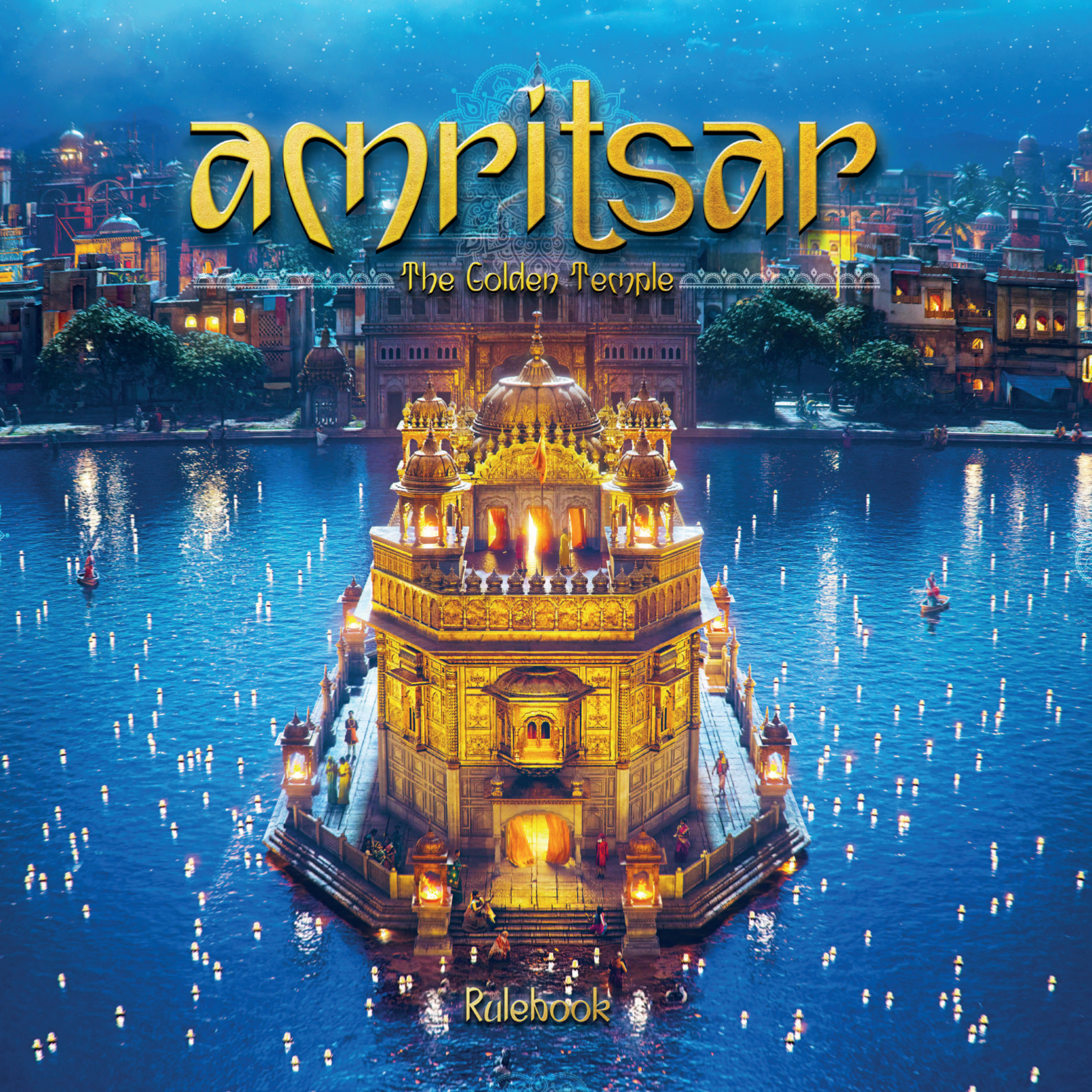
amritsar

The Golden Temple



Rulebook

Amritsar, India is home to The Golden Temple or Sri Harmandir Sahib. This spectacular building is world-renowned as a sacred place for the Sikh community and is one of the most famous pilgrimage destinations on Earth. After being demolished several times, Maharajah Ranjit Singh, founder of the Sikh Empire in India, rebuilt it in the early 19th Century using marble, copper and covering the upper floors with 750 kilos of pure gold plating, hence how it acquired the name of the Golden Temple.

In *Amritsar* the players will represent the different personalities of the time who helped the Maharajah of the Sikh Empire with the reconstruction of the Golden Temple, for 3 Decades, providing him with the materials required for each part of the temple. To do this, we will have to organise the workers and the actions they carry out in the most optimal way. At the end of the third Decade, the player who has achieved the most Prestige Points wins the game.

Credits and acknowledgements

First of all, I would like to thank my family for their unwavering support. Secondly, to all the members of the publisher's for trusting in the game and for the tremendous development work we have done: David Prieto, Germán P. Millán, Juan Luque and Rafael Sáiz. Thirdly, to all the testers who were always willing to give me their time and good advice: Antonio "Moonnoise", Dani García, David Bernal, Ferrán Renalias, Jorge J. Barroso, Kortes Serrano, Toni López, and many others. And, last but not least, to all those people who, through TTS or physically, have played the *Amritsar* prototype, which at that time was called *Workala*. Without your invaluable help this would not have been possible. I am eternally grateful to you.

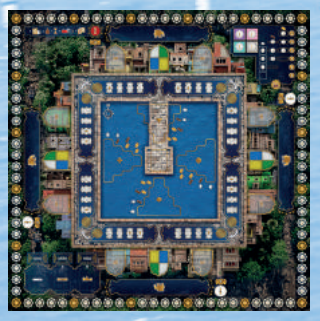
Ludonova would like to thank all the people who have participated in the playtesting, and in particular the author himself for trusting us and for his constant dedication to make *Amritsar* the best game possible.

Author: David Heras
Illustrations: Guillaume Berthoumieu
Graphic design and layout: David Prieto
Development and rulebook: Germán P. Millán, Juan Luque and Rafael Sáiz
Translation: Jayne Broomhead
Proofreading: Susan Broomhead

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San Pablo 22 – Córdoba – Spain

Components

1 Main Board



4 Personal Boards



12 Donation Tiles



2 players x4 *3 players x4* *4 players x4*

30 Coins



2 Maharajah Tokens



4 Movement Tokens



64 Donation Counters



x16 x16 x16 x16

4 Temple Tiles



6 Bridge Tiles



28 Mahout Tiles



4 Prestige Points Counters



3 Temple Pieces



Lower Section *Middle Section* *Upper Section*

16 Workers



x4 x4 x4 x4

4 Elephants



75 Resources



Marble x30 *Copper x25* *Gold x20*

24 Objectives



Type A x6 *Type B x6* *Type C x6* *Type D x6*

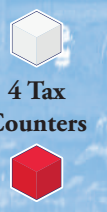
15 Storehouses



12 District Tiles



12 Knowledge Counters



4 Tax Counters

Game Setup

Example setup for 3 players

The main board is divided into 4 Districts: North, South, East and West, each defined in the illustration by the white dotted line. Each District comprises:

A. 1 Elephant Path
B. 3 District Tiles
C. 2 Sections for Workers
D. 1 Donation Tile



Main Board

1. Place the Main Board in the centre of the table.

2. Place each Temple Piece on the space marked with its silhouette.

3. Shuffle the Temple Tiles. Place one at random face up in the centre of the Board, this will be **the active Temple Tile** for the first Decade; another above the Lower Section of the Temple; and another above the Middle Section of the Temple. You must orient all these Tiles northwards, to do this use the Wind Rose Compass printed on the Board as a reference. Remove the remaining Tile from the game.

