My Solo Variant for Mandala Card Game

In this variant, the first change is the consecutive turns for the AI. Master Yoga will only do once per turn either the left one or the right one. He will always try to focus on one Mandala but there is a chance that he might switch depending on the card he draw,

Master Yoga will not have any hand of cards, just like the solo rules above. However, I added a limit of how many cards he can play each turn.

Setup

First, we setup the game as usual with the PLAYMAT and DRAW DECK. Both sides will have 2 cards face down in their Cup and we seed both Mandala with two cards each.

Second, we draw 6 cards as our starting hand. Master Yoga or the AI will not have any.

Third, we can determine which one to go first. We can flip a coin or just choose randomly. If we just want to use the cards from the game, we can divide the colors into 2 groups, one for the first choice and the other for second choice.

It doesn't have to be this combination but I suggest Red - Yellow - Orange for the first and Black - Purple - Green as the second. Just for example, first group means the player goes first and if it is the second, the AI goes first.

So, if we flip the card and get Yellow, that means, it is the first group and the player goes first.

Fourth, we determine which Mandala Master Yoga will play first. We can use the method above.

I suggest using one of the Action Overview Cards as the MARKER to mark which side Master Yoga is going to focus on. We will move this card to the other Mandala after the AI has done taking the action but there will be exceptions.

That is the setup. As the player, we will play like a regular game but we will also run the AI.

How does the AI work?

We simply flip the card from the Draw Deck, just like the solo rules above. Then one of these several scenarios can happen.

One, if the AI can play the card to his field of the active Mandala, he will place that card. Then, he will also draw 2 more cards from the Draw Deck.

However, he will only add one or both cards to the field as well if the color is already in his field. The idea is to replicate the Draw Three after playing on the Mountain but instead the AI will get it here.

So, for example, if he already had a Yellow card in his field and then he draw Black card which he can add to the field. He then draws two more and if they are either Yellow or Black card or combination of them, he can add them to his field.

After that, we end the AI's turn and move the Marker to the other Mandala.

Two, this is similar to the special case of the solo rules above. If the AI is already winning the Mandala, when he draws and can play the sixth color, he will instead add the card to the Mountain.

This way, the AI will get additional color to score or the River. We end the AI's turn and move the Marker to the other Mandala.

Three, if the card we draw for the AI is already in the Mountain area, we add that one card to the Mountain and ends the AI's turn. We then move the Marker to the other Mandala.

Four, if the card we draw for the AI is already in the player's field, he will then try to add that card to his field of the other Mandala. If he can add the card to the field, we resolve like the scenario ONE above.

We draw 2 more and only add them to that field as well if the color is already in that field. For this scenario, we don't move the MARKER card.

Five, just like scenario FOUR above, but this time, the AI cannot play to his field as well because the color is already in either the Mountain or the player's field. For this, we simply discard that card and repeat the action for the current active Mandala.

He will not add that card to the Mountain of the other Mandala even if the color is there, not in the Player's field.

Now, how does the AI choose a card when a Mandala is complete and we have to destroy it?

My suggestion would be to just count which color of the available ones will give the most points to the PLAYER. The AI will then take that color.

So, basically, we count the possible VP that we can get from the colors in the Mountain area. If there are 3 choices and we go first, the AI will choose the highest score for us from the remaining two.

Then we continue the game as usual, discarding all of the cards from any field of the Mandala that is being destroyed. We reset the Mandala by adding two cards again unless we have triggered the end game.

The end game still follows the original rule. It is either from exhausting the deck or one of the player add their sixth colors to their River. The scoring is also the same as the regular rule.

That is how to play my solo variant for Mandala.