



The
RAVENS
of
Thri
SAHASHRI

A GAME BY KURO

I remember when I first saw Ren. It was at the Ambassador's hall. Her eyes were like nothing I had ever seen.

I remember when I first saw Feth. He was helping an old woman who had fallen in the street. It must have been the day he arrived. He doesn't know I saw him then, but it was sweet.

My father had brought me to Japan. Normally he would never allow himself to be so distracted on a business trip, but I had been having visions. People had started to talk. It was best for everyone that he take me with him, and here I was. I spoke to Ren for almost the whole night. I didn't dance. I didn't glance at my father's associates. We just talked, until it was time to leave.

I remember that he didn't want anything from me, just words. He didn't know much about Japan, and I wanted to tell him about a different world to the one I lived in. My job was to entertain the guests, not to sadden them, but my reasons for telling him older stories were different. I wanted him to know a good Japan, the home that I once knew.

As I turned to walk away she grabbed my arm and kissed me on the cheek. In that moment her life flashed before me, a vision stronger than any I had had before. It was not a happy image. Ren was a courtesan, and not by choice. That made me want to help her. Behind her sadness was a steel, a fire that hadn't been

put out. That made me want to know her. There was also a darkness – a presence, like wings.

I remember the shock in his eyes when I kissed him. I slipped away while his father called for him. When he turned up again at my door he was claiming to be there on business. We just talked some more, about his life and mine, about what we had pictured our lives becoming, and about what they had turned out to be.

We began to meet regularly after that. I had a sense of cold foreboding, a sense of danger flying around me, settling in the rafters of my hope. For all the darkness that surrounded her, I could sense a presence that was darker still. I could almost hear a cawing. Soon, as ever, people began to talk. I'd run from my home, but I wasn't going to run from her. We ran, together, fleeing the men who kept her trapped in her own life.

I remember men chasing us. I remember the old woman seeing us run. I remember the sound of gunshots, the woman falling. I don't remember escaping. I remember Feth's eyes. I don't remember their colour. I remember my parents, but it's fading. I'm fading.

As we escaped she collapsed, and hasn't woken since. Her mind is failing. The darkness I sensed in her thoughts is taking form. Outside my window, ravens have gathered. They can sense she is weak. We must rebuild her memories before they disappear entirely. I close my eyes, and I drift into her thoughts...

Components

*Rulebook, 2 Character Cards, 35 Memory Cards,
5 Raven Cards, 3 Sealed Visions of the Future.*

Setup

- Clear three areas of the table: one for each player, and a shared area, or **Atman**.
- Decide who will play as **Ren** and **Feth**, or choose randomly by drawing **Character Cards**.
- Shuffle the **Memory Cards**, and place one face-up in the Atman.
- Deal four Memory Cards to Ren. These become her **Heart Cards**. She places them face-down in a column as shown, in any order she chooses. She may check them at any time, but they must be kept secret from Feth.
- Ren will need space to form **Poem Rows** alongside the Heart Cards, and for a **Score Pile**, as shown.
- Shuffle the **Raven Cards** into the remaining Memory Cards to form Feth's **Draw Deck**.
- Feth will also need space for two rows, a **Raven Row** and a **Memory Row**, plus a **Discard Pile**, as shown.

*Feth's playing area represents Ren's memories.
The Atman represents Ren's dreams.
Ren's playing area represents her heart.*



REN



SCORE PILE

POEM ROWS



HEART



THE ATMAN

DECK



MEMORY ROW



SAFE AREA



FETH



DISCARDS

RAVEN ROW

Overview

The Ravens of Thri Sabashri is an asymmetrical cooperative game. One player will take the role of Feth, searching for the right memories for Ren to relive. The other player will take the role of Ren, drawing from these memories to repair her heart.

