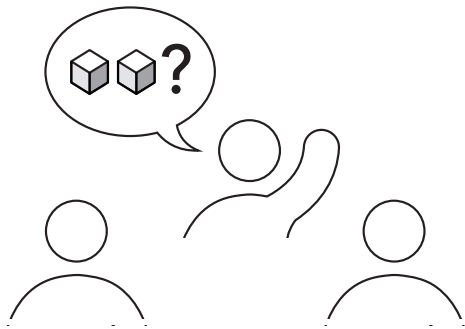## ACTION 4: Remove a Resource

From your own Kingdom Board, choose three Resources that are the same type, as well as next to each other. (They do not have to be in a straight line)
Discard those three Resources. Choose one Resource on any player's Kingdom Board. They must discard that Resource.

ACTION 5: Trading Resources

1. The player announces that they wish to trade, and declares which resource/s they want to trade for. (E.g. "I want two Fires")
2. Going clockwise from the active player, other players may either make an offer. (E.g. I will give you two Fires if you give me three Waters)
3. The active player decides whose offer to accept, or none at all.
4. If a trade has been made, the active player and the player that has accepted the trade both pick up resources they offered from their own Kingdom Board, and exchange them.
5. Both players now put their new resources into their Kingdom Board's open spaces. (Only one Resource may be present in a space, as usual)

If a trade was announced on a player's turn and nobody else accepts the trade, the player may choose another action to perform. However they may not propose another trade.
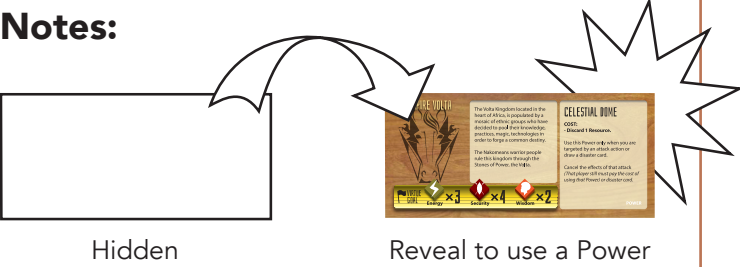
ACTION 6: Use a Power

All Kingdoms are endowed with a special Power that is unique to each kingdom.

All Kingdom Cards are hidden from other players at the beginning of the game. **In order to use the Kingdom Power, a player must reveal their Kingdom Card to all players** (Once revealed, player may not hide their Kingdom Card again - everyone may see what's on the Kingdom Card, including their Power and Virtue requirements).

To use a Power:

1. Reveal your Kingdom Card if it isn't already revealed. (some Powers can only be used once in a game, and cannot be used if the card is already revealed. Such powers will say so as part of the power)
2. Pay Virtue cost: The cost of activating a Power is paid in Virtues. If you cannot pay the cost, you cannot use the power. Discard the number of Virtues equal to the cost of the Power.
3. Perform actions according to the Power.

Notes:

Hidden   Reveal to use a Power

• Once a player has taken one action, their turn ends and play passes to the player to their left.
• If at any time a Power's text contradicts the rules of the game, the Power overrides the rules. (e.g. if a Power lets a player take two Actions instead of one, the Power overrides the rules and the player takes two actions.)
• Play continues clockwise after each player's turn, until a player wins (See Winning/Losing)

CREDITS

BUSARA

An African game about Kingdoms in pursuit of Virtues in a time of trade, industry and cultural revolution

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Introduction

Welcome to Busara, You'll be playing as African Kingdoms. Gather and trade Resources through diplomacy, and wield powers to work towards the ultimate success of your people!

The game can be played by two to six (2 - 6) players. The game ends when a Player acquires all the Virtues that are required for their Kingdom's prosperity, or when all other Players have been eliminated by Embargo.

Busara means wisdom, prudence, sense, understanding in Swahili.

Components

Busara is a Print and Play game, that means all the components are freely available online to be downloaded by anyone. To play the game, you will have to assemble the components by printing the files and doing some cutting and assembling. The instructions for assembly comes with the Print and Play file, which can be found at **enterafrica.org/busara**

The game set consists of

6	Kingdom Boards
15	Kingdom Cards
18	Starting Resources Cards
36	Resource Cards
6	Reference Cards
72	Mini-cards in six Virtue types (12 each)
80	Tokens in four Resource types (20 each)

