The Maharaja has grown old and his sons hope to take over soon. Therefore, they buy precious antiques as presents for the ruler in order to gain his favor. Players score points for each antique and can get additional points for collections. The player with the most points by the end of the game wins and becomes the new Maharaja.

**COMPONENTS**
- 36 antiques cards (6 types, each in 6 colors).
- 9 trade cards.
- 15 collection cards, 14 gold coins (each worth 3 rupees).
- 12 silver coins (each worth 1 rupee).

**SET-UP**
- Shuffle the antiques cards and put them out as a face down draw pile. Draw four cards from the pile and lay them face up in one row; they form the “current offer”.
- In the 4-player game, you need only those trade cards that show 4 people on the back.
- In the 2- or 3-player game, you play with the trade cards without people on the back.

Lay out the trade cards face up in a row, from left to right with descending number values. Trade cards that are not needed are removed from the game.

**GAMEPLAY**

Players play in turn, in clockwise order. The game consists of several “sales days”. A sales day proceeds as follows:

1. Carry out an action:
   - a) Take a gold coin: Take one gold coin from a trade card. Important: You have to pick the coin that is lying furthest left.
   - b) Buy an antique: Take one antiques card of your choice from the current offer and pay the purchase price of 2 to 4 rupees to the bank. The price depends on the furthest left trade card that has a coin on top: You have to pay the price that is indicated at the bottom of this card. Place the antique you have bought face up in front of you. Important: You should overlap the antiques, sorted by items; it is sufficient if the upper quarter of the card is visible.
   - c) Take a collection card: If you currently meet the conditions of one or more collection cards from the current offer, you may take one of them, if you want.
   - d) Take a collection card: If you have only one antiques card in a set, you may take another one only when you have another general supply, you may take one of them, if you want.
   - e) Pay taxes: If you currently meet the conditions of one or more collection cards from the current offer, you may take one of them, if you want.

2. Take a collection card:

You have another complete turn. A second sales day follows immediately.

**END OF THE GAME**

If players can no longer lay out four antiques because the pile has been depleted, the scoring takes place immediately.

**Scoring**

- First, each player who has only one antiques card in a set, you may take another one only when you have another general supply, you may take one of them, if you want.
- Then everybody adds up the point values of his antiques cards and collection cards.
- In addition, every 3 rupees score 1 point.

The player with the most points wins. In case of a tie, tied players with the most antiques wins. If tied players have the same number of antiques, then more than one player wins.

**Other important details**

- You don’t have to take a collection card, even if you are able to meet the conditions. You may take it on a later turn, if it is still available. If you forget to take it, you may try again only on a later turn (provided this is still possible).
- If you have 3 scimitars, for example, you can nevertheless take the collection card with 2 scimitars at first.
- Make sure that you place only gold coins on the trade cards. You can change money at the bank, of course.

**Variant for two players:** If you often play the game with two players, you should try the gray sides of the collection cards. If you take a collection card, you trigger an immediate effect (shown at the bottom right of the card) that you must execute as the last step of your turn:

- You receive 3 rupees from the bank (pay taxes if necessary).
- You have another complete turn. A second additional turn goes to waste!

The antiques of the current offer are removed from the game, face down.

Reminder: You don’t have to take a collection card even if you are able to meet the conditions. This makes for interesting tactical possibilities.

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