

Rajas of the Ganges: Automa mode

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This is a solo variant for Rajas of the Ganges boardgame. You play against a fake opponent: the Automa. While you play following all standard rules, the Automa breaks some rules, so for you it will be very easy to take the action for the Automa.

Set-up

Prepare a standard set-up for two players, but consider that the Automa doesn't need all the components, so you can leave in the box the following components:

- the province board;
- the four markers for palaces upgrade;
- the marker for karma points;
- the personal dice and the Kali statue;
- if you play with Navaratnas version, select one brown yield tile for you then remove 2 yield tiles per color.

Shuffle the Automa deck and place it close to the board with the blue side face up.

Select randomly who will be the first player.

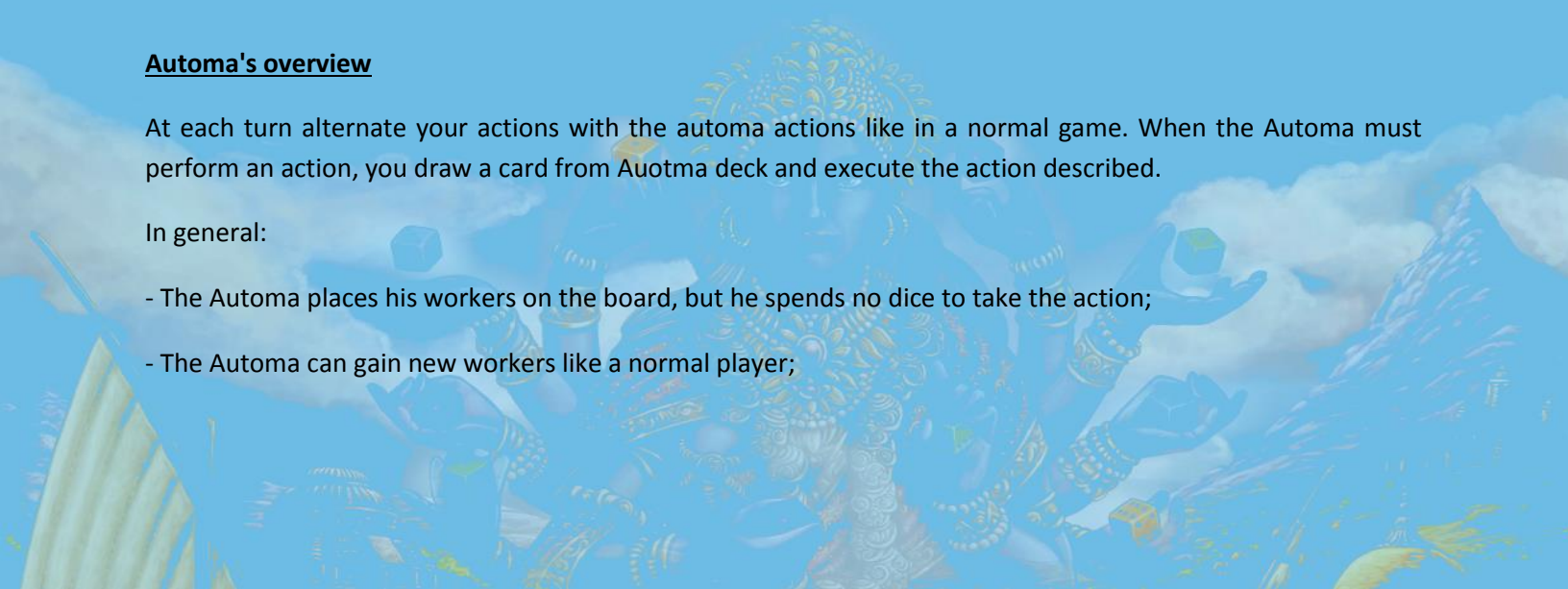
Place the province tiles in 12 piles and organize them in a 3 x 4 grid.

Automa's overview

At each turn alternate your actions with the automa actions like in a normal game. When the Automa must perform an action, you draw a card from Automa deck and execute the action described.

In general:

- The Automa places his workers on the board, but he spends no dice to take the action;
- The Automa can gain new workers like a normal player;



- The Automa's fame and money markers are moved only one time per round just after the Automa has placed his last worker.

Description of the round

When it is the Automa's turn, draw a card from Automa deck, look the red side and perform the action shown:

- Building action: place the Automa's worker then look the blue side of the first automa card that is remained on the top of the automa deck, and discard the province tile highlighted on the card. (Automa gains no fame for the moment)
- Market action: look the blue side of the first automa card that is remained on the top of the automa deck and place the Automa's worker on the market shown on the card. (Automa gains no money for the moment)
- River action: place the Automa's worker then look the blue side of the first automa card that is remained on the top of the automa deck, and advance the ship the number of spaces indicated on the card. (Automa gains no bonus)
- Action at the palace: look the blue side of the first automa card that is remained on the top of the automa deck and place the Automa's worker on the palace's room shown on the card.

Special cases:

If the room is the number 5 (Master builder), discard a province tile as in building action.

If the room is the number 6 (Portuguese), advance the ship 6 spaces.

- Balconies action: look the blue side of the first automa card that is remained on the top of the automa deck and place the Automa's worker on the balcony space shown on the card.

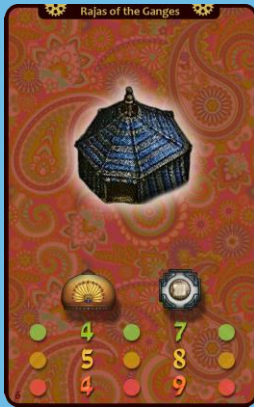
Note: if the Automa can not place his worker because the area is occupied by another worker, discard the card on top of the deck and look the next card until the Automa can place his worker.

Every time the Automa deck is terminated, reshuffle it.



Example:

If you draw this card



and this card is visible on top of the deck, the Automa places a worker on the silk market space.



End of a round

Once the last automa worker is placed, look on the red side of the current automa card and advance the fame and money Automa marker the number of spaces indicated on the card. There are three difficulty level available. Apply the level you want: easy (green), medium (orange), hard (red).

During the game the Automa gains new workers and the advancements on the river, all other rewards shown on fame and money tracks are ignored.

If the Automa gains a new worker during the advancements of the markers at the end of his turn, the new workers will be available only in the next turn.

End of game

If you are the first to trigger the victory condition, draw a card and apply the fame and money point with the selected difficulty level for the last time. Then declare the winner with the standard rules.

If the Automa is the first to trigger the victory condition (this occurs only after the Automa has placed his last worker) and you are the second player in turn order you can place your last worker, then declare the winner with the standard rules.

