

Five Tribes: The Djinn's of Naqala

Set-Up:

- With 3-4 players, everyone uses 8 camels, 1 turn order pawn and takes 50 coins (keep hidden.)
 - For 2 players, must use Blue and Pink (11 camels, 2 turn order pawns each.) Still take 50 coins (keep hidden.)
- Mix all 30 tiles and lay them out in a 5x6 grid. Put all 90 meeples in the bag, mix it, and put 3 meeples on each tile.
- Take all turn order pawns and randomly put them on the bid order track (1,2,3,4.) Use 2 pawns each with 2 players.
- Shuffle the resource cards and lay out 9 face-up in a row next to the deck. Declare a “beginning” and “end” to the row.
- Shuffle the Djinn cards, turn over 3 cards. Keep the Palm trees, Palaces, and Coins nearby.

Game Flow:

- The goal of the game is victory points (coins, yellow meeples, white meeples, djinns, camels, palm trees, palaces, cards.)
- The game is played over several rounds until either 1 player places out all their camels or there are no legal moves left on the board. When this happens, the game end after the current round finishes.
- Each round starts with a bid for turn order, after this concludes, each player, in the order selected takes their turn in full.

Bid for Turn Order:

- Before the round officially starts, the player with their turn order pawn in spot 1 will choose a bid space first. They place their pawn on an available bid space, and immediately pay the amount of coins. Each player does this in turn order.
 - If bidding 0 and another player is already on 0, the previous pawn is pushed back. Only 3 pawns may bid 0.
- This creates the turn sequence for this round. Remember, coins = VP!
- With 2 players, each will bid separately with their 2 pawns (sometimes back to back), paying all costs as necessary.

Player's Turn: (The turns of the round go in order as shown on the turn order board.)

1. Move Turn Marker

- Take your turn order pawn off the turn order board and place it on the next open space of the bid board (1, 2, 3, 4).

2. Move Meeples

- Select a tile that still has 1+ meeples on it and take them into your hand. Moving orthogonally, drop 1 meeple off at each tile you pass (you may change directions as you move,) observing these rules:
 - Can't move diagonally (only up-down-left-right)
 - Can't immediately backtrack (you may pass through a tile again if you can create a loop back around.)
 - The last meeple you drop MUST match color with a meeple already on that last tile.

3. Tile Control Check

- After you drop your last meeple, remove that last meeple and ALL meeples that matched its color from that last tile.
- If you emptied this tile by act of removing the remaining meeples, you claim control. Place 1 of your camels on it.
 - It is possible in the future for you or others to drop/pick up meeples on tiles already controlled by a camel, this does NOT affect the camel in any way. Once a tile is owned, another camel can't be added.

4. Tribes Actions

- Based on which color you picked up, you get to do a special action this tribe grants you.
 - Yellow: Place these meeples in front of you, worth 1 VP at the end of the game plus 10 VP for each player who has less Yellows meeples than you.
 - White: Place these meeples in front of you, worth 2 VP at the end of the game. These meeples can be used in the future to gain a Djinn or to use a Djinn's power.
 - Green: For each meeple you pick up, immediately take this number of cards from the beginning of the card row. Don't replace any cards at this time. The meeples are returned to the bag.
 - Blue: For each meeple you picked up, multiple this number by the number of Blue tiles (see value circle) surrounding/including this tile. Earn this value in gold coins immediately and put the meeples in the bag.
 - May discard any number of Fakir or Slave Cards to up increase the meeple value by 1 for each spent!
 - Red: You may “kill” 1 meeple only. The distance away is up to as many spaces (orthogonally) as the number of meeples you picked up. Yes, you may “kill” a meeple on the same tile you picked up from. Instead of “killing” a meeple on the board, you may simply “kill” 1 Yellow or White meeple of another player. Put the Red meeples and the 1 “killed” meeple in the bag.
 - You may discard any number of Fakir or Slave cards to increase the distance by 1 tile for each spent.
 - If, through “killing” a meeple, you empty an unclaimed tile of all its meeples, place your camel!
 - If you run out of camels trying to claim 2 tiles, you must claim the one you ended your move on first!

