

Mandala - Solo Version

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Game preparation

First, setup the game as usual by dealing 6 cards to your hand and 2 cards in your cup. "Master Yoga" is dealt only 2 cards to his cup and no cards in his hand.

Then seed the mandalas as usual with 2 cards each, which you draw one after the other and, from your point of view, laid out from left to right. During the entire game, make sure that the cards are always placed in the mountain of a mandala from left to right. Stack cards of the same color.

Game play

You always take the first turn according to the usual rules. Then it is Master Yoga's turn and he performs two consecutive moves, one for what you see as the left mandala and one for the right mandala. This continues until the game ends.

Master Yoga

On each move of his turn, Master Yoga first draws the top card from the draw pile. Three main cases can occur:

- If the drawn color is in the mountain of the current mandala, he places the card in the mountain and ends the move for this mandala.
- If the drawn color is in your field, the card is put on the discard pile and the move for this mandala ends.
- Otherwise, the card drawn goes into Master Yoga's field. Then Master Yoga draws further cards from the draw pile and places them in his field until a mountain color is drawn (discarded), one of your field colors is drawn (discarded), or the sixth color is placed in this mandala (which completes the mandala). Only then does the move for this mandala end.

Special case: If the *first* card drawn during Master Yoga's current move is the sixth color in the mandala, Master Yoga may place it in the mountain instead of his field. However, he only does this in the following two cases:

- He has greater strength (i.e., he has more field cards in this mandala than you) and there is an even number of colors in the mountain. Or ...
- He has less strength (i.e., he has \leq field cards in this mandala than you) and there is an odd number of colors in the mountain.

In other words, Master Yoga places the sixth color in the mountain if the card gives him an additional color when the mountain cards are distributed.

Resolution of a mandala

Master Yoga receives cards from the mountain even if he does not have a single field card in the mandala. The selection is made according to the usual rules, i.e. it begins with who has more field cards in the mandala or else who did not complete the mandala.

If it is Master Yoga's turn to choose cards, he always chooses the color with the most cards in the mountain. In case of a tie, he decides between the colors involved in the tie as follows:

1. He prefers to choose the color he doesn't have in his river, otherwise he chooses the color you don't have in your river yet.
2. If all the colors involved in the tie are present in both rivers, he chooses the color that earns him more points (i.e., it is in a higher position).
3. If all the colors involved in the tie are not in his river, but are in your river, he chooses the color that is more valuable to you.
4. If all the colors involved in the tie are in his river, but not in your river, he chooses the color that is more valuable to him.
5. If none of these criteria lead to a clearcut color, he chooses the color that is in the mountain, from your point of view, furthest to the left.

Note: If these steps are too unwieldy, you can just skip points 2 through 4 for now. This also makes the game easier.

Ending

The game ends according to the usual rules. If this happens during the move of Master Yoga for the left mandala, the move for the right mandala is no longer carried out. Scoring is as usual. *If you have more points than Master Yoga, you win!*

