



AMYGDALA

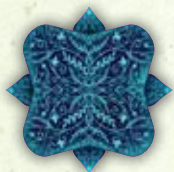
R U L E B O O K

Life is full of emotion, and the region of the brain primarily associated with processing these emotions is the Amygdala.

GAME MATERIALS*



1 Amygdala Game Board



1 Start Player Marker



16x

5x

12x

33 Coins



18 Happiness Tiles



12 Wild Tiles



72 Resource Tiles



1 Toll Tile



18 Idea Tiles



24 Dream Tiles



7 VP Tiles (used in a variant)



4 Player Aids

*In each of the 4 player colours:
(grey, dark blue, green, orange)*



1 Player Board



21 Emotion Tiles



7 Claim Tiles



1 Mood Marker



1 Thought Cloud



1 VP Marker

*all components are limited.

GAME SETUP

The Amygdala game board is placed in the center of the table (The two sides only have aesthetic differences, choose whichever one you prefer).

The toll tile is placed at the top of the lotus flower between purple (surprise) and indigo (sadness). It will stay there for the remainder of the game unless playing with a variant (see page 8).

Place your Victory Point (VP) marker on the 0 space of the VP track.

Sort the resource tiles by player count. Always use the tiles without dots, add in the tiles with 3 dots with 3 or 4 players, and add in the tiles with 4 dots with 4 players. In a 2/3 player game, return unused resource tiles to the box.

Shuffle the resource tiles facedown. In a 2/3 player game place 2 tiles on each lotus flower, and in a 4 player game place 4 tiles on each lotus flower.

Place the remainder of the tiles in a facedown stack next to the game board.



Choose a start player. If you can't decide, the player with the earliest life memory goes first. They take the start player marker.

Variant rules: The 7 VP Tiles can be added to the board, randomly placed over the VP values printed on the board. Return to the box if not using this variant. See page 8 for details.

GAME SETUP

Choose a player color and take the following components in that color: 1 player board, 21 emotion tiles, 7 claim tiles, 1 mood marker, 1 thought cloud, 1 VP marker, and 1 player aid.

Place your mood marker on the roots of the same lotus flower as the toll tile.

Place your player board in front of you.

Place your thought cloud next to your player board.

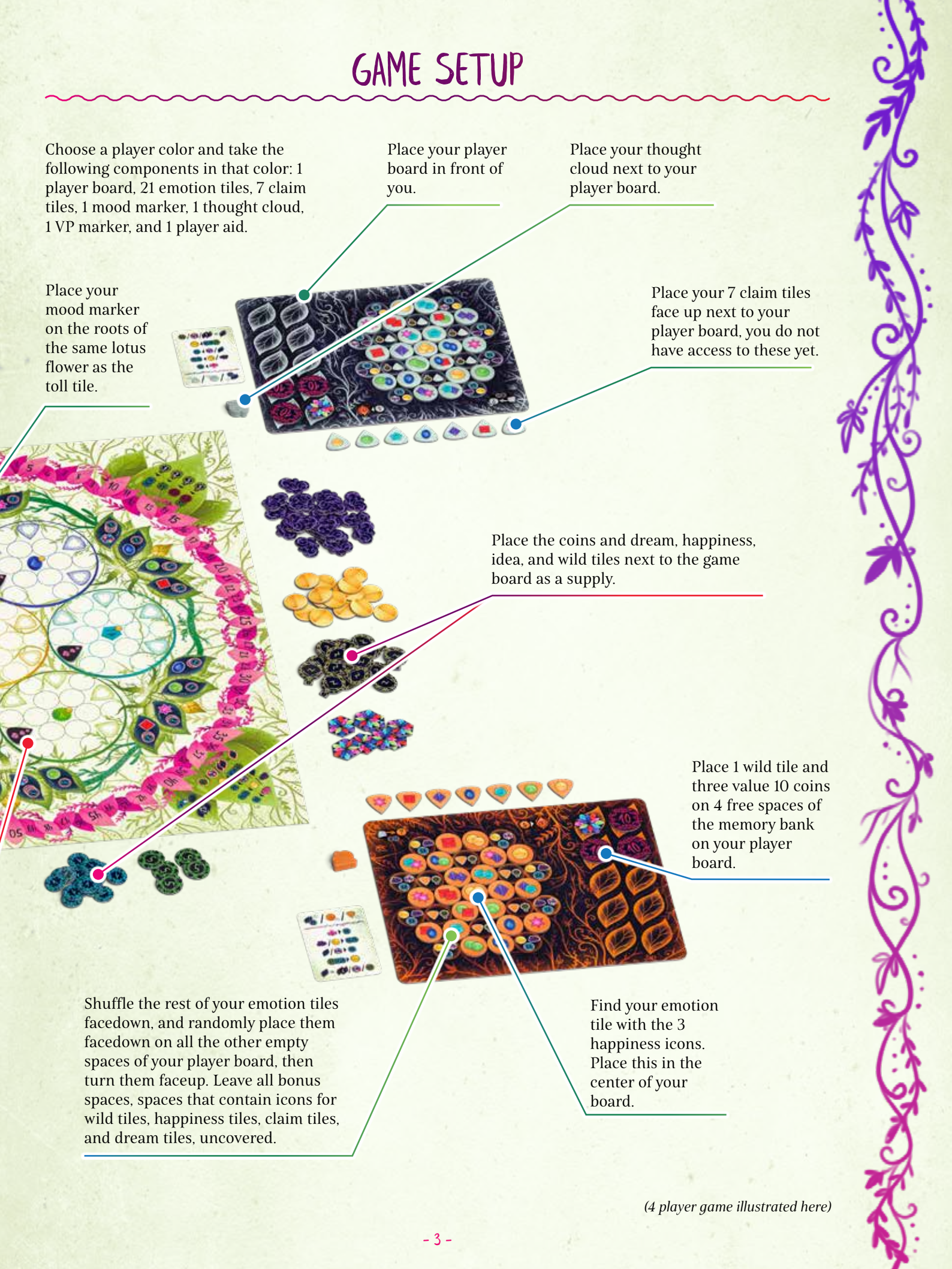
Place your 7 claim tiles face up next to your player board, you do not have access to these yet.

