

In this variant you will use workers of 2 different colors, which will allow you to change colors between actions and make it easier to execute the same action in a row. Workers that get kicked out will be placed on the Solo Track, where they will trigger certain events. At the end of the game, your Rupees will determine how well you lived up to Emperor Akbar's expectations.

Game Setup

Set the game up as you would for two players, with the following changes:

1. Place the Solo Track next to the game board.
2. Choose two sets of player pieces to act as your main and secondary colors. Take all pieces of your main color, along with all workers and II markers of your secondary color; return the rest of the markers to the box.
3. Prepare one player board with the markers of your main color. For the moment, set aside the player markers of your secondary color.
4. Place all 20 workers in a row along the Solo Track, starting with your main color and alternating colors thereafter.
5. Set the Imperial Board up with the Influence Markers of your main color; do not use the markers of your secondary color.

6. Set up the Guild Influence Tracks as you would for a 2-player game, using 6 markers of your secondary color. Place the remaining 5 markers next to the Imperial Board, for later use. The Akbar section will not be used in this variant; in a Solo game, his demands cannot be met.
7. Notables: Remove the Sadr us-Sudur (n° 20, level-III) card from the Notables deck and return it to the box. Along the River, place:
 - 3 level-I Notables
 - 3 level-II Notables
 - 2 level-III Notables
 - 1 level-IV Notable
8. Make sure that the River contains 3 Notables from each Guild; replace Notables as necessary in order to meet this requirement.
9. Start the game with 2 Rupees.



Gameplay

Important: You control all workers in your main and secondary colors. Note that only your main color is used to mark resources, offerings, and favors. For the purposes of Meditation and Peon actions, the topmost worker on the Solo Track indicates the active color for this turn. When taking a Peon action, do not take a worker from the Solo Track; the active color will remain active for the next turn.

At the **start of a turn**, the player should turn the topmost worker on the Solo Track by 90°, to indicate which color is active.

During the **Meditation Phase** you can gain Meditation Points (MP) by using (laying down) workers of the active color.

In the **Action Phase**, take the topmost worker from the Solo Track. Place that worker on an action space and perform that action.

You can use the **Peon** to reactivate a worker already on the board. To do so, you must return an already-removed Cover Tile to the game box, forfeiting the end-game victory points it would have provided. Then, pay 1 Rupee (instead of 2) and activate an action space already occupied by a worker of the active color. If the worker had been laid down due to a Meditation action, place it in an upright position. If you do not have any available Cover Tiles, you may not take the Peon action.

Exception: If you use a Favour Tile to take a Peon action, you don't need to spend a Cover Tile.

If you kick out one of your workers, place it on the first empty space of the Solo Track directly underneath the last worker placed there. There must not be any gaps between workers on the Solo Track.

A worker can only be kicked out of a space by a worker of another color. Regardless of whether the worker was standing up or lying down, you do not earn Favour for kicked-out workers.

The Solo Track displays icons next to the spots where you place your workers. These icons show one of four possible effects: Builder, Notables, Demands and Favour, as described below. On the first 20 spaces of the Solo Track, the effects trigger before you remove a worker at the beginning of the Action Phase. On all spaces after the 20th, effects trigger at the end of that turn (rotate the kicked-out worker 90° in order to remind you to trigger the effect at the end of the turn). After triggering the end-of-turn effect, turn the worker back to its normal orientation.

SOLO TRACK EFFECTS:

Important: When resolving these effects, do not roll the die to evaluate Notables or Demands. The die is only rolled to move the Merchant or the Builder. Starting with the set-up, after the die is rolled, it remains on that result until it is rolled again. This allows you to plan ahead because you can see what Notables might be removed or which Demands might be fulfilled.



Favour: You receive 1 Favour.



Builder: The Builder builds the Building he is on, then moves by rolling the die.






Notables: Starting from the top of the River and counting downward, find the Notable whose position corresponds with the result shown on the die. Remove this notable from the game. Do not count past the position of the Boat. If the result of the roll is greater than the number of available Notables, continue counting from the top of the River. For the purposes of moving the Boat, that Notable's Contract is considered to be fulfilled. Any player markers on that Notable are returned as Favour.



Example: 2 level-I and 2 level-II Notables are available, as the Boat has not yet reached the level-III Notables. The die that had been rolled earlier, shows 6 pips; count the 4 available Notables and then continue on with level-I again. The second level-I Notable gets removed and is considered fulfilled.



Demand: Refer to the table on the right and fulfill the relevant Guild's current demand. Place a marker of your secondary color in the appropriate spot, and move the Guild demand marker to the next available spot. If the order limit has been reached, do not place a player marker.

If the die shows	Deliver to the
1-2	Artisans' Guild 
3-4	Merchants' Guild 
5-6	Scholars' Guild 

Game End

In addition to the three regular conditions for ending the game, this variant provides two more game-end conditions. The end of the game is triggered whenever:

1. All buildings have been built (all Under Construction tiles are removed), OR
2. You place a worker on the „36“ space of the Solo Track, OR
3. A level-IV Notable's Contract is fulfilled, OR
4. Your Influence marker reaches the topmost step of an Influence track, OR
5. A Guild Order column is filled with 6 player markers.

FINAL SCORING:

- ✿ For every Notable with a fulfilled Contract marked "Game End," receive Rupees as indicated by that Contract.
- ✿ If your glass token has reached the last space of your Meditation track, take 5 Rupees.
- ✿ You receive 1 Rupee for every Cover Tile removed from your player board; do not count those removed with the Peon action.

SPECIAL RULES:

- ✿ Whenever you use the Architect to build a Building, you don't place a worker on that building, but do perform the usual processing of goods. Choose one Building Bonus tile of the appropriate type and take its rewards, then choose another Building Bonus tile of the same type and remove it from the game. This means that there are only 6 available bonuses; you can build more than 6 buildings, but you will not receive a bonus when constructing the third building of each level.
- ✿ If you use the Statue's „Luxury Goods“ extra action, move one worker of the active color from one action space to any other. Don't take a new worker from the Solo Track.
- ✿ Do not place any Rupees when moving the Merchant.
- ✿ If a Game End condition is met, the game ends at the end of that turn.(without playing an extra round/turn)
- ✿ If an action lets you stand workers upright you may do so with any of your workers, and not just those of the active color.

Adjustments to increase/decrease the difficulty of this variant:

- Hard:**
- Reduce the amount of possible Peon actions by restricting them to 4 instead of 8.
 - Increase the cost of a Peon action to 2 Cover Tiles and 1 Rupee.
- Easy:**
- In the Meditation Phase, use workers of both colors to generate Meditation Points.
 - If you use the Peon action, reactivate a worker of any color, not just the active one.

RANK:

Number of Rupees	Result
100 + Rupees	Your name will be known forever in the Court of the Mughal Emperors! You are honored as Emperor Akbar's right hand!
90- > 99 Rupees	You are destined to increase your wealth. With his blessing, Akbar assigns you as the Subadar of a prosperous region.
80 -> 89 Rupees	Your performance was average; you are given a functionary role in Akbar's palace.
70 -> 79 Rupees	Akbar is disappointed by your performance; you are named as Fawjdar of a small district and must maintain its law and order.
0 -> 69 Rupees	Akbar has already forgotten your name; you are sent to a small village to count its cows.

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II

I2



I3



I4



I5

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I7



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