

Five Tribes

A. BID FOR TURN ORDER

Based on the Bid Order, bid for Turn Order and immediately pay the corresponding cost in Coins. If you bid on 0, pay nothing and push any other already on 0 "down the aisle".

B. PLAYER'S ACTIONS

1. MOVE MINARET BACK TO BID TRACK

On the highest free space.

2. MOVE MEEPLES

Pick a tile, grab all its meeple(s), mankala drop on adjacent tiles, (1) no backtrack, (2) no diagonals, (3) the final tile must contain another Meeple of the same color you're dropping there (4) mountains, chasm and great lake are impassable.

3. CHECK FOR CONTROL

If you EMPTY your FINAL TILE, you take CONTROL. Place your CAMEL on the empty control spot. (END GAME tile points).



TENT: You MAY place your TENT instead of a camel. At end game tent also gives you the tile points + 1VP for each RED value tile surrounding the tent tile (including itself).

4. DO THE TRIBE'S ACTION



Keep your Elders.

- Use to get DJINNS.
- 2VP per Elder at END GAME.



Keep your Viziers. At END GAME:

- 1VP per Viziers
- 10VP per player with strictly less



Keep your Artisans.

DRAW as many ITEMS (VP or effects).

KEEP 1 ITEM, discard others faceup.

- Use at WORKSHOPS to get items.
- 2VP per artisans at END GAME.
- 3VP if you have strictly the most.



Put your Merchants in the BAG.

- DRAW as many RESOURCES, beginning at the start of the Line.



Put your Builders in the BAG.

- SCORE COINS (nbr of Builders/ Fakirs X nbr of "Blue Value Tiles" surrounding the final tile, including that tile.



Put your Assassins in the BAG.

- KILL 1 MEEPLE up to X tiles away (nbr assassins + fakir(s)), if it empties a tile, take CONTROL, OR
- KILL 1 MEEPLE in front of an opponent.

5. DO THE TILE'S ACTION



Pay either 2 white elders or 1Elder+1Fakir.

Get 1 visible DJINN (may use it right away).

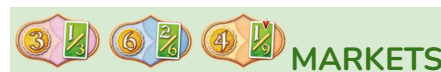


OASIS (6): [8VP] must add a PalmTree (3VP).

VILLAGE (5): [5VP] must add a Palace (5VP).



Pay 1 Artisan or 2 Fakirs to draw 1 ITEM.



SMALL MARKET (8): [6VP]

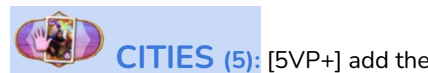
Pay 3 coins to get 1 good among the first 3.

LARGE MARKET (4): [4VP]

Pay 6 coins to get 2 goods among the first 6.

SPECIALIZED MARKET (2): [10VP]

Pay 4 coins to get 1 good among the first 9.



add the WHIM card to your hand if any, you may collect the reward (coins) whenever you meet the condition, place the card faceup then. The more cities you control the more VP.



CHASM (1): forbidden and impassable.

GREAT LAKE (1): forbidden and impassable.

Each surrounding Tree+Palace get double VP.

6. GOODS SALE (optional)

You may sell SETS of ALL DIFFERENT goods (but not Fakirs).



C. CLEAN UP

Replenish:

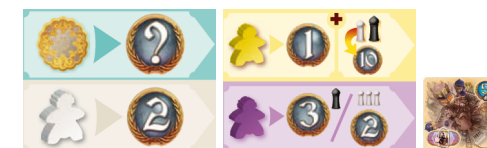
- 9 Market Resources (slide them first)
- 3 Djinns
- 6 Sultan's Whims

END GAME

either when:

- A player drops his LAST CAMEL.
- No more LEGAL MOVE to do.

SCORING



VP from GOLD COIN:

- 1VP /Coin

VP from MEEPLES:

- 2VP /white.
- 1VP /yellow +10VP /player with less
- 2VP /purple or 3VP if you have most.

VP from CITIES (control + bonus):

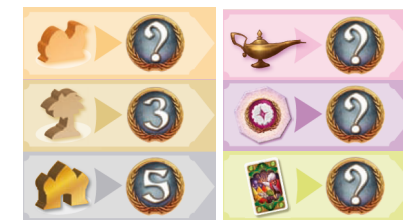
Control 1 city: $(5 \times 1) \times 1 = 5$ pts

Control 2 cities: $(5 \times 2) \times 2 = 20$ pts

Control 3 cities: $(5 \times 3) \times 3 = 45$ pts

Control 4 cities: $(5 \times 4) \times 4 = 80$ pts

Control 5 cities: $(5 \times 5) \times 5 = 125$ pts



VP from TILE CONTROL (except cities):

- TILE VPs with your Camels/Tent
- TENT BONUS (1for each red around)
- 3VP /PalmTree (6 if adjacent to lake)
- 5VP /Palace (10 if adjacent to lake)

VP from CARDS:

- DJINNS
- ITEMS
- MERCHANDISE SETS

SETUP

Place the 42 tiles in a random square (6x7).
Set all tiles in the same orientation.
Place the 6 MOUNTAINS on the specific tiles.

Place 3 random meeples on each tile.
(except the Chasm and the Great lake).

