RAJAS OF THE GANGES

THE GREAT MOGUL'S COFFERS

In THE GREAT MOGUL'S COFFERS, you will find diverse mini-expansions and modules that you can use to enrich and vary your basic Rajas of the Ganges game.

This coffer (Goodie Box 1) contains 3 Ganges modules that were previously published as parts of limited edition runs of the "Brettspieladventskalender" (Board Game Advent Calendar) and the "Deutsche Spielepreis Goodie Box": Mango Village, Shalimar Gardens (Snake Expansion), and Tiger Expansion.

In addition, the modules The Test of Fate and The Gemstone Trader are at your disposal, plus 2 new tiles each for Mango Village and for the river.

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

CONTENTS

GANGA MODULE 2

The holy Ganges river is an important lifeline – for the country and its people.

CONTENTS

2 new river tiles

USE IN THE GAME

Modify the river using two new river tiles.

Two new river tiles are available for an enhanced individual arrangement of the river.

The two river tiles "2 upgrades" and "Ganges dolphin" can be placed and used on the river in combination with the Ganga Module of the basic game; or you modify two river spaces of your choice by covering them with the new tiles.

Get two upgrades overall for one or two types of buildings.

If you manage to land on the space with the rare and shy Ganges dolphin, you may pick any currently **unoccupied round river space** (in front of or after your boat) and obtain the earnings of this space (not the earnings of the last oval river space, though). Your boat remains on the space of the Ganges dolphin.

MANGO VILLAGE

Now, the workers from the Ganges can also visit the village, picturesquely situated at the shores of the river. The mango tree in the center of the village traditionally is the social and cultural meeting place of the village community. After you have built villages in your province, a visit is worthwhile.

CONTENTS

10 Mango Village province tiles

1 Mango Tree tile for the gameboard: front side for 3 or 4 players; back side for 2 players (as compared with the number of mangos)

3–4 players   2 players

1 yield tile

USE OF THE MANGO VILLAGE TILES IN THE GAME

Mix the 10 Mango Village province tiles and put them as two face-up stacks consisting of 5 tiles each next to the other province tiles. The Mango Village tiles can be acquired through the building action (just as the other province tiles). They differ in their cost and yield, though.

Cost: In order to acquire a Village tile, you have to give up a double, i.e., two dice showing the same values (e.g., two times a "3"); the dice color does not matter in this case.

Yield: Each Mango Village tile, once placed, gives you an individual yield:

◄ 1 money + 1 die of your choice

1 money + 1 upgrade ►

◄ 3 money + 1 karma

1 boat move onto the next unoccupied ► river space and the earnings of that space

◄ 2 money + 1 die of the corresponding color

Receive 1 fame point + use 1 white yield ► tile:

In the **basic game**, you take one of the laid-out face-down white yield tiles, immediately receive the yield depicted, and then discard the yield tile.

In the **Navaratnas** variant, you pick a white yield tile lying in *your province* (or, alternatively, 2 money), and immediately get its yield. The tile stays on the province board.

◄ Score for any 2 of your markets (= 6 money max.)

Put the Mango Tree tile on the corresponding space of the gameboard.
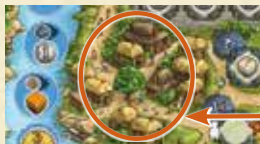
Now there is also one action space (2 players) or two action spaces (3 or 4 players) in the village. If you place a worker there, you may score up to 2 of the villages in your province again.

Example: *In her province, Leila has the village with the boat movement and the village with 2 money + 1 green die. If she places her worker on the village action space, she may move her boat to the next unoccupied space on the river, move her money marker 2 spaces forward and take a green die from the supply.*

If you have more than 2 villages in your province, you choose which two you wish to score again.

In the 3- or 4-player game, each player may place only one of his workers in the village per round.

For the Navaratnas variant

Mix the new yield tile with the brown yield tiles at the beginning of the game. If you connect it to the roads on your province board during the course of the game, you advance 3 spaces on the money track for each village in your province. If, for example, you have 4 villages laid out in your province when you connect the tile, you get 12 money for this.

Concerning the Master Builder

Mango villages can never be overbuilt. But you can place these tiles on top of any laid-out tile (except for Shalimar gardens and other Mango villages) if you give up another "5".

