

Gurukulam

Rules

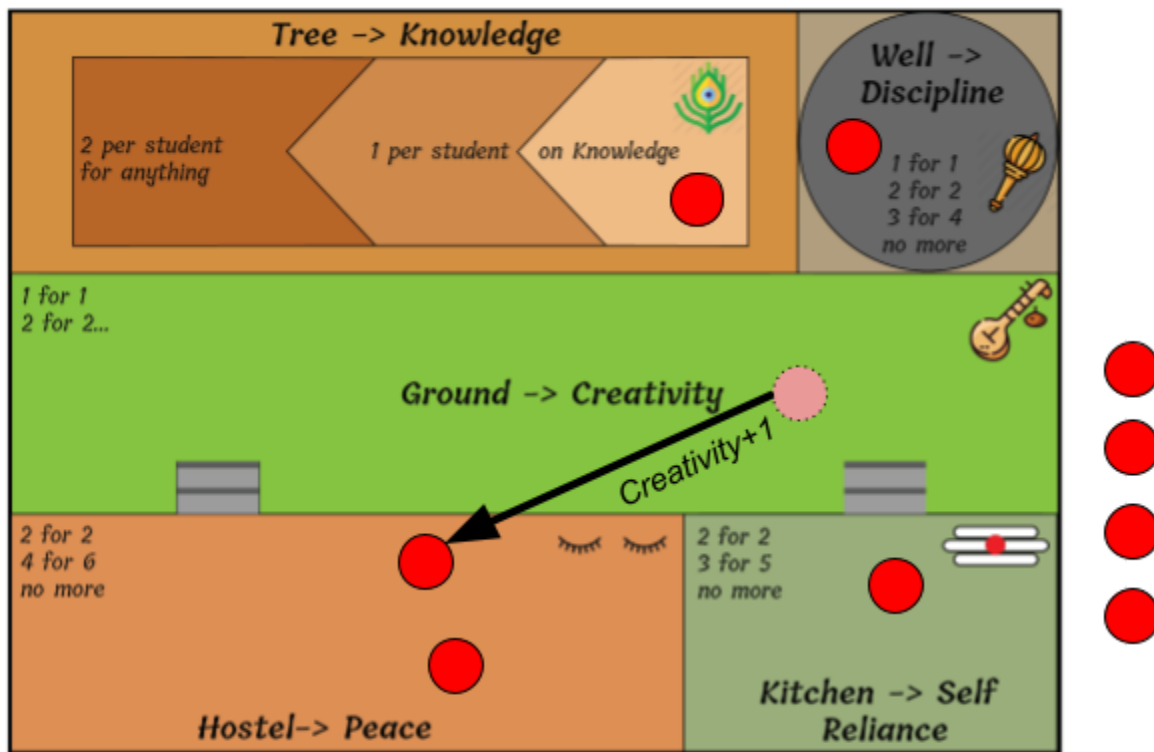
India, 13th Century, in the land of education. You are an Acharya (Headmaster) of a Gurukul and are responsible for teaching students some of the different Vidyas from the Vedas.

Assigning students various tasks in the Gurukul premises to teach them eclectic life skills from Knowledge to Peace, Creativity, Discipline, and Self Reliance. As the Vidyas increase so does the number of students. The Acharyas are aiming to teach valuable lessons to their disciples, can you be the Headmaster to guide India's future?

Setup:

- Each player takes a player mat that has their Gurukul premises and reference card.
- Each player gets 9 student tokens of the same color.
- Keep the Lessons Tracker in reach for all the players.
- Place 1 student in each space in the Gurukul (using 5 out of 9).
 - Keep the rest four beside the board.
- Shuffle and place 4 Vidya cards for everyone to read.
- Place 1 marker on each lesson track.
- Place 1 marker on the Score Tracker

- In the following example, the player moved one student from Ground to Hostel. This results in +1 in the Creativity Lesson Tracker.
 - **NOTE:** Players cannot put the students in the same location in that turn.
- The players gain lessons as per the location's rules.



