ganesha RULEBOOK

8+

2–4

20–40 min

Ganesha is the Indian god of wisdom and prosperity. He has a kind and noble heart and large ears so that he can hear all pleas addressed to him. His patronage can remove obstacles from your path to bring you good luck.

Traveling in India, you decide to visit Ganesha's temple. In the middle of a long hall decorated with flowers, you discover an altar filled with different precious gems: rubies, emeralds, diamonds, and many more.

An acolyte of Ganesha, dressed in bright clothes, approaches you and says,

"This is an ancient game, and Ganesha watches over each and every match played. If you would like to participate, you and your fellow contestants will compete to decorate a magical mandala with precious stones. Whoever does the best job will attain special favor from Ganesha himself. But there are certain rules involved…"

What are they?

You listen carefully as the monk teaches you how to play.
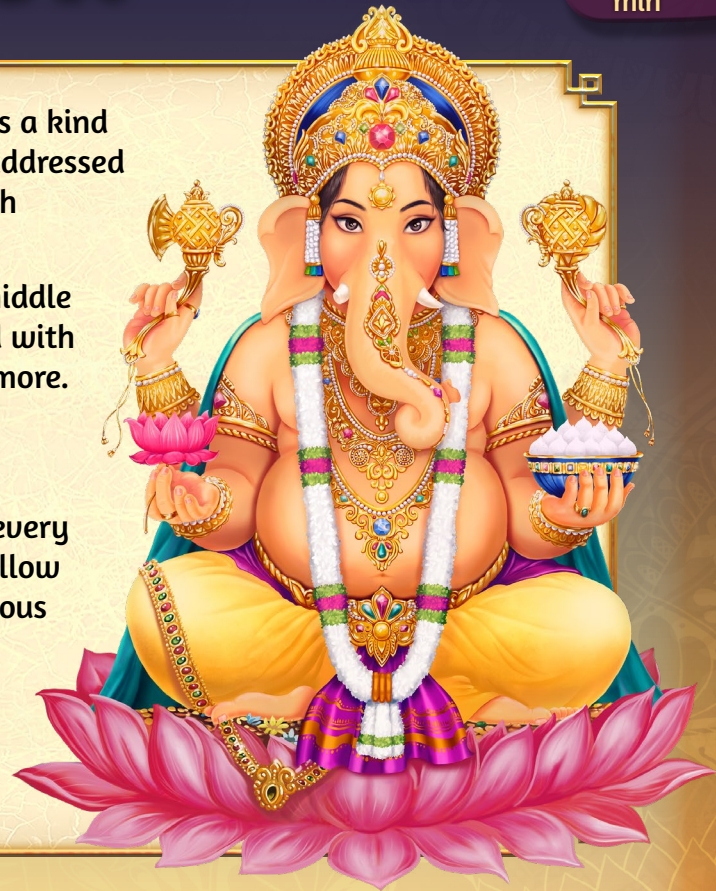
Objective

To win the game and obtain Ganesha's favor, you'll need to collect the most victory points.

During the game, you'll collect gems from the Ganesha Altar, place them on your Destiny tile, and then decide whether to place them on the Mandala to score points now or keep them for later and go for an even bigger score.

Components

4 Player pawns

8 Spice tokens

1 Ganesha's Drum token (first player)

60 Gems (12 each of red, green, purple, blue, and yellow)

1 Scoring track (3 pieces)
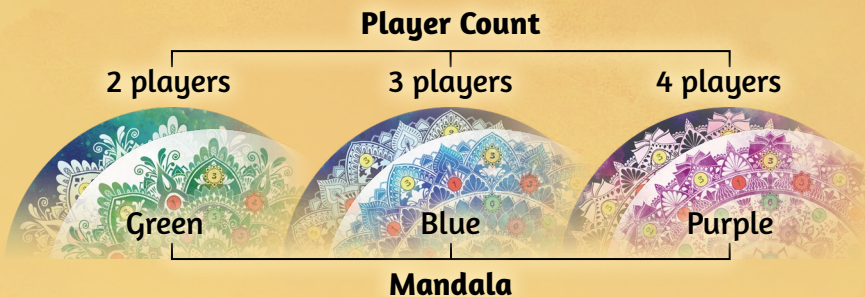
4 Destiny tiles

1 Gem bag
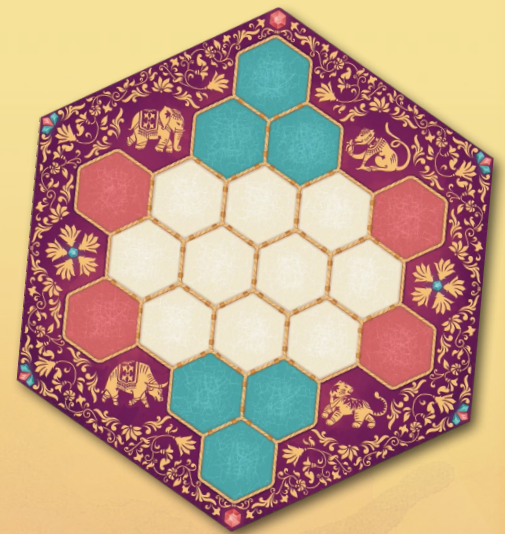
3 Mandala boards

1 Ganesha Altar board

Setup

1 Place a **Mandala board** in the middle of the table, selecting either the day side (lighter) or night side (darker):

Player Count

2 players	3 players	4 players
Green	Blue	Purple

Mandala

The other Mandalas can be returned to the box — they will not be used.

