

Himaya Rules

Ages pass at the turn of a card

Introduction

Himaya is an incredibly casual card game in which you drift through the sands of time, using famous historical figures and creating a grand empire of science, art, and religion. The game features 152 playing cards, 2 dice, 3 decks, and eats away about a half an hour of your time.

Getting Started

Getting started in Himaya is incredibly simple. There are three decks in the game, the Normal Deck (referred to in this instruction book as “Time”), the Artwork Deck, and the Building Deck. Shuffle each and keep them separate for the entire game. Next, each player draws 5 cards. If you have a City in your hand, put it into play (place it in front of you). If not, show your hand to all of your opponents and shuffle it into “Time” drawing another 5 cards. This cycle repeats until each player has a City in play.

Order of Play

The order of play in this game is very simple. Draw a card from “Time,” and play any one card you have in your hand. You don’t have to play a card, but you

may. There are a couple of exceptions to this order of play, but generally the game sticks to this format.

Card Types

There are 20 different types of cards in this game. The card type is indicated at the bottom of the card. On your turn, you can choose to play one of them. They are as follows:

- **Cities:** City cards are the most essential part of the game. On your turn when you play them, you put them in front of you. So what exactly do they do? Firstly, Cities give you 1 Victory Point each. Secondly, if you do not have any City cards in play, you may not play any other card type without exception. Thirdly, if you run out of City cards in play, you lose all Literature, Song, and Scientist cards in play. Lastly, City cards allow you to play other card types on top of them such as Buildings and Museums. All in all, Cities are the most integral part of the game.
- **General:** General cards are the most complicated card in the game. On your turn, you may choose to play a General card. If you do, choose a City one of your opponent has. Then, your opponent has a choice. He or she can play a General card to defend the City or let you win by not playing a General card. If your opponent decides to play a General in defense, the two of you roll one die. Whoever rolls the higher number wins. If the defender wins, both cards are discarded. If you roll a tie, both Generals return to their respective

players' hands. If the attacker wins, both cards are discarded and the attacker has the choice of capturing the City or destroying it. If they choose to capture it, they get to keep all the things in the City, which may include Theatres, Buildings, Paintings and more. If they choose to destroy it, all the cards in the City are discarded and the City is discarded as well.

- **Scientist:** Scientist cards have a very basic function, but it is very integral to the way the game is played. Scientist cards give you 1 Technology Point. Technology Points do 2 things: Firstly, they give you 1 Victory Point and Secondly, they each add 1 to your roll when you roll the die in battle. To add to this, Scientists do not need to be played in Cities so their Technology Points cannot be stolen. However, it should be noted that if you lose all your Cities, you lose all your Scientists too.
- **Merchant:** Merchant cards have a very basic function. They allow you to draw 2 cards from "Time." You may not play any of those cards on the turn you draw them. Discard after played.
- **Explorer:** Explorer cards allow you to search through "Time" (the Normal Deck) for a card of your choice and put it in your hand. You may not play that card on the turn you obtain it. Discard after played.
- **Historian:** Historian cards allow you to take any discarded card and play it instantly no matter what it is. As such, they can be very helpful if a card you wanted to play was just discarded. Discard after played.

- **Spy:** Spy cards allow you to look at any one of your opponents' hands. As such, this can be immensely helpful in deciding your next move. However that's not the only thing they do. After you play it, you may play another card this turn while still looking at your opponents' hand, which is incredibly helpful. Discard after played.
- **Assassin:** Assassin cards allow you to choose a card in one of your opponents' hands and discard it. If you have a Spy card in play, you may look at your opponent's hand while discarding their card. Discard after played.
- **Rebel:** Rebel cards allow you to discard your entire hand and draw 5 new cards. This does not include unplayed Artwork cards. As such, it can be incredibly helpful as it essentially allows you to draw an entirely new hand. Discard after played.
- **Prophet:** Play a Prophet card in a City. When you do so, you found a religion in that City. Founding a Religion does 2 things. It gives you 6 Victory Points in that City, and it gives you +1 to your roll when fighting in that City. Additionally, certain Building cards require a religion to have been founded in order to be played, so you might want to think twice about playing Builder cards early.
- **Builder:** Builder cards allow you to draw a card from the Building Deck and put it into play. If the Building card cannot be put into play, then it is instantly discarded. Discard after played.

- **Building:** Play a Building card in a City. When you do so, any effects of the card go into play. Typically Buildings give a massive amount of Victory Points, but they may do a number of things from barring certain players from attacking you to giving you a boost in Technology Points.
- **Artist:** Artist cards allow you to draw a card from the Artwork Deck and put it into play. If the Artwork card cannot be put into play, then put it in your hand until it can be played, at which point you may play it for free (i.e. you may place another card in the same turn). Discard after played.
- **Literature:** Literature cards give you 5 Victory Points. However, their main draw is that they don't need to be put in Cities, just like Scientists. So essentially it's a virtually untouchable 5 Victory Points put into play.
- **Song:** Song cards give you 4 Victory Points. Like Literature, they don't need to be put in Cities, however Songs have a secondary function in that if a Song is played, you may play an additional card this turn. Essentially you can act as if you just drew a card and are ready to play one when you compose a Song.
- **Painting:** Painting cards give you 6 Victory Points, but they must be played in Museums. If they aren't, you don't get any Victory Points from them.
- **Museum:** Play a Museum card in a City. When you do so you may place as many Painting cards as you want in the Museum. This means that each painting you have in the Museum generates 6 Victory Points.

- Ceiling: Ceiling cards give you 6 Victory Points. They are played in Buildings similar to how Paintings are played in Museums. If they aren't, you don't get any Victory Points.
- Play: Plays give you 10 Victory Points, the most out of any card in the entire game. However, they must be played in Theatres. If they aren't, you don't get any Victory Points. Further, if the City with the Theatre is captured, the Play is discarded. It's a risky card with a worthy prize.
- Theatre: Play a Theatre card in a City. When you do so you may place 1 Play in that Theatre. That Play will then generate its Victory Points for you.

Victory

There are many types of potential Victory Conditions in this game. Before the game begins, the players must agree upon the Victory Condition. The Victory Conditions are as follows:

- "Till Deck Do Us Part": Players play until "Time" can no longer provide any cards. At the end of the game, the Victory Points are counted and the player with the most Victory Points wins.
- Culture Bomb: Players play until one player reaches a certain number of Victory Points at which point they are declared the winner.
- Time Limit: Players play until a certain amount of time runs out, after which the Victory Points are counted and the player with the most Victory Points wins.