MEENAKSHI TEMPLE

2–5 players

40–60 min

At the entrance of each Hindu temple, a faithful pilgrim will always see a gopuram— a bright and richly decorated tower of great importance that quite often overshadows the sanctuary itself.

Meenakshi Temple is a three-dimensional action selection game in which players gradually construct their own multi-level gopurams out of magnificent statues and sturdy slabs.

game components

- ◇ 5 double-sided player boards
- ◇ 15 player markers (5 sets of 3 markers each)
- ◇ 28 Upgrade cards
- ◇ 6 Goal cards
- ◇ 5 Basement cards
- ◇ 50 Construction cards
- ◇ 1 game board
- ◇ 2 double-sided Action Choice sheets
- ◇ 6 Blessing tokens
- ◇ 115 statues (20 of each color and 15 Shiva statues)
- ◇ 1 Direction token
- ◇ 5 reference sheets

goal of the game

Score the most victory points ✺ for abiding by the will of the Hindu deities, which you do by placing statues on your tower's levels, receiving divine blessings, and fulfilling your secret goal.

main area setup
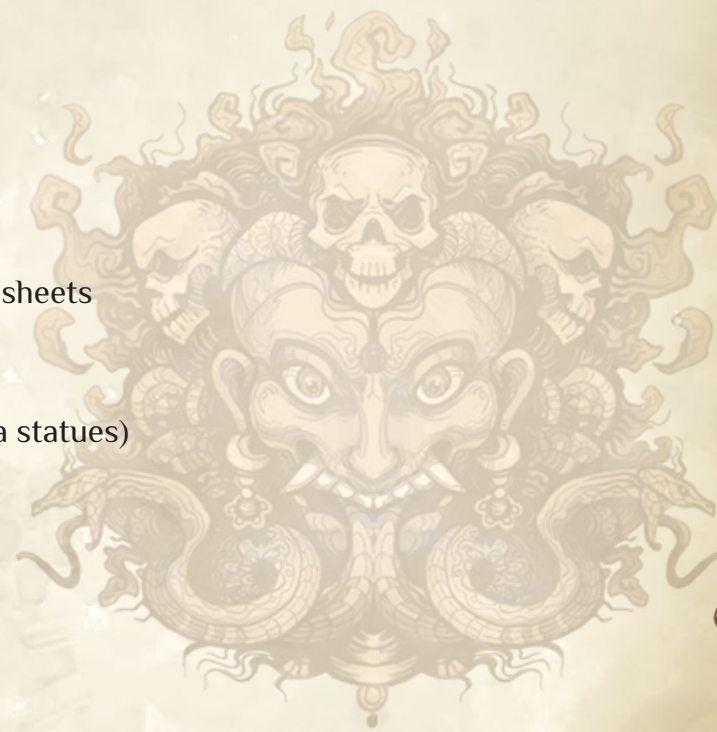
1. Place the game board and the statues within reach of all players.

2. Place the Action Choice sheet that indicates the current player count (see their bottom-right corner) on the corresponding area of the game board. Return the other to the game box.

3. Shuffle all Construction cards to form a Construction deck. Then, draw a number of them depending on the number of players:

6 if two or three players
8 if four players
10 if five players.

Place the drawn cards Slab side up on the areas of the game board that correspond to their letters, thus making the Slab market. Cards with identical letters are piled together in the order they were drawn.

Slab side

4. Split the remaining Construction deck into 2 roughly even piles and place them Action side up on the corresponding areas of the game board.

Action side

5. Place the Direction token under the Action Choice sheet, pointing to the right.

6. Return to the game box all Upgrade cards that indicate higher player counts (see their bottom-right corner). Sort the remaining Upgrade cards into 2 piles, one for each level (see their upper-left corner), and shuffle each pile separately. Place the second-level pile face down on indicated slot of the top of the game board, and the first-level pile face down on top of it, thus making the Upgrade deck.

7. Draw three cards from the Upgrade deck and reveal them in the spaces next to it, thus making the Upgrade row.

8. Place each Blessing token with a random side up in the corresponding area of the game board. For your first game, use the sides with white dots only.

