## HRRROLESS

Essential Edition <br> > A guine by slejan freld jor $2-4$ players aged 14 years up <br> \section*{A gaine by stiejun freled <br> \section*{A gaine by stiejun freled jor 2 - 4 playeps aged 14 years up} jor 2 - 4 playeps aged 14 years up}

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畺宿 General Overview

## There is a lot to be done in Marrakesh!

Use your assistants to increase your influence in the Koutoubia mosque and in the Bahia palace. Profit from the wisdom of the scholars, captured on valuable scrolls. Roam the souks to haggle with the merchants over precious luxury goods. Go to the market place Jemaa el-Fnaa with its water vendors, story tellers, snake charmers and jugglers. Find oases in the Sahara and navigate the Tensift river. But over all this don't forget to pay the people and provide sufficient dates and most of all water!

This city in southwestern Morocco - known as "Pearl of the South" - was founded in the year 1070 AD and is one of the country's four royal cities. The country's name can be derived directly from the city's name Marrakesh. The historic center, the Agdal Gardens, and the Menara Gardens were listed by UNESCO as a World Heritage Site in 1985.

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## Layer "B1" or " $\mathrm{B}_{2}$ "?

For the first few games of Marrakesh, we advice to use layer "B,":
Only a moderate amount of keshis will remain in the tower, allowing for more planning.
When using layer " $\mathrm{B}_{2}$ ", more keshis will remain in the tower, increasing unpredictability.


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- 1 Game board
consisting of 2 parts

- 1 Tower
consisting of a tower with two intermediate layers and one funnel

See page 3 for assembly instructions!

- 1 Tower base consisting of one base, 3 walls to fold up, and 2 separate wall pieces to be inserted
- 4 Screens

1 per player color


- 4 Player boards

1 per player color


- 4 Supply boards



## - 26 wooden Pawns

6 in each player color:
$3 \times$ Assistant,
$1 \times$ Imam's student,
$1 \times$ Sultan's courtier,
$1 \times$ Fisherman

For expansion 2:
(see P.19):
$1 \times$ Sultan (white)
$1 \times$ Imam (black)


Pawns of the Essential version


Icons on other components (Pawns of the Deluxe version)

Note: To ensure compatibility with future expansions, the same icons are used in all versions of the game: The icons for the pawns resemble the printed wooden components of the Deluxe version. These are also separately available for purchase in our webshop, accessable via this QR-Code.

- 32 City gates

$2 x$ purple, orange, yellow, and beige

$3 x$ green, gray, white, black, pink, turquoise, brown, and red

- 1 Fountain tile

For expansion 2
(see page 19)


- 4 wooden Scoring markers 1 per player color

- 312 Keshis* (Derived form the title MarraKESH the octagon cylinders are called '"keshis®.")


220 cardboard keshis (Front with symbol, reverse side with illustration: there is no difference in game play - you may place them with your prefered side up): $2 \times$ each

* The resources and keshis are not limited. If the supply of any resource is spent you may use a substitute. In the rare case that the supply of all wooden keshis of one color is empty, see P.17.


Note: Keshis printed as icons on the cardboard components are always depicted in the same style, with a symbol on top, regardless of referring to cardboard or wooden keshis. These symbols are NOT printed on the wooden components.

- 120 Resources*

- 4 Scoring tiles "70/140"
1 per player color

- 72 Scrolls
$21 \times$ gray
$21 \times$ yellow
$18 \times$ pink
$12 \times$ orange

reverse sides



## - 6 Exchange offices


base game

Reverse side (dark green)


For Expansion 3(see P.19)

- 4 Audience discs
 reverse side (purple)


For Expansion 4 (see P.20)

- 12 Provision tiles

- 9 Double-sided river tiles - $3 \times$ each for:

1st season


- 1 Season tracker
(Stefan Feld figure) \&
1 Round tracker
(camel)
2nd season

- 30 Oases

reverse side
- 12 Desert towns


For Expansion 5:
"Desert towns" (see P.20)

- 4 Covering tiles


## - 4 Desert town boards



$$
\text { Start Oasis } \quad \text { Reverse side of the supply board }
$$

- 20 Staircase tiles for Expansion 1: (see P.19)


Note: You may also use these tiles during the game to better distinguish the colors of the keshis in the supply.

- 1 Cloth bag (color may vary)
- $\mathbf{1}$ Rules booklet \& 1 Addendum



## Game (oncept and 0bject of the Game

Marrakesh is played over 3 seasons with 4 rounds each:
At the beginning of each round, you will choose which three sectors of your playing board you will activate this round by deploying your assistants there. This will also determine which keshis will be available this round, which are drafted by players in order to augment the actions in the different sectors (but do not determine which actions you take this round). One keshi matching the color of each sector with an assistant is tossed in the tower, and all those coming through the tower will be selected by players.

At the end of each season you must provide dinars, water, and dates for the inhabitants of your sectors. Also, your fishermen may grant you valuable bonuses.
The player who collects the most points over 3 seasons is the winner of the game!

