Bloomantic

play to explore life

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Component:

1 Main board
4 Character sheets
8 Dragons
1 Mentors deck (24 pcs.)
8 decks with Tasks in the corresponding intelligences (20 for each intelligence)
4 cards “Universe“
1 Die
1 DARKNESS figure (black stone)
4 Characters’ figures (colour stones)
1 Marker for white board’s

Once upon a time, the world which we know today looked different. People have been able to use the great source of knowledge called Egregore. The consciousness has been a useful tool and a powerful weapon, but nobody wanted to start a war. People have been too bright to burden their minds with worthless fights.

However, the countries began to be founded, and borders began to rise. After time, the differences between people became countless and the things, which pull them together - less and less. Unfortunately, this uncertainty turned Egregore in something hard to reach. With the lack of the thought of - togetherness, the shared knowledge lost its wholeness and its power.

People started to form their consciousness in a different way. Having lost their greatest source of knowledge, they had to develop an independent skill set in order to survive. A new approach came into sight. People started to develop in a narrow field of knowledge, evolving only one of their intelligences.

The new consciousness looked like a jigsaw.

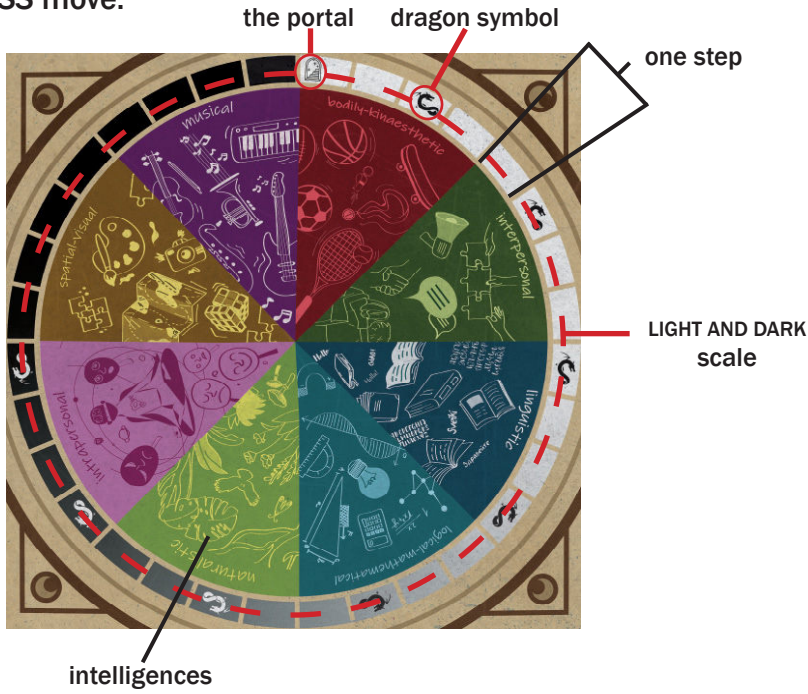
The independent fragments of Egregore split up around the world. Mighty, wise dragons became their guardians. According to legend, only fearless heroes can approach them and prove they are worthy to them. By doing so, the heroes will be granted with the fragments of knowledge needed to reunite them and restore the whole Egregore.

My grandfather truly believed in this story. I grew up with it, instead of fairy tales. Subsequently, I decided to travel around the world in order to study the pieces and their guardians. I found their strengths and weaknesses, their lairs, and I'm giving you my notes and a map. The very end of my journey is where yours will begin. If you have the courage, welcome to Bloomantic and finish what I started!

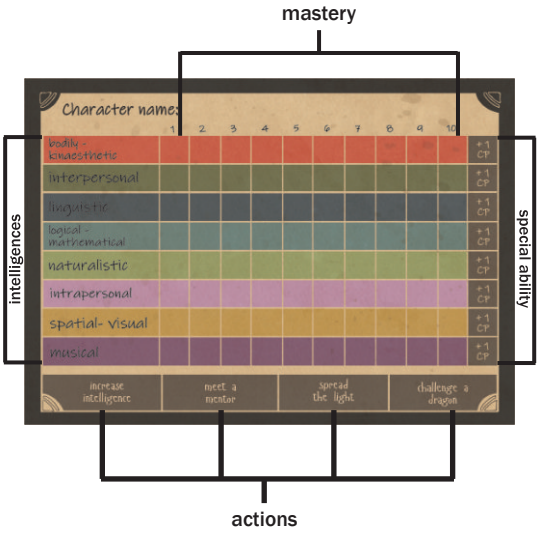
Introduction:

Bloomantic is a cooperative educational board game for 2 to 4 players based on Howard Gardner's Theory of Multiple Intelligences. In the game, each player creates an image of themselves, which develops different **Mastery** of each of the 8 intelligences by solving **Tasks** and various challenges. Following the "Hero's Journey" from home to the magical world and with the help of **Mentors**, they go through trials and challenge dragons in order to return home, new and changed, ready to begin the next adventure. The game aims to familiarize players partially with the basics of the "Multiple Intelligence" theory by discovering their own strong intelligences and the connections between them. By developing the character in the game, we develop ourselves! Bloomantic is a game of consciousness, a tool for teaching knowledge and skills, and a magical world of fun and play.

MAIN BOARD: The Main board is where all the action takes place. It contains all 8 intelligences, and it is where the figures of each player and DARKNESS move.



Character sheet: This is where we track the personal development of ourselves and our protagonist in the game. It contains the same 8 intelligences as the **Main board**, a scale from 1 to 10 for each intelligence, the 4 actions we can choose from each turn, and a scale with additional Abilities for each intelligence when developed to level 10. When an intelligence is developed to mastery 10, the player can take +1CP (Challenge Point) during a challenge, if the corresponding intelligence matches one of the intelligences of the challenged **Dragon**.



Light and Dark (DARKNESS):

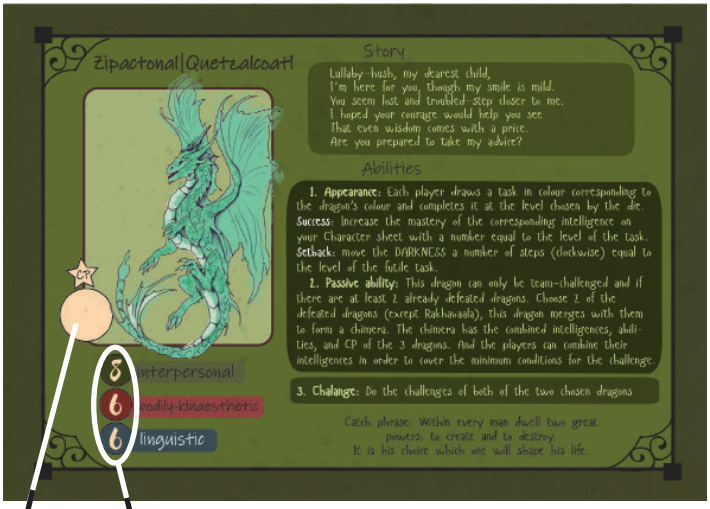
Light brings life, and we all know this since ancient times. But the other well-known thing is that Darkness is right at her heels, ready to take the life away. Light and Darkness coexist together in balance. With Egregore being separated into different parts, the balance has been broken. This affects everything which existed in the world which we know. Light and Darkness are not able to coexist together any more. The Darkness is becoming overcoming.
You are in charge to return the balance. I understand that this will put an extra weight on you, but I chose you for a reason: I know that you will manage it!

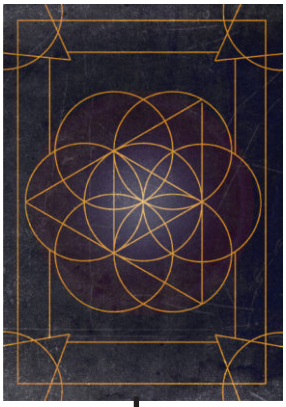
The DARKNESS is the figure that indicates the game's progress, moving on a scale depicted around the **Main board**. That scale starts with a portal where the DARKNESS figure take place at the beginning of the game. DARKNESS moves forward 1 space after each player's turn + 1 for each player located on an intelligence corresponding to one of the intelligences of any active **Dragon**. When DARKNESS lands on or passes a space with a dragon symbol , we take the top **Dragon** from the **Dragon deck**, turn it over, and it becomes active. This happens once for each dragon symbol .
If we pass a symbol that has already activated a **Dragon** for some reason, we don't activate a new one. During the game, various activities can influence the movement of DARKNESS in both directions. If DARKNESS reaches its final point, the players lose the game.