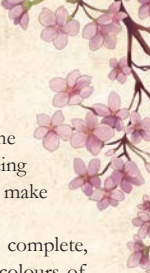
Players may not discuss the game in any way, as Ren cannot communicate with Feth. Ren's choice of cards is her only way to give Feth hints about which cards she needs to win.

Every game is played over the course of three rounds, or **Dreams**.

Within each Dream players will take turns, always starting with Feth and ending with Ren. Feth will start by drawing cards from the deck, then placing them together in a central puzzle, or Atman.

When he is finished, Ren will reply by taking a single card from the Atman and placing it beside one of her Heart Cards.

Ren is using these cards to create a **Poem** by making the cards in each row add up to a certain number – the numbers on the Memory Cards and the Heart Cards will be added together.



Feth will then continue adding cards to the Atman to give Ren plenty of options, while being careful not to use too much of the deck or to make the Atman too big.

These turns will continue until the Poem is complete, at which point Ren will ensure that only the colours of her Heart are present in the Atman. If so, the Dream is resolved. If not, play continues until the colours of the Heart and the Atman match.

As the game progresses, cards will get added to Ren's Score Pile. Ren will use these cards to complete the **Final Dream**, and to score points at the end of the game.

With every new Dream the game gets harder, as Feth dives deeper into Ren's mind. If the players manage to complete all three Dreams then Ren will be saved and both players win!

Feth must beware though: there are evil **Ravens** hidden in the deck of memories. These Ravens eat memories, removing cards from the game and destroying Ren's ability to remember her life.

If all five Ravens are ever in the Raven Row, the players will immediately lose the game.

Memory Cards

The main cards in the game are the Memory Cards. These are the cards which Feth uses to construct the Atman, and which Ren uses to complete her Poem.

Each card has several elements:

- **A Colour:** gold, red, green, blue, or purple.
- **A Value:** between 1 and 5. The deck contains ten cards each with values of 1 and 2, and five cards each with values of 3, 4, and 5.
- **An Ability:** a bonus which Feth can use to help him at certain points during the game. Only the ability of Memory Cards which have been placed in Ren's **Poem Rows** may be used (*see 'Ren's Turn', page 18*).
- **A Memory:** a two-by-two grid in the centre of the card. Each card contains some segments of faded memory, and some segments of open memory, as shown.

VALUE

COLOUR



2

2

2

2

DISCARD 1 CARD FROM THE ATMAN.

FADED MEMORY

ABILITY

CLEAR MEMORY

Dream's Beginning

The object of each round is to repair Ren's Heart by completing the Poem, and making sure the colour of her Dream matches the colour of her Heart.

The Poem of Ren's Heart is a 'Dodoitsu', a type of verse inspired by Japanese folk songs, in which the first three lines always contain 7 syllables, and the last line contains 5.


In game terms, this means that each Heart Card must have Memory Cards placed beside it in a row, until their combined value is exactly 7 for the first three rows, and exactly 5 for the last row.

During each turn Feth will always go first, drawing as many cards from the deck as he wants, then adding them to the Atman.

Ren will then take a single card from the Atman, and add it face-up to the current Poem row, moving on to the next row once it is complete.

This is repeated until all rows of the Poem are complete, and the colours of the Atman match the colours of Ren's Heart.

When this happens the Dream ends, and if the players complete three Dreams, they win!



There are a number of ways the players can lose the game – if there are no cards left in the Memory Deck at the start of Feth’s turn, if Feth can’t add a single card to the Atman on his turn, or if all five Ravens are in the Raven row, then Ren’s memories are lost forever.

During the final Dream there is an additional rule: Ren must complete a row of her poem on every turn. If she cannot do so she becomes overpowered by the Ravens, and the players lose the game.

Feth's Turn

The Memory Row

Feth begins by drawing cards from the deck one by one, and placing them face up on the table in the Memory Row (*see diagram on page 5*). If Feth draws a Raven he should add it to his Memory Row as normal.

He can draw as many cards as he likes – too few means he won't have many options, too many means the deck might run out.