Place the coins and dream, happiness, idea, and wild tiles next to the game board as a supply.

Place 1 wild tile and three value 10 coins on 4 free spaces of the memory bank on your player board.




Shuffle the rest of your emotion tiles facedown, and randomly place them facedown on all the other empty spaces of your player board, then turn them faceup. Leave all bonus spaces, spaces that contain icons for wild tiles, happiness tiles, claim tiles, and dream tiles, uncovered.

Find your emotion tile with the 3 happiness icons. Place this in the center of your board.



(4 player game illustrated here)

OVERVIEW

Players collect resource tiles  used to unlock emotion tiles  on their player boards. Their unlocked emotions will be placed strategically in the 7 color regions of the game board. Claiming majorities in these regions will earn Victory Points (VP) . The player with the most VP at the end of the game wins! The 7 emotions in the game are:



Sadness



Serenity



Gratitude



Happiness



Hope




Anger



Surprise

GAMEPLAY

The player with the start player marker  takes the first turn. Players continue to take turns in a clockwise order until the end of the game.






On your turn you must perform one of the following three actions:

A. Acquire resource tiles

B. Place an emotion tile

C. Place a claim tile

A. ACQUIRE RESOURCE TILES



Resource tiles depict emotions or wild tiles that will be later used to unlock emotion tiles from your board. To acquire a resource tile(s) , first move (if desired) your mood marker  clockwise to the lotus  where you want to buy a resource tile(s). If you move onto or past the toll tile , pay 1 coin .

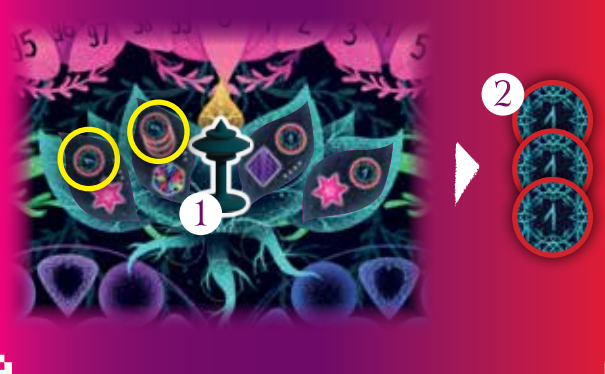
Then, decide if you want to buy 1 or 2 resources from the lotus where your mood marker is. In a 4 player game there are 2 sides of the lotus to choose from, and you may only buy tiles from 1 side (left or right of the center).

Then, pay the amount of coins on the most expensive tile you have chosen; if you choose 2 tiles the cheaper one is free.

Lastly, whenever there are 3 or fewer resource tiles left on all the lotus flowers, refill from the stack. Start the refill by dealing to the lotus containing the toll tile and move clockwise. Shuffle the discards to form a new stack when necessary.

Note: Whenever you don't have the correct amount of Coins to perform a desired action, you can exchange 2 VP for 1 coin.

