Rajas of the Ganges

Introduction: Players take the role of Rajas/Ranis in the Mogul Empire, during the reign of Akbar the Great (1556-1605). They must build estates, trade commodities, and build structures and gardens, in order to become the greatest leader.
Game End and Goal: The game ends when one player's Fame and Money markers have converged (or passed each other). Players complete the current round as normal. After this, if there are multiple players whose Markers overlap, count the difference in points between their Money and Fame Markers. The player with the highest different is the winner.

Setup:
1. Place the **Game Board** in the middle of the table, the correct side up for the number of player (2P or 3/4P). *In a 3P game only, cover the rightmost "1" Harbour space, and the leftmost "1" quarry space with the **Cover Tiles**.*
2. Make a supply of all **48 Dice** next to the board.
3. Sort the **64 Province Tiles** into 16 of each colour (**O**, **G**, **B**, **P**), then sort the tiles of each colour into piles by their backs (snake, cow, tiger). This produces **12 stacks**. Shuffle each stack, and them next to the Game Board face up.
4. Shuffle the **8 Yield Tiles** (white) and place them in a face down stack on the Temple. *(Ignore the other Yield tiles).*
5. Give each player a **Province Board** (place this basic side up), and the following components in their colour:
   a. **1 Kali Statue Board** (put in front of the player with the **10 handed side** showing),
   b. **6 Workers** (put 3 on the applicable spaces of the record tracks, and 3 below the Kali Statue Board),
   c. **1 Boat** (put on the start space on the river),
   d. **5 Cubes** (1 on lvl 1 of the Karma Track, put 1 on the first column of each of the four Building Devt scrolls),
   e. **1 Money Marker** (octagon, see later for placement),
   f. **1 Fame Marker** (shield, put on space 0 of the Fame Track)
   g. **1 Bonus Marker** (Put on **space 12** of the Money Track, **river side up**).
6. Each player takes **1 Die of each colour** (**O**, **G**, **B**, **P**), rolls them, and places each on one of the Kali Statue hands.
7. The player who rolled the **lowest total result** is the Start Player (if there is a tie, the player who most recently ate Indian food breaks the tie). The **Start Player** takes the **Elephant** and puts it next to his Kali Statue. He puts his money marker on **space 3** of the Money Track. P2/P3/P4 (clockwise) get 4/5/6 money, and so on until all players have placed their Money Markers.

Course of the Game: The game proceeds over several rounds. Each round consists of several stages. In each stage, each player will **place one Worker** in a vacant space, **and take the associated action**. This continues until no player can place a worker. At the end of the round, players retrieve their workers, and play proceeds to the next round. Workers can be placed on the following areas of the Game Board: <mark>**Quarry, Marketplace, Palace, Harbour**</mark>.

Placing workers and doing actions: When a player places a worker, they must immediately **pay any costs** (depicted on the space they chose – money or dice), and then they carry out the action. Note:
- **Each action space can only hold one worker**, and dice are never placed on action spaces.
- **When money is paid**, your money marker goes backwards on the money track that number of steps – you cannot select a space you cannot afford.
- **When money is gained**, your money marker goes forward that number of steps.
- **When dice are paid**, they are returned to supply: *if you don't have the required die, again, you can't do the action.*
- **When dice are gained**, they take that die from the bank and **roll it**, before adding it to their Kali Statue. A player can only store as many dice as Kali has hands. *If a player would receive more dice than Kali has hands, they either return dice they already have from Kali before the roll the new ones or take only the dice that will fit. If there is no die of the required colour in the bank, it cannot be taken. If a player receives multiple dice, they roll them all together.*