4. Shuffle the Bridge Tiles and place one face up on each space marked with . Remove the 3 remaining Tiles from the game.

5. Take the Donation Tiles that correspond to the number of players in the game and place each of them face up on its space in the Lake corresponding to the icon on the reverse.

6. Distribute the Coins and Resources between the 2 empty corners of the Board, to form a General Reserve.

   Note: *Coins and Resources are unlimited, if they run out use any other components to replace them.*

7. Fill the Market by placing the indicated Resource in each corresponding space.

8. Place a Maharajah Token on the space.

9. Make 4 piles with the District Tiles, according to the colour on the reverse, and shuffle each one separately. Next:

   a. Take the top Tile of each pile and place it randomly face up on the space of each District.

   b. Randomly fill the other spaces in each District with the remaining Tiles, keeping in mind that you cannot repeat any colour within the same District. When finished, there should be 3 face up Tiles of 3 different colours in each District (the top of each District Tile also indicates the colour of the Tile).

10. Take 3 Workers of each colour and place one at random in each space marked with in the Sections of each District. Remove the 4 remaining Workers from the game. **In 2-player games**, randomly place the 4 extra Workers on the 4 spaces marked with , which are next to the Maharajah Spaces.

11. Shuffle the Storehouses face down, reveal 6 Storehouses in 2-player games; 9 in 3-player games; 12 in 4-player games; and place them next to the Board. Remove the remaining Storehouses from the game.

12. Sort the Objectives by type (A, B, C and D), form 4 face down piles; shuffle each pile separately and place them next to the Board.

Every Player



The Personal Board is divided into 6 areas, each defined in the illustration by the white dotted line:

A. Mahout Tiles
B. Storehouses
C. Objectives
D. Knowledge Tracks
E. Tax Track
F. Turn Sequence

Each player chooses a colour and takes the following (in the correct colour where applicable):

13. A Personal Board

14. The 16 Donation Counters, of which they should place 11 on the spaces marked with on their Board and 5 on their corresponding Market Space on the Main Board.

15. An Elephant, placed next to their Board.

16. The 7 Mahout Tiles, placed next to their Board.

17. The Movement Token that is placed on the space on their Board, on the side that shows the Lock.

18. 3 Knowledge Counters that are placed on the first space, starting from the bottom, of the 3 Knowledge Tracks on their Board.

19. A Tax Counter that is placed on the first space, starting from the bottom, of the Tax Track on their Board.

20. The Prestige Point Counter that is placed on space 5 of the Prestige Point Track on the Main Board.

21. A Coin from the Reserve that is placed on a space of their Starting Storehouse.

22. One random Objective of each type (A, B, C, and D) that is placed face down next to their Board. Each player can consult their Objectives at any time, but will keep them hidden from the rest of the players until the end of the game. Remove the remaining Objectives from the game.

Starting Player



23. Randomly choose the Starting Player and then give the other Maharajah Token to the player sitting to their right i.e. the last player clockwise, which they place next to their Board: this Token is intended to remind them that, during the game, they must advance the Maharajah Token on the Main Board one step each time they complete their turn.

24. The Starting Player:

a. Chooses one of their 4 Objectives, places it face down on the Space on their Board, and places the Donation Counter from that space onto their Elephant. That will be their first Objective for the end of the game. They then move their Tax Counter up one step.

Note: *As we will see later, each time you add an Upgrade to your Board you must move your Tax Token up one step for each that contains this Upgrade.*

b. Places the Mahout Tile on one of the 4 spaces in their Mahout Area and places the Donation Counter from that space onto their Elephant.

The mahout is the person who cares for and trains an elephant to live and work with humans. Often the relationship between the mahout and the elephant forms a lifelong bond, starting when they are both very young.

25. Each player, in a clockwise direction, repeats the steps performed by the Starting Player, keeping in mind that **they cannot place their Mahout Tile on the same colour space (associate Worker) as another player**. In this way, each player will have this Tile placed on a different space from the other players.



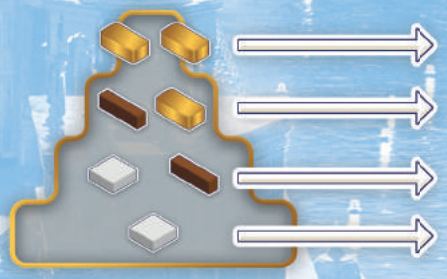
Playing the game

A game of *Amritsar* takes place over 3 Decades, marked I, II and III on the Main Board. Each Decade consists of 4 rounds and in each round, each player will take a turn, starting with the Starting Player and continuing in a clockwise direction. At the end of each Decade the active Temple Tile is scored, Taxes are paid, and Income is earned. After completing the third Decade, the final score is calculated and the game ends.

The Golden Temple and Donations

The Golden Temple is the central feature of the game in every way. Everything revolves around it, and it is where the players, through making donations for its reconstruction, will get the most Prestige Points, which from now on we will call PP.

Each Donation Tile is divided into 4 Levels and each Level requires you to pay specific Resources in order to make **a donation:**



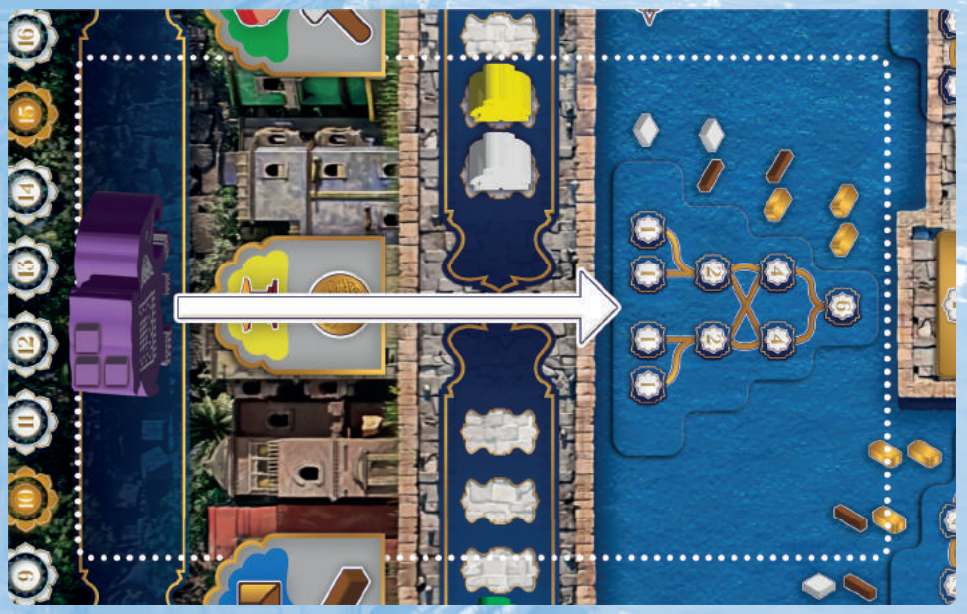
At the fourth Level you will need **2 Gold.**