If the deck has run out at the start of Feth's turn, the players have lost the game.

Once Feth has finished drawing cards he can begin using them, but first he must add any Ravens he has drawn to the Raven row. The Raven row relates closely to the Memory Row, and should be set above or below it to make play as clear as possible.

From the cards remaining in the Memory Row, Feth must take at least one and add it to the Atman. He may add some or all of these cards, in any order he likes, but **he must always add at least one card or the players have lost the game.** Any cards which he does not add to the Atman are discarded.



The Raven Row

Each Raven in the deck corresponds to one of the five colours of the Memory Cards. Once a Raven has been added to the Raven row they begin stealing memories – any time a card of the matching colour would be discarded, it is instead placed beneath that Raven, and is at risk of being completely removed from the game.

Players may not check which cards are beneath Ravens unless specified by a Card Ability.

The Ravens also relate to the Memory Row – every card in the Memory Row above a card in the Raven row is considered ‘safe’. Cards in this safe area are discarded as normal at the end of Feth’s turn, and are not stolen by Ravens of the matching colour. Any Raven cards which are drawn in a safe space are also discarded, and are not added to the Raven Row.

The size of this safe area applies when cards are drawn, not when they are played (*see diagram on page 5*).

The Atman

Feth's goal in building the Atman is to give Ren many options of cards to add to her Poem, so a wide range of colours and numbers is initially useful. Feth may also want to **Relive a Memory** by combining a block of cards of the same colour which adds up exactly to 7 (*see 'Reliving Memories' on page 16*). All Memory Cards have a Memory – a two-by-two grid in the center of the card with a partially faded image (*see diagram on page 9*).

Every time Feth adds a card to the Atman he must place it partially on top of another one following these rules:

- He must place the card so at least one faded segment covers another faded segment.
- Any segment of the new card must match the segments of any card underneath it, i.e. faded segments on faded segments, clear segments on clear segments.
- All cards must face the same direction, so that no card is upside-down or sideways.

This means that a card cannot be played unless it overlaps with another, and cannot be played if a clear segment would cover a faded segment, or vice-versa.

It is possible to cover a card completely by laying new cards over it. This is allowed, unless Feth is trying to lay one card directly on top of another with the same pattern, without any segments of other cards between them.

If any card is ever completely covered it is not considered part of the Atman until it becomes visible again – do not count it when matching colours to Heart Cards. It may also cause the Atman to split (see page 20). When Feth is finished adding cards to the Atman, any cards in the Memory Row he did not use get discarded, or stolen by Ravens.



Reliving Memories

If Feth manages to combine a block of same-coloured cards in the Atman whose value adds to 7 exactly, he can relive one of Ren's memories to understand her Heart.

A block is a group of cards of the same colour which all overlap, with no other cards between them. Being placed beside each other is not enough, the cards must partially cover each other.

This must happen the moment Feth adds a memory card to the Atman – the block must include the card Feth is adding.

If Feth manages to relive a memory, two things happen immediately:

- **The Raven of that colour is chased away.** Remove it from the Raven row and put it to one side. Put any cards which were under that Raven into the discards, and shrink the safety area. If this was the final Dream, the Raven is completely defeated – add it and any Memory Cards under it to Ren's Score Pile.
- **Ren reveals her heart.** If any of Ren's Heart Cards match that colour, she may turn one of those cards face up. Any cards in that Poem row which had been turned sideways are now turned back, and may be used again. This gives Feth more options and more information about what Ren needs.



Ren's Turn

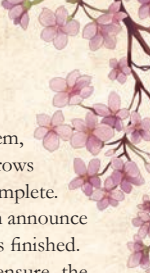
On Ren's turn she must take a single card from the Atman to form her **Poem**. She may take a card which is partially covered but not one which is fully covered, as these don't count as part of the Atman. Ren's choice has two functions – to complete her Poem, and to give Feth hints about her Heart Cards.