Note: these tokens cannot be flipped during the game.

Available statues

Blessing tokens

Slab market

Upgrade row
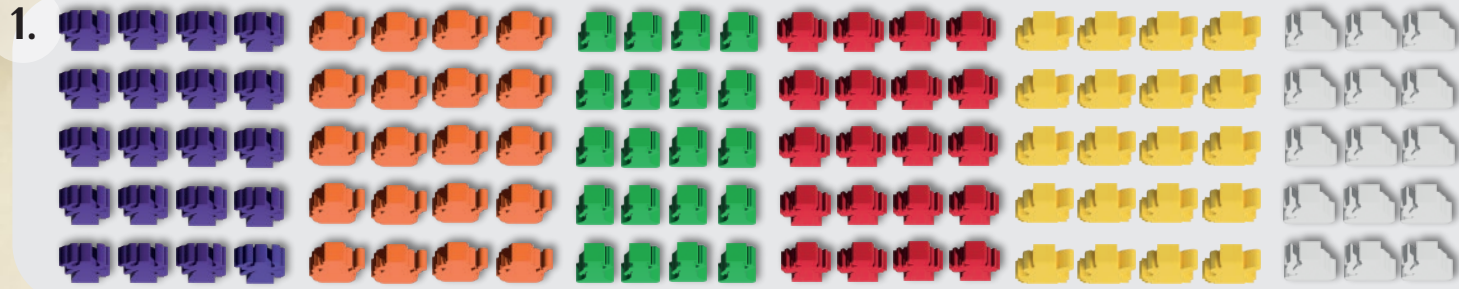
Player board

Game setup example

3

player area setup

1. Deal a random Goal card to each player. For your first game, we recommend putting all Goal cards aside.

All Goal cards score 5–7 ⚙ *for meeting a certain requirement on each of the tower levels.*

Don't show your Goal card to anyone.

2. Deal a random player board to each player (or let space choose one). All player boards are double-sided, but for your first game, we recommend using the side with a white dot above the Deity. For all subsequent games, each player may decide which side they want to play on depending on their Goal card.

Each board shows a Deity, an ability available to you, your color and slots for statues.

3. Deal each player the Basement card that corresponds to their Deity, which they place in front of them in a way that makes it comfortable for them to build their tower there.

4. Place one player marker of each player's color on the "0" space of the scoring track.

5. Place one player marker of each player's color on the left-side space of the Action Choice sheet that is aligned with its color on the left-side Construction deck.

6. Give each player statues of their color based on how high their player marker is on the Action Choice sheet. Each statue is placed on one of its owner's storage slots.

3-player game

The second player gets 1 statue, while the third gets 2.

4-player game

The second and third players get 1 statue, while the fourth gets 2.

5-player game

The second and third players get 1 statue, while the fourth and fifth get 2.

1.

2.

Instead of resolving the chosen basic action, you may take 2 statues of the action color.

Ganesha

🌈⬤ = +2 📜

Upgrade slots

3.

4.

| 1 | 99 |
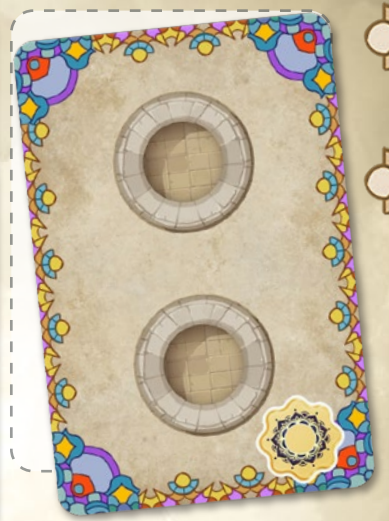
Each time you receive 🏵, advance your player marker the corresponding number of cells.

5

gameplay

The game is played over a series of rounds, each consisting of a turn from each player.

The Direction token points towards the side of the Action Choice sheet to which player markers will move during this round. Players take turns in the order their player markers are placed on the other side, with the topmost leftmost marker going first, and so on.

turn overview

On your turn, move your marker on the Action Choice sheet to the other side, placing it on any space that is not occupied by another marker yet. The Construction card icons in the same row and side as the space you've moved into indicate the basic action and the bonus you get – the highest and the lowest rows have no bonuses, and the lowest lets you choose any basic action.