5. Tile Actions

- After you performed your Tribe action, you take the action of the tile you finished your movement at. You do not do this action on a tile you “killed” a meeple on, nor do you take this action on the tile you started your movement at.
 - Oasis: Place 1 palm tree on this tile (mandatory.) Palm trees are limited to 12.
 - Village: Place 1 palace on this tile (mandatory.) Palaces are limited to 10.
 - Small Market: A player may spend 3 coins to take 1 of the first 3 resource cards. Don’t refill.
 - Large Market: A player may spend 6 coins to take 2 of the first 6 resource cards. Don’t refill.
 - Sacred Place: A player may spend 2 White Meeples or 1 White and 1 Fakir/Slave card to obtain 1 of the 3 face-up Djinn. Can’t take a Djinn off the top of the deck. Don’t replace the taken Djinn.
 - Some Djinn have an ongoing effect, but some have a cost to activate once per round. You can use the Djinn’s power ANYTIME on your turn, starting right away! See below for the Djinn in detail.
 - When the game has triggered, and there are no legal moves, players may still activate Djinn powers.

6. Merchandise Sale (Optional)

- Before clean-up/next players turn, you may sell back any number of different goods card as a set for a coin value. You may sell back several sets, if you wish.
 - For 1/2/3/4/5/6/7/8/9 different cards, earn 1/3/7/13/21/30/40/50/60 coins.
- Continue to take turns in player order until everyone has played for the round, then move to clean up.

Clean-Up:

- Shift all resources down to the end of the row and refill it back to 9 cards total. If you run out, shuffle the discards.
- Refill the Djinn back up to 3 face-up. If they run out, shuffle the discards.
- Return to Bidding for Turn Order, unless the game was triggered by either 1 player putting out all their camels or there being no more legal moves, in that case, go to end game scoring.

End Game: (use in game score pad) see page 3

- All remaining coins are turned into VP – 1:1 ratio
- Score 1 VP for every Yellow meeple you have, plus earn 10 VP for each player who has less Yellow meeple than you.
- Score 2 VP per White meeple.
- Score VP for the large number in the upper right corner of all your Djinn
- Score VP for the large number in the upper right corner of all the tiles your camels are on.
- Score 3 VP for each Palm Tree on a tile with one of your camels
- Score 5 VP for each Palace on a tile with one of your camels.
- Score VP based on different sets of merchandise cards. Can make multiple sets if you have duplicates.
 - For 1/2/3/4/5/6/7/8/9 different cards, earn 1/3/7/13/21/30/40/50/60 points. Fakirs/Slaves worth nothing!
- Most VP is the winner! No tie breaker.

The Thieves of Naqala Mini-Expansion

General Rule Changes:

- During set-up, shuffle the 6 Thief cards face-down, and flip over 1 card. Remove the purple thief if not using the Artisans of Naqala. Add the 1 Djinn card (Morgiane) to the ones from the Base game (see Djinn below.)
- When a player is able to buy a Djinn, they may instead buy the face-up Thief for the same cost, placing it for all to see.
- Later, if you use a “Tribe Action” that matches a color Thief you have, you may immediately play the Thief, triggering in a clockwise fashion (see below.) The Thief is then discarded to the box. Remember, Thieves are NOT Djinn.
- If you still have a Thief at the end of the game, it is worth the points shown. Thieves that were discarded aren’t scored.
- During Clean-up, if there isn’t a Thief card face-up, turn 1 over at this time.
- When forced to discard, if you don’t have it all, just discard what you can.

Thieves Powers when played:

- Houssain (Green) – All other players must discard 2 resource cards face-up. You get to keep 2 from the ones discarded.
- Ziad (Yellow) – All other players must discard 1 Yellow meeple. You get to keep 1 of the Yellow meeples.
- Ouafat (white) – All other players must discard 1 Djinn. You get to keep 1 of the Djinn discarded.
- Kohdjah (red) – All other players must remove 1 of their camels from the board. You get to claim one of these tiles with one of your unused camels.
- Shalim (blue) – All other players remove a Palm Tree/Palace from a tile they control. You place 1 on any tile you control.
- Madjaar (purple) – All other players discard 1 Precious or Magic item face-up. You keep 1 of them face-down. (Artisans)

The Artisans of Naqala Expansion

The newer versions use the “Fakir” symbol instead of “Slaves.” For rule purposes, Fakirs/Slaves are the same.

