Taj Mahal

Compete for influence, build chains of palaces and collect commodities in 18th Century India.

Setup

1. **Each player:** Takes **Score marker** and **Palaces** of their colour, and is dealt **6 Influence Cards.**
2. Place the **Board**, with each player's **Score Marker** on 0.
3. Place a supply of **Advisor tokens** and place the **4 Prestige Cards** face-up next to the board.
4. Place the **Taj Mahal token** on the **City of Agra** and the **12 Province Token** in that province.
5. Place a random **Province Token** face-up in each other province.
6. Place a random **Bonus Token** face-up on each Diamond Shaped City.
7. Place **Influence Card Deck** near the board.
8. Place the **Grand Mogul's Crown** on its space.
9. Youngest player is first player and takes the **First Player Marker.**

*The **Pedestal, Advisors,** and **Card Display**, will be set up at the start of each round.*

Gameplay

12 Rounds, (one for each Province), of playing cards to a row, competing to have more of certain Symbols than other players, to get the benefits of those Symbols when you withdraw.

Round Preparation

1. Place the **Pedestal** underneath the lowest valued **Province Token** on the board.
   This is the active Province for this round.
2. Refill any empty **Advisor** spaces on the board.
3. Card Display: At 2/3/4/5 players draw 3/5/7/9 **Influence Cards** & place them faceup in a line.
   If the deck empties, shuffle the discard pile and form a new deck.
4. The **First Player** takes their turn.

During the Round

In clockwise order, during their turn each player must either: **Influence the Court** or **Withdraw**

Influence the Court

During the Round players will have a row of cards in front of them. When a player withdraws they get the benefits of any symbols that they have the most of and that haven't been used yet.

- **Add 1 colour card** from your hand to your row, face-up.
  - If it's the first card, it can be any colour (but not colourless),
  - If not, it must match the colour of the first card.
- May also play 1 colourless Influence or Prestige card with it. *Can't play these on their own.*

Prestige Card Effects

Prestige Cards are colourless cards with special abilities that you acquire by collecting Advisor Tokens. At the end of the round you'll discard your card row, but these will return to your hand.

The General, Elephant: Treat this card as a colourless influence card with one Elephant.

The Vizier, Grand Mogul: Treat this card as a colourless influence card with one Grand Mogul.

The Princess, +2: Immediately score 2 points when played.

The Monk, Colour Wheel: Treat the card played with this card as though its colour matches the first card in the row. *If played with the first card, the second card sets the colour for the row.*

Withdraw

End your participation in the round, if you there are any symbols that you have more of in your row than any other player when you withdraw, and no-one has used that symbol's benefit yet this round, you take the token/tile/piece associated with that symbol and gain its benefit.

Resolve, in order:

1. Advisors: Vizier, General, Monk, and Princess

For each Advisor you have the most of and whose token hasn't already been taken:

i) Take the matching **Advisor's Token** from the board.

ii) Place a **Palace** on an empty City of the active province. *Or a city with a Crown Palace.*

iii) If placed on a city with a **Bonus Token**, take the token, **Score** it, then place it in front of you.
   - **Card:** Draw the top card of the deck into your hand.
   - **Points:** Score the points shown.
   - **Commodity:** Score 1 point, plus 1 point for each of that commodity on the other Bonus Tokens and Province Tiles in front of you.

2. Grand Mogul

If you have the majority of Grand Mogul symbols and his Crown hasn't been used this round:
- Place the Grand Mogul's Crown and a Palace on **any** city (empty or not) of the active province.
  If the city is empty the Crown Palace doesn't block another Palace being placed there later.
  If the city has a bonus tile, you don't take it.

3. Scoring Provinces

If you placed any Palaces in the **active Province**, **score 1 point**, then:
- Score **1 point** for each additional **Province** where you have a palace that is connected by a chain of your palaces, along a road, to any one of your palaces in the active **Province**.
  *The Provinces don't have to be connected by a **single** chain. Score **Provinces**, not Palaces.*

4. Elephant

If you have the most Elephant symbols and the Province Tile hasn't already been taken:

i) Take the Province tile of the active province.

ii) Then **score 1 point** for each commodity on it.

iii) Then **score 1 point** for each commodity on the Bonus Tokens and other Province Tiles in front of you that match one of commodities on this Province Tile.

5. Clean up

i) Return any **Prestige Cards** in your row to your hand, discard all other cards in your row.

ii) Choose **2 cards** from the **Influence Card display** and add them to your hand.
   - If you withdraw as your first turn of the round, draw a card from the deck before taking 2 cards from the display.
   - If you're the last to withdraw, you take the 1 remaining card.

iii) You take no further turns this round.

END OF THE ROUND

1. Any player with **2 Advisor tokens** of the same type must return them to the supply and add the **Prestige card** of that Advisor to their hand.
   From supply or from another player. If you already have the card, you still return the tokens.

2. Return the **Grand Mogul's Crown** to its space. *Leaving the palace it was under at its city.*

3. Pass **First Player Marker** to the left, and proceed to the next round.
   Unless, if this was the 12th round, *i.e. all Province Tiles have been taken,* **the Game Ends.**

END OF THE GAME

After the 12th Round, (after the final Province tile is claimed), the game ends.
- Each player: Scores 1 additional point for each colourless card in their hand.
                Scores 1 additional point for each card in their hand of the colour of their choice.
- Player with the highest score wins. *If tied, tied player with the most cards in their hand wins.*