Then, resolve the basic action, the bonus, and any Deity or Upgrade card effects you want. You may do these in any order you choose, but must end one before proceeding with the next. Once you're finished, pass the turn to the next player.

The number of your statues may not exceed the number of the slots in your storage.

basic actions

bonuses

bonuses

There are two types of bonuses: ⚙ and statues.

◊ When gaining ⚙, simply score them by advancing your marker in the scoring track.

◊ When gaining statues, place them in empty storage slots in your player board, forfeiting any statues that don't fit. If there are no statues of the indicated color left, gain statues from any other color that is not white.

basic actions

There are five basic actions: taking a Shiva statue, constructing statues, receiving a blessing, installing a slab, and upgrading your player board.

Taking a Shiva statue

Gain a Shiva 🏺 statue, if you have an empty storage slot to place it on. If there are no Shiva statues left, gain a statue of any other color.

Constructing statues

Place any number of statues from your storage on any empty slots of your tower's highest level and score as indicated below:

- 1 ⚙ for each placed statues;

- 1 additional ⚙ for each placed statue that matches the color of its slot;

- 3 ⚙ for each completed scene. A scene is a group of three differently colored statues placed on three slots highlighted with a black or white line.

Ganesha

🌈 = +2 📜

Instead of resolving the chosen basic action, you may take 2 statues of the action color.

You score 10 ⚙ for placing 4 statues. The green statue scores you 1 ⚙ , since it is placed on a differently colored slot. The yellow, red and white statues score you 2 ⚙ each (an additional ⚙ for being placed on a slot of the same color). The completed white scene, finally, scores you 3 ⚙ .

+2   +2   +1

A

+2

+3
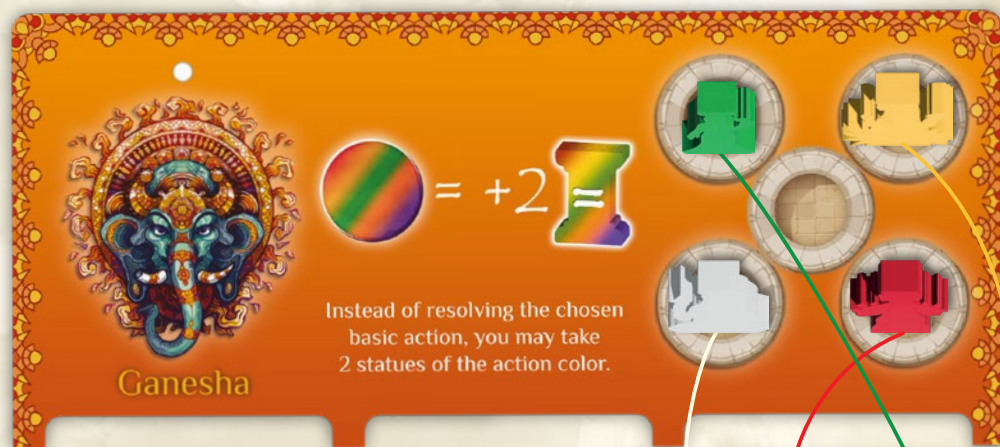
Receiving a blessing

Take, from the game board or from other players, as many Blessing tokens available to you as you want, scoring them right away. A Blessing token is available to you if:
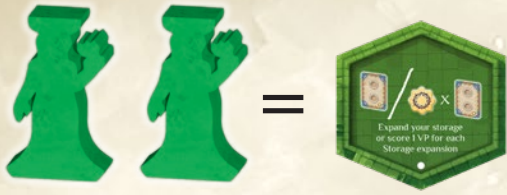
◊ You have no Blessing tokens.

◊ Your tower's highest level has at least two statues of the Blessing token's color.

◊ Your tower's highest level has the most (or tied for most, in 4- and 5-player games) statues of the Blessing token's color, compared to those of other players.

Installing a slab

Take a card from the Slab market into your hand. If there is none, take it from the bottom of any Construction deck instead.