Completing the Poem

Ren is trying to complete a 'Dodoitsu' poem as part of her Dream. This poem has a rhythm of 7-7-7-5. As such, the first three rows of Ren's Poem must add up to exactly 7, and the final row must add to exactly 5. The Heart Cards always form the first card of each Poem row, so the total for each row is the number on the Heart Card, plus the numbers on any cards Ren has taken from the Atman.

Ren must finish the topmost row before she can move on to the next one, and must always reach the exact number needed (7 or 5). If this is not possible she must remove a card from the Atman and discard it, remembering that if the matching colour Raven is in the Raven row, the card gets placed there instead.

Ren may always take a card which she cannot use in order to remove it from the Atman, and to give Feth a hint about the colours of her Heart. However, if the card she has taken can be used as part of her Poem, she must do so.



Every time Ren completes a line of the Poem, she must announce it to Feth. When all four rows are finished, she announces that the Poem is complete. If the Heart Card in the final row is a 5, she can announce that the poem is complete once the third row is finished.

Once the poem is complete, check to ensure the colours of the Atman match the colours of Ren's Heart – **only colours that are in Ren's Heart may be present in the Atman.**

If not, play continues, and Feth must add cards to the Atman as usual. Ren must discard one card from the Atman each turn, until both players have found a way to make the colours match.

Cards in the Poem

Cards which Ren adds to her Poem have three effects:

- Their value is used to complete the Poem.
- If their colour matches the colour of the Heart Card in that Row, that Heart Card must be turned face up and revealed to Feth. This is different to a card being revealed during Feth's turn by reliving a memory. The Heart Card should be turned sideways to indicate this.
- Feth can now use the Ability of the card.

Splitting the Atman

It's possible for Ren to split the Atman into separate piles when she takes her card – it's considered split if there is more than one section with no overlapping card between them. Ren must immediately choose which section to keep, while the rest are discarded or stolen by Ravens in the normal way.

Remember, if a card is completely covered it does not count as part of the Atman. This can cause the Atman to split on Feth's turn. Ren must still choose which cards to keep, and which to discard.

If the Atman somehow runs out of cards, the players immediately lose the game.

Card Abilities

The Abilities of cards in the Poem Rows can be used at any point in the game – the cards should be turned sideways to indicate that their Abilities have been used.

These Abilities are useful to help relive memories, to manage the Atman and to protect cards from being stolen by the Ravens.

Ren may use the Abilities of red and gold Poem cards, while Feth may use any of the Poem cards.

Each card's Ability can only be used once, unless they have been turned upright again due to Feth reliving a memory: if so, the effects of those cards can be used a second time within that Dream.


Abilities which apply to the placement of cards in the Atman apply only when that Ability is triggered. As a result, it is possible for cards in the Atman to disobey the usual rules of the game. This is fine, as long as the rules were followed when the card was placed.

Dream's End

Once the Poem is complete and the colours in the Atman match Ren's Heart, the Dream is resolved, and the following happens in this order:

- All Heart Cards which were revealed due to Feth reliving a memory, are added to Ren's Score Pile.
- All other cards in the Atman, the Poem and the Heart are discarded. Any which match the colour of a Raven in the Raven row are placed beneath that Raven as usual, unless the Raven was chased away during this Dream (*card powers from purple cards in the Poem can be used at this time*).
- The Ravens begin to feast – all cards beneath a Raven are completely removed from the game and returned to the box.
- Any Raven which was chased away returns to plague Ren – return it to the Raven row. All cards in the Raven row remain there for the next Dream.
- Reset the game, using only the remaining cards from the deck and the discards – deal new Heart Cards, and a new first card of the Atman. If any Ravens are dealt at this point, replace them with a memory card and re-shuffle the deck.

