

Maharaja

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Maharaja - City of Gods is a strategic, area control game for 2-4 players aged 12+

In Maharaja, players take the role of priests who travel different cities in India, building statues and shrines dedicated to their favourite Gods to expand their worship. To do so, they will be assisted by several characters with different abilities.

Every year, the Maharaja, the great king of India, will change his residence and players will receive rewards according to their Gods worship value. At the beginning of each year, players will plan their actions in a secret phase to be played simultaneously.

At the end of the seventh year, or when a player builds their seventh statue, the game ends. The player with most Prestige wins the game.

Rules

Maharaja is a complex game. We present the basic rules for the introductory games first. Then, we will present all the rules variant for an ever new game.

Components

- 1 Map board
- 7 City Flags
- 8 Reward tiles
- 2 Maharani tokens
- 16 Character tiles
- Prestige Points in different pieces (25x1, 15x5, 15x10)
- Coins in different pieces (20 x 1, 10 x 5, 5 x 10)
- 1 Maharaja piece
- 7 Action tokens
- 4 Action Discs (one for each player's color)
- 80 Shrines (20 for each player's color)
- 28 Statues (7 for each player's color)
- 4 Priests (one for each player's color)
- 4 Player boards (one for each player's color)

- 4 Special Rule tiles
- 4 Final Scoring tiles

Before the first game, assemble the Action Discs as shown. Clip together a Disc and 2 arrows of the same color.

SET UP

- A) Put the Map in the center of the table.
- B) Shuffle the Character tiles. Randomly pick 7 tiles and place them next to the Map. (suggested characters for the first game...)
- C) Put the Prestige tokens, the Coins and the Action Tokens next to the Map to form a general supply.
- D) Randomly place the Reward tiles in their designated spaces on the Reward Track, from bottom to top. Place 1 Maharani Token in the indicated space next to the Reward Track. (If you are playing with Character number 16, put the other Maharani Token in the general supply. Otherwise, put it back in the box.)
- E) Randomly place the City Flags in their designated starting spaces of the Maharaja Track.
- F) Place the Maharaja next to the Map.

Each player chooses a color:

- G) Place your Priest in the starting space on the Map.
- H) Take your Player board and place it in front of you.
- I) Take 8 Shrines of your color and place them on your board in the apposite space. All the other Shrines are put together next to the Map in the general supply.
- J) Place all the 7 Statues of your color on your board in the apposite space.
- K) Take the Action Disc of your color.
- L) Take 15 Coins and place them on your board in the apposite space.
- M) Take 3 Prestige tokens and place them on your board in the apposite space.

Put the components of the colors not in use back in the box.

Put the Special Rule tiles and the Final Scoring tiles back in the box. They won't be used in the introductory game.

Gameplay Overview

The game is divided in Rounds. In each round you will try to perform two actions. Some action allows you to build statues and shrines on the map. Your pieces will worth Prestige Points at the end of the game, but they will also give you important bonuses and income each round, if you have placed them in the city the Maharaja is visiting. As a general rule, the amount of Prestige Points is secret to other players, not the Coins.

Shrines

You can build a Shrine inside a City or inside a Village. Building a Shrine cost 1 Coin.

When you build a Shrine inside a City, place it in the external circular Shrine space. There is no limit to the number of Shrines built in a City. Shrines inside a City worth 1 Worship Point during the City Scoring (see City Scoring Phase).

When you build a Shrine inside a Village, place it in one of the available spaces. There can be only 2 Shrines in each Village. There can be only 1 Shrine of a color in each Village. The Shrines in the Villages are used to move your Priest (see below).

N.B. In a 2-player game, there can be only 1 Shrine in each Village, i.e. you cannot build a Shrine in a Village where there's already one.

Statues

You can build Statues only inside Cities. Building a Statue in the City where the Maharaja currently is costs 12 coins. Building a Statue in all other Cities costs 10 coins.

When you build a Statue, you must place it in one of the available Statue Spaces. Each City has 1 central Statue Space and 6 external Statue Spaces. Two external spaces in each City have a bonus illustrated inside of them: when you build a Statue there, you get that bonus.

Statues in the central space worth 3 Worship Points during the City Scoring; Statues in the external spaces worth 2 Worship Points (see City Scoring Phase).

Priests

You can build a Statue or a Shrine inside a City only if your Priest is currently inside that City.

You can freely move your Priest during your turn, before, during or after the action you are performing. You can freely move your Priest of any number of spaces in any direction, following these rules:

- The Priest can only be moved along the roads illustrated.
- The Priest can only be moved in a Village where there is at least one Shrine built.
- If you move your Priest in a Village where you have built a Shrine, you move it for free. If you move your Priest where you don't have built a Shrine, you must pay 1 coin to each player who built the Shrine in that Village.
- Moving the Priest into or out of a City has no cost.

Before to play

The game starts with an additional setup. Since it involves important strategic decisions to be made, read carefully all the rules before to do it.