Snake expansion

The tireless commitment of your people provides you with prestige and riches and makes your province flourish. As a symbol of your gratitude but also as a demonstration of your social status, you give the order to build the Shalimar gardens, a magnificent garden complex, that is supposed to bestow a piece of paradise on earth upon you and your subjects. Your workers will thank you for this by putting in extra effort.

("Shalimar" is Persian and means something akin to "The purest of all human joys". *The word* paradise *in many European languages derives from the ancient Persian term for garden, "Paradaidha.")*

Contents

4 province tiles "Shalimar Gardens" (1 per color)

Use in the game

Mix the tiles into the corresponding snake stack.

To acquire one of these tiles, you have to carry out a building action, as usual. The costs for one of these tiles are one die in the color of the tile with any number, plus any other die.

Bonus

Each Shalimar tile shows an intersection and allows the player to take back one of his already-placed workers off the game board immediately after the tile has been built. The player can place this worker again on a later turn; that means he gets an extra turn in this round. On a later turn, you can place this worker again on an unoccupied action space on the gameboard. That means you get an extra turn in this round. (The action space – now vacant because the worker has been taken back – may be used again by the players in this round.)

For the Navaratnas variant

If you take an already-placed worker off the gameboard, put him on his back onto your Kali statue board. Place this worker only after you have placed all other workers in the current round.

Before you place the worker you took back, check whether, in this round, you have

a) **fewer workers** than at least one of the other players (which means that you would actually be allowed to take a yield tile now since you normally wouldn't have a worker left for placement). You first take a yield tile from the supply, as usual. After that, place the worker you took back.

b) **the same number or more workers** than at least one of the other players. The players concerned do not get a yield tile from the supply when you place the worker you took back, and the other players, just for this very reason, have one turn less.

Concerning the Master Builder

Shalimar Gardens can never be overbuilt. But you can place these tiles on top of any laid-out tile (except for Mango villages and other Shalimar gardens) if you additionally give up one die with any number in the color of the snake tile.

This mini expansion offers you 4 new province tiles that enable you to use special building measures in your province. The tiles give you unique benefits and special abilities that will be regarded with envy by the other sovereigns.

Contents

4 province tiles (1 per color)

Use of the tiles in the game

Shuffle each tile into the respective tiger pile.

To acquire one of these tiles, you have to carry out a normal building action and give up 2 dice of the same color of any value in the color of the respective tile.

As soon as you place it into your province, you receive an immediate and a permanent benefit.

Ashoka Pillar

Immediate benefit: You receive 1 money per province tile that is already lying in your province (including the Ashoka Pillar).

 Permanent gain: Every time you use karma to turn a die to the number on the opposite side, you may change the result by +/- 1. If you e.g. use a karma for a 2, you may turn the die to a 4, 5, or 6.

Akbar's Bridge

Immediate benefit: You may again take the earnings from the river space on which your boat is currently standing.

 Permanent gain: Every time you move your boat, you may move it 1 space further than indicated (this applies as well to the dice as also to the Portuguese and the bonus on the money track).

Black Market

Immediate benefit: You may take any 2 dice from the supply.

 Permanent gain: Every time you use a balcony in the palace, you may exchange 1 die of any color into 2 dice of any of the four colors.

Note: The immediate benefit of the black market cannot be reactivated by any market action; however, the black market counts as a market – for example when scoring the river space *1 money per market*.

Imperial Flag

Immediate benefit: You may again use the function of an action space on which one of your workers is currently standing (if necessary, give up dice and/or money).

 Permanent gain: Every time you want to carry out a palace action, you may use a die that differs +1 or -1 from the number needed. With a 1, for example, you may also go to the Dancer or to the Portuguese.

Concerning the Master Builder

Overbuilding – You can build tiger tiles on top of any laid-out tile (except for Mango Villages and Shalimar Gardens) if you additionally give up one die with any number in the color of the tiger tile.

Being overbuilt – Tiger tiles may be overbuilt with any other province tile. To do so, you additionally have to give up one die with any number in the color of the province tile you want to build (for Mango villages, one die of any color showing the number "5").