3 Place the **Ganesha Altar board** next to the Mandala.

4 Place the following **gems** into the **gem bag**:

Player Count

2 players	3 players	4 players
40 ⬡	50 ⬡	60 ⬡
(return 4 ⬡ of each color to the box)	(return 2 ⬡ of each color to the box)	(use all the ⬡)

Gems ⬡

2 Assemble the **scoring track** around the Mandala (either side may be used).

5 Randomly choose the first player and give them the **Ganesha's Drum token**, rotated with the number 1 facing upwards.

6 Each player selects a **pawn** and takes the matching color **Destiny tile**. The pawn is placed on the "0" starting space of the scoring track and the tile is placed in front of the player.

In a **4-player game**, the last player to act (on the right of the first player) places their pawn on the "2" space of the scoring track and starts the game with 2 victory points.

7 Fill the Altar.

7.1 Place the Spice tokens:

> Rules that are written in red are advanced rules referring to the Spice tokens. We recommend playing your first game without them, meaning you can ignore all red parts of this rulebook for your first play.

a. The first player shuffles all Spice tokens and randomly draws as many of them as there are players in the game.

3

b. Place the drawn tokens face down on the Altar. There must be at least 1 empty hex between any 2 tokens.

c. After all the drawn Spice tokens are placed, flip them face up. Place the unused Spice tokens next to the Altar.

7.2 Place the gems:

Randomly draw gems from the bag one by one and place them on the playing hexes of the Altar from left to right, top to bottom, until each hex has 1 gem:

Player Count		
2 players	3 players	4 players

Used Hexes

Note: If you are playing with the Spice tokens, you will place the gems directly on top of the tokens.

You are now ready to begin the game!

Setup for a 3-player game

Gameplay

- **2-player games** last 12 rounds.
- **3 and 4-player games** last 9 rounds.

During every round and beginning with the first player, each player will take 1 turn consisting of 3 phases:

1. Take 1 or 2 gems from the Altar and activate Spice token effects.

2. Place the taken gem(s) on your Destiny tile:
   a. In your Treasury;
   b. In 1 of your Destiny slots.

3. Move gems from your Treasury onto the Mandala and score victory points. (Optional)

If there are **no gems to take from the Altar** on your turn, Phases 1 and 2 are skipped. You may still perform Phase 3.

Phase 1: Take Gems from the Ganesha Altar

On your turn, you have 2 options:

A. **Take 1 gem** of any color from any hex of the Altar (on your first turn, you must choose this option). If the hex has a Spice token, you may activate the effect of that token immediately after taking the gem.

B. **Take 2 gems** if you have at least 1 gem in your Destiny slots.

The first gem you take:

- May be from **ANY** hex, but must match the color of a gem on 1 of your Destiny slots. If the hex has a Spice token, you may activate the effect of that token immediately after taking the gem.

The second gem you take:

- May be **any** color, but must be taken from a hex **adjacent** to the first gem. If the hex has a Spice token, you may activate the effect of that token immediately after taking the gem.

If you have **the same color gem in both of your Destiny slots**, then the second gem:

- May be **any** color and may be taken from **ANY** hex of the Altar. If the hex has a Spice token, you may activate the effect of that token immediately after taking the gem.

When taking 2 gems, take **both** gems before placing the first gem on your Destiny tile — you will place both in Phase 2.

Note: It is not possible to take more than 2 gems from the Altar during Phase 1.

EXAMPLE #1:

You have 1 red and 1 green gem in your Destiny slots. You may either:

A. *Take 1 gem from any hex of the Altar.*

B. *Take 2 gems, starting with the red gem in the top row (it matches the red gem in your left Destiny slot).*

For the second gem, you can take either one of the yellow gems or the purple gem (all are adjacent to the red gem you took).

Phase 2: Place Gems on Your Destiny Tile

You must place all gems taken from the Altar either in your **Treasury** or in the **Destiny slot(s)**. Each Destiny slot may only hold 1 gem at a time.

If you took **1 gem**, you may:

A. Place it in your Treasury.

B. Place it in 1 of your Destiny slots. If the slot is occupied, the existing gem is moved to your Treasury before the new gem is placed.

If you took **2 gems**, you may:

A. Place both gems in your Treasury.

B. Place each gem in a different Destiny slot. If the slot is occupied, the existing gem is moved to your Treasury before the new gem is placed.

C. Place 1 gem in your Treasury and the other gem in 1 of your Destiny slots. If the slot is occupied, the existing gem is moved to your Treasury before the new gem is placed.

Note: Gems placed in the Treasury will stay there until you decide to move them to the Mandala (during Phase 3). A gem may not be moved from your Treasury to a Destiny slot.