Then, if you have statues on all slots with bold white frames on your tower's highest level, you may place a card from your hand on top of them, Slab side up, thus making a new level for your tower. If you do so, return all your Blessing tokens to the game board.
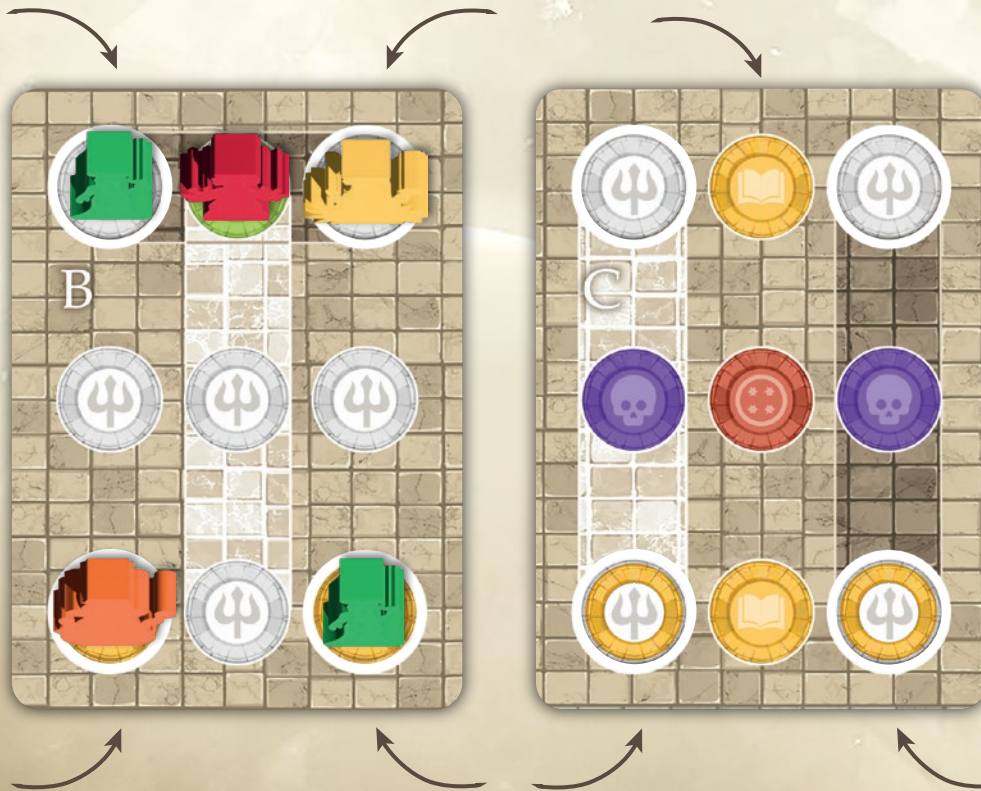
Required slots for installing a new level

Upgrading your player sheet

You may resolve this action in **two ways**:

A Take the leftmost card from the Upgrade row and place it to the right of your player board, face down. This gives you 2 additional slots for statues.

B Choose a card from the Upgrade row and place it in an Upgrade slot in your player board. If there was a card there already, it is covered by the new card, and doesn't take effect anymore. Visible cards in your Upgrade slots provide you with the effects described in them.

Whatever you choose, slide the remaining cards in the row to the left, then replenish the rightmost space with a new card from the Upgrade deck, if possible. If there were no Upgrade cards in the row at the start of this action, simply gain any non-Shiva statue instead, as in a bonus.

Round end

When all players are done with their turns,
proceed with the following:

1. Move the Construction card used for this round's actions to the corresponding area of the Slab market, Slab side up.

2. Flip the Direction token.

3. Start a new round.

game end

The game is about to end when either:

A   A player installs their 7th level (basement counts as level).

B   There are no statues left in the supply of at least two colors (white counts as a color).