At the third Level you will need **1 Copper and 1 Gold.**

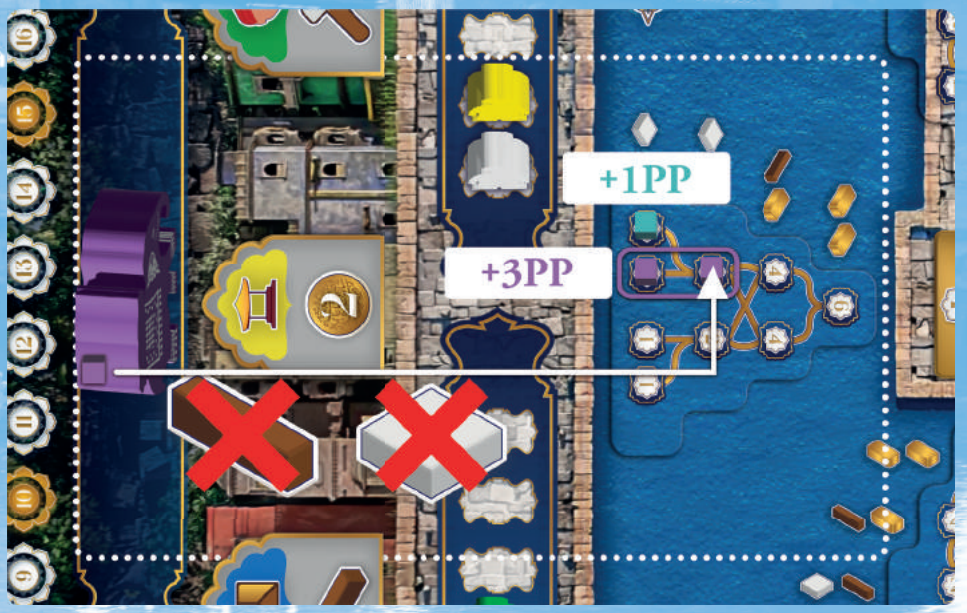
At the second Level you will need **1 Marble and 1 Copper.**

At the first Level you will only need **1 Marble.**

You can only make donations using the action of your Mahout Tile, which all players start the game with, **and you can only make a donation in the District where your Elephant is located,** as it carries your Donation Counters..



To make a donation, choose a free space on the Tile, pay the Resources required according to its Level and place a Counter from your Elephant onto that space, keeping in mind that to donate on a space of a higher Level it is necessary that the 2 spaces below have already been occupied by other Donation Counters (it does not matter who they belong to). When performing the action, you earn the PP indicated on the space you cover and each of the owners of the Counters on the 2 spaces below are given 1 PP for each Counter there, including yourself if they are yours. Logically, if you do not have Counters on your Elephant or the necessary Resources, or if there are no free spaces on the Tile, you will not be able to perform this action.



The active Temple Tile indicates the PP that each district; **North, South, East and West,** grants at the end of each Decade for having a majority of Donation Counters in each of them.



The Bridge

The Bridge gives access to the Temple and is divided into 3 Sections (Tiles), each associated with a Decade. Each Bridge Tile shows a Requirement [A] and a Benefit [B]. Every time you meet the Requirement of the Tile corresponding to the Decade in play, you will receive its Benefit.



Game Turn

Your turn consists of the following phases:

1. Move your Elephant
2. Move Workers
3. Move your Elephant (if you have unlocked the Movement Token on your Board).

Phase 1. Move your elephant



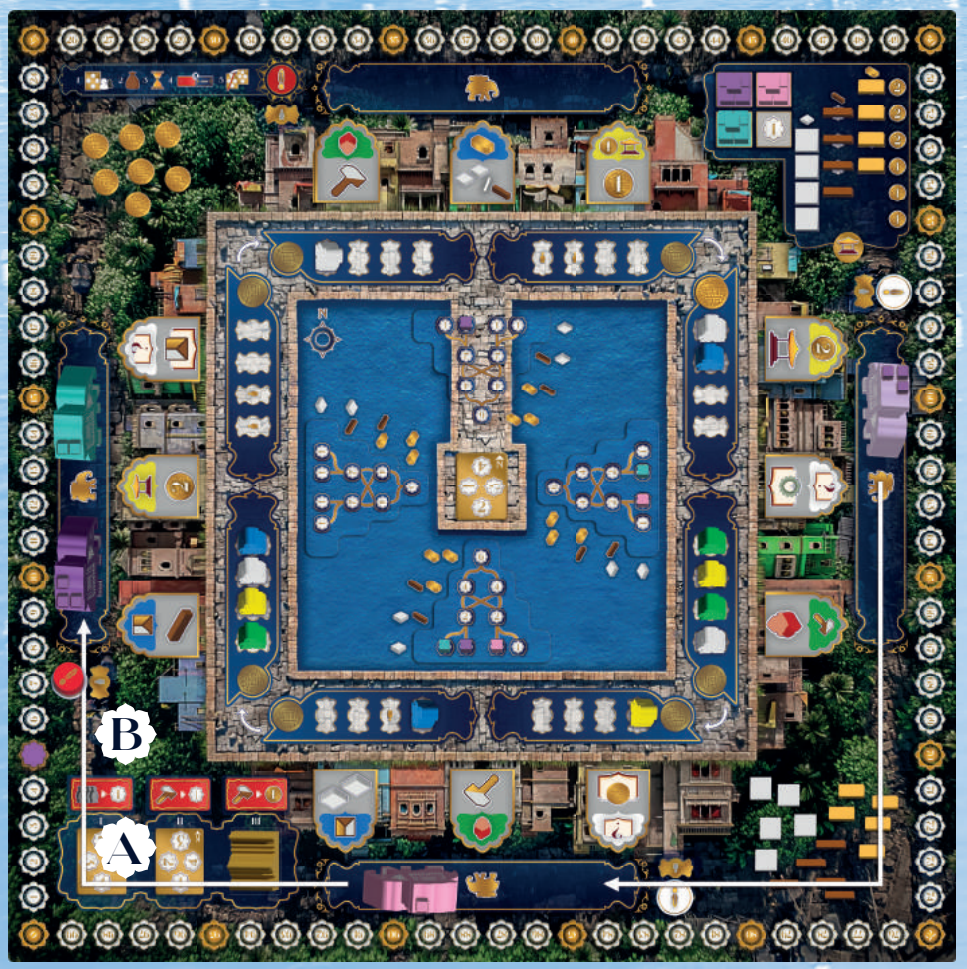
Elephants move from one District to another using the Paths. In each District there can be any number of Elephants.

This action is **optional,** so your Elephant can always stay in the District where it currently is.

