

INKA BRAND — RAJAS OF THE — MARKUS BRAND

# GANGES



## THE GREAT MOGUL'S COFFERS 2

*In The Great Mogul's Coffers, you will find more mini-expansions that you can use to enrich and vary your basic Rajas of the Ganges game.*

*Besides the Kedarnath expansion, published by the "Bretterwisser," this coffer (Goodie Box 2) contains the following new modules: Holi – The Festival of Colors, The Sacred Cows, The Blessings of Kedarnath (with a new back), Through the Wilds of Gangestan, The Roads of the Mogul Empire, the Ganga Module 3 (with new river tiles and rules), and The Pink Elephant.*

*The modules are mutually compatible. For a start, we advise you to use only one module per game. Later on, you can combine the individual modules as you choose.*

## CONTENTS

- ▶ Holi – The Festival of Colors
- ▶ The Roads of the Mogul Empire
- ▶ The Sacred Cows (Cow Expansion)
- ▶ Ganga Module 3  
(with 17 additional river tiles)
- ▶ The Blessings of Kedarnath
- ▶ The Pink Elephant
- ▶ Through the Wilds of Gangestan

## HOLI ~ THE FESTIVAL OF COLORS

*The Holi festival is one of the oldest festivals in India. Depending on the region, it lasts for two to ten days and is symbolic of the "Divine Game" and of the (temporary) lifting of social differences.*

*Whenever a player triggers a Holi festival, all players benefit from this according to their current position on the applicable scoring track.*

## SET-UP

Decide whether you want to play with the front or the back of the Holi tiles, and place the tiles – with the chosen side facing up – on spaces 20, 36, and 53 of the scoring track.

## USE IN THE GAME

**Receive little gifts depending on your position on the applicable scoring track.**

A player triggers a Holi festival whenever he moves one of his markers onto or over a Holi tile. In this case, he first completes his game turn; after that, all players receive little festival gifts according to the side of the Holi tile.

Over the course of the game, a Holi festival can be triggered three times overall.

**Front side:** All the front sides of the Holi tiles are identical. The rule for all three tiles is: When a Holi festival has been triggered at one of the tiles, the active player takes one die per color from the supply at the end of his turn, rolls all four dice and puts them on the activated Holi tile. (If a color is not available at this moment, the active player chooses a die in a different color and adds it to the others.)

## CONTENTS

3 Holi tiles

Front



Back



After that, these dice are distributed to all players as follows:

The player who is furthest behind on the track where the Holi festival has been triggered selects one die from the activated Holi tile. Then the player who is next-to-last on that track chooses one die, and so on, for all players. In case two players share the same space, what matters is who is further behind on the other track. If both players are tied on both tracks, then the player whose turn is furthest from the start player chooses first. Any leftover dice (in the 2- or 3-player game) are returned to the supply. Players put the dice they have gotten directly on their Kali statue board without rolling the dice again.

In addition, the first player to take a die obtains the activated Holi tile. He may use the Holi tile at any time during the further course of the game to **change the color of one die to any other color** (the number stays the same). Once used, the Holi tile is removed from the game.

**Example:** *Rajesh has moved over the first Holi tile on the money track. After he has finished his turn, he rolls 4 dice in different colors. Leila and Mira both have only 7 money at this moment. Since Leila is at 0 on the fame track, whereas Mira has already collected 2 fame points, Leila is the first to select a die. She chooses the green die. Mira takes the blue die. Finally, Rajesh picks the orange die. Then he puts the last remaining die back into the supply. Leila takes the Holi tile off the track and keeps it next to her province board for future use.*

*Later in the game, when she wants to acquire a blue province tile but has just one blue die and one orange die, she uses the Holi tile in order to turn the orange "6" into a blue "6." She gives up both dice and the Holi tile and takes the blue province tile. The Holi tile is now removed from the game.*

**Back sides:** Each Holi tile has an individual back. When a player activates a Holi tile, the festival gifts are distributed as follows:

The player who is in the fourth position on the applicable track may choose 1 bonus from all 4 options offered. The player in the third position may choose one bonus from the bottommost 3 options; the second player on the track may choose from the bottommost 2 options, and the player who has activated the tile gets the gift at the very bottom. If there are shared spaces, they are resolved as described above.

In the 3-player game, the bonus indicated under (4.) is not up for selection, and in the 2-player game, the bonuses listed under (4.) and (3.) are not available.

Besides this, the last player on the track obtains the activated Holi tile, so that he can use it during the further course of the game in the way described above.