The Final Dream



During the third Dream, **Ren must complete one line of her poem on every turn or the players will lose.** Luckily, she can take strength from the memories she has relived. During this round only, she has the option of adding several Memory Cards from her Score Pile to the card she removes from the Atman in order to complete a row. They count as normal Poem cards from this point on.

Remember that any Ravens which are chased away during this Dream get added to Ren's Score Pile, along with the cards they stole, which become available as options to complete her Poem.

She may still only build one row per turn, so the Final Dream will be three or four turns long. Once the poem is complete, the colours in Ren's Heart and in the Atman must match – the players cannot take any extra turns in the final Dream.

Losing the Game

The game immediately ends, and the players have lost if:

- There are no cards left in the Draw Deck at the start of Feth's turn.
- All five Ravens are in the Raven Row.
- Feth cannot place a single card in the Atman during his turn.
- The Atman runs out of cards.
- During the Final Dream, Ren cannot complete a Poem Row during her turn.
- During the Final Dream, the colours in the Atman do not match the colours in Ren's heart when her Poem is complete.

Winning the Game

If Ren survives all three Dreams, the players have done extremely well, and should be proud of their achievement. The Ravens have been defeated, and Ren's life has been saved. As they begin to wake, Feth has a...

Vision of the Future

At this point, and only at this point, players should open the sealed envelope marked 1.

Good luck.

Reminder: Order of play

Dream's Beginning

Draw four face-down cards for Ren's Heart, and a face-up card for the Atman.

Feth Draws

Feth draws Memory Cards, checking for Ravens and the size of the Safety Row.

Feth Adds

Feth adds cards to the Atman, and sends unused cards to the discard pile or the Raven row.

Check for completing a block of memories!

Ren Removes

Ren takes a card from the Atman to form her Poem. If the Poem is complete, and the colours of Ren's Heart match the colours of the Atman, end the Dream. If not, continue with Feth's turn.

Check for Poem cards which match the colour of Heart Cards!

Dream's End

Add cards revealed through reliving memories to the Score Pile. Discard all other cards, or feed them to Ravens in the Raven Row. Remove all Memory Cards stolen by Ravens from the game. Return chased away Ravens to the Raven row.

List of Card Abilities

Gold abilities add cards to the Deck:

- Return 3 discarded cards to the top of the deck in any order.
- Choose 1 card stolen by a Raven to return to the top of the deck.

Red abilities remove cards from the Atman:

- Discard 1 card from the Atman.
- Discard up to 2 cards from the Atman.

Blue abilities modify additions to the Atman, for the purpose of reliving a memory:

- Add or subtract 1 to the value of the next card placed in the Atman.
- One card under the next card placed counts as the same colour.

Green abilities affect the rules of placement:

- Rotate the next card 180° before placing it in the Atman.
- The next card can be added to anywhere in the Atman, ignoring the memory grid rules.

Purple abilities affect the Ravens:

- The Safety Area is increased by 2 spaces for this turn.
- Block one Raven from stealing at the moment it occurs.

FAQs

- When splitting the Atman due to a completely covered card, that card remains in the Atman after a section has been discarded.
- To relive memories, you can't have any other card partially between the matching cards in your block, but remember, if the card is completely covered it does not exist!
- If card placement causes a memory to be relived, and causes the Atman to split at the same time, relive the memory before discarding sections of the Atman.
- The Ability on the 1 & 2 value blue cards cannot cause these cards to have a value below 1, or above 5. You can use this ability multiple times on the same memory card.
- The Ability on the 3, 4 & 5 value blue cards applies to one card of your choice.
- The Ability on the 3, 4 & 5 value purple cards block one raven from stealing any number of cards in the same instant, e.g. when the Atman is split.
- The gold and purple Abilities may be used after a Dream has ended, before/as cards are discarded. This will rescue cards from being stolen or eaten by the Ravens at the end of the Dream.
- During the Final Dream, Ren may discard a card from the Atman, and complete a row using only cards from her Score Pile. Remember that she must use the card she has removed if she is able.

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