## General Components a

1) Place the game board in the center of the playing area. Put the tower base next to the game board and insert the tower in the provided slot.
2) Keep the " $70 / 140$ " scoring tiles next to the scoring track. When a player completes a full round on the scoring track, they take the tile in their player color, placing it next to their player board, " 70 " side up. If they complete another full round, the player flips the tile to its " 140 " side.
3) Sort the scrolls by their reverse sides. Shuffle each type separately forming a facedown stack per type, placing them next to the game board. Reveal 3 scrolls of each stack, placing them face up next to the stacks as a display.
4) Shuffle the exchange offices, choose 3 randomly, then stack them next to the game board with the light green side up. The remaining exchange offices are not used for this game and should be returned to the game box.
5) Shuffle the luxury goods facedown and form a stack next to the game board. Reveal the top 5 luxury goods, placing them face up next to the stack as a display.



Starting space of palace / mosque staircase
15) Each player attaches their supply board to the top edge of their player board. The personal supply of resources is the rightmost space. To the left of this supply, claimed oases will be placed during the game, starting from the left arrow. Next, put 8 cardboard keshis in the cloth bag, one of each color except yellow, purple, orange, and brown. Each player draws $\mathbf{2}$ keshis randomly ( 3 keshis in a 2 -player game), placing them in any order on the cardboard keshi spaces shown on the oases track of their playerboard.
16) Each player places their audience disc on the main square on their player board in any orientation they like, pink side up. (See page 20 concerning the purple reverse side.)
17) Mix the provision tiles facedown and deal 3 to each player. These will be placed above the supply board. Each player examines all 3 tiles and decides which will be active for the first season. This one should be placed faceup and the other two kept facedown.
18) Then, each player takes 1 water, 1 dinar, and 1 date, as well as 1 wooden keshi each of all 12 colors. Players keep their keshis hidden behind their screen, whereas the resources remain visible for all players on each player's supply board.
19) Finally, choose a start player at random, giving them the season tracker and the round tracker.


## Playing The Game

The following is a general outline of how to play the game.
Later on, you may refer to it to look up the most important rules and to find the corresponding rules pages.

Marrakesh is played over $\mathbf{3}$ seasons with 4 rounds each:
The player holding the round counter (camel) is the start player during the complete round.

Note: To ensure compatibility with future expansions, the same icons are used in all versions of the game: The icons for the pawns resemble the printed wooden components of the Deluxe version.

Each round is divided in $\mathbf{4}$ phases:


## Select wooden keshis \& deploy assistants (p. 9)

Simultaneously, all players select 3 of the hidden wooden keshis from behind their screen and hold them in their hand. Once all players have done so, they show their selection openly and then deploy their 3 assistants to the sectors of their player board matching the colors of their selected keshis. Then, one player takes all the selected wooden keshis from all players and tosses them in the tower, all at once. once. Wooden keshis emerging from the tower are sorted by color.

wooden keshis


## Claim \& exchange wooden keshis (p. 10)

The sorted wooden keshis in the base of the tower, are claimed in turn order. Players take turns claiming up to 2 keshis of a single color at a time and placing them next to their player board for the time being. This process is repeated until all keshis from the tower's base have been claimed. Then, the selected wooden keshis are exchanged:

For each wooden keshi in yellow, orange, purple, pink, beige, red, and brown, players take 1 cardboard keshi of the same color from the supply, placing it on the corresponding sector of their player board.

For each wooden keshi in green, gray, white, black, and turquoise, players move the wooden keshi marker of the same color 1 step forward.

Upon finishing, players return the selected wooden keshis to the common supply.
!!! Important: When placing a pink or brown cardboard keshi, the player immediately gains the placement bonus indicated on that keshi space.
When advancing the green keshi marker, the player immediately gains the placement bonus indicated on the right side of the keshi track.

## Use your assistants (p. 11)

In turn order each player uses their 3 assistants in any order they like.
For each assistant the player decides between one of two options:
a) New Keshi:

Depending on the sector, either take 1 cardboard keshi of the corresponding sector's color from the common supply and place it on your player board or move the keshi marker of the corresponding sector's color 1 step forward Gain the placement bonus if applicable.
b) Perform the sector action of the sector in which the assistant is deployed.

In both cases, the player gains $\mathbf{1}$ water if there is a cardboard keshi water vendor in the sector in which the assistant is deployed.


## River bonus \& end of the round (p. 16)

All players, whose fisherman is beyond at least the first rapid on the river track receive a bonus now.

Then, the start player passes the round tracker (camel) to their left neighbor; that player is the start player for the next round.

After 4 rounds, players will no longer have any keshis behind their screen. At this point, season scoring takes place, followed by preparations for the next season.

After the season scoring, the player holding the season tracker (Stefan Feld figure) passes it to their left neighbor, who also takes the round tracker (camel). That player starts the first round of the next season.

The game ends after 3 complete seasons have been played. Following the third season scoring, a final scoring takes place during which the players may gain additional points.

The player with the most points after final scoring is the winner of this session of Marrakesh.

## Round Sequence

Each round consists of the following 4 phases, which are played in sequence:

## Select wooden keshis \& deploy assistants <br> Claim \& exchange wooden keshis <br> Use your assistants <br> River bonus \& end of the round

The player holding the round counter is the start player during the entire round.

## Select wooden keshis \& deploy assistants

Simultaneously, all players select 3 of the hidden wooden keshis from behind their screen and hold them in their hand. Once all players have done so, the selected keshis are revealed.

In turn order each player deploys their 3 assistants onto their player board on the designated spaces of the sectors corresponding to the colors of their selected keshis.