When any of these happen, proceed with the current round until its end and then play another full round. Then, tally up the final scoring, and whoever has the most ⚙ wins! In case of a tie, the tied player who would play first if there was another round wins.
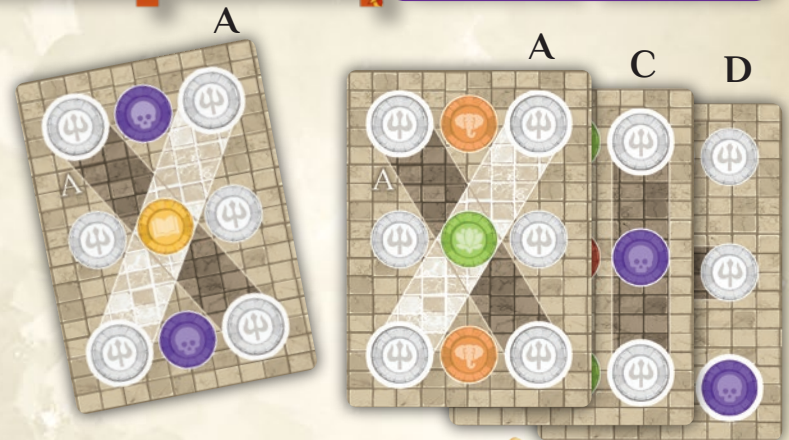
final scoring

When the game ends, score the following:

1 ⚙ for each pair of statues in your storage.

1 ⚙ for each Upgrade card you used as storage expansion.

1/3/6/10/15 ⚙ for having 1/2/3/4/5 different letters in your hand.

5–7 ⚙ for each level of your tower that meets the requirement of your Goal card.

Final scoring example

+1 ⚙   +2 ⚙

A+C+D=6 ⚙

2-player game

◊   Remove 3 white statues and 6 statues of all other colors.

◊   Place the Skanda player board in the box – it is not used in a 2-player game.

◊   Remove all goals that score 7 ⚙ (marked with 3+).

◊   Use the third player marker. Instead of placing player markers in the Action Choice sheet on setup as usual, randomly determine who places their player markers on the first and fourth rows, and who places on the second and third rows. Neither player gets statues as compensation, and players takes two turns each round, one for each of their player markers in the Action Choice sheet.

◊   Remember that, on 2- or 3-player games, ties don't count as majority for receiving divine blessings.

goals

You score 🌼 for each level of your tower that meets your goal's requirement. You may choose not to complete the goal on any of the levels, but it will drastically reduce your chance of winning.

The level must have at least 4 statues of different colors (including Shiva statues).
For instance, yellow, red, purple, and white.

All non-Shiva slots must be occupied by statues.
Remember that Shiva slots and slots with white outlines are two different things.

The level scores you 4 🌼 if it has 1 Shiva statue, and 7 🌼 if it has 2 or more Shiva statues.

The level have a total of 3, 4, or 5 statues.
If it has 6 statues, the goal is not completed.

The level must have at least 6 statues, in three pairs of three different colors.
For instance, 2 yellow, 2 green, and 2 white.

The level must have 3 or more statues of a single color.
For instance, 3 Shiva statues.

glossary

 is any statue, including white.

 is any statue that is not white.

Action color is the color of the chosen Actions slot's background.

Upgrade is a visible Upgrade card in an Upgrade slot.

You may take a Statue of the same color as the Basic Action color		**Any Basic Action color**	**you can perform an action in addition to the specified**
		You can choose an alternative action instead of the specified	**1** **Topmost Basic Action**

player boards

meenakshi

○ Score 2 when placing a card on an Upgrade slot, even if it covers another one.

● Gain any non-Shiva statue when placing a card on an Upgrade slot, even if it covers another one.

kali

○ When choosing a purple action, you may spend 1 ⚙ to take a card from the Slab market. If there are no cards there, take a card from the bottom of one of the Construction decks instead. If you have no ⚙, you can't do this.

● When choosing a purple action, you may spend 1 ⚙ to add a level to your tower as described in the installing a slab basic action. If you have no ⚙, you can't do this.

ganesha

○ Instead of resolving your basic action, you may take 2 statues of the action's color. All other effects are resolved as usual.