Example: Geneva moves her mood marker to the roots of a lotus with 4 resource tiles . She decides to buy a tile from the left side of the lotus, she pays 3 coins for both tiles  as the second cheaper tile is free.



MEMORY BANK

Your memory bank is the 10 leaf shaped spaces of your player board. By the end of your turn all your items (coins, wild tiles, ideas, dreams, resource tiles, happiness, and earned claim tiles) need to fit into your memory bank, 1 item in each space. During your turn you may exceed the limit of your bank, but at the end of your turn all excess items need to be discarded (player's choice). At any point, **Coins can be freely exchanged with the supply to make change** (e.g. two value 5 coins for one value 10 etc).





B. PLACE AN EMOTION TILE

This action is done in 4 steps:

1. *Unlock an emotion tile*
2. *Place the unlocked emotion tile*
3. *Score VP*
4. *Check for bonuses*

1. Unlock an emotion tile

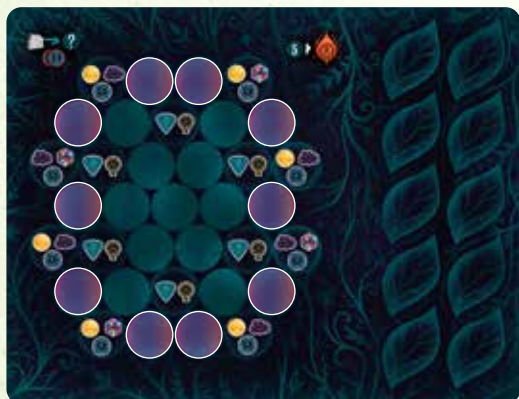
Your thought cloud  needs to move on your player board to the emotion tile  you wish to unlock.

When you want to move the thought cloud, it may:

- a. **move to an adjacent emotion tile for free or**
- b. **jump to any emotion tile for a cost of 2 coins.** You may jump for free if there is no emotion tile adjacent to the thought cloud.



Note: The first time during the game you move your thought cloud it may be placed on any emotion tile on the outside edge of your player board.



Possible start locations of your thought cloud

After moving your cloud you need to pay the resources depicted on the chosen tile using resource tiles, wild tiles and/or happiness tiles from your memory bank. Used resource tiles are placed face-up in a discard next to the resource stack. All other paid items are returned to the supply. This emotion tile is now unlocked.

If you don't have the required resource tiles you can make use of the exchange chart (see page 7).



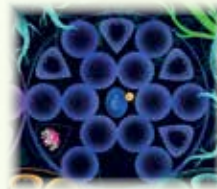
Note: Happiness tiles are only used to, and are the only thing that can, unlock Happiness Emotion tiles.

Example: *Joseph* wants to unlock the emotion tile with 1 gratitude icon and 1 sadness icon ①. He pays 2 coins to jump from his current space across the board ②. He pays 1 sadness resource and 1 wild tile in place of a gratitude resource ③. This tile is now unlocked.

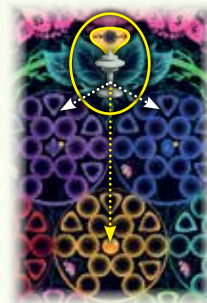


2. Place the unlocked emotion tile

The Amygdala game board has 7 regions: yellow, purple, indigo, teal, green, pink, and red. An emotion is depicted in the center of each region, this is known as a source (e.g. indigo has sadness).



Before placing the emotion tile, your mood marker must be on the roots of a lotus adjacent to the color region in which you wish to place your unlocked emotion tile. You may move your mood marker clockwise to any other lotus for free. However, if your mood marker moves onto or past the lotus where the toll tile is, you must pay 1 coin.



To place emotion tiles in the center yellow area, your mood marker must be on the same lotus as the toll tile.

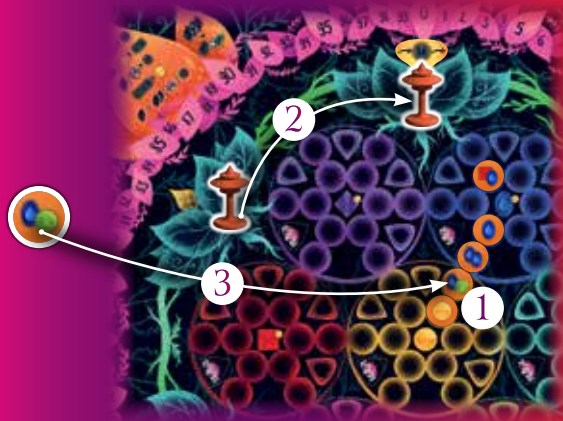
The unlocked emotion tile must be placed adjacent to either of the following:

- a. **a source matching an emotion on the tile or**
- b. **one of your own previously placed tiles depicting the same emotion.** This means you may grow your network across borders of regions if it is placed adjacent to a matching emotion.


