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Game by Maxim Istomin

# ganesha RULEBOOK



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.

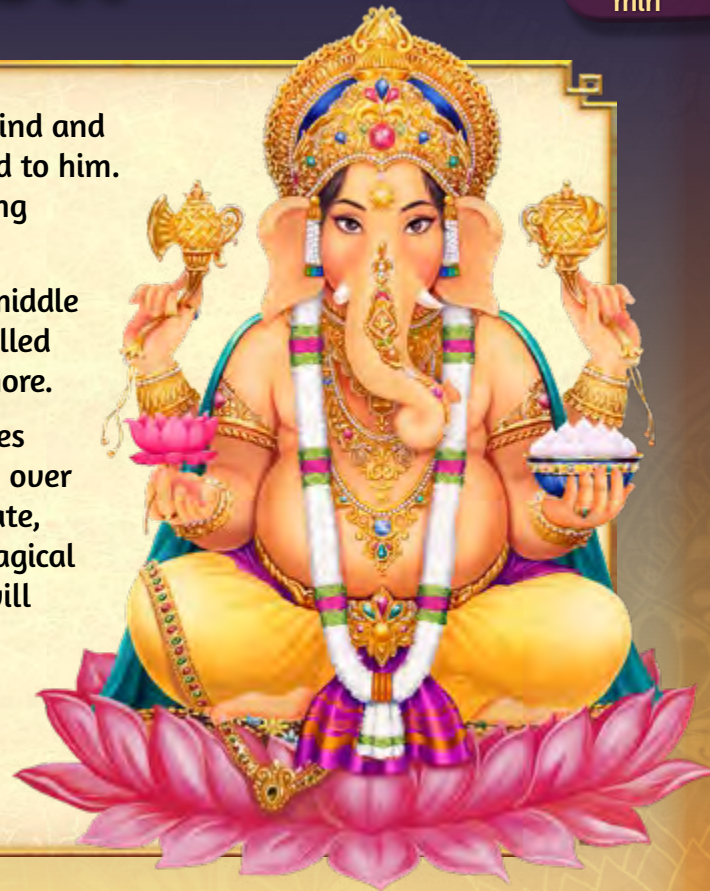
His patronage can remove obstacles from your path to bring you good luck.

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 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 acolyte 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's Altar, place them on your Player tile, and then decide whether to place them on the Mandala to score points right now or keep them for later and go for an even bigger score.

# Components



4 Player pawns



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



1 Gem bag



8 Spice tokens



1 Ganesha's Drum token (First Player token)



1 Scoring track  
(3 pieces)



4 Player tiles



3 Mandala boards



1 Ganesha's Altar board

# Setup

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



The other Mandalas can be returned to the box. They will not be used during the current play.

- 3 Place the **Ganesha's Altar board** next to the Mandala.

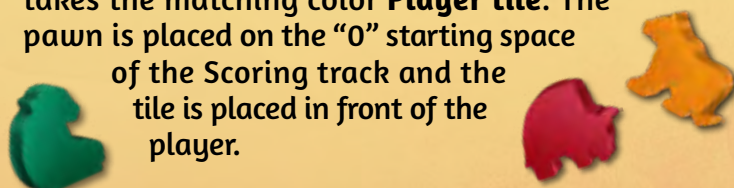
- 4 Place the following **gems** into the **Gem bag**:

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		

- 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 **Player tile**. The pawn is placed on the "0" starting space of the Scoring track and the tile is placed in front of the player.



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



- 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 face down and randomly draws as many of them as there are players in the game.

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.



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

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

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 a Spice token effect (if you can and want to).**
2. Place the taken gem(s) on your Player tile:
  - a. In your Treasury;
  - b. In one of your Tactics slots.
3. Move gems from your Treasury onto the Mandala and score victory points. (Optional Phase.)