## The festival gifts in detail

### Receive the following bonus:



- **4<sup>th</sup> position on the track**  
Receive either 1 boat move or 3 money or 1 die of your choice or 1 fame point.
- **3<sup>rd</sup> position on the track**  
Receive either 3 money or 1 die of your choice or 1 fame point.
- **2<sup>nd</sup> position on the track**  
Receive either 1 die of your choice or 1 fame point.
- **1<sup>st</sup> position on the track**  
Receive 1 fame point.

### Use 1 palace action:



- **4<sup>th</sup> position on the track**  
Use the Dancer or Raja Man Singh or the Portuguese or the Yogi.
- **3<sup>rd</sup> position on the track**  
Use Raja Man Singh or the Portuguese or the Yogi.
- **2<sup>nd</sup> position on the track**  
Use either the Portuguese or the Yogi.
- **1<sup>st</sup> position on the track**  
Use the Yogi.

### Obtain 1 special yield from your province board:



- **4<sup>th</sup> position on the track**  
Choose from the colors brown, red, yellow, and white.
- **3<sup>rd</sup> position on the track**  
Choose from the colors red, yellow, and white.
- **2<sup>nd</sup> position on the track**  
Choose either the color yellow or white.
- **1<sup>st</sup> position on the track**  
Obtain the yield from a white yield space/field tile from your province board.

The spaces/tiles can already be connected to your road network, but they don't have to be (consequently, this Holi tile can enable a player to obtain a particular yield twice during the course of the game).

**Note:** If you do **not** play the **Navaratnas variant**, put the yellow, red, and brown yield tiles – in addition to the white ones – face down on the gameboard, according to the number of players. Later on, you may draw one tile each from this supply, and, depending on your position on the track, immediately score for it. Once used, these tiles are put aside.

## COW EXPANSION

Even back in the Vedas, the oldest Indian scriptures, the cow was described as the incarnation of earth and a creature that made wishes come true. If you invest in one (or more) of the four special "Sacred Cow" tiles, you can expect richer yields for your market actions—provided you are efficient in business.

# The Sacred Cows

## CONTENTS

4 "Sacred Cow" province tiles (1x per color)



## USE IN THE GAME

**Earn more money through your markets.**

Mix the tiles into the applicable cow stack.



To acquire one of these tiles, you need to carry out the building action, as usual. The costs for one of these tiles are **two dice of the same color (the color matching the tile) with any numbers**. Each of these tiles grants you an immediate benefit and a permanent gain as soon as you have placed it in your province.




### Immediate benefit:

The immediate benefit is the same for all four tiles: Get 1 money for each tile in your province that contains at least one market (including the just-placed tile).

**Note:** If the Black Market (from the Tiger Expansion in Goodie Box 1) is located in your province, you get 1 money for this as well.

### Permanent gain:




• For , , and , you get +1 money for each good of the respective kind when you carry out a market action or build markets in your province.

**Example:** You have the orange tile from the Cow Expansion in your province.



Every time you buy an additional tile with a spice market and place it in your province, you get 1 money more than indicated. And whenever you score for one or more spice markets during a market action, you get +1 money per spice market. If you go to a market for goods of one kind, for example, and score for 3 spice markets with the values 2, 2, and 3, you get 3 money (1 per spice market) in addition to the 7 money—i.e., 10 money in total.



• For , you are allowed to score for any one good of the same kind as if it were a different one if you sell assorted goods. For instance, you could score for 1 spice market and 2 silk markets at the assorted goods market if you don't have tea.

## CONCERNING THE MASTER BUILDER

**Overbuild** – Cow tiles can be built on top of any laid-out tile (except for Mango villages, Shalimar gardens, and wilderness) if you give up one additional die with any number in the color of the cow tile.

**Being overbuilt** – Cow tiles may be overbuilt with any other province tile. To do so, you have to give up one additional die with any number in the color of the province tile (for Mango villages, it has to be a die in any color with the number "5").

## THE BLESSINGS OF KEDARNATH

If you undertake the long and hard ascent to the Kedarnath Temple, you will be blessed with useful things for your earthly existence as a raja or rani.

### CONTENTS

1 double-sided "Kedarnath Temple" board

1 brown yield tile



### SET-UP

Choose the side of the Kedarnath board you want to use for play, and put it on the applicable place of the gameboard.



### USE IN THE GAME

#### Visit the temple and choose a divine blessing.

Place your worker at the temple and receive one blessing from an unoccupied row of your choice, that means, from a karma level that currently has no karma cubes.

#### Front side:



- **Level 3:** Get 1 karma and any one die from the supply.
- **Level 2:** Get 1 karma and 1 upgrade of a building type of your choice.

• **Level 1:** Get 1 karma and 3 money.