Each assistant space can accommodate exactly 1 assistant.
Exception: Up to 3 assistants may be in the souk.


The red keshi water vendor acts as a "wild" and allows the player to deploy their assistant to any sector they like.

After all players have deployed all their assistants, one player collects all selected wooden keshis and tosses them in the tower all at once. The tower is constructed such that some keshis will get stuck, and perhaps some from previous rounds will be dislodged. This means that the number and colors of the emerging keshis will hardly ever be the same as those of the keshis just tossed into the tower.

The wooden keshis which emerge from the tower should be sorted in the base by color to be selected in the next phase.

## Claim \& exchange wooden keshis

In turn order each player takes up to 2 wooden keshis of the same color from the display (If there is only 1 keshi of the selected color, the player takes only 1 ).

Special Cases:

- If a player's sector is complete, i.e. either filled with 8 keshis of the sector color or with the keshi marker already on space " 8 " of its track, they may not claim keshis of that color anymore. Exception: There is no limit to the number of cardboard keshis allowed to be placed in the souk!
- If there is only 1 free space left or the the keshi marker is already on space " 7 " in a player's sector, and there are 2 keshis available of that color, the player may take 1 keshi only, leaving the other one in the tower base.
- If the only keshis left to claim for a player are of a color (or colors) of complete sectors, that player is skipped until the tower base is empty.

Players are obliged to claim at least 1 keshi, if possible.
Players continue claiming keshis until there are no more left in the display.

Usually, the number of claimed keshis will be different for all players.

Once the display in the tower base is empty, the selected wooden keshis are exchanged:

For each wooden keshi in yellow, orange, purple, pink, beige, red, and brown, players take 1 cardboard keshi in the same color from the supply, placing it on the corresponding sector of their player board.

For each wooden keshi in green, gray, white, black, and turquoise, players advance the wooden marker keshi in the same color 1 step forward.

After that, players return the selected wooden keshis to the common supply.


Example:
Sarah (green) is the start player for this round, and she takes 2 turquoise keshis. Jan (blue) takes 2 green ones, Marie (yellow) 1 pink and Lukas (red) 1 gray keshi.

## In the second selection round Sarah (green) decides for another turquoise keshi.

 Jan (blue) takes 1 orange keshi, Marie (yellow) takes 1 purple and Lukas (red) I white keshi.In the third selection round only 1 brown keshi is left. Sarah (green) takes it, and the selections are finished.

Sarah (green) has taken 4 keshis in total, Jan (blue) 3, Marie (yellow) and Lukas (red) have 2 each.

## Example:

Jan has taken 2 wooden Keshis in green and 1 in brown.

In exchange for the brown wooden keshi, he takes a brown cardboard keshi from the supply and places it on a keshi space in the Sahara.

In exchange for the 2 green wooden keshis, he moves the green keshi marker on the track in the date orchard 2 steps forward.
Then, he returns the 3 wooden keshis to the common supply.

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Red keshis are water vendors.
In each sector except the souk there is 1 water vendor space where exactly 1 red keshi may be placed. When a player has selected 1 or 2 red keshis, they may place them on any sector not containing a water vendor yet.


When placing keshis/advancing the keshi marker in pink, brown, or green, the player gains a placement bonus immediately.
These bonuses are explained in this rulebook with the associated action.


## $\square$ Use your assistants

In turn order each player uses their 3 assistants, one after the other, in any order they like. However, 1 assistant must be done with their work completely before the next one can start theirs. Assistants are removed from the player board once used. For each assistant the player decides between 1 of $\mathbf{2}$ options:

## a) New keshi

For the sectors (잔 Sahara, 운) Souk, (2) Medina, or (23) Main Square, the player takes one cardboard keshi of the corresponding sector's color from the common supply and places it on a free space. For the sectors River, Date orchard, Madrasa, Palace, or Mosque, the player advances the keshi marker 1 space on its track.
When deplyoing a pink, or brown cardboard keshi or advancing the green keshi marker, the player gains its placement bonus immediately (see associated action).

For an assistant in the souk the player may take a yellow, purple, or orange cardboard keshi from the common supply, placing them on the corresponding space. The souk may contain any number of keshis of the matching colors, and is never filled.

If a player's sector is complete, i.e. either filled with 8 keshis of the sector color or with the keshi marker on space " 8 " of the track, they may not use this option.
Note: New cardboard keshis are always taken from the common supply.

## 5 <br> b) Perform the sector action

Each sector is associated with a specific action. More keshis or higher values on the keshi tracks in a sector, make the action more powerful.

## River

The player advances their fisherman on the river track on the game board, a number of steps equal to the current value of the turquoise keshi marker on their player board. If a players ends on a space containing another player's fishermen, the player's pawn is placed at the end of the line on that space.
!!! Important: Whenever the fisherman advances, the player may choose to pay as much water as they choose to advance a corresponding number of additional steps.

When a player's fisherman lands at the jetty (final space of the river track), they anchor on the free spot with the highest number and immediately gain the indicated number of points. From now on, that player always gains 1 point for each further step they would advance on the river during this season.

At the end of each round all players select one bonus from any space their fisherman has passed (see p. 12).


## Example:

Sarah's fisherman advances 5 spaces on the river track, since the turquoise keshi marker is on space " 5 " of its track on her player board. She spends 2 water to advance another 2 steps.
With her first additional step she reaches the jetty und places her fisherman on the spot with 4 points. She advances 4 spaces on the scoring track immediately. She gains one more point for her second additional step, as she cannot advance any further with her fisherman.