Dragons:

Fellow adventurers! I hope you are not afraid of dragons; they are just giant lizards, aren't they? Don't worry too much, some wisdom and few magic tricks will help you along the way!
While I was looking for the pieces of Egregore, the folks inhabiting the lands, where I travelled, were generous enough to share legends about the guardian dragons. I made some notes, while they were talking, which you can use. You can find them on the dragon cards. And remember: trust your intuition and work together as a team!
an extra weight on you, but I chose you for a reason: I know that you will manage it!

Dragons are the antagonists in the game, the big challenges that, if we manage to overcome, lead us to victory in the game. Each **Dragon** has a minimum requirement of 3 masteries in 3 intelligences (indicated on the **Dragon card**) to be challenged. When a **Dragon** loses all its CP (12 or 20), it is defeated and leaves the game, and the player(s) who participated receive 4 points (which they divide equally. In case of 3 participating players, the one who requested help takes 2 points and the others 1 each). We can use these points to increase our **Mastery** on the **Character sheet** in intelligences that correspond to the challenged **Dragon's** intelligences.



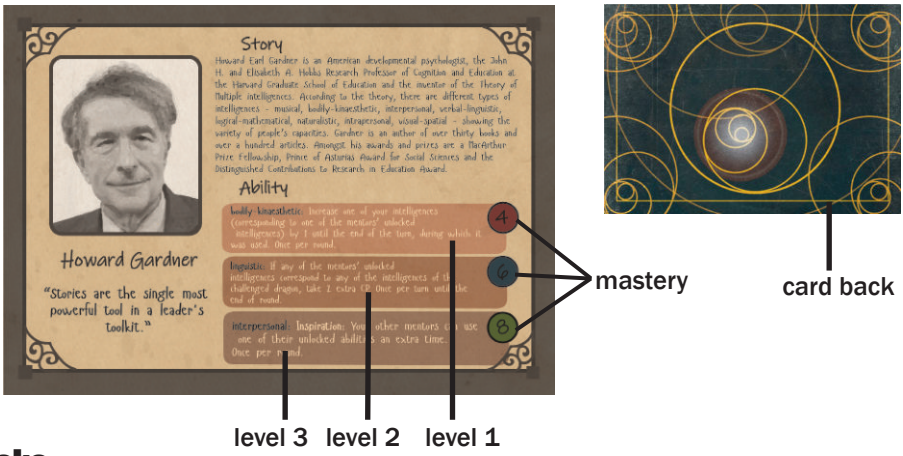


card back

Mentors:

Let me introduce you to the invisible helping hand – our Mentors. They are specialists in their fields, and they can give you some advices how to challenge the dragons. However, to make Mentors your allies, you should win their trust first (the magical world works the same as the real one). How can you do that?

Mentors are our helpers. They assist us in developing our skills and possess useful abilities that affect the course of the game. Each **Mentor** has 3 intelligences ranked by strength (how developed each one of them is) and respectively 3 different abilities you can obtain from them. At the beginning of the game, all **Mentors** are shuffled and set aside. Every player can have not more than 3 **Mentors** at the time. If you have 3 **Mentors**, but you want to meet another one, you need to discard one of your **Mentors**.



Tasks:



Tasks are a fundamental element of the game through which most actions occur (such as **Meet / Improve a mentor**, **Increase intelligence** and **Spread the Light**). Each **Task** contains 3 levels and must be completed in no more than 1 minute to be considered successful (you can use a timer for that). The level of each **Task** determines its difficulty and corresponding reward. The level of the **Task** that needs to be completed when drawn depends on various conditions mentioned in the respective activities. But beware! Every time you have a **Setback** to solve a **Task**, DARKNESS moves clockwise as many steps as the level of the futile **Task**, unless an ability states otherwise.



