

# Game Turn

## 1 Bid for Turn Order

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

## 2 Player's Actions

Each player takes all of the following actions, before letting the next Turn Marker owner play:

### 2.1 Move your Turn marker

Place it back onto the first free space of the Bid Order track.

### 2.2 Move Meeples

Make sure to drop your last Meeple on a Tile that already has Meeple(s) of same color.

### 2.3 Check for Tile Control

Remove all Meeple(s) of the same color as your last one from the last Tile you moved on. If you empty the last Tile (because all the Meeples on it were of the same color as the last Meeple you moved), place one of your Camels on this Tile.



### 2.4 Do the Tribe's Actions



#### VIZIERS - Yellow Meeples

Place your Viziers in front of you, to score 1 VP / Vizier + 10 VPs / majority at game end.



#### ELDERS - White Meeples

Place your Elders in front of you, to gain/use Djinn's or score 2 VPs / Elder at game end.



#### MERCHANTS - Green Meeples

Put your Merchants in the bag and draw as many Resource cards, beginning at the start of the line.



#### BUILDERS - Blue Meeples

Put your Builders in the bag and score (number of Builders + Fakir cards, if any) x number of Blue valued Tiles surrounding your final Tile, including that Tile, if Blue valued.



#### ASSASSINS - Red Meeples

Put your Assassins in the bag and Kill 1 Meeple (number of Assassins + Fakir cards, if any) Tiles away (if this empties the Tile, place one of your Camels on it) OR Kill 1 Meeple in front of one of your opponents.



#### OASIS

Place 1 Palm Tree on this Tile.



#### VILLAGE

Place 1 Palace on this Tile.



#### SMALL MARKET

Pay 3 Gold to take 1 of 3 Resource cards from the start of the line.



#### BIG MARKET

Pay 6 Gold to take 2 of 6 Resource cards from the start of the line.



#### SACRED PLACES

Pay either 2 Elders or pay 1 Elder and discard 1 Fakir to gain 1 of the Djinn's; you may invoke that Djinn's power now, if you have enough to pay its cost.

### 2.6 Merchandise Sale (Optional)

If you need Gold, you may sell suits of ALL DIFFERENT Merchandises (but no Fakirs).

Discard them and take from the bank the corresponding number of Gold Coins, depending on how many different Merchandise cards are in your suit.

1 <sup>#</sup>	2 <sup>#</sup>	3 <sup>#</sup>	4 <sup>#</sup>	5 <sup>#</sup>	6 <sup>#</sup>	7 <sup>#</sup>	8 <sup>#</sup>	9 <sup>#</sup>
1	3	7	13	21	30	40	50	60

## 3. Clean-Up

Replenish the visible Resources and Djinn's, if need be.

## End Game

Keep playing until the end of the Turn during which a player drops his last Camel on a Tile OR there are no more legal Meeples move possible on the Tiles. Score the game using the score sheets to determine the winner.



# The Djinnns of Nagala



## AL-AMIN

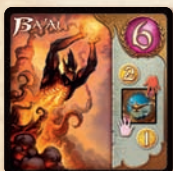
At game end, each pair of Fakirs you hold acts as 1 Wild Merchandise of your choice.



## ANUN-MAK

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).



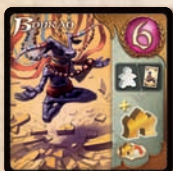
## BA'AL

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



## BOAZ

Your Elders and Viziers are protected from Assassins.



## BOURAQ

Cost: 1 Elder or 1 Fakir

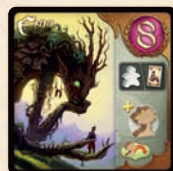
Place 1 Palace on any Village.



## 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.



## HAGIS

Cost: 1 Elder or 1 Fakir

When placing a Palace, you may drop it on any neighboring Tile instead.



## HAURVATAT

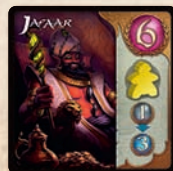
At game end, each of your Palm Trees is worth 5 VPs instead of 3.



## IBUS

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.



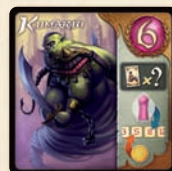
## JAFAR

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



## KANDICHA

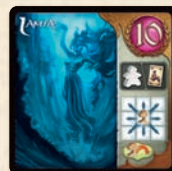
Each time your Assassins kill a Merchant, draw 1 Resource card from the top of the Resource pile; a Builder, take the GCs that Builder would have taken; a Vizier or Elder, place it in front of you instead of killing it.



## KUMARBI

Cost: 1 or more Fakir(s)

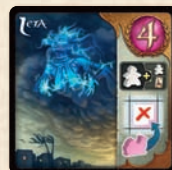
When bidding for Turn Order, for each Fakir you discard your bidding cost is reduced by 1 spot.



## LAMIA

Cost: 1 Elder or 1 Fakir

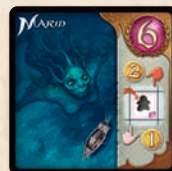
When building a Palm Tree, you may place it on a neighboring Tile instead.



## 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.



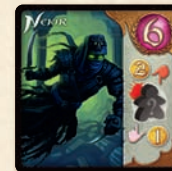
## MARID

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.



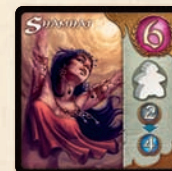
## MONKIR

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



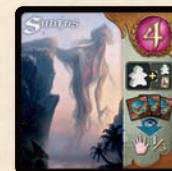
## NEKIR

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



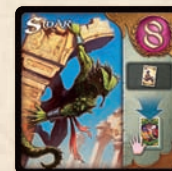
## SHAMHAT

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



## SIBITTIS

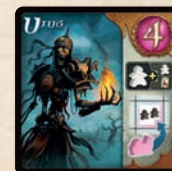
Cost: 1 Elder + (1 Elder or 1 Fakir)  
Draw the top 3 Djinnns from the top of the Djinnns pile; keep 1, discard the 2 others.



## SWAR

Cost: 1 Fakir

Take the top card from the Resource pile.



## UTUB

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.



1 Fakir



1 or more Fakir(s)



Viziers



Elders



Builders



Merchants



Assassins



1 Elder or 1 Fakir



1 Elder + (1 Elder or 1 Fakir)