<mark>**Action 1: Building Action (at the Quarry):**</mark> To develop your Province, you need to send workers to the Quarry.
Pay 1-4 money (depending on the space chosen), and return to supply a minimum of the pip value in dice of the correct colour for the tile you wish to acquire (from your Kali statue). **A player may over-pay pips but receives no change**. Take **exactly one** Province tile from the display of 12. The purchased tile must be immediately placed in your province:
- The newly placed tile must connect by road to your residence (top centre of your province).
- A tile may be turned in any orientation and may cut off an already existing road (provided at least one road runs to your residence). Once placed, a tile remains in place for the rest of the game.
- A tile placement may produce a '**Special Yield**'.
  o On the edges of your province board there are yields, which a player receives immediately if they connect a road to it (**after** they have scored the province tile itself).
  o *A player can choose to (or may be forced to) not connect to the yield if the tile they place does not have enough roads of the right orientation: they miss this yield.*
  o *NB: The bottom middle tile printed in your province is 3 dead ends – you cannot connect through it.*
When a tile is added to your province, you immediately gain Money/Fame for it.
Money: If the tile has **Markets**, you score the amount of money printed on the tile.
Fame: When you add a tile with **Buildings** on it, immediately receive the amount of **Fame equal to your upgrade cube's position on that Building's Scroll**, for each Building. *The plans for the 4 types of buildings can be upgraded (to increase the fame produced) by taking an action with the |-> icon. These upgrades don't affect Buildings already placed in your Province.*

Action 2: Market Action (at the Market Place): Each time you send a Worker to one of the Market Spaces, you generate money from the Markets in your province. There are three types of Goods on your Province Tiles: Silk, Tea, and Spices (with a money value). There are two types of Market Spaces at the Market Place that allow you to gain money for the goods you have: In a 3/4 P game, you may only place 1 Worker in each of the Assorted Goods and Goods of one Type spaces.

- **Assorted Goods**: Place a worker, gain Money for exactly one market **per type of good**, i.e. a maximum of one Silk, and one Tea, and one Spice Market.
- **Goods of one Type**: Place a worker, AND **give up any one die**. Then you may gain Money for **up to a maximum of as many markets of one kind as the value of the die**). *e.g. with a 2 pip die you can gain money from up to two of your spice markets.*

Action 3: Palace Actions: **Give up a die** (options 3 & 4 only)**, and receive a benefit**. Spaces as follows:

1. **Outer Terrace:** (**No die cost**) **Take 2 Money**. Re-roll as many of your dice as you want. *This could include dice you gained for reaching spaces 12/44 on the Money Track by taking the 2 Money.*
2. **Terrace:** (**No die cost**) Take 1 Die of the colour next to the space you chose.
3. **Balconies:** Pay 1 die of any value of the **required colour**. Roll and gain 2 dice of the specified new colour.
4. **The Chambers:** Give up 1 die of the **specified number** and receive a benefit:
   a. *Great Mogul* – Give up a "1" die. Gain 2 Fame and become the starting player in the next round.
   b. *Dancer* – Give up a "2" die. Roll and gain **any 2 dice** from supply, AND gain a face-down Yield Tile. Reveal the Yield Tile, and immediately earn its reward (1 die/3 Money/1 Upgrade/1 Karma). Place it in the discard. *When you run out, re-shuffle the discards.*
   c. *Yogi* – Give up a "3" die. In return, receive 2 Karma and roll and gain 1 Die of your choice.
   d. *Raja Man Singh* – Give up a "4" die. Upgrade the plans for a building of your choice. Then, gain 3 Money.
   e. *Master Builder* – Give up a "5" die. Pay further dice from your kali statue to pay the difference in pip value between a tile you have in your province, and a more expensive tile you want from the display to cover it. The new tile may be a different colour to the one it covers, but you must match the new tile colour with the dice paid. The new tile must be placed so a path can still be traced to your residence from all tiles. *You do not receive any Special Yield again. You do not receive a Special Yield from any additional Special Yields you connect with the new Province Tile.* Each Province Tile may be covered at most, once. Don't forget to score the new tile when you place it.
   f. *Portuguese* – Give up a "6" die. In return, advance **exactly 6 vacant spaces** along the river, and receive the benefit of the space you end on. *If you are in the final 6 spaces of the river, you can't use the Portuguese.*

Action 4: River Action (at the Harbour): Place a worker, and pay the cost depicted on the space (if any). Give up a die numbered 1, 2, or 3 to advance 1, 2, or 3 vacant spaces, respectively, along the river.