The player who successfully passes the test of fate will be generously rewarded by providence.

CONTENTS

8 fate tiles (2 per player color: one for the money track and the other for the fame track)

Fate tiles Fame track

Front   Back

Fate tiles Money track

Front   Back

SET-UP

Per player color, put the fate tile for the money track on space 24 of the money track with 🐅 face up. Per player color, put the fate tile for the fame track on space 18 of the fame track with 🐯 face up.

USE IN THE GAME

When you pass one of your fate tiles, first give up money or fame points and, later on, (possibly) get a market tile or building tile for free.

When you reach or pass space 18 on the fame track, you first have to give up one fame point for

a) every other player who is behind you on the fame track, and

b) every province tile in your own province that shows at least one building.

If this causes your fame marker to fall **behind** your fate tile on the fame track, you turn your fate tile over. If your fame marker does not reach the fate tile, this tile is immediately removed from the game.

If you reach or pass the turned-over fate tile again later, you may place a **province tile with a building from the general supply (tiger pile or snake pile) for free in your province** (without having to give up dice or money for this). You get the fame points for this tile (plus, if applicable, the money if there is also a market on this tile), **but not the possible associated special yields**. After that, you remove your fate tile from the fame track from the game.

If, when moving back your fame marker, you fall back **directly** onto the fate tile, you may immediately build the cost-free building tile into your province; after that, remove the fate tile.

Proceed accordingly with the fate tile on space 24 of the money track. Instead of a tile with a building, take a **province tile with (at least) one market from a cow pile or snake pile** when you reach or pass the fate tile, thus having passed the test of fate.

Example: After Rajesh has placed one of his workers on the action space "Score for up to 3 different markets," he may now score for up to 3 different markets in his province. He decides to score only for his 2-point tea market and his 3-point silk market, and forgo the money for the 2-point spice market in order to fall back behind his fate tile. With the 5 money, he passes the fate tile on space 24 of the money track and ends up on space 28. At this moment, there are 2 money markers of other players behind him on the money track, so that he falls back 2 steps. Besides this, Rajesh currently has 3 province tiles with each depicting at least one market. Therefore, he has to move his money marker another 3 steps back so that he ends up on space 23 – i.e., behind the fate tile. He turns the tile over and leaves it on space 24.

On a later turn, Rajesh passes space 24 again. Now he takes, for free, a tile with a market from the cow pile or snake pile, places it in his province, and gets the applicable amount of money (but no associated special yields). After that, he removes his fate tile on the money track from the game.

Note: If you receive amounts of money (for markets, on the river, etc.), you always get the full amount – that means, if you obtain 6 money on the river or through a yield tile, for example, you may not advance only 3 steps on the money track in order to then land on or fall behind the fate tile. As in the example above, you have more flexibility when it comes to the action spaces where you score for markets with goods of one kind and for markets with assorted goods; here, it is up to you which markets you want to score for and how many.

Fame points are always awarded in full. This applies also to river tiles and yield tiles as well as to province tiles with a building and a market or with two buildings.

The Gemstone Trader

Gems and jewels – the currency of the rajas and maharajas… If you have raised your reputation sufficiently, you can consider yourself fortunate if – attracted by this blaze of fame – a gemstone trader offers his services to you.

Contents

4 Gemstone Trader figures
(special workers,
1 per player color)

Use in the game

During the course of the game, you replace one of your workers by the gemstone trader and gain more flexibility in paying with dice.

During the set-up of the game, place all players' gemstone traders on space 10 of the fame track. As soon as you move your fame marker onto or past the space where the gemstone traders are, you take the trader in your player color and put him by your Kali statue. For this, give up one of your normal workers from there that you haven't placed in this round yet (this worker is removed from the game since it is replaced by the gemstone trader). You can use the gemstone trader even in the same round in which you got him.

(If you get the gemstone trader on the last turn of a round, take an already-placed worker out of the game and put the gemstone trader in his place.)

You place the gemstone trader like a normal worker. During placement, the gemstone trader gives you the following advantage:

You may turn (max.) one die that you have used during the gemstone trader turn to a number of your choice.

The gemstone trader can be used only **once per round**; for instance he may not be taken back in the same round with the help of the Shalimar gardens.

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