

# Rajas of the Ganges - Solo version

The only thing needed for this solo version of *Rajas of the Ganges* is a D6 (fortunately there are plenty of these in the box), so you can start right now to play your first solo game. For the **human player** all game rules apply as normal, so the game is a lot like if you were playing a multiplayer game.

The other player(s) will be simulated by **dummy players** that hopefully behave a lot like humans would do: Aiming for the target to fulfill the win condition first, but still being unpredictably sometimes.

Before setting up the game, choose your **variant** of the game from the rulebook as usual. This solo version can be played with any combination of the base rules, the *Navaratnas version* and the *Ganga module*. Then choose how many players you want to simulate and bring up the according side of the board. Use the cover tiles for the 3 player game, if you are playing with 2 dummies.

## Setup

Set up the board and the province tiles in the usual way according to the variant you are going to play. Set up your own playing material as in a usual multiplayer game and take the **elephant**. You always are the starting player.

Set up each dummy player in the following way:

### **Usual setup:**

- Place 3 of the workers on the according bonus fields on the tracks
- The other 3 workers are already available
- Place the boat at the start of the river
- Place an upgrade cube on value 2 of each building development scroll
- Place the fame marker on space 0 of the fame track
- Place the money marker on space 4 of the money track (default position for 2nd player in turn order. 3rd and 4th start with 5 and 6 money)
- Place one die of each color near his available workers, each die showing 6 pips

### **Differences to human players:**

- No Kali statue
- No karma cube
- No money track bonus marker
- Dice are not rolled

## **End of game & Setting the difficulty**

After the setup you will play the game in the usual way, thinking about and taking your turns as normally. Whenever it is the turn of a dummy player, he also will take his turn by placing a worker and executing the resulting actions, just like a human player. To determine the action taken by a dummy player, a D6 is rolled. If it is the dummy player's turn and he has no workers left, he skips his turn, just as a human player would do.

If you or a dummy player reach the **end condition** of Rajas of the Ganges (fame marker and money marker converge or pass each other), finish the game in the usual way and determine the winner.

### **Measuring performance**

If you want to have a closer look at your performance, I recommend you to count the rounds of play to get a result like 'Finished the game with the 3rd worker of round 7'. (You can use dice to do this, place one of them showing a 1 beside the board and wind it up each time you are collecting the workers from the board. You probably will need a second die for counting rounds 7-12).

### **Increasing difficulty**

If you want a harder game by increasing the win chance of the dummy players, choose your handicap number (e.g. 5) and move the dummy player's fame marker forward by this number (-> 5 spaces) and move the dummy player's money marker forward by twice this number (-> 10 spaces) right after setting up the game. Grant him all the bonuses his markers pass (-> the upgrade from the fame track and the 1 river movement from the money track).

## **Dummy player general rules**

To ease the handling of the dummy player, some general simplifications are made:

- The dummy player has **no dice limit** (no Kali statue needed).
- All the dice the dummy player has always have the **correct number of pips** that are needed for a corresponding action. Handle them as if he could choose the value of a die any time he wants to.
- Because of this, a dummy player does **not need to spend karma** (no karma marker needed). When karma is needed to determine a number for a bonus he receives, he always has 3 karma (so he gets 3 dice on the corresponding river fields).
- If a dummy player **earns karma**, he earns the same of amount of money instead.

- The dummy player's **money marker never moves back**. He never has to spend money for using action fields. This is why he does not need the money track bonus marker, although he receives all bonuses he passes over.
- The dummy player has **no province board**. So he never can get a bonus by connecting a border to his palace. He just collects the province tiles he buys in loose order.
- He **receives fame** for placing tiles with buildings and **receives money** for placing tiles with markets as normal at the moment he buys the tile (remember to check the upgrade marker of the corresponding building to award the correct amount of fame).
- **Markets are gathered** as normal and take effect when the market place action is used. The tiles just are not placed on a province board.

## Dummy player turn

### *Choosing the main area*

The action the dummy player takes will be determined mainly randomly by the roll of a D6. Take a look at the main board to identify the **6 main areas** there:

- (1) **The chambers** (Upper area of the palace, where the 6 people are)
- (2) **The quarry** (Area where province tiles are bought)
- (3) **The market place** (Area where you get money according to the markets you have built)
- (4) **The harbor** (Area where you move your boat up the Ganges)
- (5) **The balconies** (Area where you trade one die for 2 dice of a certain color)
- (6) **The terrace** (Area where you just take 1 die of a certain color)

Use the result of the D6 and check if that main area is generally **valid** for placing the dummy player's worker there. If the result is not valid, re-roll the D6 until a valid result is determined. The same applies for all following steps where a **non-valid result is rolled: Re-roll** until a valid result has been determined.

- Of course a main area without any free worker position is not valid.
- The dummy player has to **spend his dice** as a human player does. So if he has no die and rolls the number of an area where a die has to be spent (1, 2, 4, 5 and 3 if he can't use one of the action spaces where no die has to be spent (see details in the next chapter), this main area is not valid

- The quarry (2) is not valid, if the dummy player can not buy any of the available province tiles. As all of his dice have the value 6, this only should be the case if he does not have any die or some of the piles have already been used up.
- The market place (3) is not valid, if the dummy player has no market on his built province tiles. It also is not valid if a die must be spend (because all of the lower fields are already taken) and the dummy has no die.
- The harbor (4) is not valid if the dummy player's boat already has reached the end of the Ganges
- **IMPORTANT RULE:** The balconies (5) and the terrace (6) are not valid, if the dummy player already **has 5 or more dice**. In this case (a 5 or 6 is rolled when choosing the main area and the dummy has at least 5 dice) the dummy player **chooses the quarry as main area instead** (as if the roll had been a (2)) and spends one or more of his dice on province tiles there.  
This rule prevents the dummy from collecting an endless number of dice and makes him act much more like a human player.

