Deck.
- 2. Reveal the First Three Asuras** – Draw the top three Asura cards and place them face-up. These Asuras are available for capture.
- 3. Distribute General Cards** – Separate the General Cards (teal backs) and give one General to each player. The General must be placed in their Sena immediately.
- 4. Distribute Starting Hands** – Shuffle the remaining cards (vanilla backs) and deal five cards to each player.
- 5. Form the Draw Pile** – Place the remaining cards beside the Asura Deck to serve as the Draw Pile.
- 6. Determine First Player** – Use your own house rules to decide who goes first.

How to Win

There are two ways to win:

- 1. Diverse Sena Victory** – You win if your Sena contains at least one Major from each of the six classes. Your General also counts towards this diversity.
- 2. Asura Conquest Victory** – You win if you capture three Asuras and place them in your Jail.

Let's Play!

Players take turns in clockwise order. At the start of each turn, a player receives 3 Karma Points (KP). All 3 KP must be spent during the turn—unused KP do not carry over to the next turn.

Actions for 1 Karma Point (KP):

- Introduce a Major into your Sena and immediately roll to attempt to invoke its power.
- Invoke an existing Major in your Sena by rolling the dice. Remember that a Major can only be invoked once per turn.
- Play an Astra, Maya, or Curse card.
- Draw a card from the Draw Pile.

Actions for 2 Karma Points (KP):

- Attempt to capture an Asura by rolling the dice and following the capture conditions on the card.

If a card's effect states that an action happens immediately, you do not need to spend additional KP to perform that action.

For example, if a player spends 1 KP to invoke a Major with the ability "Draw a card and introduce a Major into your Sena immediately," they may draw a card and introduce a Major without spending another KP.