Universe: Universe is an addition to the game related to **Tasks**. It provides more opportunities for some of the **Tasks** and is connected to some of the **Dragons**' and **Mentors**' abilities. It consists of 9 themes with 24 concepts each, divided into 4 separate cards. Each card contains 6 concepts from each theme. When you encounter text that says "Universe" during the game, it means you need to choose concepts from these 4 separate cards. Here's how it works. "Universe" contains 3 elements:

1. "**Universe**" - which indicates that a concept needs to be chosen from these cards

2. **Number** - (Example: "Universe 4") which indicates how many words we need from there. "Universe Any", means choose any theme.

3. **The theme name** - Example: "Universe colours" which indicates which specific concepts we need to choose from.
This is done with the help of a die.



Example: You draw a **Task** that needs to be solved at level 3, which says “Universe colours 4”. This means you need 4 colours from the colour theme.

This happens by repeating the following steps for each colour:

1. Randomly choose 1 “Universe” card

2. Roll the die to choose a concept from the corresponding theme.

3. Repeat these steps for each concept you need.
Example: 4 times if you have “Universe 4”

Win: Players win the game when all 8 **Dragons** have been challenged and defeated before DARKNESS reaches its final point.

Lose: If DARKNESS reaches its final point before all 8 **Dragons** have been challenged and defeated.

How to Play:

Game Setup:

1. Place the **Main board** between all players.

2. Each player takes 1 **Character sheet** and places it in front of them. Depending on the number of players, they receive a corresponding number of points called **Mastery**. You can distribute these points among the 8 intelligences on your **Character sheet** by consecutively filling one square of your chosen intelligence for each point. The points are as follows:

Number of players:	2	3	4
Mastery points:	18	12	9

3. Each player chooses a figure and places it on their **Character sheet**.

4. Place the number 12 or 20 in the white circle on each of the dragon cards based on how challenging you want them to be. Place the **Dragon** named "Zipaktonal" around the board. Then shuffle the deck with the remaining **Dragons** and place them face down on top of the card with **"Zipaktonal"** to form a deck with it as the bottom card.

5. Place the **Mentors deck** on the playing field so that it's accessible to each player.

6. Shuffle each of the 8 **Task decks** separately and place them face down around the **Main board**, so that the intelligences match.

7. Place DARKNESS on its first position (The Portal) .

8. Choose which player starts first. (This can be done however you see fit.) We suggest the first player be the one who has most recently read a book, and then take turns clockwise.

Game Flow:

After the game is set up, we've chosen the first player, and distributed our **Mastery points**, the game can begin with the following steps:

1) Place your figure on the **Main board** on the field with intelligence corresponding to your most developed intelligence (The intelligence with the most **Mastery points**) on the **Character sheet** (in case of a tie, you choose which field).

2) The first player starts their turn (from now on, we will call that player "ACTIVE PLAYER"). The next ACTIVE PLAYERS change clockwise or as they see fit.

3) Each player's turn consists of 3 phases:

Movement
Action
DARKNESS





4



5

7



6 6 6

portal



1

3

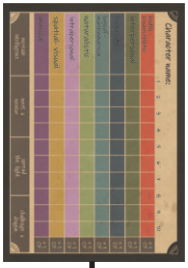


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6





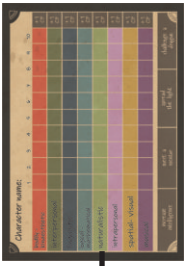
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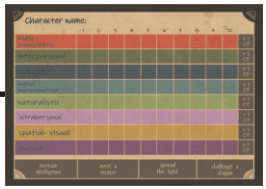
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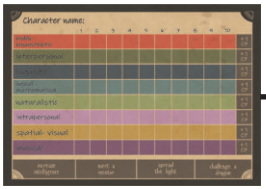
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3





2



2

3

Phase 1) Movement:

You chose one:
A) Staying in place - proceed to phase 2.

B) Moving to another location: Roll the die and move your figure clockwise or counterclockwise (at your choice) as many fields as the die value. Then proceed to phase 2.

Phase 2) Action:

You can choose 2 out of 4 possible actions to perform on your turn. These actions can't be repeated unless an ability states otherwise. A detailed description of how each action occurs can be found in the next pages.

1) **Increase intelligence**
2) **Meet / Improve a mentor**
3) **Spread the light**
4) **Challenge a dragon**

Phase 3) DARKNESS:

At the end of your turn, you move the DARKNESS figure one space clockwise and:

For the easy version: +1 for each intelligence on which there is a player, if any active **Dragon** possesses the same. Once at the end of the round.