If you decide to move your Elephant, always do so **clockwise**, to the District of your choice. **The first step costs nothing, but each additional step after the first will cost you one Coin.** Also, if when moving your Elephant, you pass over the Maharajah Token, you suffer a penalty:

- In Decade I you lose 1 PP.
- In Decade II you lose 2 PP.
- In Decade III you lose 3 PP.

Note: *On your first turn of the game, place your Elephant directly on one of the 4 Paths of your choice.*



The purple player moves their Elephant 2 steps, from the Eastern District to the Western District. This movement costs them 1 Coin since they have moved 1 additional step [A]. Also, they lose 1 PP (we are in Decade I) because they have passed over the Maharajah Token [B].

Remember that the Elephants are in charge of transporting the Donation Counters and, therefore, **you will only be able to make donations in the District where your Elephant is located.**

Phase 2. Move workers



Workers move from one Section to another. Each District contains 2 Sections and each Section holds a maximum of 4 Workers.

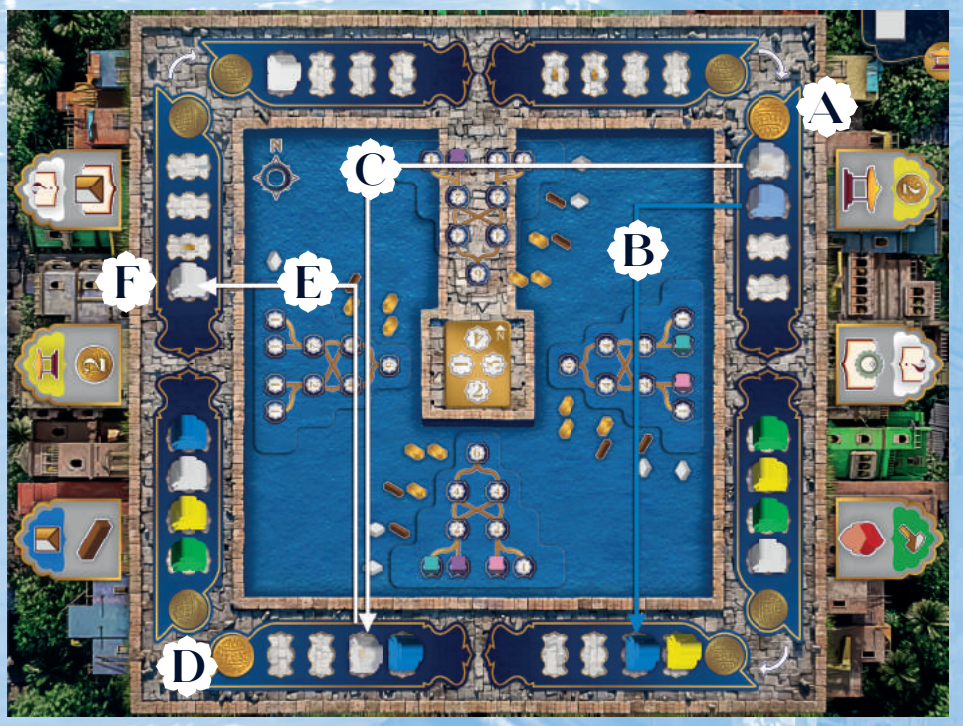
This action is **obligatory** and to perform it you will use the sowing mechanics of the classic mancala games.

Choose a Section that has at least one Worker, take all the Workers which are there, and then moving **clockwise**, leave **one Worker in each of the following Sections** until you have placed them all. You can choose which Worker (colour) to leave in each Section. If a Section is already full i.e. it has 4 Workers, skip it. **The last Worker you place will be the active Worker** and the one that will allow you to perform between 1 and 3 actions in the District where it lands. Any of the 2 Sections of a District can be used to perform the actions.

Note: *Try to always place the Workers in the first empty space of each Section. It will help you remember which Workers you are using, just in case you want to undo a move.*

If you wish, **instead of placing the last Worker in the Section that would correspond to them, you can make them skip that Section or more**, but you **must leave 1 Coin** in the space of each Section that they skip. This is the way you move further.

Important: *If the Origin Section where you take the workers from, and/or the Destination Section, where the active Worker lands, contain one or more Coins, you get them immediately.*



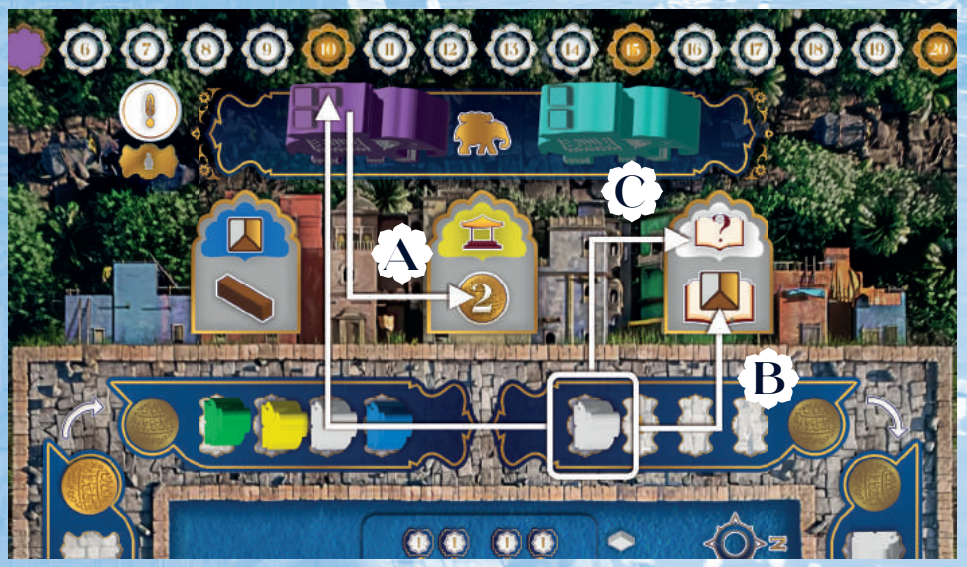
After moving their Elephant to the Western District, the purple player wants to perform actions there with a white Worker. To do this, they choose the group of 2 Workers (blue and white) from the first Section of the Eastern District, where there is already 1 Coin which they immediately get [A]. They take the 2 Workers, skip the second Section of that District because it is full, and leave the blue Worker in the first Section of the Southern District [B]. They should leave the white Worker in the second Section of that District [C], but since they want to get to where their Elephant is located, they leave a Coin in that Section in order to skip it [D], they also skip the first Section of the Western District because it is full [E] and thus reach their desired destination [F].



Once you complete the movement, you can choose one of the 3 Tiles of the District where you have placed the active Worker and perform their **main action** [A]. In addition to this action, to which you will always be entitled, you can also:

- Perform the **secondary action** of the Tile you have chosen, **if the colour of the active Worker matches the background colour of that secondary action [B].**
- Activate **your Elephant** if it is in the **same District** as the active Worker. Activating your Elephant allows you to perform **the main action of any Tile of that District** (even the same one performed by the Worker) **or the action of one of the Mahout Tiles** on your Board. Remember that you start the game with the Mahout Tile (donate to the Temple) on your Board.