• **Level 0:** Get 1 karma and 1 fame point.

**Example:** Leila places a worker on the temple space. Since all karma cubes are still at level 1, Leila can choose from the other three levels. She opts for level 2, moves her karma cube one level up, and upgrades the mills.

When Rajesh, in a later round, places his worker on the temple space, only level 0 is unoccupied at that moment. So, he has no choice; he gets 1 karma and advances one space on the fame track.

**Note:** If, in a four-player game, there is a cube on each karma level, nobody can place a worker on the action space of the Kedarnath Temple, since none of the rows is unoccupied.

#### Back side:



- **Level 3:** Get 1 karma and 1 yield tile. If you do **not** play the **Navaratnas variant**, instead of putting a yield tile of your choice in your province, draw a face-down white yield tile and immediately score for it.

• **Level 2:** Score for any 2 markets.

• **Level 1:** Receive 1 boat move.

• **Level 0:** Earn 1 victory point for each karma that you have at this moment.



When you score for the yield tile (by connecting it in the Navaratnas variant or as a festival gift at the Holi festival), you get 3 money for each karma level your cube has reached (9 money maximum). If you have one of your own workers on the action space of the temple at the moment when you score for the tile, you get 5 money per karma level (that means, 15 money maximum).

## THROUGH THE WILDS OF GANGESTAN

*A dispatch from the Great Mogul arrives from the capital, saying that you have to exert more influence in the more barren regions of the province. For this task, you'll obtain a small initial aid, depending on the type of terrain.*

### CONTENTS

4 "Wilderness" province tiles

Front



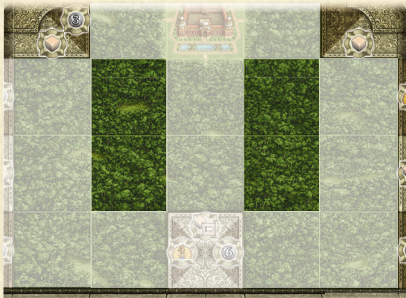
Back



### USE IN THE GAME

**You start the game with slightly modified preconditions.** First, set up the entire game and determine the starting player, as usual. Then take the 4 wilderness tiles and mix them face down. Each player draws one of them. If there are any tiles left, they are removed from the game.

After that, place your wilderness tile in any way on one of the 4 interior spaces (i.e., spaces without a connection to the edge of the province board) and receive an immediate benefit.



From now on, you can connect this tile via a road to the residence. Once you manage to do so, you have developed it and can expand your road network from there – for instance, in order to get to the special yields at the edge of the province board more quickly.

The wilderness tiles show a specific road segment, plus a bonus that you immediately gain as soon as you have placed the tile in your province:

#### Waterfall:



- **Road segment:** bend
- **Immediate benefit:** Take any one die from the supply, roll it and put it on your Kali statue.

#### Mountains:



- **Road segment:** straight
- **Immediate benefit:** Draw a white yield tile, turn it over, and take the yield indicated.

(If you play the **Navaratri variant**, put the white yield tiles initially face down on the board and only now turn them over.)

#### Swamp:



- **Road segment:** fork
- **Immediate benefit:** If you like, you may exchange one of your dice for any new die from the supply. Roll the new die and put it on your Kali statue (instead of the old die).

#### Desert:



- **Road segment:** intersection
- **Immediate benefit:** Move your karma cube one level up.

### CONCERNING THE MASTER BUILDER

Wilderness tiles cannot be overbuilt.



**Concerning the "Ashoka Pillar" tile** (Tiger expansion, Goodie Box 1) and the **river tile** (Ganga Module 3): The wilderness tile counts as a province tile and thus also gives you 1 money if connected to the residence.



## THE ROADS OF THE MOGUL EMPIRE

If you invest well in expanding the road network of the Mogul Empire, you'll promote the prosperity and security in your province. This can give you additional lucrative earnings and – due to the Great Mogul's benevolence – better conditions for using the master builder.

### CONTENTS

1 double-sided road board

3 flags with 3 stands  
(to be put together before first use)



### SET-UP

At the beginning of the game, choose the side of the road board you want to use for play, and put it on the applicable place of the gameboard. Keep the 3 flags as a supply next to the gameboard.



### USE IN THE GAME

Get 1 money for each road to your residence, plus 1 flag in order to be able to relocate tiles that are overbuilt later on. Back side: Earn additional income through die roll and road network. If you use the front side of the road board, the action space doesn't cost anything. If you use the back side, it costs you any one die in order to place a worker there – but in return, you have a chance to generate additional income with your die roll.