## Date orchard

The player gains dates: as many as the current value of the green keshi

## Placement bonus:

When advancing the green keshi marker, the player immediately gains 1 point for every step they advance on the track.


## Souk



With each of their assistants at the souk the player may use the exchange office once or acquire 1 luxury good
a) Exchange office:

By spending (returning to the common supply) exactly 1 yellow, purple, or orange cardboard keshi from their player board, the player receives the respective resources indicated on the exchange office from the common supply.

## b) Acquire 1 luxury good:

Luxury good tiles depict a cost in yellow, purple, and orange cardboard keshis that must be spent (returned to the supply) in order to purchase the tile. Each assistant may purchase one luxury good only by returning the required keshis and immediately receiving any depicted points and resources. The purchased luxury item should be kept in front of the player for potential scoring. New luxury goods are revealed only at the end of the player's turn, after they have used all 3 of their assistants: Replenish the display of 5 luxury goods (if the stack is depleted, replenish as many as possible.).


## Example:

Marie returns 1 purple keshi from her player board to the common supply and takes 2 dates from the common supply.


Example: Jan returns 1 orange keshi from his player board to the common supply to buy this luxury good (slipper). As a reward he gets 1 water from the common supply and gains 2 points on the scoring track.

## Main Square (Jemaa el-Fnaa)

First, the player rotates the audience disk clockwise one section. Then, they choose exactly 1 space containing a cardboard keshi entertainer and gain the indicated bonus of that space as many times as the number of spectators on the section of the audience disk pointing to that space.


Example: After rotating her audience disc, Marie decides to benefit from the bonus of the top pink entertainer keshi having 3 spectators.
She receives 3 goods of one color from the common supply and takes 3 purple carpets.

## Summary of bonuses on the main square:



1 dinar from the common supply

1 yellow, purple or orange keshi good from the common supply*

[^0]
## Mosque and palace

The player advances their sultan's courtier pawn upwards on the palace stairs: as many steps as the current value of the white keshi marker on their player board.
For the mosque: move your imam's student pawn upwards as many steps as the current value of the black keshi marker on your player board.
These two staircases are both divided in 5 segments. When a pawn crosses the threshold to a new segment, the player immediately receives two benefits: 1 dinar, and a connection bonus. For the connection bonus, follow the line connecting the segments the player's pawns currently occupy on the two staircases. Any 1 of the depicted bonuses may be selected for a connection bonus.
[. Note: If a player's pawn (black or white) crosses more than 1 threshold during its movement, they gain 1 dinar and the current line bonus for each crossing.

When a pawn arrives on the final space at the end of the of the mosque or the palace staircase, it remains there for the rest of the game. From now on, the player gains $\mathbf{1}$ point for each further step they would advance on this track.

## Example:

Lukas' (red) white keshi markers is on space " 2 " of its track on his player board, allowing him to advance 2 steps on the palace track. He crosses the first threshold and immediately gains 1 dinar from the common supply. Then, he looks for the connecting line between the segments containing his pawns and may choose one of the depicted bonuses (1 dinar, 1 yellow keshi; advancing the turquoise or gray keshi marker 1 step; or 5 points).
Sarah's pawn (green) is on the top space of the palace staircase. For her white keshi marker on space " 5 " of its track on her player board, she gains 5 points instead of advancing.


## Summary of line bonuses between the mosque and palace staircases:

 Place 1 cardboard keshi of the depicted color from the common supply on your playerboard or advance the keshi marker. (In either case, gain placement bonus if applicable.)

Choose 1 keshi / 2 keshis of the same color from the common supply, placing them on your player board or advance a keshi marker of your choice 1 step / 2 steps. (In either case, gain placement bonus if applicable.)


1 date / 1 water from the common supply


1-4 dinars from the common supply


1 step forward on the river track (+ more steps when spending water if desired)


1-7 points

## Madrasa

In the madrasa players can acquire scrolls. The top left corner of a scroll indicates the minimum gray keshi marker value required to acquire that scroll: the keshi marker must be on a space of higher or equal value on their player board track. Additionally, the player must pay the number of dates depicted on the top right corner, to the common supply.

The player may acquire as many scrolls as they want, provided that:
a) They can pay the required amount of dates;
b) The added sum of the gray keshis indicated on the scrolls does not exceed the current value of the gray keshi marker.

Used dates are returned to the supply. The value of the gray keshi marker is not changed, and the aquired scrolls are placed in front of the player.


Example:
Lukas' gray keshi marker is on space " 6 " of its track on his player board. He may acquire these two scrolls ( $1+5$ gray scholar keshis), paying 3 dates.


Reveal new scrolls only at the end of the player's turn, after they have used all 3 of their assistants: Replenish the display of 3 scrolls per color (if the stack is depleted, replenish as many as possible.)

Just before their first purchase during each round, the player may pay 1 dinar to refresh the display of scrolls of one color, placing the 3 face-up scrolls at the bottom of the stack and revealing 3 new tiles. The player must acquire at least 1 of these new scrolls.