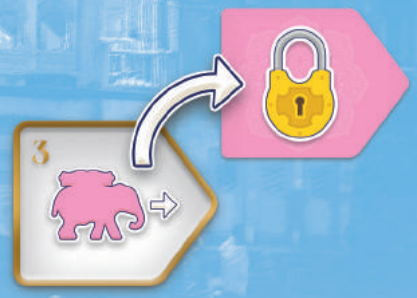
Important: *When the active Worker allows you to perform the 2 actions of a District Tile (main and secondary), you can perform them in any order, always completing one before performing the other. If you can also activate your Elephant, you can only do so before or after performing all the actions on the District Tile (never in between).*



After completing the movement of the Workers and as their Elephant is in the same District as the active Worker (white), the purple player performs their actions. First, they activate their Elephant to perform the main action of the centre Tile of the District [A]. They then choose the Tile on the right to perform their main action [B], and since the background colour of the secondary action matches that of the active Worker, they also perform that action [C].

Performing the secondary action and activating your Elephant is optimal, but neither of these 2 things is mandatory and may not even be possible, you can always simply perform the main action of one of the 3 District Tiles and nothing more.

Phase 3. Move your elephant



You can move your Elephant again in the normal way if you have managed to unlock the Movement Token on your Board.

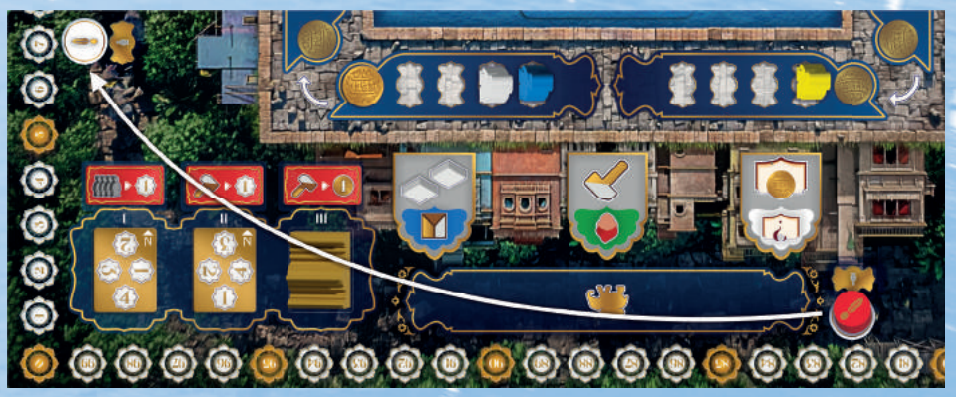
Follow the Active Player

Immediately after the active player completes their turn, they will remind the other players of the colour of the Worker they have activated, **and the other players**, in a clockwise direction, will be able to follow them if they have a Mahout Tile associated with that Worker's colour on their Board: in that case, they can perform the action of that Tile. The active player will earn **1 PP** for each player that follows them. After the follow-up actions are complete, the turn passes to the next player moving clockwise.



The purple player reminds the others that the activated Worker was white. Both the grey and pink players have a Mahout Tile associated with the white Worker on their Boards, but the grey player cannot follow them as they do not have the necessary Resources to perform the Donate action on their Tile [A]. The pink player follows them to get 1 Coin and 1 Marble [B], the purple player earning 1 PP for this.

End of Round

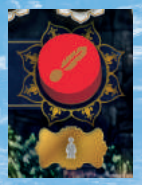


The round ends after the last player has completed their turn (follow-up actions included). That player must move, **in a clockwise direction**, the Maharajah Token from the Main Board to the next Maharajah Space (the Maharajah Token next to his Board serves as a reminder), starting a new round. **If the Maharajah Token returns to its starting position, the Decade also ends (see below).**



In 2-player games, the Maharajah Token will activate the Worker in the new space it moves to, so both players, starting with the Starting Player, can follow the Maharajah if they have a Mahout Tile associated with the colour of that Worker on their Board.

End of Decade



A Decade ends when the Maharajah Token returns to its starting position on the Main Board.

At the end of each of the 3 Decades, you must perform the following steps in order:

Donations

Score each District's donations **separately**: the player with the most Counters in a District earns the PP indicated by the active Temple Tile for that District. In the event of a tie in a District, all tied players earn that District's PP.



At the end of the first Decade, the purple player has the most donations (2) in the Southern District, along with the pink player, so they both earn the 2 PP indicated by the active Temple Tile for that District.

Tax

Pay as many Coins as your Tax Counter indicates, taking into account any discounts which may apply to you. **For each Coin you cannot pay, you suffer a penalty:**

- In Decade I you lose 1 PP per Coin.
- In Decade II you lose 2 PP per Coin.
- In Decade III you lose 3 PP per Coin.



***Note:** Before paying, make sure that your Tax Counter is correctly updated by recounting the visible on your Board.*

Income

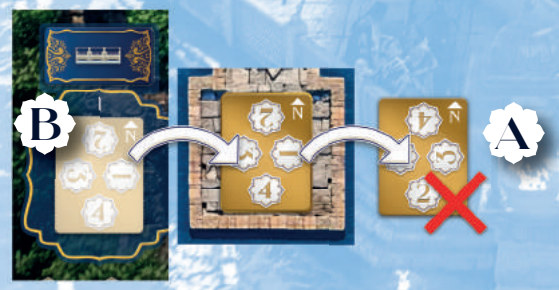


Receive **all** the End-of-Decade income, marked with on your Board, that you have reached or exceeded with your Knowledge Counters.

Bridge

Flip over the Bridge Tile corresponding to the Decade that just ended.

Temple



Remove the Temple Tile that was just scored [A] from the game and place the Temple Piece corresponding to the ending Decade [B] in the centre of the Main Board, stacking it on top of any Pieces already there and keeping the Temple Tile which is on top always facing North: this becomes the new active Temple Tile. At the end of the third Decade, place the Upper Section of the Temple, although its purpose is purely aesthetic as the game is now over.

End of Game

After performing the steps corresponding to the **end of the third Decade**, the game ends. Add the following to the PP earned during the game:

Knowledge



Score **all** the spaces, marked with ⧗ on your Board, that you have reached with your Knowledge Counters. These spaces are the last on each Track.

Objectives



Reveal the Objectives you have played on your Board and score them.

The player with the most PP will be the winner. In the event of a tie, the player, among those tied, who has made the most donations to the Golden Temple will win. If still tied, the tied players share the victory.

The District Tiles



District Tiles show a main action in the centre [A] and a secondary action at the top, and they have a specific background colour (yellow, blue, white, or green) [B]. You will always be able to perform the main action of a Tile with the active Worker, regardless of its colour, and you will only be able to perform the secondary action of the Tile you have chosen if that Worker's colour matches the background colour of that secondary action. The different actions, classified by category, are explained below:

Resources

	You get 2 Marbles from the Reserve.
	You get 1 Copper from the Reserve.
	You get either 2 Marbles or 1 Copper from the Reserve.
	You get 1 Gold from the Reserve.
	You get 1 Resource of your choice from the Reserve.