For the challenging version: +1 for each player located on an intelligence corresponding to any of the intelligences of any active **Dragon**. Once per turn.

Actions:

Increase Intelligence:

To successfully develop in the game and pass the **Dragons**' trials, you'll need preparation, which involves mental and physical development (as you would in real life). This development will be necessary in the game to meet the minimum required **Mastery** for **Challenge a dragon** and **Meet / Improve a mentor**. In the game, this happens in 4 steps:

1. Choose one intelligence between your current location and the adjacent 2 on the left and right.

Example: (if your figure is on musical intelligence, you can choose among it, visual-spatial, and bodily-kinaesthetic)

2. Draw the top **Task** from the intelligence chosen in "1." and read it.

3. Roll the die to determine the **Task**'s difficulty level.

a. 1 or 2 on the die means a level one **Task**
b. 3 or 4 on the die means a level two **Task**
c. 5 or 6 on the die means a level three **Task**

4. Solve the **Task** (in 1 min. except if it's not listed differently)

Success: Increase the corresponding intelligence according to the level of the **Task**

Note: increase the intelligence with 1 mastery point for level 1 **Task**

Setback: Move the DARKNESS figure clockwise according to the level of the **Task**.

Meet / Improve a mentor:

In the "**Meet / Improve a mentor**" action, you have the opportunity to **Meet a mentor** and take their card or **Improve a mentor** you have already met. To **Meet a mentor**, you need to cover the minimum requirement of at least one of their intelligences, which are 4/6/8 for each **Mentor**. Each turn, you can choose one or more unlocked abilities for each of your **Mentors** (unless an ability states otherwise).

Meet a mentor:

1. Choose a **Mentor** from the **Mentors deck**, so that the **Mastery** of at least one of their intelligences is equal to or less than yours in the same intelligence (**Character sheet**).

2. Solve a **Task** at the corresponding level (from intelligence corresponding to step 1)

(**Mastery 4** of **Mentor intelligence** corresponds to level 1 **Task**. Consequently, **Mastery 6** to level 2 **Task**, and **Mastery 8** to level 3 **Task**)

Success: Take the **Mentor**, and the intelligence corresponding to the just-solved **Task**, which becomes unlocked. You can use the corresponding ability. Cross out the other two abilities with a marker; for now, they are locked.

Setback: Return the **Mentor** to the deck and heal 1 active **Dragon** with the most CP  taken equal to the level of the futile **Task**. If there is no **Dragon** with CP  taken, nothing happens.

Note: For the easy version of the game, nothing happens upon **Setback**.

Improve a mentor:

If we meet the minimum requirement of more than one intelligence in the **Mentor's** card, you can improve it by "Unlocking" some of its other abilities using step 2.

Spread the light

As the game progresses, DARKNESS also develops and spreads, creating obstacles and making the game more difficult and challenging, but without doubt, I know you'll manage. With the help of this action (and with the help of some **Mentors** - like **Montessori** ;)) you will be able to control this development. And when DARKNESS advances and things become scary, you can **Spread the light**.

1. Draw a **Task** from the deck with intelligence corresponding to the intelligence where your figure is located.

2. Roll the die to choose the **Task level** (as in Increase intelligence) and solve it.

a. If you succeed, you can move DARKNESS counterclockwise as many steps as the level of the solved **Task**.

b. If you don't succeed:

i. For the easy version of the game: nothing happens.

ii. For the Challenging version of the game: We follow the rule for an futile **Task**.

Challenge a dragon:

To **Challenge a dragon**, your **Mastery** must be equal to or greater than all of the **Dragon's** relevant intelligences.

The challenge itself happens in 2 steps:

1. **Preparation** - roll the die and hope the "Universe" is on your side:

a. **Setback**: if the dice shows 1, 2, or 3. If this happens, you must reduce one of your intelligences by 1, even if all are at mastery 10. Then roll the dice again; this step repeats until you roll a 4, 5, or 6. If any of your intelligences no longer meets the **Dragon's** minimum requirement, you exit the challenge.

b. **Success**: if the dice shows 4, 5, or 6, proceed to step 2 - Challenge.