Note: In the rare case an emotion tile cannot be placed, you can still unlock the tile and then return it to the box, ending your turn.

While happiness emotion tiles are not considered wild (able to match anything), they can be placed adjacent to any source (your mood marker must be on the roots of a lotus adjacent to that color region as usual).

Example: *Joseph* wants to place his unlocked gratitude and sadness emotion tile in the center yellow region, which he can do by placing adjacent to his previously placed double sadness tile ①. He moves his mood marker to the same lotus as the toll tile ②, pays 1 coin, and places his tile ③.



3. Score VP

Receive 1 VP  for each matching emotion (not each tile) connected in a network with your newly placed tile (including the new tile). A network is a chain (including any branching) of the same emotion on a group of 1 or more of your emotion tiles.

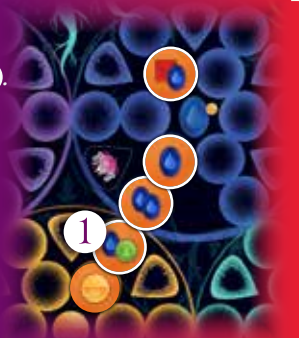


If your newly placed tile has more than 1 type of emotion, you must choose which of the emotion networks to score.

The source counts as a connection in your network, but does not earn VP. Happiness only networks with happiness; it is not considered wild, even though it matches any source.

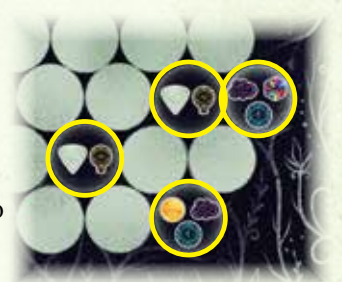
Note: A connected network of emotion tiles can extend over multiple regions.

Example: *Joseph* chooses to score his network of sadness tiles ①. He scores 5VP and moves his VP marker accordingly.



4. Check for bonuses

Bonus locations are those spaces on your player board that contain icons of wild tiles, happiness, idea, dream, and claim tiles. Check each bonus location that is adjacent to your thought cloud. If all of the spaces directly adjacent to this bonus space are now empty (no longer touching any emotion tiles), you take all bonus items depicted (from the supply or next to your game board), and place them on free spaces in your memory bank.



Bonus locations

If you earn a claim tile from next to your game board, you may choose which one to take.



Claim tiles are needed to claim regional majority VP.



Wild tiles can be used in place of any resource tile when unlocking emotions (this doesn't include happiness).



Happiness tiles are used to unlock happiness emotion tiles.



Ideas can be exchanged for coins. See "Free Exchanges" on page 7.



Dreams can be exchanged for VP. See "Free Exchanges" on page 7.

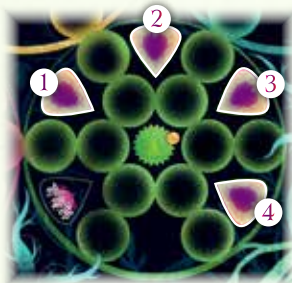
Example: *Joseph* has unlocked and placed all emotion tiles around a bonus space ①. He takes 1 claim tile (he chooses his sadness claim tile) and 1 idea tile ② and places both in his memory bank ③.



C. PLACE A CLAIM TILE

Your mood marker must be on the roots of a lotus adjacent to the color region you wish to place your claim tile. If you wish to place it in yellow, your mood marker must be on the same lotus as the toll tile. You may move your mood marker clockwise to any other lotus for free. However, if your mood marker moves onto or past the lotus where the toll tile is, you must pay 1 coin.