Economy



Perform a Market action **to buy and/or sell as many Resources as you want. On the same turn, you cannot buy and sell the same type of Resource, even if you do more than one Market action.**

Buy



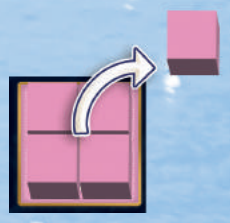
Choose a Resource from the Market, take the first available starting from the bottom [A], and pay the Coins indicated in the corresponding row (1 or 2 Coins) [B]. If there are no more Resources of that type left on the Market, buy at the highest price (2 Coins) and take it from the Reserve.

Sell



Place one of your Resources on its first free space on the Market, starting at the top [A], and receive the Coins indicated in the corresponding row (1 or 2 coins) [B]. If in doing so you cover a space with PP, you immediately gain the indicated PP (1 or 2 PP) [C]. If there are no free spaces of that Resource, sell it at the lowest price (1 Coin) and return it to the Reserve.

You must complete each buy or sale you make before making another, so that you can place both the Coins and the Resources you obtain in each of them in your Storehouses.



Every time you perform a Market action where you make at least one buy or sale, get a Donation Counter from your Market Space on the Main Board and place it on your Elephant. If you run out of Counters in the Market, earn 1 PP each time you need to get one and cannot. If you do not buy or sell anything, you cannot get a Donation Counter from the Market.

Important: *The capacity of your Elephant is 6 Donation Counters, if you must get a Counter from the Market when your Elephant already has 6, leave it in its place.*

You get 1 Coin from the Reserve.

You get 2 Coins from the Reserve.

You get 1 Coin from the Reserve and take a Market action. You can do it in any order.

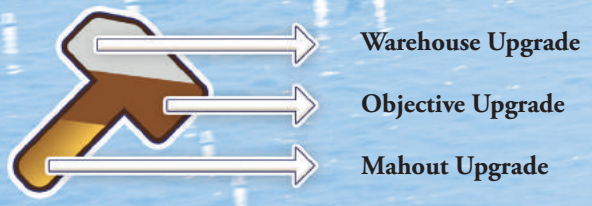
Mahout and upgrades

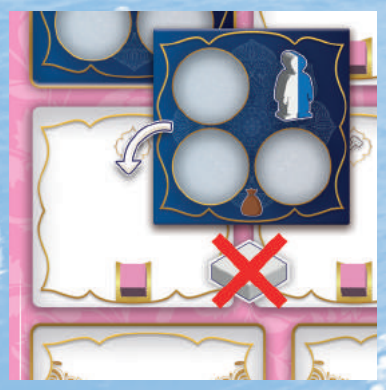
Perform the action of one of the Mahout Tiles on your Board, regardless of which Worker colour it is associated with.

Make a Storehouse or Objective Upgrade on your Board.

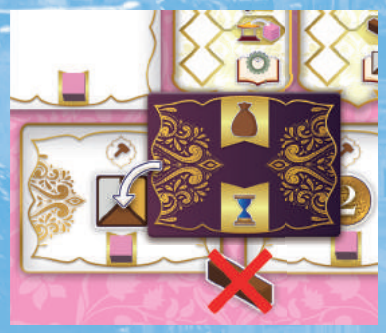
Make a Storehouse or Mahout Upgrade on your Board.

Make any of the Upgrades described above.





Warehouse Upgrade: Pay **1 Marble** in order to add one available Storehouse to a **free** Storage Space on your Board. These Upgrades will allow you to increase your storage capacity, and obtain immediate and/or permanent Benefits.



Objective Upgrade: Pay **1 Copper** in order to add one of your **face down** Objectives to a **free** Objective Space on your Board. These Upgrades will allow you to get PP at the end of the game, if you meet their requirements, and also get the immediate Benefits of the space where you play them: 1 Resource of your choice from the Reserve / 2 Coins from the Reserve / 2 PP



Mahout Upgrade: Pay **1 Gold** to add one of your Mahout Tiles to a **free** Mahout Space on your Board. These Upgrades will allow you to expand your available actions when you activate your Elephant, and increase your chances of following other players on their turn.

If there is no free space left on your Board for a type of Upgrade, you will no longer be able to make any more Upgrades of that type.

Each time you add an Upgrade to your Board, move your Tax Counter up one step for each which contains that Upgrade, and place the Donation Counter from the space you covered on your Elephant.

Important: *The capacity of your Elephant is 6 Donation Counters, if you must get a Counter from your Board when your Elephant already has 6, place it on your Market Space on the Main Board.*

Knowledge

Move your Development Track Counter up one step.

Move your Resource Track Counter up one step.

Move your Money Track Counter up one step.

Move your Counter up one step on a Track of your choice.

Knowledge tracks



Each step on a Track allows you to get the indicated Benefit marked on the right. On each Track you will find 3 types of Benefits:

End of Decade

At the end of each Decade, **during the Tax Phase,** you pay 1 Coin less than indicated by your Tax Counter.

At the end of each Decade, **during the Income Phase,** you get a Donation Counter from your Market Space on the Main Board. Place it on your Elephant.

At the end of each Decade, **during the Income Phase,** you get a Resource of your choice from the Reserve.

At the end of each Decade, **during the Income Phase,** you get 1 Coin from the Reserve and 1 PP.

End of Game

At the end of the game, **during the Knowledge Phase,** you earn 1 PP for each Donation Counter which remains on your Elephant.

At the end of the game, **during the Knowledge Phase,** you earn 1 PP for each Resource, of any type, which remains in your Storehouses.

At the end of the game, **during the Knowledge Phase,** you earn 1 PP for each Coin which remains in your Storehouses.

Immediate

Take a Donation Counter from your Market Space on the Main Board. Place it on your Elephant.

Make any Upgrades on your Board.

Remove the Token from your Board, flip it over and place it next to your Board. From now on, you will be able to move your Elephant again on your turn, in the normal way, after completing your actions with the active Worker and before the other players can follow you. Additionally, once during the game, and only when you move your Elephant, you may discard the Token to place it in any District without paying money or suffering the Maharajah Penalty.

Make any Upgrades on your Board, **without paying the corresponding Resource.**

Get 1 Marble from the Reserve.

Get 1 Copper from the Reserve.

Get 1 Resource of your choice from the Reserve.

Get 2 Resources of your choice from the Reserve.

Get 1 Coin from the Reserve.

Get 2 Coins from the Reserve.

If, during the game, you are already on the last space of a Track and you need to move your Counter up, you immediately get the Benefit indicated by the arrow, for each step you need to move up:

Get 1 Donation Counter from your Market Space on the Main Board. Place it on your Elephant.

Get 1 Resource of your choice from the Reserve.

Get 1 Coin from the Reserve.

The mahout tiles

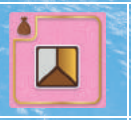
Make **a donation** to the Temple **in the District where your Elephant is located.** See the detailed explanation of donations in THE GOLDEN TEMPLE AND DONATIONS section on page 5. Remember that you start the game with this Tile on your Board.