Randomly choose the first player. The first player chooses an available Character and place it face-up in the appropriate space of their personal board. Following a clockwise order, each player chooses an available Character (for an explanation of all Characters, see Appendix 1).

Following the Characters order, from lower to higher, each player places for free one of their available Shrines from their personal board in an empty Village space. Remember that there can be only 1 Shrine of a color in each Village. Repeat until each player has placed 4 Shrines. 4 Shrines remain available to each player on their personal boards.

GAMEPLAY

Each round is divided into 5 Phases to be play in order:

- 1) Maharaja Phase
- 2) Planning Phase
- 3) Actions Phase
- 4) City Scoring
- 5) End of Round Phase

MAHARAJA PHASE

Place the Maharaja on the City indicated by the City Tile on the left-most space of the Maharaja Track, then move that City Flag on the first free space on the right of the Track. (In the first round, the number 1 space.)

PLANNING PHASE

This Phase is played simultaneously by all players. Players secretly plan the actions they will perform during the Actions Phase. There are 9 different actions illustrated on each Actions Wheel. Decide which actions you want to perform pointing them with the arrows of the Wheel. You can decide to point the same action with both arrows if you plan to perform twice the same action. After you have planned your actions, place your Wheel face-down in front of you; you cannot take it back and change the arrows' position. After all players have placed their Wheel face down, the Planning Phase ends.

ACTIONS PHASE

This Phase is played following the order indicated by the Character Tiles in front of the players, from the lower number to the higher.

When it's your turn, you must turn your Actions Wheel face up and perform both actions you have planned, choosing their order. You can decide not to perform an action, if you don't want for any reason or if you don't have the requirements needed. You can decide to perform only part of the action planned.

If you have an Action token in your supply, you can use it to perform an additional action of your choosing. Put the Action Token back in the general supply and perform the action. You can use only one Action token per turn.

You can't perform the Changing Character action spending an Action token.

After all players have played their turn, this Phase ends.

The Actions

There are 9 possible actions:

- Building a Statue
 - Place a Statue from your supply into an available Statue Space, following the general building rules. Pay its cost with a discount of 2 coin.
 - N.B. Remember that you can move your Priest before performing the building action.
- Building a Shrine
 - Place a Shrine into a Village available space or into a City, following the general building rules. Pay its cost with a discount of 1 coin.
 - N.B. Remember that you can move your Priest before performing the building action.
- Building a Statue and a Shrine
 - Place a Statue from your supply into an available Statue Space and place a Shrine into an available Village space or into a City, following the general building rules.
- Building 2 Shrines
 - Place a Shrine into a City and a Shrine into a City or a Village available space, following the general building rules. You cannot place both Shrines into Villages.
- Taking 3 Coins
 - Take 3 coins from the general supply.
- Taking 2 Shrines
 - Take 2 Shrines of your color from the general supply and place them on your personal board.
- Paying 3 coins for 2 Prestige Points
 - Pay 3 coins and receive 2 Prestige Points from the general supply.

- Changing Character
 - Put your Character tile back into the general supply. Take another Character tile from the supply or from another player. If you take it from another player, that player immediately take a new Character tile from the supply.

N.B. You can use your starting Character's special ability before changing it AND you can use the new Character's ability too!

- Changing the Maharaja Track
 - Move a City Flag of your choosing by 2 spaces to the left. The overtaken City Flags are moved one step to the right. You can also decide to move the left-most City Flag, without overtaking other City Flags.

CITY SCORING PHASE

The scoring takes place in the city where the Maharaja is. You must calculate each player's total amount of Worship Points (WP) in that city:

- Statue in the central space = 3 WP
- Statue in the external space = 2 WP
- Shrine inside the City = 1 WP
- Priest inside the City = 1 WP

After the calculation you will have the influence classification of players: first player is the player with most WP. Each tie is solved by the Character Tiles owned by the tied players: the player who owns the lower numbered Character wins the tie.

According to the table illustrated on the board, classified players will gain a reward of coins (depending on the number of players).

Following the classification order, each player will choose one available Reward Tile (for an explanation of all Reward tiles, see Appendix 2). When you choose a Reward Tile, take the bonus illustrated then move the tile above the other tiles on the Reward Track, on the first available space.

N.B. In a 2- player game, only the first 3 Reward tiles are available. In a 3- player game, only the first 4 Reward tiles are available. In a 4- player game, only the first 5 Reward tiles are available.

If you don't have WP (there isn't any piece of your color in the City), you get a compensation reward of 3 coins, but you can't choose any Reward Tile.

END OF ROUND PHASE

After the City Scoring Phase, perform the following steps:

- If there are empty spaces between the City Flags on the Maharaja Track, move them right-ward creating a continuous line of tiles. Never move the right-most tile.
- Move all the Reward tiles on the Reward Track down creating a continuous line of tiles starting from the first space at the bottom of the track.
- If it has been used, put the Maharani token back in the indicated space next to the Reward Track.

END OF THE GAME

The game could end in two different conditions:

At the end of the seventh round or at the end of the round when a player (or more players) built their seventh Statue.

