

Rajas of the Ganges - Player Aid (Base Game; Navaratnas Version in Red)

Player Turn

- 1) Place a Worker
- 2) Pay Money and/or Dice
- 3) Carry Out Action



Pay
Nothing



Pay
Money



Pay
Any Die



Pay Die of
Noted Color



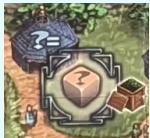
Pay Die of
Noted #

Quarry (Building Action)



1. Pay Dice for Building (can overpay)
2. Place on your province board
 - Tile can be rotated
 - Must be able to trace road back to residence
 - Can cut off other roads
3. In order:
 - Gain Money for Markets
 - Gain Fame for Buildings (based on upgrade level)
 - Gain perimeter awards, if connected to residence

Market Action (Money Rewards)



Goods of same kind

Gain money for # of markets of that type equal to value of die

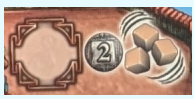


Goods of assorted kinds

Gain money for one of each different type of good

* 3/4 players = player can only claim 1 space

Palace Actions (Dice Rewards)



Gain 2 Money and Reroll any of your dice



Gain One die of noted color



1. Pay die of noted color
2. Take 2 dice of noted color

Important Rules

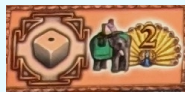
- When gaining new die - Roll it immediately
- Max. 10 dice (8 dice)
- Spend Karma, any time, to flip die to opposite side
- Can gain 2 add'l workers from 3 possible places (Can gain all 3 add'l workers)
- End of Round - If someone claimed Chamber 1, they Become start player. Otherwise, it rotates to the left. (Any Player with less workers gains a yield tile.)
- End of Game - When a player's Fame and Money markers cross paths, end game is triggered. Finish equal number of actions (NOT a full round). Largest positive difference in Fame between Fame and Money marker wins. Tie is broken by player order.

River Action (Mixed Rewards)



1. Pay Money (if applicable)
2. Pay die (1-3)
3. Move spaces, up to value of die, on river
Only count unoccupied spaces.
4. Gain reward from river space

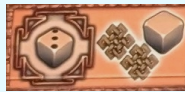
Chamber Actions (Mixed Rewards)



Gain 2 Fame and Start Player for next round



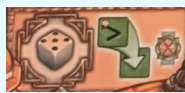
Gain any 2 dice and random white yield tile, including its reward. (Gain yield tile and place on matching color space on province board)



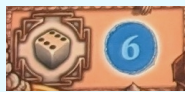
Gain 2 Karma and any one die



Gain 2 Money and 1 Building upgrade



Cover any uncovered tile in province with more expensive one from supply. Pay difference in dice that are color of the new tile. Gain no yield.



Move 6 unoccupied spaces on river and gain reward there. (Can't be used if you have reached the end of the river)

Rewards



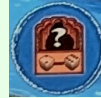
Take any 2 dice



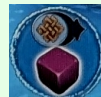
Gain 2 Karma



Gain 4 Money



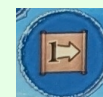
Take any Chamber Action at no cost



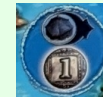
Gain # of noted dice equal to Karma level



Gain 3 Fame



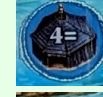
Gain 1 building upgrade



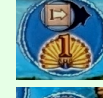
Gain 1 money / market in your province



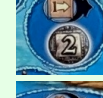
Take assorted goods market action



Take same kind goods market action equal to number indicated.



Gain 1 Fame for each of Your Building upgrades



Gain 2 Money for each of your Building upgrades



Gain 2 Fame for each Level of Karma you have