Assembly

There are three files for assembly:
Busara_Rules.pdf (this file)
Busara_Cardboard.pdf
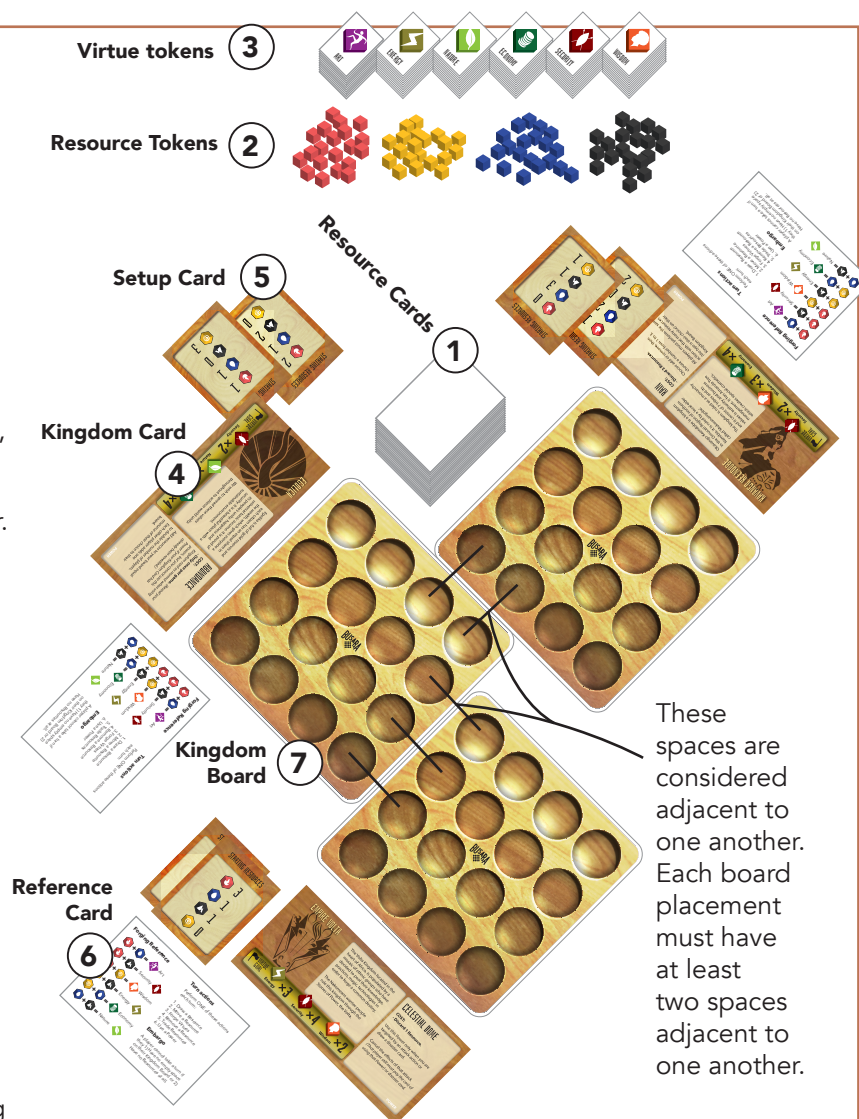Busara_Paper.pdf

Print **Busara_Cardboard.pdf** file on cardboard if possible, as that makes the components easier to handle. Follow the instructions on each page to cut them out.

The **Busara_Paper.pdf** file should be printed on paper. You will make Resource Tokens from this, which will be coloured, rolled up bits of paper. Keep the colour of the print on the outside of each token.

Setup

① Shuffle all **Resource Cards** to form the Resource Deck. Place them face down near the centre where everyone can reach.

② Sort **Resource Tokens** into their own piles and set them aside. There are four resource types: Fire (red), Water (blue), Wind (yellow) and Earth (black).

③ Sort **Virtue Tokens** into their own piles and set them aside. There are six virtue types: Art, Energy, Security, Wisdom, Nature and Economy.

④ Distribute one **Kingdom Card** to each player. If this is your first game, we recommend shuffling the 15 cards, and dealing one to each player. For More experienced players, deal two to each player, and they choose one to keep. At the start, each player keeps their Kingdom Card secret from other players. The rest of the Kingdom Cards will not be used during this game.

⑤ Distribute one **Setup Card** to each player in the same way as the Kingdom Card (at random or choose between two).

⑥ Distribute one **Reference Card** to each player.

⑦ Each player receives a **Kingdom Board**.

8. The oldest player is the starting player. Beginning with the starting player and going clockwise, each player places their Kingdom Board in the center (The starting player does not have a choice of placement). **Each following player's board placement must have at least two spaces next to another player's board.**

9. Finally, each player reveals their Setup Card, and collects those Resources from the stockpile. They must then place their Resource tokens on their own board, following these rules:
   - **Only one Resource token may be present in a space.**
   - **They may not be directly adjacent to one another.** (this specific rule only appies during this setup phase):

10. Discard all Setup Cards back to the box. They will not be used anymore in this game.

We are ready to start, with the starting player taking the first turn.

Virtue tokens ③

Resource Tokens ②

Setup Card ⑤

Resource Cards

Kingdom Card ④ ①

Kingdom Board ⑦

Reference Card ⑥

These spaces are considered adjacent to one another. Each board placement must have at least two spaces adjacent to one another.