The following two rules apply to both sides of the board:

#### • Money for the roads to the residence

When you place your worker on the road board, you immediately get 1 money (3 money maximum) for each

province tile that you have placed adjacent to your residence, so that the road end of the residence is continued on this side.



#### • Obtain a flag

Additionally, you obtain one of the 3 flags of the Great Mogul – provided there are any left in the supply. Once you have received a flag of the Great Mogul, you store it on your Kali statue for the time being. On a later turn, you can place it if you use the function of the master builder. The flag serves to extend the master builder action: As described in the basic game, you use the master builder to overbuild a tile already lying in your province with a new tile. But now, you may pull out the overbuilt tile from under the newly-placed one and immediately place it on an unoccupied space anywhere else on your board (in compliance with the road rule). Then put the flag on the relocated tile.

You may not score again for the newly placed **old tile**. However, you gain **special yields connected to your road network**, if applicable.

The flag remains in your province until the end of the game. Consequently, this tile can no longer be overbuilt. The newly placed tile may be overbuilt, though.

*Example: Leila uses the master builder with a flag. She returns one die with a "5" to the supply, plus a second green die with a "4." Then she takes a green tile from the tiger stack, uses it to overbuild a market in her province, and scores for the tiger tile.*



*She gains fame points for the two buildings depicted on the tile. After that, she pulls out the market tile from under the tiger tile and places it on an unoccupied space on her province board. She puts the flag on the market tile. Right now, it doesn't give her any additional money.*



But since she has placed it in such a way that it is connected to the "2 dice" special yield at the edge of her province board, she may pick any 2 dice from the supply. (The market can still be used during the further course of the game.)

**Note:** Even if there are no flags left in the supply, you can still place a worker on the road board in order to generate money.

## Back side:

Additional income depending on the die roll



If you play on the back side of the road board, you can use the action space only if you have (at least) one die.

After you have placed a worker on the action space of the road board, roll one of your dice. As described above, you get 1 money for each road connected to the residence (3 money maximum), plus a flag (if there are any left). In addition, you get **2 money for each province tile with a specific kind of road, depending on your die roll:**



• If you roll a "1" or a "6":  
2 money for each straight,



• If you roll a "2" or a "5":  
2 money for each bend,



• If you roll a "3":  
2 money for each fork,



• If you roll a "4":  
2 money for each intersection in your province.

Once used, the die goes back to the general supply.

**Example:** *Rajesh places a worker on the road board. His residence is connected to roads on all three sides, which gives him 3 money. Besides this, he obtains a flag. Then he rolls one of his dice; the result is a "3." That means that each fork in his province gives him 2 additional money. Since he has 4 forks, he gets another 8 money.*

**Note:** The gemstone trader (from Goodie Box 1) is used as a normal worker here. The die-rolling result is determined by chance alone.

## GANGA MODULE 3

"Everything flows and nothing abides; everything gives way and nothing stays fixed." The sacred river constantly changes its face and invites people to new journeys of discovery.

## CONTENTS

17 river tiles



## EXPLANATION

The new river tiles:



• Take one of your already-placed workers off the gameboard and **immediately without paying the placement cost** place him on an unoccupied space of your choice.



• You may score once again for one tile that is already lying in your province (money for markets, fame points for buildings, 1 Mango village, 1 Shalimar garden, etc.). Special yields connected to your road network are not scored a second time.



• For each karma you currently have, you get 2 money (i.e., 0 to 6 money).



- You may take 2 yield tiles. (In the basic game, you draw 2 white yield tiles face down and immediately receive the yields indicated; in the Navaratnas variant, you choose any 2 yield tiles and place them on color-matching spaces of your province board.)



- Get 1 money for each province tile that you have already placed in your province.



- You may score for any 3 markets.



- For each different color of the dice that are currently on your Kali statue, you may score for a market of your choice (i.e., 4 markets maximum). (The die you have given up for the river action is not included in that count.)



- For each different color of the dice that are currently on your Kali statue, you gain 1 fame point (i.e., 4 fame points maximum). (The die you have given up for the river action is not included in that count.)

## USE IN THE GAME

### Modify the river as you like.

Use the new river tiles, along with the 8 river tiles from the Ganga Module 1 of the basic game and, if you want, with the 2 river tiles from the Ganga Module 2 of the Goodie Box 1. These up to 27 river tiles allow you to not just partially shape the Ganges river to your liking but even create a completely new and highly variable river. Any leftover tiles are removed from the game.