Place the BID ORDER TRACK and the TURN ORDER TRACK nearby. (for 5 players there's a specific version of both of them).

Set the DJINN Deck and place 3 faceup.
Set the RESOURCE Deck and place 9 faceup.

Each Player gets:

- 1 Minaret / Player Marker
- 8 Camels
- 1 Tent
- 50 coins ("5"x9+"1"x5) faedown

DJINNS (26)

AL-AMIN = At game end, each pair of Fakirs you hold acts as 1 Wild Merchandise of your choice.

ANUN-NAK = Cost: 1 Elder or 1 Fakir. Choose an empty Tile (with no Camel, Meeple, Palm Tree or Palace). Place 3 Meeples on that tile (drawn at random from the bag).

BA'AL = Each time someone gets a Djinn, collect 1 GC if it's you, 2 GCs if it's an opponent.

BOAZ = Your Elders, Viziers and Artisans are protected from Assassins.

BOURAQ = Cost: 1 Elder or 1 Fakir. Place 1 Palace in any Village.

ECHIDNA = Cost: 1 Elder + (1 Elder or 1 Fakir). Double the amount of GCs your Builders get this turn.

ENKI = Cost: 1 Elder or 1 Fakir. Place 1 Palm Tree on any Oasis.

GANAPATI = Collect one gold coin each time you get a Whim of the Sultan card, and 2 gold coins each time one of your opponents does.

GEB = At game end, each of your Precious Items is worth 3 extra VPs.

HAGIS = Cost: 1 Elder or 1 Fakir. When placing a Palace, you may drop it on any neighboring Tile instead.

HAURVATAT = At game end, each of your Palm Trees is worth 5 VPs instead of 3.

IBLIS = Cost: 1 Elder or 1 Fakir. Your Assassins kill 2 Meeples of any color on the same Tile or kill 2 Elders and/or Viziers from the same opponent.

JAFAR = At game end, each Vizier you hold is worth 3 VPs instead of 1.

KALI = Each time you push an opponent's turn marker on the turn order track, collect 1 gold coin. Each time your turn marker is pushed by an opponent on the turn order track, collect 2 gold coins.

KANDICHA = Each time your Assassins kill a (1) Merchant - draw the first Resource card from the row of Resources (2) Builder - take the GCs that Builder would have taken (3) Artisan - place it in front of you and take the first Item from the Item pile (4) Vizier or Elder - place it in front of you instead of killing it

KUMARBI = Cost: 1 or more Fakir(s). When bidding for Turn Order, for each Fakir you discard your bidding cost is reduced by 1 spot.

LAMIA = Cost: 1 Elder or 1 Fakir. When building a Palm Tree, you may place it on a neighboring Tile instead.

LETA = Cost: 1 Elder + (1 Elder or 1 Fakir). Take control of 1 empty Tile (no Camel, Meeple, Palm Tree or Palace); place 1 of your Camels on it.

MARID = Each time a Meeple is dropped on one of your Tiles during a Move, collect 1 GC if you did the Move; 2 GCs if one of your opponents did.

MONKIR = Each time a Palace is placed, collect 1 GC if you did it; 2 GCs if your opponents did.

NEKIR = Each time Assassins kill Meeple(s), collect 1 GC if you did the Killing; 2 GCs if an opponent did.

PTAH = At game end, each of your Artisans is worth 2 extra VPs.

SHAMHAT = At game end, each of your Elders is worth 4 VPs instead of 2.

SIBITTIS = Cost: 1 Elder + (1 Elder or 1 Fakir). Draw the top 3 Djinn cards from the top of the Djinn pile; keep 1, discard the 2 others.

SLOAR = Cost: 1 Fakir. Take the top card from the Resource pile.

UTUG = Cost: 1 Elder + (1 Elder or 1 Fakir). Take control of 1 Tile with only Meeples on it (no Camel, Palm Tree or Palace); place 1 of your Camels on it

PRECIOUS ITEMS (11)

JEWELS (6): 5VP
CHEST (3): 7VP
CROWN (2): 9VP

MAGICAL ITEMS (7)

The Burning Scimitar (1) Remove two Meeples of any color(s) from a Tile of your choice. If you completely empty a new Tile out of ALL its Meeples, and if it is not already owned by an opponent, you immediately gain control of that Tile: place one of your Camels on it to show your ownership.

The Fabulous Lamp (1) Take a Djinn among the available ones, or reveal and take the first Djinn of the Djinn deck.

The Enchanting Flute (1) Select a Tile. You can move up to 5 meeples of any color(s), from any adjacent Tile(s), onto this Tile. This does not allow you to take control of these Tiles.

The Flying Carpet (1) When performing the "Move Meeples" phase, you may drop the last Meeple on any Tile of the board (except the one where you dropped the second to last Meeple). You must still respect the Last Meeple Same Color rule. The Flying Carpet also allows you to ignore Mountains.

The Rebirth Ring (1) Choose one Item in the discard pile (Precious or Magic) and keep it.

The Tempest Talisman (1) Move any one of your Camels to any other Tile without a Camel.

The Horn of Plenty (1) Refill the row of Resource cards to 9 cards, then re-organize these cards in the order of your choice.