Exactly when a scroll you just bought can be used depends on the indicated activation timing:


End of the round
End of the season bonus action

Permanent action bonus action
 enhancement

- The player performs an instant action once only and immediately when acquiring that scroll. They still keep that scroll in front of them.
- End of the round and end of the season bonus actions can be used at the end of each round or season respectively.
- Permanent action enhancements vary in their abilities, but grant an enhancement for the rest of the game that may be used once per turn or in combination with a specific action, depending on the scroll.

You will find a detailed summary of these tiles and their associated actions in the addendum.

## Medina

Players always place beige cardboard keshi guards on the large watchtower space in the medina section of their player board when they are first acquired. Later, when they perform the sector action for the Medina, they may buy 1 or more city gates from 1 of the 4 workshops for each guard on their watchtower.

The player selects 1 city gate from a workshop of their choice and pays the price in dinars as shown in the top left. They then gain or lose points as shown in the top right immediately and build the gate on any unoccupied city gate space on their player board, placing 1 guard from the watchtower next to it. That guard is now committed to that space.

Then, the player takes 1 cardboard keshi of the color matching the city gate's color from the common supply and places it next to their player board. This also applies to the colors green, white, black, and turquoise (if the supply of the corresponding cardboard keshis is depleted, use a wooden keshi instead)!

If the city gate's color matches the sector's color (also shown on the city gate space), the player gains $\mathbf{2}$ points immediately.

The player may buy as many city gates as they can afford and have uncommitted guards on their player board.

After all gates have been purchased, the keshis gained during the action are placed on the matching sectors (for the colors yellow, orange, purple, pink, beige, red, and brown), or exchanged to advance the matching keshi marker (in both cases gaining placement bonus if applicable). If any of these sectors are already complete, the keshi of that color must be returned to the common supply.

Wote: At the end of the game, any cardboard keshi guards still on the watchtower are placed on unoccupied keshi guard spaces. The Medina sector counts as complete when it contains 8 guards and 1 water vendor, irrespective of the number of city gates.

## Sahara

In the Sahara players may discover and claim oases.
Placement bonus = discover an oasis

(2)
Whenever a player places a brown cardboard keshi caravan, they discover the assigned oasis by revealing that tile.

Starting from the assistant space, there are two paths with three oases each, plus a third path leading to the start-oasis. Players may discover oases along all paths simultaneously, but may not skip a space on a path.


Example:
Sarah places 2 brown keshi caravans on the Sahara which allows her to reveal the next 2 oases.

## Discovering the start-oasis:

At the bottom-left of the Sahara is an oasis that can accommodate 2 brown cardboard keshi caravans. No oasis tile was placed here during setup. For keshis placed here the player gains the following placement bonuses:


Example: Marie places a keshi on the right space of her starting oasis. She receives any 2 resources as a placement bonus, so she chooses 1 date and 1 dinar.

## Claim oases

By using the Sahara sector action a player may claim one of their discovered oases by paying the resources shown on the highlighted space next to that oasis.

The player places the claimed oasis on a storage space in the area on the right side of their supply board. The first claimed oasis is placed on the left space, marked with a green arrow above it. The following claimed oases are placed on the next empty spaces from left to right.

With the Sahara sector action, a player may claim as many discovered oases as they can afford, one after the other, in any order they choose.

If there is a cardboard keshi on the space where they place the claimed oasis, the player may either place that keshi on the matching sector on their player board immediately (if it is pink, beige, or red), or return it to the supply to advance the matching keshi marker 1 step on its track (if it is green, gray, white, black, or turquoise).

## Example:

First, Sarah pays 1 dinar and claims the first oasis on the left. She places that tile on the first storage space of her supply board, gaining the green cardboard keshi. She returns it to the supply to advance her green keshi marker, gaining the placement bonus of the date orchard.
Then, she returns 1 date and 1 water to the common supply and claims the second oasis on the right. She places that tile on her supply board as well. move back any keshi marker 1 step) and take 1 keshi of another color and place it immediately (or advance any keshi marker 1 step), gaining placement bonus if applicable.
!!! Important: You may NOT return a cardboard keshi caravan, nor a beige cardboard keshi guard committed to a city gate. Also, you may NOT return any cardboard keshi goods (yellow, purple, or orange), but you may take one of these in exchange.


When covering this icon, the player may take 1 yellow scroll from the display (ignoring the gray keshi marker requirement on that scroll and without paying 1 date).
!!! Important: Paying 1 dinar to refresh the 3 yellow scrolls on display is not allowed here!

Claimed oasis may earn additional points at the end of the game if the player meets the requirement shown on the tile. However, a player is only allowed to score 3 claimed oases in total.

You will find a detailed summary of these tiles and their requirements in the separate addendum.


## River bonus \& end of the round

The round ends after all players have used all 3 of their assistants. Resolve the river bonus of the river track on the game board:
Each player whose fishermen is at least beyond the first rapid may take $\mathbf{1}$ bonus of their choice that is shown next to one of the rapids they have passed already.

## Summary of bonuses on the river track:



After choosing the bonus, the fisherman remains where he is.
Before the next round starts, the start player passes the round tracker (camel) to their left neighbor. That player is the start player for the next round.

Do not pass the season tracker (Stefan Feld figure) at this point.


## Season Scoring and Priparation of the Next Season

After 4 rounds the players have no more keshis left behind their screens.
That season is finished and the players proceed to the season scoring.