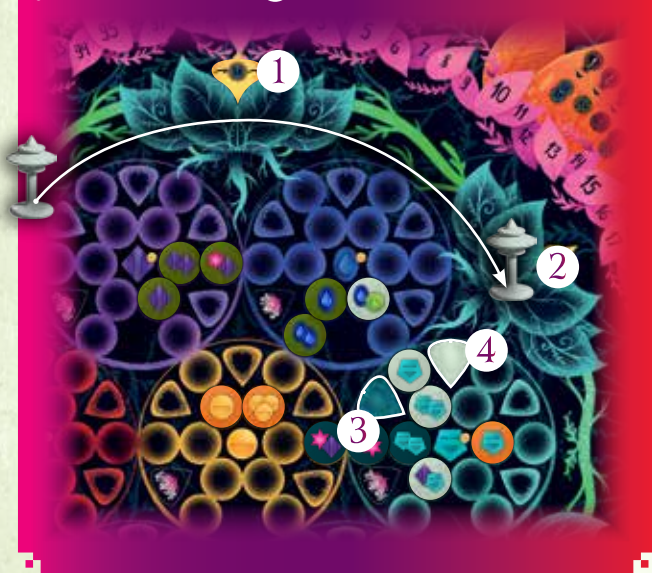
Place a claim tile from your memory bank on the region of the board that matches the claim tile. Place it face down in the first available space in that region (clockwise on the tear drop spaces with an outline). The order of placement will break ties at the end of the game.



Claim tile spaces

The claim tile means you are eligible to score points in this region at the end of the game.

Example: *Debra* wants to place her Serenity claim tile. She must pay 1 coin to pass the toll tile ① as she moves clockwise to the first lotus adjacent to the teal region ②. *Geneva* already has a claim tile in this region ③, so *Debra* places her claim tile in the next available space (clockwise from *Geneva's* tile) ④.



FREE EXCHANGES

In addition to your action (A, B, or C), you may also exchange items in your memory bank at any point during your turn, as indicated on the charts on the game board and your player aid.



2 VP can be exchanged for 1 coin.



1 dream or 1 happiness tile can be exchanged for 2 coins.



1 resource tile or 1 wild tile can be exchanged for 1 coin.



7 coins can be exchanged for 1 happiness tile when unlocking a tile.



When you need to pay an emotion to unlock an emotion tile (with the exception of happiness), you may pay with 2 resource tiles of your choice, 1 wild tile, or 5 coins instead.



1/2/3/4 ideas can be exchanged for 2/5/10/15 Coins, respectively.



1/2/3/4/5/6 dreams can be exchanged for 2/5/9/14/20/27 VP, respectively.

GAME END



When any player has only 5 emotion tiles left on their player board at the end of their turn, the game's end is triggered. Continue the round, so that everyone has the same number of turns. Then everyone gets 1 more turn. Continue to final scoring.



Example: *Rob* is the start player, followed in order by *Joseph*, *Geneva*, and *Debra*. At the end of her turn *Geneva* has only 5 emotion tiles left, so the end game is triggered. *Debra* plays 1 more turn. Then all players take 1 more turn.

FINAL SCORING

Players receive VP for leftover coins and for majorities in each of the 7 regions.

LEFTOVER COINS

Calculate the total value of all your remaining coins and receive 1 VP for every 3 coins (by value not quantity).

SCORE THE 7 COLOR REGIONS OF THE BOARD

Pick one region to score at a time. All players count the number of emotion icons they have in each region. Some emotion tiles have multiple icons, be sure to count all of them. It does not matter if the emotions are in a network or match the region.

The player with the most emotions of any kind, with or without a claim tile in the region, is considered in 1st place. The player with the second most emotions is in 2nd place, and the player with third most is 3rd. In the event of a tie the player whose claim marker was placed in the region earlier (further left) wins the tie.

However, only players with a claim tile in the region are eligible to score the points shown in that region.

Each player with a claim tile now gains the VP matching their placement in that region.

If a player without a claim tile is in 1st place they score no VP, but they are still in 1st place, so if the 2nd place player has a claim tile, they would only score the value of 2nd place.

Example: Geneva, Debra, and Rob placed emotion tiles in the indigo region. Geneva has 2 emotions, Debra has 3, and Rob has 4. Rob claims first place, but because he did not place his sadness claim tile in this region, he scores no points. Debra claims 2nd place and takes 4 VP. Geneva is in 3rd place and so takes 2 VP.



After all 7 regions are scored, the player with the most VP wins.

In the event of a tie, whoever has the highest total value from their remaining coins wins. If there is still a tie all the players rejoice in a shared victory.

VARIANTS

THE CHANGING TOLL VARIANT



Each time you move your mood marker past the toll tile, in addition to paying the cost, you also move the toll tile to the next lotus flower you travel to.

Players are not allowed to move in a full circle, ending up where they started. They must move to a different lotus than the one they came from.

All other rules still apply (needing to be on the same lotus as the toll tile to place in the center area, etc.)

THE VP TILES VARIANT



At the beginning of the game, randomly place 1 VP tile over each of the printed scoring values in each region. At the end of the game, you score the 7 color regions according to these tiles.

CREDITS

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