 Students

Example Action

- Each location and its gains-
 - Tree provides **Knowledge**
 - Level 1 or 2- 1 lesson per student on **Knowledge**
 - Level3- 2 lessons per student that can be spent anywhere.
 - Well teaches **Discipline**
 - 1 student for 1 lesson
 - 2 student for 2 lesson

- 3 students for 4 lessons.
 - It cannot handle more than 3 students..
- Ground instills **Creativity**
 - 1 student learns 1 lesson
 - 2 students learn 2 lessons and so on...
- Hostel inculcates **Peace**
 - 2 students together gain 2 lessons
 - 4 students gain 6 lessons.
 - **Note-** 1 student does not provide anything, whereas 3 students will only give 2 lessons. Lastly, it cannot allow for a 5th student.
- Kitchen teaches **Self Reliance**
 - 2 students gain 2 lessons
 - 3 students gain 5 lessons
 - It cannot have more than 3 students
- Whatever lessons are learned are stored in the lessons tracker. The lessons will be combined to Execute them and learn new Vidyas.

Lesson Tracker



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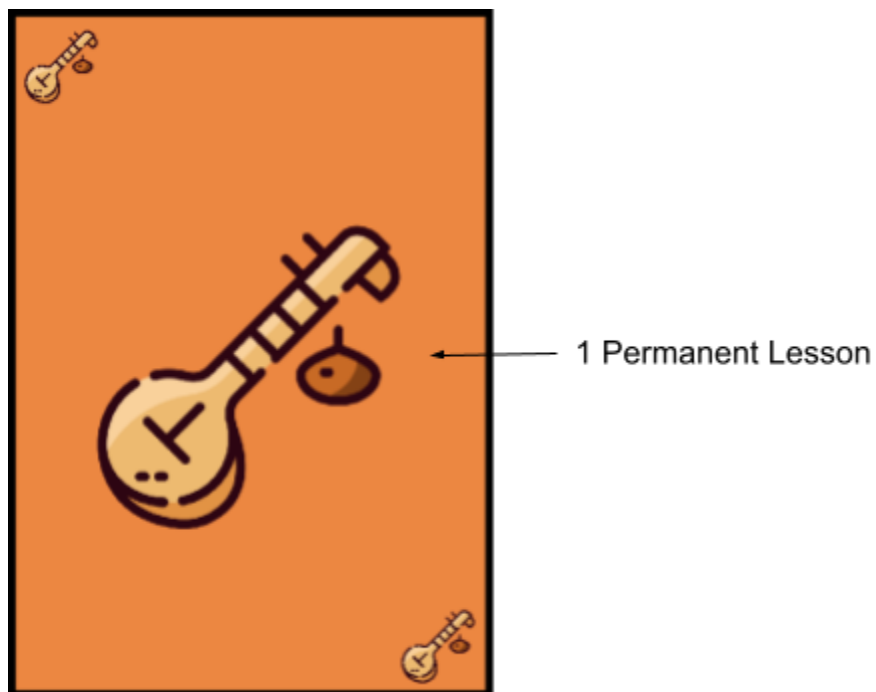
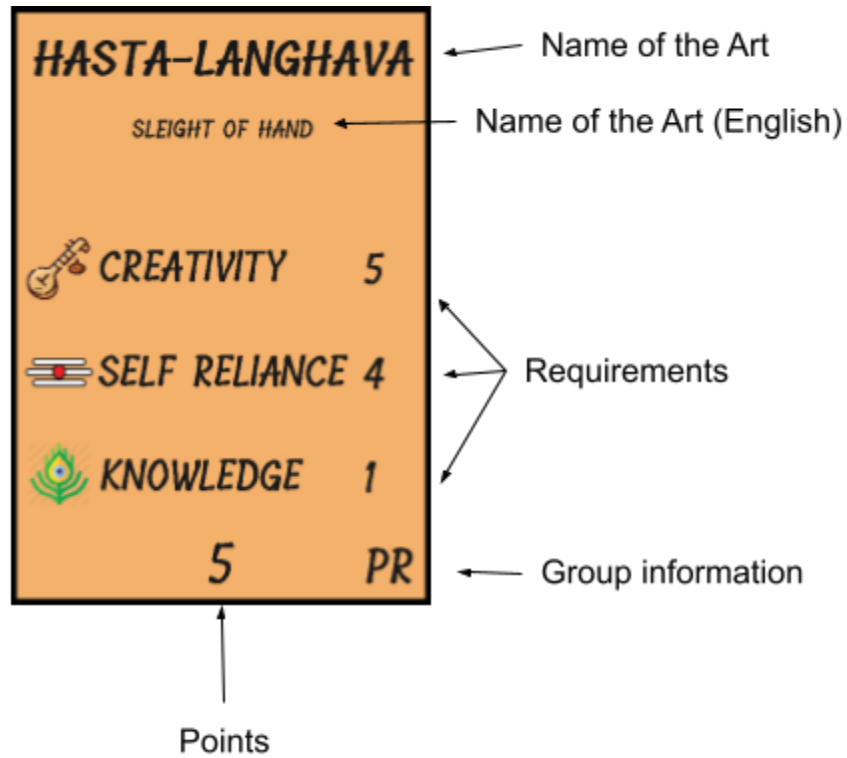