Final Scoring

Put all the Character Tiles back in the supply. Players won't receive their help in the final scoring.

Players receive Prestige Points (PP) for the following conditions:

- 3 PP for each Statue of your color on the Map.
- 1 PP every 5 coins you have in your supply.
- 2 PP for each first player in every City. For each City there is a final influence scoring based on the WP, exactly as if it was a City Scoring, but only the first player on the classification will get the reward.
If there is a tie for the first position, all the tied player get 1 PP.

The player with most PP is the winner. In case of a tie between two or more players, the tied player who built most Statues is the winner. In case of a further tie, the tied player with most coins is the winner.

RULES VARIANTS

You can use a Special Rule Tile and/or a Final Scoring Tile to change the basic rules of the game and add variety to the game. You can also combine more Special Rule Tiles during the same game.

Special Rule Tiles. During the Setup, place a Special Rule Tile in its designated space of the board. You can choose it or pick it randomly. For the entire game the illustrated Special Rule will be applied (for an explanation of the Special Rule tiles, see Appendix 3).

Final Scoring Tiles. During the Setup, place a Final Scoring Tile in the designated space of the board. You can choose it or pick it randomly. At the end of the game, you will calculate the final scoring according to this tile rules (for an explanation of the Final Scoring tiles, see Appendix 4).

Appendix 1: Characters

Every Character has a special ability that is applied in different phases of the game:

1x: You can use this special ability once per round, during your turn.

Continuous: You can always use this special ability.

Scoring: You can use this special ability during the City Scoring Phase.

- 1- No effect
- 1bis- 1x: Take 1 coin
- 2- 1x: Take a Shrine of your color from the general supply
- 3- 1x: You can pay 2 coins to take 1 PP. Or vice-versa. Up to 3 times
- 4- 1x: You can pay 1 PP to take an Action Token
- 5- Scoring: Your Statues in external spaces worth +1 WP
- 5bis- Scoring: Your Priest worth +1 WP
- 6- 1x: Take 1 PP
- 7- Scoring: Each couple of your Shrines worth +1 WP
- 8- Scoring: You have 1 WP (even if it is your only WP). You participate at the scoring.
- 9- Continuous: You don't pay coins to other players for your Priest's movement.
- 9bis- Continuous: When you get a bonus from an external Statue space, you get it twice
- 10- 1x: Perform a "Changing the Maharaja Track" action
- 11- Continuous: Each time you take a PP, you get an additional PP
- 12- Continuous: You can build Statues and Shrines inside Cities even if your Priest is not in that City
- 12bis- 1x: You can put a Shrine from your supply back to the general supply to receive 4 coins or 2 PP
- 13- 1x: Build a Shrine taking it directly from the general supply. You can build it in a City even if your Priest is not in that City
- 14- 1x: Take 1 Action Token
- 15- Continuous: Each time you build a Statue, pay 3 coins less
- 16- Scoring: When you get the reward of a Reward Tile, you get it twice

Appendix 2: Reward Tiles

- Take 3 coins
- Take 3 Shrines of your color from the general supply
- Build 1 Shrine from your personal supply. You don't pay any cost. You can built it inside a City even if your Priest is not in that City
- Take 1 PP and 1 coin
- All other player must pay 2 coins (if they have them) to the general supply
- Take 2 PP
- You can pay 1 coin to receive 1 PP. Up to 3 times
- Take the Maharani Token and place it on a Character Tile in the general supply (not a Character owned by another player). You can use that Character's special ability until the end of the next round, even if that Character Tile is taken by another player. If the Character has a 1x ability, remove the Maharani Token when you use it. Otherwise, remove the token at the end of the round.

Appendix 3: Special Rule Tiles

- (Setup: Put this tile over the City Scoring Table on the Map, replacing the similar icons) During the City Scoring Phase, the first player classified takes also 1 PP
- (Setup: Put this tile on the Gameplay Section on the Map) When you perform the “Changing Character” action, you can only take Character Tiles available in the supply, not from other players.
- (Setup: Put this tile on the Gameplay Section on the Map, replacing the similar icon) Building a Statue in a City not currently visited by the Maharaja costs 12 Coins
- (Setup: Put this tile over the City Scoring Table on the Map, replacing the similar icon) Statues in external spaces worth 1 WP less

Appendix 4: Final Scoring Tile

1-

Each Statue you built worth 3 PP

First player in each City gets 3 PP

You receive 1 PP every 4 coins

Before the final scoring, you get 1 PP every 4 PP you have.

2-

Each Statue you built worth 3 PP

First player in each City gets 2 PP

You receive 1 PP every 5 coins

Take 1 PP for each city where you have at least 1 Statue or 1 Shrine

3-

Each Statue you built worth 3 PP

First player in each City gets 2 PP

You receive 1 PP every 5 coins

You get 2 PP for each City where you have built at least 2 Statues

4-

Each Statue you built worth 3 PP

First player in each City gets 2 PP

You receive 1 PP every 4 coins

You get 2 PP for each road where you have built 2 Shrines