Changes to Set-Up:

- All players take a tent piece to add with their normal starting pieces.
- Take 10 tiles at random from the base game, and shuffle in the 6 tiles from this expansions. Make a 4x4 grid with these.
 - Take the remaining tiles, shuffle them, and add them around the 4x4 grid to make a 6x6 grid.
 - Make sure all tiles are oriented the same way.
- Place the mountain pieces on the Workshop tiles (see icons.) If any tile has mountains on all 4 sides, redo the board.
 - Mountains are impassable for movement only. They do not block the action of the Red or Blue meeple’s power.
 - The Chasm is also impassable and can never have meeples on it, ever!
- Put all Purple meeples in the bag. Place meeples the same as before. No meeples go on the Chasm.
- Shuffle the “Item Markers” face-down in a stack (reshuffle discards if pile runs out.) Mix in the Djinnns together.

Tents:

- Instead of placing a camel when you are allowed, you may place your 1 tent piece instead.
 - At end game, your tent is worth the VP shown, plus 1 VP for every Red tile around it (including its own).
 - For rules clarity, Tents are “Camels” so that 1 end game trigger now makes you place all camels AND the tent.

Purple Artisan’s Tribe Action:

- Places these meeples in front of you, and take an equal number of item markers as meeples you took.
 - Look at these items, keep 1 face-down, and discard the others face-up.
- At the end of the game, if you have the most Purple meeples, they are 3 VP each, otherwise they are only 2 VP each.
- Purple meeples can be “killed” by the Red meeple action.

New Tile Actions:

- Workshop: Pay 1 purple meeple or 2 Fakirs/Slaves to take the top item marker.
- Specialized Market: A player may spend 4 coins to take 1 of the resource cards in the market row. Don’t refill.

Items:

- Precious Items have a number on it which is straight VP scored at the end of the game.
- Magic Items can be played only on a player’s turn. Only 1 can be played per turn. Put in discard pile after use.

Whims of the Sultan Expansion

Adds the ability to play with 5 players. If doing so, must play with at least 1 expansion for more tiles.

Use the new Turn Order and Bid Order boards. Works similar to the base game, but works with 5 players now.

Set-Up without Artisans expansion:

- Mix the 6 new tiles with the base game tiles – make a 6x6 grid. Keep orientation the same.
- Remove the 3 “Whims of the Sultan” cards that have the Artisan symbol (diamond star in lower left corner).
 - Shuffle the remaining to form a draw deck. Place 1 card on each of the 5 “Fabulous City” tiles face-up.
- Mix the base game meeples and the meeples from this expansion. Drop 3 on each tile except the “Great Lake” (empty.)

Set-Up with Artisans expansion:

- Mix the 6 new tiles with the ones from the base game, then take 14 of these tiles and mix them with the 6 from Artisans.
 - Shuffle these 20 tiles and make a 4x5 grid (oriented the same way). Lay the rest of the tiles to make a 6x7 grid!
 - Place the mountain tiles on the Workshops (see icons) and redo board if any tile is completely blocked.
- Shuffle the “Whims of the Sultan” cards and form a deck. Place 1 card on each of the 5 “Fabulous City” tiles face-up.
- Mix the meeples from the base game, Artisans, and Sultan. When dropping, Chasm and Great Lakes tiles remain empty.
- Create the Item Marker stack as described under Artisans above, and each player takes 1 tent. (see Artisans of Naqala)

New Tiles:

- **Great Lakes Tile** – This tile is like the Chasm, it is Impassable (can’t have meeples on it). At the end of game, Palm Trees and Palaces in the 8 spaces around this tile are worth twice the amount of points it would normally bring.
- **Fabulous City Tiles** – control 1/2/3/4/5 of these tiles at the end and earn 5/20/45/80/125 VP! The action on this tile is “take the Whim of the Sultan Card here, if present.” During clean-up, add 1 new card to card-less Fabulous City tiles.

“Whims of the Sultan” Cards:

- Each card shows a request from the Sultan. Whenever you meet the requirements of the card, play it face-up in front of you and take the coin reward. You don’t have to “spend” the requirements, just have them.
- These cards are worth nothing at the end of the game if in hand, but don’t suffer any penalties.

Djinns (Thieves, Promos, Artisans, Sultan, Base game)

Al-Amin – At end game, each pair of slaves can become 1 wild resource for sets scoring.