## 1) River evaluation

The player whose fisherman is the farthest down the river track is the winner of the river evaluation, gaining a certain bonus shown on the tile at the river's end.
In the third season the winner on the river track has the choice between two bonuses, with second place receiving the other bonus. In a two player game the second place is not rewarded with a bonus. Players with their pawn still on the starting space never gain a river bonus.

You will find a detailed summary of the river tiles in the separate addendum.
Finally, discard the current river tile and return all fishermen to the starting space of the river track.


## Example:

Sarah (green) is first on the river track, and chooses the 7 points bonus of the river tile.
Marie (yellow) is second and gains 3 points.

## 2) Providing for Citizens

Each player must pay the resources shown on their their revealed provision tiles. If a player cannot pay the required resources shown on all their provision tiles, they must pay all of their resources (even those that were not required in the first place) and lose all points shown on their activated provision tiles.

A player paying all required resource does not lose any points.
After all players have paid their required provisions, each player chooses one of their provision tiles that is still face down and flips it. The resources shown on that tile must be paid at the end of the next season in addition to to those shown on the previously revealed tiles if the player does not want to lose points.


## Preparing the 2nd and 3rd season:

1) Discard the top exchange office tile. This reveals the next exchange office, which becomes the active office for the next season.
2) Place the river tile for the next season on the end of the river track.
3) Again, each player takes 1 wooden keshi of each color ( 12 in total) from the common supply and places them behind their screen.
4) Pass the season tracker (Stefan Feld figure) to the next player in clockwise direction. That player takes the round tracker (camel) as well, no matter which player is holding it now.
This concludes the preparation, and the next season starts.

Note for 3) above: In a 4-player game, it is possible, although rare, that more than 2 wooden keshis of the same color remain in the tower. In this case, the wooden keshis of that color in the supply are not enough to provide 1 for each player. Should this occur, the leading player on the scoring track will get a cardboard keshi of the same color, as a "placeholder". This player cannot choose this color to place their assistant in the matching district on phase 1) Select keshis \& deploy assistants, as long as they

have the cardboard placeholder. However, they must exchange the placeholder for a wooden keshi of the matching color, as soon as there is one available in the common supply at the end of the round. If they could not exchange it by the end of the 3rd round of the current season, they may exchange the placeholder for a wooden keshi of any color of their choice, that they have not left behind their screen at that moment.

## End of the Game and Final Scoring

After the 3rd season (including season scoring) is completed, the game ends and the final scoring takes place. Players can gain additional points now for the following:

## 1) Completely filled sectors:

For each completely filled sector of their player board (remember: the souk can never be filled), the player gains 10 points.
Note: "Completely filled" means that either 8 cardboard keshis are placed in the sector, or that its keshi marker has reached the end of its track (space " 8 "). In either case, a red cardboard keshi must also be present there.

## 2) Oasis tiles:

Each player calculates the worth of their claimed oases according to their requirements and gains points for the 3 oases of the highest value.


## 3) Remaining resources:

Each player gains points for their remaining resources (dinars, water, dates) and/or keshi goods: Add together all resources and keshi goods and divide the sum by $\mathbf{2}$, rounding down.


## Final scoring example

1) Sarah has 3 completely filled sectors: the Sahara, the river and the mosque. She gains 30 points.

2) She has 4 claimed oases:

- The first one (03) is worth 2 points for her 1 pink city gate.
- The second one (05) would give her 3 points plus 1 point for each step of the white keshi marker on her player board, a total of 5 points.
- The third (07) is worth 3 points plus 1 point for each step of the turquoise keshi marker on her player board, a total of 11 points.
- The last one (21) would give her 3 points plus 1 point for each date that she returns to the common supply, a total of 9 points.

So she scores oases 05, 07 and 21 to gain 25 points in total.
3) Finally, she has 5 resources left plus 2 keshi goods. These give her 3 more points.

## Expansion 1: Staircase Tiles

## Game Components:

- 20 Staircase tiles (double-sided)


## Changes in Setup:



Put all staircase tiles in the cloth bag, mix well, draw one after the other with a random side up and place on a bonus space between the palace and mosque staircase, starting with the space on the bottom left.

These staircase tiles replace the printed bonus spaces, thus providing always new combinations on the connecting lines.
!!! Important: Do NOT cover the dinar and points spaces directly next to the staircases, these bonuses remain unchanged. Also, do NOT cover the 2 topmost spaces ("any 2 keshis of identical color" and "any 1 keshi") nor the lowermost space ("1 step on the river track"). This leaves 12 spaces to be covered by staircase tiles. Return the leftover tiles to the game box.

Hint: If all players agree, staircase tiles may be selected (which tile and which side up) instead of randomized.

## Expansion 2: Imam \& Sultan

## Game Components:

- 1 Sultan (white), 1 Imam (black)
- 1 Fountain tile



## Changes in Setup:

Place these two special pawns on their respective starting space of the palace and mosque staircase (the stair showing a small image of the sultan and the imam). Place the fountain tile on the fountain between the palace and mosque.

## Changes in Game Play:



As soon as a player reaches the stair where the sultan or the imam is waiting, they place that pawn next to their own and from now on moves both pawns as one, when ascending the palace or mosque staircase. A player taking along one of these special pawns gains the following benefit (depicted on the fountain tile as a reminder), which may be used more than once during the same turn:


- Sultan (white): When buying a scroll, the player pays $\mathbf{1}$ fewer date for each scroll.