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 Each player's tracker token

Lesson Tracker. Along with follow-up on the previous example.

- Execute Lessons:
 - There are Vidya cards in the center that players are targeting to earn.
 - Each Vidya card has 3 subjects and a specific number of lessons per subject. Players have to spend all the necessary lessons to gain that card.
 - The top subject on each card will require the most lessons.



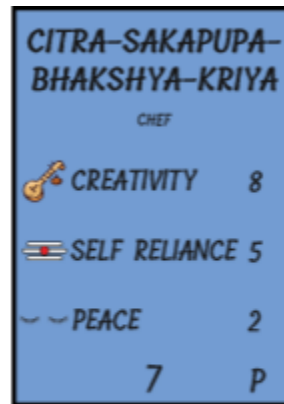
- The number of points that the card award is written in the bottom center.
 - Each Vidya is a part of one of the 5 groups. Players are trying to have the most number of cards of the same group for end game bonuses.
- One turn is spent on reducing lessons and gaining a card.
- For the start, only five students are in Gurukul. Two students are admitted into the Gurukul as soon as the players cross the following threshold.
 - 15 points and 35 points in a 2 player game.
 - 13 points and 30 points in a 3 player game.
 - 12 points and 25 points in a 4 player game.
- They can be assigned to any location except Level 2 or 3 on Tree.

Scoring:

- The game end is triggered as soon as someone reaches 70 points (2p), 60 points (3p), and 50 points (4p).
- After this, the remaining players take turns to make it an even number of turns for all players, and then the scores are calculated.
- Each Vidya card belongs to one of the 5 groups; having multiple cards of the same group rewards more points.
 - **Science**
 - **Arts**
 - **Performance**
 - **Practical**
 - **Miscellaneous**



Miscellaneous group



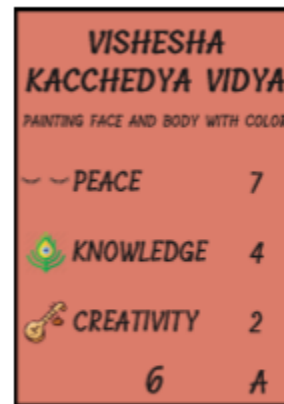
Performance group



Practical group



Science group



Arts group

Each group will be represented by their code on the bottom right and colour

No. of cards	Number of points
1	1
2	3
3	6
4	10

- The player with the most points at the end of the game wins.
- In the case of a draw, the player with the least number of cards wins, if it is still a tie the highest group wins, and if it's still a draw they share the victory.

