



Rajas of the Ganges (2017)

2-4 Players

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Duration: player's money and fame markers cross. 45-75 minutes.



Board Setup

- Pick the game board side for # of players (**2p** or **3p/4p**). **3p** - use cover tiles to cover marked spaces.
- Sort **Province Tiles** by color then by symbol (snake, cow, tiger) to get 12 shuffled stacks.
- Shuffle **8** white **Yield Tiles** and set face-down stack on the **Temple**

Player Setup

- Each player gets a **Province Board** , **Kali statue board** , **6 workers**, **5 cubes**, **1 money marker** , **1 fame marker** , and **1 bonus marker** for the money track
- Place 3 total **workers** on the **fame track** (15 space), **money track** (20 space) and **river** (on bridge)
- Place **boat** on starting space of the river, put **karma cube** of level 1 of karma path, put 1 **upgrade cube** in left column (value 2) of each **Building Development** scroll, put 1 **fame marker** on space 0 of fame track, put **bonus marker** with the river space side-up on money track space 12.
- Each player takes and rolls 1 die of each color and places on Kali statue (4 total). Lowest total value is start player, gets **starting player elephant** . Start player puts **money marker** on space 3 of money track, continuing clockwise next player starts on money space 4, etc.

Game Play

- To play a round, in turn, clockwise, players place 1 worker, pay costs, and take action. Continue until no player can place a worker. Then take workers back and start new round.
- To pay costs, see space where worker is placed. = free = 1 money = 1 die of color
- Whenever you get a die, roll it immediately and add to Kali statue [10 max]
- **Building Action** [quarry]: place worker in cheapest spot, pay \$ shown, put dice of color shown on tile totaling at least that amount back in supply [can overpay]. Place on province board, rotating any direction, connecting to an existing road. If you connect **special yields** on side of board to residence via roads, collect bonus shown **after** scoring province tile. To score tile, collect \$ for markets, and fame for each building based on your upgrade cube position for that building type.
- Upgrades let you move your upgrade cube 1 space to the right on chosen building type.
- **Market Action**: send worker to generate \$ at a # of markets of 1 type of good on your province board [die face determines #] **or** for 1 market of each type good [player's choice if multiple]. Each player can only place on assorted goods market spaces 1x per round.
- **Palace**: place worker and pay dice if required. Get \$, re-roll dice, get dice [roll and place on Kali]
- At the chambers, place die with exact value and get shown reward [fame, yield tiles, \$, karma, etc.]
- **River** [harbor]: place worker on cheapest spot, pay \$. Die placed determines # of spaces to move up the river [1=1, 2=1-2, 3=1-3 spaces]. Spaces with other boats are skipped and not counted. Get the reward on space where you stop. Blue circle advances boat # shown .
- **Karma**: use 1 karma any time on your to turn any 1 die on Kali to opposite face.
- **Workers**: get extra workers by advancing on money, fame, or river to the worker space. 2 extra workers max per player – remove your 3rd after earning 2nd.
- The **special bonus marker** tracks which money track bonus you will earn next [spaces 12/33/44/55]
- When all workers placed, round ends. If a player placed a worker on Great Mogul, they are the new start player, otherwise pass the marker clockwise. Take workers back and start round.

End Game & Scoring

- When 1 player has money and fame markers on same spot **or** pass each other, the game ends. Players up to the starting player get another turn [equal turns]
- Winner is player with greatest difference between crossed markers. Tie: tied player who crossed 1st wins