

MANDALA

Solo Variant

May the Shore Be with You!

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Mandala is a strictly two-player experience, even though most people associate the word “mandala” with a solo activity, namely coloring one. Worry not, fellow gamer, Lookout got you covered, as always. In the following solo variant, you will play against **Master Yoga** who plays according to his own rules.

Setup

Set up the game as normal, dealing 6 cards into your hand and 2 cards into your cup. Master Yoga gets only the 2 cards in his cup, but no cards in hand.

Place 2 cards in each Mandala, as normal, by placing the cards one after the other, from left to right—as seen from your perspective. During the entire course of the game, make sure to always place cards in the Mandala from left to right, stacking cards of the same color.

Course of Play

You start the game, taking your turn as normal. Then Master Yoga takes **two consecutive turns**, one for each Mandala, beginning with the Mandala on the left—as seen from your perspective. Play continues in this fashion (*with you taking one turn and Master Yoga two*) until the end of the game.

Master Yoga

On his turn, Master Yoga draws a card from the top of the draw pile and evaluates it as follows:

- If the drawn color is present in the Mountain of the current Mandala, he adds it to the Mountain and ends his turn.
- If the drawn color is present in **your** Field, he places it on the discard pile and ends his turn.
- Otherwise he places the card in his Field. Afterward, he keeps drawing additional cards from the draw pile and adding them to his Field, until he draws a color present in the Mountain or your field (*discard the card*) or the sixth color in that Mandala (*thus, completing the Mandala*). Only then does his turn end.

Special case: If the very first card in his turn is the sixth color in that Mandala, Master Yoga may consider placing it in the Mountain instead of his Field if:

- he is leading (*i.e., he has more cards in his Field than you*) and there is an even number of colors in the Mountain, or
- he is behind (*i.e., you have more cards in your Field than him*) and there is an odd number of colors in the Mountain.

In other words, Master Yoga will place the sixth color in the Mountain if this causes him to get an additional color when the Mandala is being destroyed.

Destroying a Mandala

Master Yoga always receives cards from the Mountain, even if he has no cards in his Field. Choosing cards from the Mountain follows the normal rules, i.e., the player with more cards in their Field or, in case of a tie, the player who did not complete the Mandala begins.

When it is Master Yoga’s turn to choose, he chooses the color with the most cards. In case of a tie, he chooses among the tied colors as follows:

1. He prefers a color that is not present in his River yet, otherwise a color that is not present in your River.
2. If all tied colors are present in both Rivers, he chooses the color that provides him the most points (*i.e., the color that is closer to his Cup*).
3. If all tied colors are present in your River but missing in his, he chooses the color that would provide you the most points.
4. If all tied colors are present in his River but missing in yours, he chooses the color that provides him the most points.
5. If none of these rules breaks the tie, he chooses the color that is furthest to the left—as seen from your perspective.

Note: *These rules sound complicated but are quite self-explanatory. If you are struggling with them, you can simply leave out steps 2 to 4.*

Be aware that this will make the game easier.

Game End

The game ends as normal. If the game ends in Master Yoga’s turn for the left Mandala, he does not take a turn for the right Mandala any more.

Score as normal. If you have more points than Master Yoga, won you have.