Note: In this version of the game, the "Motivation" ability of "Georgi Lozanov" also applies to this step.

2. Challenge:

Resolve the **Dragon's** "challenge" ability and follow the instructions on the Dragon's card.

Success: If you pass through the **Challenge a Dragon**, take 3CP  from it plus any additional possible bonuses.

Setback: nothing happens

Note: If you want to make your game more interesting and challenging, you can move DARKNESS forward one step after an unsuccessful attempt.

Note: (For the easy version of the game, we skip step 1. Preparation.)

Challenge a dragon with help
to do that your **Mastery** must be equal to or greater than all the **Dragon's** relevant intelligences.

Note: for the easy version, all players can combine their MASTERIES to cover the minimum requirement.

Before you start the **Preparation step**, you can ask for help. Any player can only join the challenge if they meet the minimum requirement to **Challenge a dragon**. For each player other than you who joins the challenge, DARKNESS moves one space forward.

1. **Preparation**: - Active player roll the die and hope the "Universe" is on their side:

a. **Setback**: if the dice shows 1, 2, or 3. If this happens, every player must reduce one of their intelligences by 1, even if all are at mastery 10. Then roll the die again; this step repeats until you roll a 4, 5, or 6. If any participating player's intelligence no longer meets the **Dragon's** minimum requirement, they exit the challenge.

b. **Success**: if the die shows 4, 5, or 6,proceed to step two - **Challenge**.

Note: In this version of the game, the "Motivation" ability of "Georgi Lozanov" also applies to this step.

2. **Challenge**:

One by one, every participating player
Resolves the **Dragon's** "challenge" ability listed on the **Dragon's card**.

Success: Each player who passes through the **Challenge a dragon** takes 3CP  from it, plus any additional possible bonuses.

Setback: nothing happens

Note: (For the easy version of the game, we skip step 1. Preparation.)

I've told you everything which you need to know for now; it's time to challenge your skills and knowledge, meeting your first Mentor.

Don't forget:



Challenge Point – The points each **Dragon** has (12 or 20 in total) and which we collect during the "challenge" action to pass through the **Dragons'** trials.

"Universe" – 4 cards that provide more opportunities for different Tasks and are used in the respective steps:

1. Randomly choose 1 "Universe" card

2. Roll the die to choose a concept from the respective theme.

3. Repeat these steps for each concept you need.
   Example: 4 times if you have "Universe 4"

Until the end of the turn – means until the moment when one player completes the three phases of a turn. Movement, Action, and DARKNESS. After that, the next player's turn begins.

Until the end of the round – means until the moment when each player completes the three phases of a turn. Movement, Action, and DARKNESS. After that, the next round begins.

Active player - is the person who is on turn to do the 3 phases (see Game flow)

Active dragon - is one or more **Dragons** in play (see **Dragon**)

Setback - is an unsuccessful attempt

Marker: **can be used on**:

Character sheet: for marking the development of the intelligences and to write your **Character name**.

Mentors card: to mark which level of the **Mentor ability** you can use.
"Universe" **Card back**: for drawing

Dragons: to calculate the CP 

add/taken.

Win condition text

Well done! I put my faith in you, and I wasn't wrong that I did it! I hope you've gained some useful knowledge, developed new skills and found more about yourselves. Remember that all obstacles along the way make us stronger, and the biggest bravery is to face what you are afraid of. Keep the shining of the Light within you and let it guide you on your way back home. Share with your loved ones your incredible journey and give them the inspiration to challenge themselves as well! Bloomantic can't be really told, it has to be experienced!

Lose condition text

Oh, no! My fellow adventurers, don't be discouraged! I'm glad that we were on this remarkable journey together, challenged dragons, befriended wonderful people and challenged ourselves! I must admit that your bravery reaps success, even though you didn't reach the outcome you dreamt of. Don't worry – there are so many opportunities in front of you, and now you've gained some new skills and knowledge to explore them better!

Be ready to enter in Bloomantic's world again, trust the call for an adventure and let me be by your side one more time in this expedition. We are stronger than before and there is no obstacle which can get in the way!

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Gratitude to:

Jūrmalas Bērnu un jauniešu centrs
Jūrmalas Jaunatnes iniciatīvu centrs
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