### *Choosing a detail action in that main area*

The first roll of the D6 determines which of the main areas is chosen. Depending on the area a **detail decision** has to be made. This often requires the roll of a second D6 and sometimes requires a decision regarding which die color or province tile shall be taken or spent. After choosing the detail action, place the dummy player's worker on the according action space.

When going to the quarry (2) or the harbor (4), always use the action space with the **lowest amount of money, but don't pay it** (remember "Dummy player general rules").

#### **(1) The chambers**

Roll another D6 to determine a free and valid action space (again, re-roll until a valid space is determined). Put the worker there. Spend a die (see the "Dummy player decisions" section below to determine which die color to spend) to pay the cost. Perform the action:

- (1) Dummy gets 2 fame and will be starting player next round.
- (2) Dummy gets two dice (see "Dummy player decisions" for colors) and a white yield tile. He directly claims the bonus from the tile.
- (3) Dummy gets 2 money (instead of karma, see "Dummy player general rules") and a die (see "Dummy player decisions" for color).

- (4) Dummy performs an upgrade (see "Dummy player decisions") and gets 3 money.
- (5) Only valid if dummy has at least one province tile without a market. Dummy replaces one of his province tiles (see "Dummy player decisions").
- (6) Only valid if dummy still can move 6 river spaces. Dummy performs the move and claims the bonus.

## **(2) The quarry**

Use the action space with the lowest amount of money to place the worker, but don't pay the money. Decide which province tile to buy (see "Dummy player decisions"), spend the dice and take the province tile. Immediately award the **fame** for the buildings on it (remember to check the corresponding upgrade track) and the **money** for markets on it.

## **(3) The market place**

Use an action field that does **not require a die** and grants money for different markets, if it is available. Otherwise choose the free action field that grants the **most money** to the dummy player. Put a worker there. Decide which die to spend (see "Dummy player decisions") and collect the money on the money track.

## **(4) The harbor**

Use the action space with the lowest amount of money to place the worker, but don't pay the money. Roll another D6 to determine **how many river steps** are taken:

- (1), (2): 1 step
- (3), (4): 2 steps
- (5), (6): 3 steps

Decide which die to spend (see "Dummy player decisions"), perform the move and award the bonus of the target river field.

## **(5) The balconies**

Decide which die to spend (see "Dummy player decisions") among the available fields, place the worker and collect the dice in the other color.

## **(6) The terrace**

Roll a D6 to determine whether to take a die or 2 money, if the re-roll field is still available.

Only on a (6) choose to take the money. The dummy player does not re-roll his dice.

On (1)-(5) decide which die to get (see "Dummy player decisions") among the available fields, place the worker and collect the die in the chosen color.

## Dummy player decisions

Sometimes the dummy player has to make decisions about which dice to take or to spend. As this game is mainly about taking province tiles and most of the tiles can be bought with two dice of the same color, **the dummy player tries to collect two dice per color**. This basic rule leads to the following behaviour:

- Priorities when **choosing the color for taking a die**:
  1. A color he already has exactly 1 die of
  2. A color he currently has no die of
  3. The color he has the least die of

*Whenever a tie occurs in any decision, this is broken randomly.*

*Example:* Dummy has 1 green and 1 purple and earns a die -> Because of 1. he takes green or purple and not blue or orange. Do a random decision (e.g. by rolling a die) to determine if he gets a green or a purple die.

*Example 2:* Dummy has 3 green, 2 blue and 2 orange dice -> Because priority 1. does not match, he takes a purple die by evaluating priority 2.

*Example 3:* Dummy has 3 green, 2 blue, 2 orange dice and 4 purple dice -> Random decision between blue and orange because of priority 3.

- Priorities when **choosing the color for spending a die** (for other things than buying a province tile):
  1. A color he has 3 or more dice of
  2. A color he has 1 die of
  3. A color he has 2 dice of
- Priorities when **choosing the type of building for performing an upgrade** (The dummy player always tries to max out the tracks):
  1. A track his marker is at 3
  2. A track his marker is at 2

When buying a province tile with the **quarry action**, the dummy player tries to spend a pair of same-colored dice to buy a province tile from the 7-10 price range.

- When **buying a province tile**:
  1. Choose the die color he has the **most** dice of
  2. If possible, spend 2 dice of that color
  3. In the resulting price range of the determined color randomly determine which tile to buy

- When replacing a province tile with the **master builder action** (person 5 in the chambers), the dummy player tries to spend exactly one more die:
  1. Choose the die color from the 3 – 1 – 2 schema  
(see "**Choosing the color for spending a die**")
  2. As tile to replace, choose the most expensive that has no market on it
  3. In the resulting price range of the determined color randomly determine which tile to buy

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*Good luck and have fun!*

*Please feel free to contact me for any questions or issues*