- Imam (black): When buying a luxury good, the player pays any 1 goods cardboard keshi fewer.

If the player in company of the sultan or imam is passed by another player later, that player now takes that pawn along (drawing level is not enough to take over the sultan/imam!). As soon as a player in company of the sultan or imam reaches the the final space of the staircase (palace/mosque), the sultan/imam is passed on to the player in second position on the respective starcase. If several players are tied for the second position, the pawn is placed one space directly above them.

## Expansion 3: Additional Exchange Offices

## Game Components

- 6 new exchange offices (reverse side of the base-game exchange offices)


## Changes in Setup:

After shuffling the exchange offices, place them next to the game board with a random side up. There is no further change in setup or game play.

Hint: If all players agree, they may use these new exchange offices only.
The tile shown on the right offers 1 additional bonus besides 1 ressource:


## Expansion 4: Spectators

## Game

COMPONENTS:

- 4 Audience discs (reverse side)


## Changes in SETUP:

Before the game starts, the players decide together if they want to play with the pink or the purple sides of the audience discs. The purple side features 1 section without any spectators and 1 section with 4 spectators.

## Expansion 5: Desert Towns

## Game Components

- 12 Desert towns
- 4 Covering tiles (1 per player)

- 4 Supply boards (reverse side)


## Changes in SETUP:

Each player takes 1 covering tile, placing it on the start oasis. This oasis and its associated keshi spaces are not available during this game. The supply board is connected to the playerboard with its reverse side up. Its left-hand side contains 2 spaces for brown cardboard keshi caravans and $\mathbf{2}$ desert towns. There is no longer a designated space for the players' personal supply of resources: the players must keep their resources on the table, above the supply board.
At the start of the game, put all desert towns in the cloth bag and mix well. Randomly draw a number of desert towns from the bag as shown below:
$\mathbf{i} \mathbf{i} 3$ tiles $\quad \mathbf{i} \mathbf{i} \mathbf{i}$ tiles $\quad \mathbf{i} \mathbf{i} \mathbf{i} \mathbf{i} 7$ tiles

Place the drawn tiles in plain view of all players next to the game board, night side up. Return the remaining desert town tiles to the game box.

## Changes in Game Play:

When discovering in the Sahara now, there is a fourth keshi space on both upper paths, leading the caravan to a far away desert town.
If a player places a brown cardboard keshi caravan to such a space, they choose one of the desert towns from the display next to the game board, placing it on the corresponding space, night side up. The player gains an immediate placement bonus of 4 points.
$!!!$ Important: It can be worthwhile to be fast, because there are not enough desert towns for every player to get 2 . Furthermore, the desert towns offer different bonuses that may not be suitable for all players.

When claiming a desert town with a Sahara sector action, the player must pay a set of 3 keshi goods (yellow + orange + purple). They flip the desert town tile to its day side (leaving it on its space). This desert town is claimed now and may be scored at the end of the game.
Note: With their Sahara sector action a player may claim discovered oasis tiles as well as desert town tiles.
Like oases, most desert towns yield points during final scoring if their requirements are met.
However, there are 3 desert towns with an immediate effect. These are marked with a flash icon, the same as the scrolls.

4Resolve the effect once when claiming such a desert town. You will find a detailed summary of these tiles and their requirements in the separate addendum.
!!! Important: Desert towns are only flipped when claimed and are not stored with the oases on the right-hand side of the supply board.

## Changes in Scoring:

Score (at most) 2 desert towns and 3 claimed oases of the highest value.
!!! Important: Both keshi spaces of the desert town covering tile must be occupied (in addition to all other keshi spaces) in order to score the Sahara as completely filled sector.
|n PR:p


Gain or take something


IIIUse something


5 Lose [3] points


Any resource (dinar, date, or water)


Oasis tile


Discover oasis


Claim
oasis

Claimed oasis

Note: For clarity and simplification of the icons, the keshis (e.g. on the the scrolls), are always depicted in the same style, no matter whether cardboard or wooden keshis are meant.



## Place keshi/ advance keshi marker (of the depicted color) on your player board

Note: This icon is used for keshis of all colors.

For the colors green, gray, white, black, and turquoise, this means moving the matching keshi marker 1 step forward.
For the colors yellow, orange, purple, pink, beige, red, and brown, this means taking 1 cardboard keshi of the matching color from the common supply, placing it on the matching sector of the player board.
In either case, gain a placement-bonus, if applicable.

1 spectator
on the
audience
disc
Game round


1st season

2nd season

3rd season

Final Scoring

One of your assistants

Your
Sultan's
courtier
Your
Imam's
student

Your

Fisherman

Sultan
(Exp. 2)

Imam
(Exp. 2)
Note:
To gurantee the compatibility with future expansions, the same icons are used in all versions of the game: The icons for the pawns resemble the printed wooden components of the Deluxe version.

## SCROLLS

The scrolls have unique abilities or bonuses, explained below. For quick reference look for the number of the tile in the bottom left corner.
Any effects that are essentially identical and differ only in minor details are merged in this summary.

## 01-21: You need to have 1 scholar \& you must pay 1 date

## 01-12 Y

You take the depicted keshi from the common supply and immediately place it according to the rules or advance the keshi marker of the depited color 1 step ( + placement bonus, if applicable).


