

Taj Mahal

A game for 3 to 5 players by Reiner Knizia. Condensed rules by Eric Postpischil, <http://edp.org>.

Introduction.

Goal: Get the most points.

- Points are given for goods (rice, tea, spices, or jewels) on octagonal province tiles and on square bonus tiles.
 - Each player scores n points when they get their n^{th} good of each type.
 - When a player gets their 5th good of a type, they will get 5 points, having scored 1, 2, 3, and 4 points earlier.
- Points are given for getting certain bonus tiles and for playing the “+2” special card.
- Points are given for connecting provinces with uninterrupted sequences of palaces.
- Points are given for cards at the end of the game.

Cards.

- There are 84 colored cards, 21 with each background of red, yellow, green, or violet.
- There are 12 white cards.
- Four special cards also have a white background but have a different back and start by the board, not in the deck.
 - The elephant and Grand Mogul special cards each simply count as one of that symbol.
 - The “+2” special card gives the player two points immediately. (This card may be used once per province.)
 - The Color Change card lets the player use a different color once per province, as they play this card.
 - Each special card shows two oval tiles on the bottom. These oval tiles are used to take possession of the card.

Basic Play.

- Players play cards to compete for various awards that are available in each province.
 - The province tile award provides goods that score points immediately.
 - The crown award provides a palace that can connect provinces, to score points.
 - The oval tile awards provide palaces that can connect provinces and take bonus tiles.
 - Players should accumulate strength in individual colors of cards so they can endure a competition.
 - You should avoid expending cards without winning awards.
 - You can win an award by withdrawing while you are ahead.
 - Because of the above, you should avoid letting a player get ahead, even temporarily, for an award you want.
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Setup.

Put the number 12 octagonal province tile on the province with Agra.

Shuffle the other eleven octagonal province tiles and put one randomly in each of the other eleven provinces.

- The provinces will be visited in the resulting order.

Put the Taj Mahal “+4” bonus tile face up on the fortress city Agra.

Shuffle the 15 square bonus tiles and put one randomly face up on each other fortress city (red background).

Put the four special cards face up beside the board.

Shuffle the 96 regular cards.

Deal six cards facedown to each player. (Players may look at their own cards.)

Optionally, separate the 24 oval influence tiles and the palaces by color.

Assign one palace color to each player and put a palace of that color on the zero space of the scoring track.

Put one black figure in province 1 to mark the current province.

Select a start player and put one black figure in front of that player to mark the current start player.

Visit Each Province.

Fill the award spaces in the court in the upper-right corner of the board:

- Put one of each oval tile into the four ovals: green vizier, purple general, orange monk, and yellow princess.
 - If a tile remains from a previous province, leave it and do not add another.
- Put the crown (ring) in the crown space.
 - If the crown is on a palace on the board, move it to the crown space. It is no longer needed on the board.
 - If the crown remains from a previous province, leave it and do not add another.
- Move the octagonal province tile from the current province to the octagonal space.
 - If a tile remains from a previous province, discard it.

Deal cards face up as a card supply—5, 7, or 9 cards for 3, 4, or 5 players (one less than two cards per player).

- When the deck is exhausted, shuffle the discard pile.

Perform the Competition below.

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Give each player with a palace in the province one point for that province and one point for each province that is connected to the current province by an uninterrupted sequence of roads and palaces of that player.

- A city without the player's palace is an interruption.

Each player with two identical oval influence tiles:

- Returns them to the supply.
- Takes the special card (from either the table or the current possessor) showing those two ovals at its bottom.

Move the current province figure to the next province in number.

Move the black start player figure clockwise one player.

Competition.

Beginning at the current start player and continuing clockwise until all players withdraw, each player does one of:

- Play one colored card.
- Play one colored card and one white or special card.
- Withdraw from competition. (This player may not play anymore in this competition.)

When playing:

- Your colored cards must be the same color as your first card in this competition (which may be any color).
 - Except any color may be played when the Color Change special card is played with it.
- Play cards face up and overlapped so all players can see the symbols.

When a player withdraws:

- If your played cards show more of any symbol than each other remaining player's face up cards, take the corresponding award from the court (if it is still there).
 - Green viziers, purple generals, orange monks, and yellow princesses each win the corresponding oval tile.
 - Grand Moguls (on throne with crown) win the crown (ring).
 - Elephants win the octagonal province tile, which shows one or two goods (rice, tea, spices, or jewels).
 - You may win in more than one symbol and win even though other players have not yet withdrawn.
- When you take the tile for a green vizier, purple general, orange monk, or yellow princess:
 - Put one of your palaces on any city space in the current province without a regular (uncrowned) palace.
 - If there is a square bonus tile in that space, score it immediately:
 - For the "+2" tile, score two points and discard it.
 - For the "+1" tile with a deck illustration, draw one card from the draw pile and discard the tile.
 - For a tile with a good, score one point for that good plus one point for each of that good you already have (in previous bonus tiles or province tiles) and keep the tile.
 - For the Taj Mahal "+4" bonus tile, score four points and discard the tile.
- When you take the crown for a Grand Mogul:
 - Put the crown on one of your palaces and put it on any city space in the current province, empty or not.
 - Do not take or score any bonus tile in that space.
- When you take the octagonal province tile for the elephant symbol:
 - Take the tile, score it, and keep it.
 - Score one point for each good on the tile plus one point for each of that good you already have (in previous bonus tiles or province tiles).
- Take your played special cards back into your hand.
- Put your played regular cards face up on the discard pile. (These cards no longer affect this competition.)
- If you withdrew before playing any cards, draw the topmost card from the draw pile.
- Take two cards of your choice from the face up supply, except there is only one for the last player.

The last competing player may play as many cards as they wish before withdrawing.

Game End.

After the 12th province, each player scores points for cards remaining in their hand:

- 1 point for each special card.
- 1 point for each white card.
- 1 point for each card of any one color. (Use the color that gives them the most points.)