Winning/Losing

There are multiple ways in which a player can win the game or be temporarily eliminated:

At any time during a player's turn, if the player has all the Virtues required by their Kingdoms (as printed on the Kingdom Cards), they must reveal their Kingdom Card and declare themselves the Winner. If more than one player achieves their virtue goal during the same turn, the tie is broken by the player with the most number of resources remaining on their Kingdom Board.

When a player's turn begins, if they:
1. have no open spaces on their Kingdom Board, **OR**
2. have no Resource at all on their Kingdom Board,

The Player becomes Embargoed and must skip their turn. **To return to play,** the player must:
1. Have at least 1 resource on their board, **AND**
2. Have at least 1 open space on their board.

These can only really happen if another player helps you out through their action. So, diplomacy matters!

If all other players have been Embargoed and only one player is remaining, then that player declares themselves the Winner!

Taking a turn

When it is a player's turn, they may perform any **one** of these Actions:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

These actions are also summarised in your handy Reference Card too.
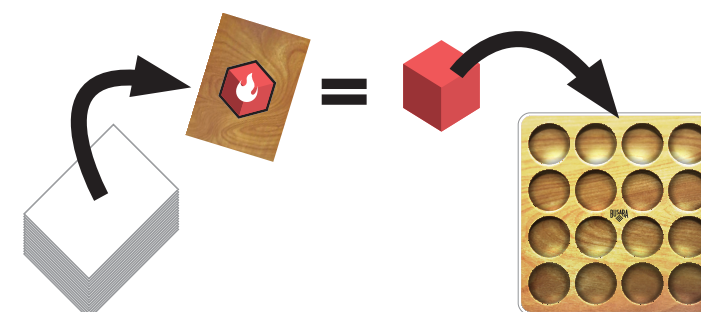
Details of each of these actions follows:

ACTION 1: Draw a Resource Card

Draw a card from the Resource Deck and reveal it to everyone. (If the Resource Deck is empty, shuffle all the discarded Resource Cards to form a new Resource deck) (If a player has no more open spaces at this point, they are Embargoed. See the section on Winning/Losing)

If it is a Resource Card, the player receives the corresponding Resource Token on the card, and places it in an empty space on their own Kingdom Board that does not already have a token in it.
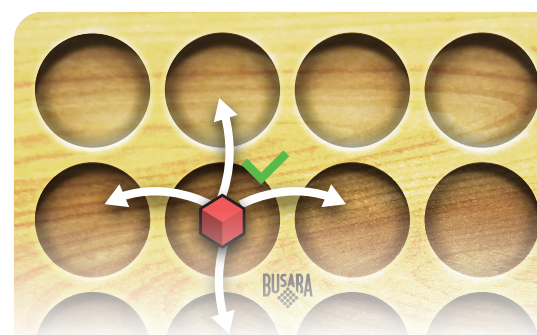
Some Resource cards show events. If the Resource card is an event, Perform the Action on the card. Discard the Card into the Resource Card discard pile face up.

ACTION 2: Move a Resource

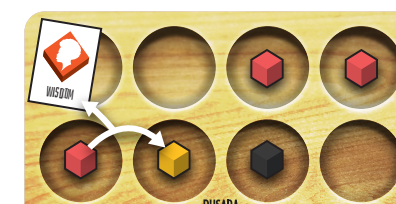Move a resource one step to one of the four adjacent spaces on a Kingdom Board.

This action may move a resource outside of a player's own Kingdom Board, as long as the destination space is adjacent to the origin space, and does not already have a Resource in it. The player loses control over the Resource if they do so.

ACTION 3: Forge Virtues

Combine two or more Resources to create Virtues. During forge, the combined resources will be removed from the board and Virtue Tokens corresponding to the forging combination will be given to the player.

1. Forging happens in a chain. Choose a starting point (a Resource in your Kingdom Board) for the chain.

2. Pick up the first Resource and move it to another one next to it, and take the a Virtue token corresponding to those two Resources.

3. If you wish to continue the chain, discard the earliest single resource in the chain, and pick up the last resource in the chain, and move it to the next adjacent space with a resource. (Basically, only the last two Resources in a chain are needed to work out which virtue you receive from that step in the chain)

The start of a forge action with the first combination producing a Wisdom virtue.

4. Repeat step 3 if you wish, or stop. You may continue this chain as long as:
- The next resource is adjacent (and not diagonal) to the previous one.
- The chain may turn and does not have to be in a straight line.
- The next resource and this current one are not the same resource type. (refer to your Reference Card).
- The next resource does not have to be within your own Kingdom Board. (however the first starting Resource must be within your own Kingdom Board.
- Any forging that happens on another player's board will result in that player **also** receiving the virtues of those steps in the forging chain.

Continuing the example, *the player Forges 3 Virtues from their 4 resources, starting with the leftmost red (Fire) resource. They may not extend the chain to the last red as two reds is not a valid combination.*

When you do not wish to carry on forging, discard the Resource tokens picked up for forging to the stockpile. Add the Virtues you collected to your collection of Virtues.