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THE OBJECT: Players are ancient rug collectors vying to display their collection in the Taj Mahal and earn the most points.

30 Cards:



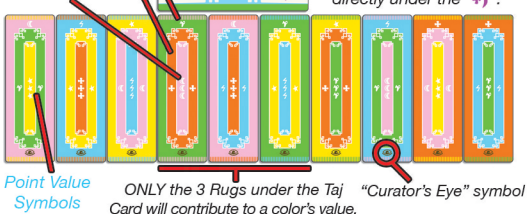
SETUP:

1. Choose a dealer to perform the remaining **SETUP** steps.
2. All players take a Voting Card of each type into their hands.
3. Place the Taj Mahal Card (Taj) in the playing area with the "+" on the right side. Shuffle all 10 Rug Cards, then lay them out vertically in a row under the Taj to create the "Display." Arrange the Rugs so that the "Curator's Eye" symbol (👁️) is away from the Taj. There should be 3 Rugs under the Taj with 3 Rugs on the left side, and 4 Rugs on the right side. (See **SAMPLE SETUP below**)
4. Shuffle all 10 Secret Goal Cards face down and deal 1 to each player. Players take their Secret Goal Cards into their hands, keeping them hidden throughout the game. Set aside unused Secret Goal Cards **face down**.

Sample Rug Value:

GREEN: 1 point
 ORANGE: 2 points
 PINK: 3 points

"Taj" (Taj Mahal)
 "DISPLAY" SETUP
 A point is added to the value of the 3 colors directly under the "+".



PLAYING THE GAME: Each of the 5 colors will have a total value at the end of the game based on their prominence on the 3 Rugs under the "Taj" Card. Each Rug is made up of 3 portions, each with its own color. The outer section adds a value of "1" to its corresponding color. The middle section adds a value of "2" and the center section adds a value of "3." The Rug **directly** under the "+" earns an extra point for each of its colors' values. (See **Sample Rug Value above**) At the end of the game, a player will earn a score based on his Secret Goal Card colors (and modifiers: 2, 1, -1) **MULTIPLIED** by the total value of those colors on the Rugs under the Taj Card.

GAME TURN: The player to the left of the dealer becomes the first "Proposer" and takes the first turn. On a player's turn, he must make a proposal to have 2 Rugs switch places in the Display (row of Rugs). Then, a vote is taken. A player makes a proposal by choosing ANY 2 Rugs and slightly pushes them downward, away from the Taj. (See **SAMPLE Below**) A vote is taken immediately by all players (including the Proposer), each using a Voting Card.

A **SAMPLE PROPOSAL:**
 2 Rugs pushed downward from "Taj."
 ANY Rugs may be proposed.



VOTING: The Yea/Nay Voting Card may be used repeatedly throughout the game. The All/Nix Voting Card may be used **ONCE**. To vote, a player chooses a Voting Card and places it **face down** in front of him, such that when it is revealed to all players, the text is legibly facing the voter. A vote of, "Yea" (yes) declares favor of the proposal, whereas a vote of, "Nay" (no) declares opposition of the proposal. (See **SAMPLE**)



VOTE OUTCOME: Once all players have placed a Voting Card face down in front of themselves, they reveal them at the same time. If the **majority of players voted "Yea,"** then the proposal is **successful** and the **Rugs are swapped**. If the **majority of players voted "Nay,"** then the proposal is **unsuccessful** and the "Proposer" must **remove the Rug that is furthest from the Taj** in the Display (not necessarily a Rug that was used in the proposal). If 2 Rugs are the same distance away from the Taj, the Proposer **chooses** which one to remove. Rugs that are removed from the Display are **out** of the game. If the **vote is tied, no action is taken**.

Curator's Eye: After all proposals (successful, unsuccessful or tied), the 2 proposed Rugs are turned so the "Curator's Eye" is close to the Taj. Thematically, this indicates that the Taj Mahal Curator has seen the proposed Rugs. Rugs with the "Curator's Eye" up **MAY** be used in new proposals. In addition, the "Curator's Eye" may contribute to the game's end.

Unanimous Outcomes: When an outcome consists of all "Yea" votes or all "Nay" votes, it is unanimous and requires an additional adjustment to the Display. If the vote is unanimous (either all "Yea" or all "Nay"), the Proposer **MUST** either **flip the Taj over** or **shift the Taj horizontally 1 Rug space** to the right or left. The Taj may only shift in a direction where there is at least 1 Rug. (See **SAMPLE to right**)

Taj adjustment:
 All/Nix Cards: All/Nix Cards force a unanimous vote and may be used **ONCE** by each player, instead of a Yea/Nay Card. A vote of "All" insures that the vote outcome is a "Unanimous Yea." A vote of "Nix" insures that the vote outcome is a "Unanimous Nay." A Player **MAY NOT** use an All/Nix Card on his turn as the Proposer. The "All/Nix" voter earns the right to choose which Rug to discard (if necessary) then either flips or shifts the Taj. If several All/Nix Cards are played, only the first All/Nix Card (in turn order from Proposer) takes effect. All/Nix Cards that are played during a proposal are removed from game.

VOTING OUTCOMES
 Majority "Yea": Swap both Rugs.
 TIE vote: Don't swap.
 Majority "Nay": Don't swap. Remove furthest Rug from Taj.

Additional Action:
 If Unanimous "Yea" Vote OR All Vote Card: Proposer OR "All" Voter must flip/shift Taj.
Additional Action:
 If Unanimous "Nay" Vote OR Nix Vote Card: Proposer OR "Nix" Voter must flip/shift Taj.

A Rug is turned with Curator's Eye (👁️) UP in ALL outcomes.

CONTINUING THE GAME: The next player in clockwise turn order must make the next proposal. Play continues with each player making a proposal until one of the end-game conditions is met.

GAME END: The game ends immediately after a turn in which either:
 a) All Rugs have been turned with the "Curator's Eye" (👁️) up.
 b) There are exactly 5 Rugs remaining in the Display.

SCORING: Determine the value of the top color on the Secret Goal Card by adding its symbols that appear on the Rugs under the Taj, then multiply the sum of the symbols with the color's modifier (2). Repeat this step, for the 2 remaining colors on the Secret Goal Card (1, -1). The sum of all 3 color values is a player's total score. The player with the most points is the winner.

END GAME DISPLAY
 Add 1 point to the value of each color within the Rug under the "+"
 Only the 3 Rugs under Taj contribute to the Final Color Values:
 ORANGE: 2+2+1
 BLUE: 2
 GREEN: 1+1+1+1+1
 Though not used to calculate Player A's score, YELLOW is worth 5 points and PINK is worth 6 points.

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