Make any Upgrades on your Board.

Get 1 Coin from the Reserve and 1 PP.

Perform a Market action.

Get 1 Coin and 1 Marble from the Reserve.

	Get 1 Resource of your choice from the Reserve.
	Move your Counter up on a Knowledge Track of your choice.

The Storehouses

Whenever you get Coins and/or Resources, keep them in your Storehouses. When you have to pay money or Resources, always use the ones you have in your Storehouses.



Each Storehouse space can only hold one Coin or one Resource. In case you don't have enough spaces to store the Coins and/or Resources you get during the game, you can redistribute the Coins and/or Resources in your Storehouses however you want, before deciding what to discard.

The Starting Storehouse on your Board has 4 spaces, but no Benefit, unlike the available Storehouses you can acquire during the game, which have between 2 and 3 spaces, as well as an immediate Benefit marked ❗, or a permanent one.

Immediate Benefit

	You immediately get 1 Coin and 1 Resource of your choice from the Reserve.
	You immediately get 2 Marbles from the Reserve.
	Immediately move your Counter on one Knowledge Track up 2 steps or move two different Counters up 1 step each.

Permanent Benefit

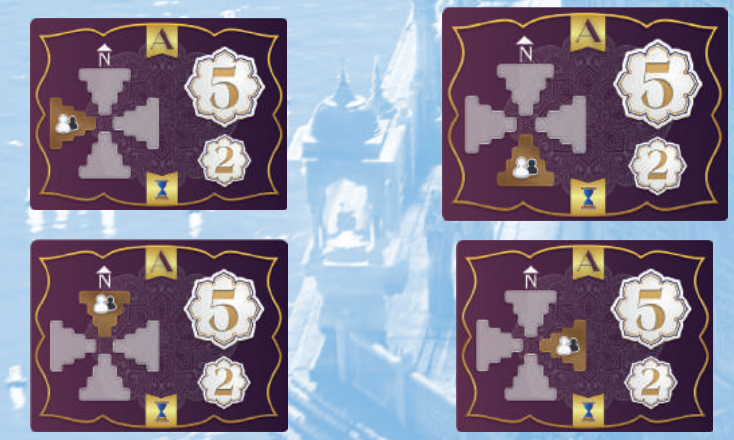
	When activating a District Tile, you can use a **white** Worker as if it were the indicated colour **(yellow, blue or green)** and vice versa. ***Note:*** *In order to follow you, other players only take into account the actual colour of the Worker you are using.*
	When you buy in the Market, pay 1 less Coin on the total cost of your purchase.
	At the end of each Decade, **during the Tax Phase**, pay 1 Coin less than indicated by your Tax Counter.
	When moving Workers, you can skip a section with the active Worker without leaving a Coin.
	When moving your Elephant, you do not suffer a Penalty when you pass over the Maharajah Token.
	You get the Benefits of Bridge Tiles from the current Decade and **future ones** (i.e., all face up ones) when you meet their requirements.
	Whenever you need to move your Counter up on a specific Knowledge Track, you may move another Counter of your choice in its place.
	Once per turn, **and only on your turn** (not when following another player), you can exchange 1 Marble for 1 Copper (and vice versa) or 1 Copper for 1 Gold (and vice versa).
	When making an Upgrade, you may pay a different Resource than the one required by the action (for example, pay 1 Marble to add a Mahout Tile to your Board, which would normally require 1 Gold).
	When moving your Elephant, you can place it in any District without paying money or suffering the Maharajah Penalty. As soon as you use this effect, flip the Storehouse: it becomes a 4-space Storehouse with no Benefit, just like your Starting Storehouse.

The Objectives

You have 4 Objectives from the beginning, one of each type (A, B, C and D) for the whole game and one of them already placed on your Board. The Objectives that you have managed to play will grant you PP if at the end of the game, **during the Objectives Phase,** you have managed to fulfil the requirements that they indicate.

Each player only scores their own Objectives, even those for majorities that only award PP for being first or second. If you tie on a position, you earn the PP for that position.

Type A



You earn 5 PP if you have more Donation Counters than others in the designated District (North, East, South, or West). You earn 2 PP if you are the player with the second most Counters. You must have at least one Counter in order to score.

Note: *All of these Objectives point North to help you locate the District being scored.*



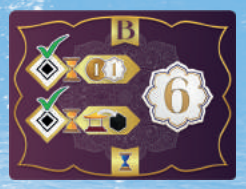


You earn 5 PP if you have more Coins [A] or Resources [B] than others. You earn 2 PP if you are the player with the second most Coins or Resources. You must have at least one Coin or Resource in order to score.

Type B







You earn 6 PP if you have reached or exceeded the 2 indicated spaces with their Knowledge Counters.

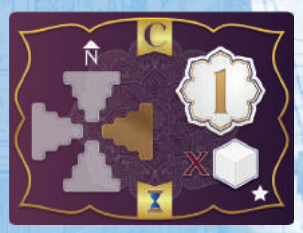


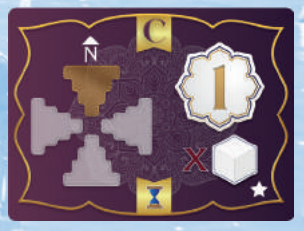


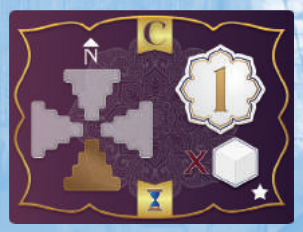


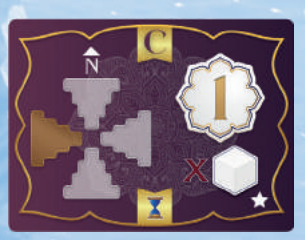
You earn 5 PP if you have reached the indicated space with its Knowledge Counter. They are the last spaces of each Track.

Type C









You earn 1 PP for each Donation Counter you have placed in the designated District (North, East, South, or West).

Note: *All of these Objectives point North to help you locate the District being scored. The ★ icon is only used for solo mode.*



You earn 1, 2, 3, or 5 PP if you have placed at least one Donation Counter in 1, 2, 3, or 4 different Districts (North, East, South, and West).



You earn 1, 2, 4, or 6 PP if you have placed at least one Donation Counter on 1, 2, 3, or 4 different Levels. The Counters can be spread over several Donation Tiles.

Type D



You earn 6 PP if you have placed at least 6 Donation Counters between the first and second Levels. The Counters can be spread over several Donation Tiles.



You earn 5 PP if you have placed at least 4 Donation Counters between the second and third Levels. The Counters can be spread over several Donation Tiles.



You earn 1, 2, 3, or 5 PP if you have placed 1, 2, 3, 4, or more Donation Counters on the first Level. The Counters can be spread over several Donation Tiles.



You earn 2, 3, 4, or 6 PP if you have placed 1, 2, 3, 4, or more Donation Counters on the second Level. The Counters can be spread over several Donation Tiles.