● Instead of resolving your Basic action, you may construct 2 statues on your tower's highest level and score points as if performing the constructing a statue basic action. All other effects are resolved as usual.

skanda

(not used in a 2-player game)

○ If you choose a red action, place your third player marker above the Action Choice sheet to indicate that you will be the first player in the next round. When that happens, take the player marker back.

(not used in a 2-player game)

● Before receiving blessings, name one color (including white).
For that action, your current tower's highest level is considered to have an additional statue of that color, thus allowing you to receive a blessing for a color you wouldn't have be able to otherwise.

saraswati

○ When choosing yellow action, if you have less than 4 statues, you may take any non-Shiva statue.

● After gaining 2 or more statues in a single turn, you may immediately construct any one statue from your storage, scoring ⚙ for constructing it as normal.

13

Solo Mode

Goal

Score as much 🌼 as you can.

Setup

Set up the game exactly as a 2-player game, but only using the white-dot side of Blessing tokens. Then, place 2 player markers of your color on any 2 rows of the Action Choice sheet.

> The red Blessing token just gives you 2 🌼 in the solo mode.

Turn Overview

Take turns as normal, resolving basic actions and bonuses as usual. The only difference is that you are the only player taking turns.

When resolving the receiving a blessing action, you must to have at least two statues of the Blessing token's color.

Round End

Resolve the following steps before the usual round end procedures:

1.

a) Look at the color of the top Action on the Construction card used for this round's actions.

b) Return 3 statues of that color to the box. If there are none left, return statues from the color with the least statues left, ignoring white.

c) Move the Construction card used for this round's actions to the corresponding area of the Slab market, Slab side up.

2. Place the leftmost card in the Upgrade row to the box. Skip it if no cards are left in the Upgrade deck.

game end

The game is about to end when either:

A A player installs their 7th level (basement counts as level).

B There are no statues left in the supply of at least two colors (white counts as a color).

When any of these happen, proceed with the current round until its end and then play another full round. Then, tally up the final scoring.

+1 ⚜

+2 ⚜

final scoring

When the game ends, score the following:

1 ⚜ for each pair of statues in your storage.

1 ⚜ for each Upgrade card you used as storage expansion.

1/3/6/10/15 ⚜ for having 1/2/3/4/5 different letters in your hand.

5–7 ⚜ for each level of your tower that meets the requirement of your Goal card.

Instead of resolving the chosen basic action, you may take 2 statues of the action color.

Ganesha

🌈 = +2 =

Final scoring example

A

A   C   D

A+C+D=6 ⚜

Compare your final score with the table below and with your previous high scores!

<120 ⚜	Try one more time, you'll get there!
121–150 ⚜	Not bad! Not great, but not bad.
151–180 ⚜	Good result.
>181 ⚜	You're among the best.

Try to beat Marina's record of 214 ⚜ – she's the game developer!

CREATORS

Illustrations
Olga Morozova
Irina Pechenkina
Maria Titova

Game Development
Shvili Games
Open Borders Studio

Design
Maria Titova
Anastasia Senko

Game Design
Pavel Atamanchuk

Rules Editing
Pedro Latro

Meenakshi Temple, also referred to as Meenakshi Amman or Meenakshi Sundareshwara Temple, is a historic Hindu temple located on the southern bank of the Vaigai River in the temple city of Madurai, Tamil Nadu, India. The presiding deities are Meenakshi, a form of Parvati, and her consort, Sundareshwar, a form of Shiva. The temple is at the center of the ancient temple city of Madurai mentioned in the Tamil Sangam literature, with the goddess temple mentioned in 6th century CE texts.

The restored complex now houses 14 gopurams (gateway towers), ranging from 4550m in height, with the southern gopura tallest at 51.9 metres (170 ft). The complex has numerous sculpted pillared halls such as Ayirakkal (Thousand pillared hall), Kilikoondu-mandapam, Golu-mandapam and Pudu-mandapam.The temple attracts over a million pilgrims and visitors during the annual 10-day Meenakshi Tirukalyanam festival, celebrated with much festivities, fervour and a ratha (chariot) procession during the Tamil month of Chittirai (overlaps with April-May in Georgian calendar, Chaitra in North India).