Anun-Nak – Cost: 1 white or 1 fakir/slave. Draw 3 meeples from the bag and place on a completely empty tile.

Ba'al – When someone takes a Djinn, take 1 coin if it's you, take 2 coins if it's someone else.

Boaz (Artisan update) – White, Yellow, and Purple meeples are protected from being "killed."

Bourag – Cost: 1 white or 1 fakir/slave. Place 1 Palace on any Village.

Dhenim (Promo) – When someone takes any Yellow meeples, take 1 coin if it's you, take 2 coins if it's someone else.

Echidna – Cost: 1 white + (1 white or 1 fakir/slave.) Double the coins your blue meeples earn this turn.

Enki – Cost: 1 white or 1 fakir/slave. Place 1 Palm Tree on any Oasis.

Galbells (Promo) – When an opponent ends their move on a Market tile, take the top resource card from the deck.

Ganapati (Sultan) – Collect 1 coin when you take a "Whim of the Sultan" card, and 2 coins when an opponent does it.

Geb (Artisan) – At end game, each Precious Item (ones worth VP) are worth an additional +3 VP each.

Hagis – Cost: 1 white or 1 fakir/slave. When dropping a Palace, it can be placed onto any neighboring tile instead.

Haurvatat – At end game, each Palm Tree is worth 5 VP, instead of the standard 3 VP.

Iblis – Cost: 1 white or 1 fakir/slave. "Kill" 2 meeples on the same tile, or 2 Yellow and/or White from same person.

Jafaar – At end game, each Yellow meeple is worth 3 VP each, instead of the standard 1 VP.

Kali (Sultan) – Take 1 coin if you "push" another player back on the turn order track. Take 2 coins if you are "pushed."

Kandicha (Artisan update) – Each time you... "Kill" a Green, draw the top resource card. "Kill" a Blue, take coins that 1 blue would have earned. "Kill" a Purple, keep it and take the top item marker. "Kill" a Yellow/White, keep it.

Kumarbi – Cost: 1+ fakirs/slaves. When bidding for turn order, each fakir/slave you discard, cost is reduced by 1 spot.

Lamia – Cost: 1 white or 1 fakir/slave. When dropping a Palm Tree, it can be placed onto any neighboring tile instead.

Leta – Cost: 1 white + (1 white or 1 fakir/slave.) Place your camel on a completely empty tile.

Marid – Each time a meeple is dropped onto a tile you own, take 1 coin if you did it, take 2 coins if someone else did.

Monkir – Each time a Palace is placed, take 1 coin if you did it, take 2 coins if someone else did.

Morgiane (Thieves) – You are immune to the actions of Thieves.

Nekir – When any meeple(s) are "killed", take 1 coin if you did it, take 2 coins if someone else did.

Ptah (Artisan) – At end game, each Purple meeple is worth an extra +2 VP each.

Shamhat – At end game, White meeples are worth 4 VP, instead of the standard 2 VP.

Sibittis – Cost: 1 white + (1 white or 1 fakir/slave.) Draw the top 3 Djinn cards, keep 1, discard the other 2.

Sidar – Cost: 1 fakir/slave. Take the top resource pile card.

Utug – Cost: 1 white + (1 white or 1 fakir/slave.) Place 1 of your camels on a tile with ONLY meeples on it.

Wilwit (Promo) – At end game, each Djinn you have is worth an extra +5 VP.

Item Markers from Artisans of Naqala

Burning Scimitar – "Kill" 2 meeples on 1 tile. If you clear it of meeples, claim it with a claim if unclaimed.

Fabulous Lamp – take 1 face-up Djinn, or take the top Djinn of the deck (reveal it.)

Enchanting Flute – Select 1 tile, move up to 5 meeples from adjacent tiles to this tile. Don't claim empty tiles.

Flying Carpet – When moving meeples, you may drop the last meeple anywhere, except the tile right before when you placed the 2nd to last meeple. You must still follow normal "end tile color" rules. Lets you ignore mountains.

Rebirth Ring – Take 1 item marker from the discard pile and keep it.

Tempest Talisman – May move 1 of your camels to any tile without a camel.

Horn of Plenty – Refill the resource row now, then rearrange the card however you wish.