You earn 3, 4, 5, or 7 PP if you have placed 1, 2, 3, 4, or more Donation Counters on the third Level. The Counters can be spread over several Donation Tiles.



You earn 5 PP if you have placed at least one Donation Counter on the fourth Level of any Donation Tile.

The Bridge Tiles

There will only be one active Tile in each Decade and each time you meet its requirement during that Decade, you will get the corresponding Benefit. At the end of a Decade, **during the Bridge Phase,** flip the Bridge Tile corresponding to the ending Decade; the next Decade Tile will be the new active Bridge Tile.



If you choose a group of 4 when moving Workers, you immediately get 1 Resource of your choice from the Reserve.



If you choose a group of 4 when moving Workers, you immediately earn 1 PP.



Every time you make a donation to the Temple, you immediately get 1 Coin from the Reserve.



Every time you make an Upgrade on your Board, you immediately earn 1 PP.



Every time you make an Upgrade on your Board, you immediately get 1 Coin from the Reserve.



Every time you perform the Market action, you immediately earn 1 PP.

Solo Mode

In solo mode you will face the Maharajah himself with the aim of getting more PP than him. The Maharajah will have his own Storehouse, his own Quarry of Resources and he will react to each one of your turns, do you accept the challenge?



Setup

Set up solo mode in the same way as a 2-player game, then perform the following steps for the Maharajah:

1. Choose any Player Board and place it near yours on the Maharajah side.

2. Fill the corresponding space on his Board with the Donation Counters of his colour and place the remaining Counter on the Elephant of the same colour. Then place his Elephant in the District that grants 4 PP for the majority of donations at the end of the Decade.

   Important: *The Counters that the Maharajah gets, always go from his Board to his Elephant. Once he gets the last Counter in a row, he immediately gets the corresponding Benefit for that row (PP and/or 1 Gold). If he has no Counters left, he earns 1 PP for each one he should get.*

3. Fill the Maharajah's personal Quarry with the Resources indicated on the Quarry, then move a Marble from the Quarry to his Storehouse.

   Important: *The Maharajah only gets Resources from his personal Quarry, which go to his Storehouse, and when he uses them, they go back from his Storehouse to his Quarry; i.e no Resources leave or enter his Board during the game. When the Maharajah must get a Resource that is not in his Quarry, he instead gets the next available Resource from his Quarry, always from top to bottom and from left to right. In case there are no Resources in his Quarry, he earns 1 PP for each Resource he cannot get.*

4. Take 3 Knowledge Counters, place one on the leftmost space of the White Worker's Track and leave the other two near his Board, you will use them to mark the actions he must perform on his turn.

5. Draw a Type C Objective and place it on the space on his Board, if it shows the ★ icon. Otherwise, remove it from the game and draw the next one. This will be the only Objective of the Maharajah for the entire game.
6. Place the other Maharajah Token next to his Board.

Your Turn

Throughout the game you will be the Starting Player, so the Maharajah will always end the round. Play your turn as normal.

Maharajah's Turn

The Maharajah takes his turn by following these steps in order:

1. Make a donation

At the beginning of each of his turns, the Maharajah always tries to make a donation. To do this he must meet the usual requirements: have the necessary Resources in his Storehouse and at least one Donation Counter on his Elephant.

He always tries to donate to the District that grants the most PP for majority of donations at the end of the Decade: 4, 3, 2, or 1 PP, in that order. If his Elephant is not in the District where he is going to donate, move it, always without paying Coins or suffering Penalties, to the District where he can donate and always choose the space on the Donation Tile that earns him the most immediate points (in case of a tie, the one on the left).

In the event that he is unable to donate in any District, he does not move his Elephant and gets the first available Donation Counter from his Board (the one on the top left), which he places on his Elephant.

2. Activate 2 actions from his Board

The Maharajah has 4 actions on his Board, each associated with a Worker colour. On each turn he performs 2 actions: **one determined by the colour of the active Worker you used on your last turn, and one determined by the colour of the Worker next to the Maharajah Token on the Main Board.** Use his 2 Knowledge Counters to mark them. He must perform those 2 actions in order, from top to bottom, and complete one before performing the other. It is possible that both colours match, in this case he performs the same action twice.

The actions of the Maharajah, according to the colour of the worker, are the following:

Yellow Worker



Place the first available Donation Counter from his Board onto his Elephant [A]. Next, he takes a Marble from his Quarry which he places in his Storehouse [B]. Finally, he returns a Resource of the same type as the one just obtained, from the Market to the Reserve [C]. If there are no Resources of that type left in the Market, nothing is returned to the Reserve.

Blue Worker

He gets 2 Resources from his Quarry that go to his Storehouse:



- In the first Decade 2 Marbles [A].
- In the second Decade 1 Marble and 1 Copper [B].
- In the third Decade 1 Copper and 1 Gold [C].

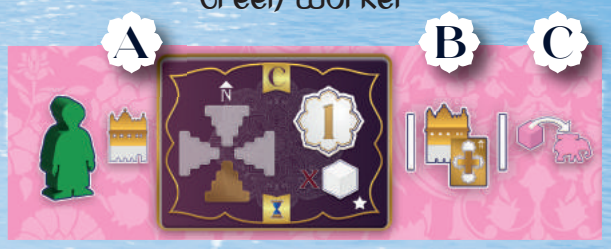
White Worker



He advances his Counter [A] by one step and gets the Benefit of the space he lands on: PP, 1 or 2 Marbles, and/or 1 Donation Counter from his Board.

If the Counter reaches one of the last 2 spaces, in addition to 1 immediate PP, the Maharajah will earn PP at the end of the game (see END OF GAME). If you must move the Counter and it is already in the last space, it will return to the penultimate space, that is, once the Counter is in one of the last 2 spaces it will move between one and the other, getting 1 PP each time it does so [B].

Green Worker



The Maharajah tries to make a donation in the District of his Objective [A]. If that's not possible, he tries to do it in the District that grants him most PP for majority of donations at the end of the Decade (4, 3, 2, or 1 PP, in that order) [B]. In case he is unable to donate in any District, he gets the first available Donation Counter from his Board (the top left one), which he places on his Elephant [C].

End of Round

As the Maharajah is the last player in each round, move the Maharajah Token from the Main Board at the end of his turn and you will be able to follow the colour of the Worker next to that Token, just like in 2 player games. The Maharajah does not earn PP for it.

End of Decade

The end of the Decade is carried out in the usual way. The Maharajah earns PP for the majorities he wins, but pays no Taxes and therefore suffers no Penalties.

End of Game

The end of the game is carried out in the usual way. The Maharajah only adds the PP from his Objective and, if he has reached one of the last 2 spaces on the White Worker's Track, he scores as follows:

- If his Counter is on the space, he earns 1 PP for each Resource, of any type, left in his Storehouse.
- If his Counter is on the space, he earns 1 PP for each visible Coin, i.e. without a Resource in his Storehouse.

If you want even more of a challenge, the Maharajah starts the game with 2 Donation Counters on his Elephant, instead of one, and scores his Objective twice at the end of the game.

Scan this code if you would prefer to learn how to play the game by watching our videotutorial.