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 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 Tactics slots. **Whenever you take a gem from a hex containing a Spice token, you may activate the effect of that token immediately after taking the gem.**
  - The first gem you take may be from **ANY** hex, but must match the color of a gem on one of your Tactics slots.
  - The second gem you take may be **any** color, but must be taken from a hex **adjacent** to the hex of your first gem.
  - If you have **the same color gems in both of your Tactics slots**, then the second gem may be **any** color and may be taken from **ANY** hex of the Altar.

When taking 2 gems, take **both** gems before placing the first gem on your Player tile (you will place both during 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 gems in your Tactics 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 Tactics slot).

For your second gem, you can choose either one of the yellow gems or the purple gem (all are adjacent to the hex of the red gem you have taken).



### Phase 2: Place Gems on Your Player Tile

You must place all gems taken from the Altar in your **Treasury** and/or your **Tactics slot(s)**. Each Tactics slot can **only hold 1 gem** at a time. You can place your new gem in a Tactics slot containing another gem. In this case, the existing gem is moved to your Treasury before the new gem is placed.

If you have taken **1 gem**, you may:

- A. Place it** in your Treasury.
- B. Place it** in one of your Tactics slots.

If you have taken **2 gems**, you may:

- A. Place both gems** in your Treasury.
- B. Place each gem** in a different Tactics slot.
- C. Place one of the gems** in your Treasury and the other gem in one of your Tactics slots.

**Note:** Gems placed in the Treasury will stay there until you decide to move them to the Mandala (during Phase 3). A gem cannot be moved from your Treasury to a Tactics slot (unless otherwise stated).

#### EXAMPLE #2:

Let's continue Example #1. You have taken 1 red and 1 yellow gems from the Altar.

You place the red gem directly into your Treasury.

You place the yellow gem into your left Tactics slot moving the red gem from the slot into your Treasury.



### 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 for that. This Phase consists of 2 steps:

1. **Offering.** To move gems to the Mandala, you must first offer a gem to Ganesha from your Treasury (**not from a Tactics slot**) by placing it back in the bag. You can offer:
  - **1 gem of any color** to move all remaining gems of that color from your Treasury to the Mandala.
  - **1 yellow gem** to move all gems of any 1 color from your Treasury to the Mandala.
  - **ZERO gems** to move all **yellow** gems from your Treasury to the Mandala.

2. **Placement.** 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 its gem slots.**
2. **The gems must be placed in order.** The first gem of a new color that is placed on the Mandala must always be put in the starting gem slot, indicated by this symbol (see on the right).
- Subsequent gems of the same color must be placed on the next clockwise empty gem slots. You cannot skip empty gem slots.
3. **You can only place 1 color per turn.**
4. **You must move ALL gems of the chosen color from your Treasury to the Mandala.**



#### EXAMPLE #3:

You decide to offer and move red gems. First, you offer **1 red gem** from your Treasury to the bag.

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



You score 5, 4, and 3 points and move your pawn forward 12 spaces on the Scoring track.

**Tip:** Do not hold gems in your Treasury until the end of the game. Move them to the Mandala to gain the most victory points!

## 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.** This marks the beginning of a new round.

Every 3 rounds, the following steps are taken:

1. **The 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 Tactics 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 Treasuries onto the Mandala (they do not need to offer gems to do so). If multiple players have the same lowest number of victory points, the younger tied player begins.

This placement must follow the usual rules:

- The color of a gem being placed must be the same as its gem slot.
- Gems must be placed on the first empty gem slots (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. If your pawn should cross the "50" space of the Scoring track, skip the "0" space.

**The player with the most victory points wins the game.**

If multiple players have the same number of points, the first tied player reached 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 (but not obliged) immediately apply the effect of that 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 Tactics slot(s) to your Treasury, and then move the same number of gems from your Treasury to your Tactics slot(s).



**Ginger.** Give your taken gem to another player who has at least one gem of another color in their Treasury. That player must give you a gem of a different color (of their choice) from their Treasury.



**Black Mustard.** Immediately gain 1 victory point and advance your pawn on the Scoring track.



**Cinnamon.** If you place gems onto the Mandala this turn, you can offer 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 this token, 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 any gem from your Treasury to the bag. Then draw 1 random gem from the bag and place it in your Treasury.