Besides this, you can try out the following variants:

## DRYING-UP SOURCES

Mix all river tiles from the Ganga Modules 1, 2, and 3, face down, and – beginning with the first space after the starting space of the boats – put one river tile **face up** on each of the printed round river spaces. The last (oval) river space is not covered with a river tile. When a player leaves a river tile during the game, he turns it over to its blue back side (without a bonus function). This river space can no longer be used by subsequent players for the rest of this game, and it is no longer included in the count for the movement of the boats. This way, the river course becomes shorter and players who are lagging behind can catch up more easily. However, there will be fewer and fewer river spaces available over time.



**Note for the Navaratnas variant and Holi gift:** For this yield tile, covered spaces are included in the count. So you can still gain up to 8 fame points, as usual.

## MYSTERIOUS WATERS

Mix all river tiles from the Ganga Modules 1, 2, and 3, face down, and – beginning with the first space after the starting space of the boats – put one river tile **face down** on each of the printed round river spaces. The last (oval) river space is not covered with a river tile. When a player ends up on such a face-down river tile, he turns it over to its front side and gets **1 money in addition to the benefit from the revealed river tile**. Face-up tiles can also be used by other players in the usual manner. A player who ends up on a face-up river tile does not get any additional money, though.

When a boat simply passes a face-down river space, the tile is not revealed.



**Note:** With the "Ganges Dolphin" river tile (from Goodie Box 1), you can use only unoccupied face-up river tiles. If the Ganges Dolphin is the first river tile to be revealed or if it is turned over when all face-up river tiles are occupied, the player concerned may turn a face-down river tile over to its front side and receive the benefit from this river tile; plus, he gets 1 additional money for revealing the tile.

**Example:** *The first river tile that Leila reveals is the Ganges Dolphin. Since there are no other face-up river tiles there at this moment, she reveals another tile a few spaces ahead. The tile depicts the Dancer: Leila stays on the Dolphin river space and obtains 2 dice of her choice and 1 yield tile as well as an additional 2 money for revealing 2 river spaces.*

*When the Dolphin space is vacant sometime later, Rajesh moves his boat there. At this moment, all the other face-up river spaces are occupied by other players. Therefore, Rajesh reveals a face-down river tile three spaces ahead. The tile indicates, "Advance 1-3 spaces." Rajesh moves 3 spaces ahead and lands on the tile he just revealed. This allows him to advance another up to three spaces. He reveals a new river tile three spaces ahead, Yogi, and places his boat there. Rajesh gets 2 karma and 1 die of his choice, plus an additional 2 money for revealing 2 river spaces.*



## THE PINK ELEPHANT

*Sometimes, the Maharani sets off with her favorite elephant to accompany her husband, the Great Mogul. Win her over and you will have a benefactor and can profit from her trips.*

### CONTENTS

1 pink elephant figure



### SET-UP

Place the elephant figure on the outdoor terrace on the gameboard.



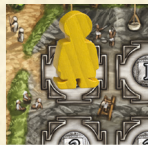
### USE IN THE GAME

Get the opportunity to place one of your workers on an action space that has already been occupied by the starting player. When you place your worker on the outer terrace, you may reroll as many of your dice as you want, as usual, and take 2 money. Additionally, you may immediately take the pink elephant. This figure stays with you until another player uses the outer terrace action in one of the subsequent rounds; in this case, the pink elephant immediately switches to that player.

**Once per round**, the owner of the pink elephant may place one of his workers, along with the elephant, on a space that the current **starting player** has already occupied with one of his workers. Nevertheless, the owner of the pink elephant still has to pay possible costs, of course, in order to be allowed to carry out the applicable action.

The pink elephant can be used up to twice per round – however, by different players.

If the starting player himself is the owner of the pink elephant, he cannot use it for joining another worker on a space – be it one of his own workers or another player's worker.



**Example:** *Rajesh is the current starting player. He has placed a worker with the Dancer at the palace. Leila also wants to visit the Dancer but, normally, she wouldn't be allowed to do so, because there is only room for one worker. But since she owns the pink elephant, she may add it, along with one of her workers, to Rajesh's figure at the palace. She gives up one die with a "2" and carries out the Dancer's palace action, as usual.*



**Note:** If a player uses a **Shalimar garden** (Snake expansion, Goodie Box 1) or the **river tile** shown (Ganga Module 3) to take the worker back that had been placed together with the elephant, he puts the elephant next to his Kali, lying down. He may not use it again this round.

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Authors: Inka & Markus Brand, HUCH!  
Product manager: Britta Stöckmann  
Distribution USA: R&R Games, Inc.  
PO Box 130195, Tampa, FL 33681, USA

Illustration: Dennis Lohausen  
Design: atelier 198, HUCH!  
Translation:  
Sybille & Bruce Whitehill,  
"Word for Wort"

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