- Only one boat may occupy any river space, except the starting and final space of the river. You skip over any occupied spaces when you advance on the river.
- River spaces can earn you: 2 Dice of your choice, 2 Increases in Karma, Money, A Palace Action (not the great mogul), Dice of a particular colour for each Karma you have, Fame, 1 Building Plan Upgrade, 1 Money per Market you have, An Assorted Goods scoring for up to 3 different markets, A Market Scoring for Goods of One Kind (up to the maximum indicated, *no need to pay a die*), 1 Fame Point per Building Plan Upgrade you have done, 2 Fame Points per Karma you have.
- Once you have reached the end space of the River, you can no longer do this action.

Karma: As a free action on your turn, you may spend one Karma level to flip a die on your Kali Statue to its opposite face.

Getting New Workers: Each player starts the game with **3 workers**. During the game they can get **up to 2 more** workers (from the 3 available: Money Space 20, Fame Space 15 or the Bridge on the River). As soon as you receive your second extra worker, return the third extra worker to the game box. *Extra workers gained can never be lost.*

Bonuses on the Scoring Tracks:

- On the Fame Track (spaces **5**, **24**, and **31**), when a player reaches or crosses the space, they receive: A Building Plan upgrade, Upgrades Karma 2 Levels, or Moves Boat to next empty river space and receive benefit, respectively.
- On the Money Track (spaces 12 and 44, and 33 and 55), when a player reaches or passes the spaces they can Move their Boat to the next empty river space and take the reward (12/44), or Take Any 2 Dice from supply, roll them, and add them to their Kali Statue. In both cases, the bonus is only received **the first time the space is passed**. *There is a special marker to help you remember this, and which bonus you are getting.*

End of Round: After all players have placed all of their workers, the round ends. If one player used the Great Mogul, they receive the Start Player Elephant, else it moves clockwise. All players retrieve their markers, and then start the next round.

End of Game and Final Scoring: The game ends as soon as one player's Money and Fame Markers align, or overlap. Complete the current round. If there are multiple players whose Markers overlap, count the different in points between their Money and Fame Markers (*e.g. 2 Money Points past Fame*). The player with the highest different is the winner. In case of a tie, the player whose markers passed each other first in turn order wins.

Appendix 1: Navaratnas Version: Use all 6 Workers, Kali has only 8 Dice Spaces, Upgraded special yield tiles

Flip your province tile to the back-side. The yields at the province edges are less powerful, but can be upgraded with yield tiles. At the start of the game, shuffle the brown yield tiles and deal one to each player. They put that tile on one of the two possible spaces (covering up a minor yield). Place the remaining brown yield tiles, and all other yield tiles face up on the corresponding building plan of the same colour. There are 2 ways to get these yield tiles:

1. When you are the dancer. When you take the role of the dancer, take a yield tile of your choice. Instead of getting its bonus now, immediately place it on one of the yield spaces of the corresponding colour on your province. You receive its bonus when you connect to the yield.
2. When you have fewer active workers than the other players. If at least one other player has more workers than you do, when it comes your turn to take an action, but you can't (due to having used your workers already), instead take a yield tile and place it on a yield space on your board (colour must match as normal). *This means that a round is always played to give everyone an equal number of turns – either they use a worker, or they take a Yield Tile.* If you are two workers behind another player you would get and place a yield tile each time you would have played a worker.

The Navaratnas Version can also be used to handicap experienced players versus inexperienced players playing the basic version. If doing this, all players can only have 5 workers, the Y/R/B yield tiles stay in the box, and play the white yield tiles as per the basic version.

Appendix 2: The Ganga Module: Modify the river spaces by covering them in river tiles.

Get the 8 River Tiles out of the box, and randomise them face down. Roll the die, and put the first randomly drawn tile that many spaces along the river from the start. Roll the die again, counting spaces from the last placed tile and place another. Repeat the process until either all river tiles are placed, or the end of the river is reached. These tiles replace the space they cover.