EXAMPLE #2:

Using Example #1, you took 1 red and 1 yellow gem from the Altar.

You place the red gem directly into your Treasury.

You place the yellow gem into your left Destiny slot, which moves the red gem from the slot into your Treasury as well.

Phase 3: Move Gems to the Mandala and Score Victory Points (Optional)

During Phase 3, you **may** move 1 or more gems from your Treasury to the Mandala and score victory points. This Phase consists of 2 steps:

1. **Sacrifice.** To move gems to the Mandala, you must first sacrifice a gem to Ganesha from your Treasury **(not from a Destiny slot)** by placing it back in the bag. You may sacrifice:

- **1 gem of any color** — move all remaining gems of that color to the Mandala.
- **1 yellow gem** — move all gems of any 1 color to the Mandala.
- **ZERO gems** — move all **yellow** gems from your Treasury to the Mandala.

2. **Place.** Move **all** available gems of the chosen color from your Treasury to the Mandala. Immediately score victory points for each gem placed on the Mandala and advance your pawn the corresponding number of spaces on the scoring track.

There are several rules you must follow when placing gems on the Mandala:

1. **The color of the gems you place on the Mandala must match the color of the gem slots.**

2. **The gems must be placed in order.** The first gem of a color that is placed on the Mandala must always be put in the starting gem slot, indicated by this symbol:

Subsequent gems of the same color must be placed on the next clockwise empty gem slot. You may not skip any gem slots.

3. **You may only place 1 color per turn.**

4. **You must move ALL gems of the chosen color from your Treasury to the Mandala.**

You decide to Sacrifice and Place red gems. You first sacrifice 1 red gem from your Treasury to the bag.

*Next, you move your remaining **3 red gems** to the red gem slots on the Mandala, beginning with the starting slot and moving clockwise.*

You score 3, 5, and 3 points and move your pawn forward 11 spaces on the scoring track.

End of Round

After each player has taken 1 turn, the current round ends.

At the end of every round, **the first player spins the Ganesha's Drum token counterclockwise to the next number and gains 1 victory point** (move the pawn ahead 1 space on the scoring track). This marks the beginning of a new round.

Every 3 rounds, the following steps are taken:

1. **Ganesha's Drum is passed** clockwise to the next player. The new first player places the token so that the number 1 faces upwards.

2. **All gems on the Altar are returned to the bag.**

3. **All Spice tokens are removed** from the Altar and shuffled with the unused Spice tokens. The first player randomly draws tokens equal to the number of players and places them on the Altar as in step 7.1 of the Setup.

4. **New gems are drawn from the bag** and placed on the Altar as in step 7.2 of the Setup.

Game End & Victory

- **2-player games** last 12 rounds.
- **3 and 4-player games** last 9 rounds.

After the last round of the game, the final stage begins:

1. Players move all gems from their Destiny slots to their Treasuries.

2. Starting with the player who has the lowest number of victory points and moving clockwise, players take turns placing 1 gem from their Treasury onto the Mandala (they do not need to sacrifice anything to do so). If multiple players have the same lowest number of victory points, the younger player begins.

This placement must follow the usual rules:

- The color of the gem being placed must be the same as the gem slot.
- Gems must be placed on the first empty gem slot (clockwise) from the starting gem slot.
- After placing a gem onto the Mandala, score the number of victory points indicated and move your pawn forward on the scoring track.

Players continue placing gems one by one until all Treasuries are empty.

The player with the most victory points wins the game.

If multiple players have the same number of points, the first player to reach the winning score is declared the winner.

CREDITS

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The Spice Tokens

If there is a Spice token under a gem that you take from the Altar during Phase 1 of your turn, you may immediately apply the effect of the token after taking the gem.

EFFECTS OF THE SPICE TOKENS

Cardamom. Remove the last placed gem of any color from the Mandala and return it to the bag.
Example: There are 2 red, 4 green, and 3 blue gems on the Mandala. The effect of Cardamom allows you to remove the last red, green, or blue gem.

Caraway. Exchange your taken gem with any other gem on the Altar and keep the replaced gem. If there is a Spice token on the hex of the replaced gem, do not apply the effect of that token.
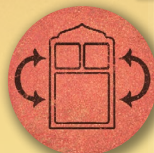
Coriander. After Phase 2 of your turn, perform an additional action: move 1 or 2 gems from your Destiny slot(s) to your Treasury, and then move the same number of gems from your Treasury to your Destiny slot(s).

Ginger. Give the gem from this hex to another player. They must give you a gem of a different color from their Treasury (if possible).

Cinnamon. Immediately gain 1 victory point and advance your pawn on the scoring track.

Clove. If you place any gems onto the Mandala this turn, you may sacrifice a gem of any color (not only of the same color or yellow).

Red Pepper. Spend 1 victory point and draw 1 random gem from the bag. If it is the same color as the gem you took from the Red Pepper hex, place it in your Treasury. Otherwise, return it to the bag. If you do not have any points, you may not use Red Pepper.

Black Pepper. Return to the bag any gem from your Treasury. Then draw 1 random gem from the bag and place it in your Treasury.