



Mana Mana



by
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These images mean a lot to your Maori tribe. Their patterns tell of wisdom and courage. They show you the way to MANA, the life force that you use jointly in harmony. Today you are going to follow an ancestral ritual. To this end, you try to combine images showing the same symbols. If you use your powers wisely also in the interest of your fellow players, you will increase the MANA and complete this ritual as the best of your tribe.



Your goal

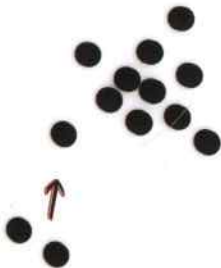
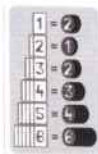
Repeatedly, you lay out sets of up to 6 cards with the same image in front of you or one of the other players. For this, you get MANA, which you can then use again in order to quickly gain additional cards. Many cards in your own display and lots of MANA lead you to victory.

Take image cards from the display

Take one or more cards of **one color** from the **display** into your hand.

If you take only **1 card**, this **doesn't cost** you any **MANA**.
For every **additional card** you take on the same game turn, you have to put **1 MANA** token back into the supply.

Example: You take 3 purple cards from the display into your hand; for that, you put back 2 MANA tokens.



You
may **NOT**
draw a
card from
the pile!



Since
you initially
have no **MANA**,
you can take more
than one card only
later in the game.



Your game materials

72 image cards with 9 patterns
2 overview cards
72 MANA tokens

Display of image cards



Draw
pile

Overview
card



Set everything up



- Shuffle the image cards and form a face-down pile. Turn the five cards at the bottom perpendicular to the rest of the deck.
- Each player takes 1 image card from the pile into his hand.
- Line up 5 image cards face up as a display next to the pile.
- Put all MANA tokens within reach as a supply.
- Place 1 overview card next to the card pile so that it is easy for everybody to see.
- The 2nd overview card is given to the starting player – the oldest one among you.
- Then you all play in turn.



MANA
tokens

This is how you play

On your turn, you choose one of the following 2 options:

- Take image cards from the display
- Lay out image cards in front of you or in front of any other player

After every turn, you refill the display with cards from the pile so that there are 5 face-up cards again.

Limit of hand cards

You may never have more than 10 hand cards. So, if you have 10 image cards in your hand at the beginning of your game turn, you have to lay out cards.

Lay out image cards in front of you or in front of any other player

In front of **you**, lay out one or more hand cards **of a color** that **is not yet lying there**.

OR

In front of any **one player** of your choice, lay out one or more hand cards **of a color** that **is already lying there**.

Always put cards of the same kind next to each other and fan them out.



If you have laid out cards in front of you, you count them there.

1	=	2
2	=	1
3	=	2
4	=	3
5	=	4
6	=	6

For this, you get MANA

Count the number of cards of the color played that are now lying in front of the player where you just laid out the card(s).

If, in the **color** you have **played**, there is now a total of ...

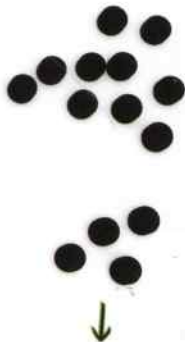
- 1 image card » Take 2 MANA tokens from the supply
- 2 image cards » Take 1 MANA token from the supply
- 3 image cards » Take 2 MANA tokens from the supply
- 4 image cards » Take 3 MANA tokens from the supply
- 5 image cards » Take 4 MANA tokens from the supply
- 6 image cards » Take 6 MANA tokens from the supply

You can look this up anytime on the two overview cards!

There may **never** be **more than 6 image cards of the same color** lying in front of any player.

Example: You lay out 3 green cards in front of a player who already has 2 green cards lying in front of him. Since there are now 5 green cards in total in front of him, you get 4 MANA tokens.

1	=	2
2	=	1
3	=	2
4	=	3
5	=	4
6	=	5



Completing a card row

Once a player has **6 image cards** of one color lying in front of him, he pushes them together into a **pile**. This "completes" this row of cards. From now on, **nobody** may lay out image cards of this color in front of him anymore.

This is how you end the game

When you put the first perpendicular card of the pile into the display, you keep playing ...

- » until the starting player would have his next turn.
- » until – beginning with the starting player – everybody, in turn, has had another turn.

After that, the game ends, and you determine the winner(s).

And the winner is ...

Add up the number of

- » image cards lying in front of you
- » MANA tokens you own

The player with the greatest total of both wins!

In case of a tie, the player who has fewer hand cards left wins. There can be several winners.



Art.Nr.: 60 110 5163

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2022 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1, 90765 Fürth Germany
service.zoch-verlag.de, zoch-verlag.com