## $17 \infty$

Each time you cross a rapid on the river track, you gain the depicted bonus once and immediately.


## $18 \infty$

Each time you use the exchange office, you gain 1 additional resource of your choice (dinar, date, water).


19 K
You gain 2 water from the common supply immediately.


20 M
You gain 2 dinars from the common supply immediately.


## 21 M

You gain 3 dates from the common supply immediately.

## 22-42: You need to have 3 scholars \& you must pay 1 date



## 23-25 $\infty$

When you perform the "date orchard" sector action, you may opt, for each date you would gain, to instead take:
1 water (23),
1 dinar (24),
or 1 point (25).

## 26-27 $\infty$

When you advance on the palace or mosque staircase, you may buy further steps by spending dates / water:
1 date $=1$ step (26), 1 water $=1$ step (27).


## 28 「

At the start of each season scoring you gain one bonus from each of the rapids you have crossed.


## $29 \infty$

When you perform the "main square" sector action, you gain additional points at the end of the action.

The number of points depends on the number of spectators facing the space with 2 points.
A cardboard keshi entertainer does not need to be placed here.

## Example:

Lucas gains 4 points at the end of his sector action "main square": 2 points for each spectator facing the space with 2 points (in this case there are 2 ).



## $30 M$

You take 1 cardboard keshi of your choice from the common supply and immediately place it according to the rules or advance 1 keshi marker of your choice 1 step.


## $31 \infty$

As of now, there is 1 additional spectator in each section of your audience disc.


## $32 \infty$

You pay 1 fewer dinar when buying a city gate.


## $34 \infty$

When you perform the "souk" sector action, you may buy several luxury goods with 1 assistant if you can afford it.
Example: Marie wants to buy a city gate from the right workshop and would have to pay 3 dinars. She pays 2 dates and 1 dinar instead.

$33 \infty$
As of now, you may use dates and water instead of dinar whenever you have to pay a cost (but not vice versa).

## Example:

The highlighted section counts as 4 spectators now.

(8) Note: If you buy a city gate for 0 dinar you do not get a dinar
 from the common supply.


## $35 \infty$

As of now, you receive 1 additional water when using your assistant in a sector with a cardboard keshi water vendor on it.


## $36 \infty$

When you buy a city gate, you gain 1 cardboard keshi of your choice from the common supply or advance 1 keshi marker of your choice 1 step. Its color no longer has to match the color of the city gate.


## 37-42 K

You take both depicted cardboard keshis from the common supply and immediately place them on the "souk" according to the rules.

## 43-60: You need to have 5 scholars \& you must pay 2 dates



## 43 h

2 times:
You take 1 cardboard keshi of your choice from the common supply and immediately place it according to the rules or advance 1 keshi marker of your choice 1 step.

## $44 \infty$

When providing for citizens at the end of a season you may pay 1 dinar:
If you do, you only have to spend any 1 resource for each provision tile.
This resource does not need to be shown on the provision tile.
The dinar only needs to be paid once for all tiles.


## $45 \infty$

As of now, you pay only 1 resource of your choice when you claim an oasis.


## $46 \infty$

When you perform the "souk" sector action, you may use the exchange office several times with 1 assistant if you can afford it.

## Example:

## Sarah pays 1 dinar.

She needs to spend only 1 resource of her choice for each of her provision tiles and spends 2 dates.


## 47 W

You check all sectors of your audience disc with 3 spectators and immediately gain 3 times each bonus facing these sectors.
Cardboard keshi entertainers do not need to be placed there.

## Example:

Jan receives 3 keshi goods of one color of his choice from the common supply and advances his imam's student on the mosque staircase 3 steps.



## $48 \infty$

Each time you move on the palace or mosque staircase you may move 1 additional step.

## Example:

Lucas has placed 1 cardboard keshi entertainer to the main square that allows him to advance 1 step with his imam's student on the mosque staircase. He may move his imam's student 1 more step, 2 steps total.


$49 \infty$
Once you have reached the final space of the mosque staircase, you gain 2 points for each further step instead of 1 only.


## $50 \infty$

As of now, you receive 2 points in addition to 1 water for your cardboard keshi water vendor when using your assistant in the sector it was placed on.


## $51 \infty$

When you perform the "main square" sector action, you gain all bonuses from spaces facing sections with 1 spectator at the end of the action. These bonuses are additional and no cardboard keshi entertainers need to be placed there.

## Example:

Sarah receives 1 water, 1 date, and may advance her sultan's courtier 1 step on the palace staircase.



## $52 \infty$

Once you have reached the final space of the palace staircase, you gain 2 points for each further step instead of 1 only.


53 h
You may perform a sector action of your choice immediately.


## $54 \bigcirc$

Each time you place an entertainer cardboard keshi on the "main square," you get the corresponding placement bonus plus the placement bonuses of both adjacent sections. These bonuses are additional and no cardboard keshi entertainers need to be placed there.

## Example:

Marie places 1 cardboard keshi entertainer. Her bonuses are 2 points plus 1 water and 1 dinar from the common supply.


## 55 h

You advance 3 steps on both the palace and mosque staircase immediately. You gain all appropriate bonuses, and you may choose the order in which you advance on the staircases.


## $56 \infty$

Once your fisherman has reached the jetties (final space of the river track), you gain
2 points for each further step instead of 1 only.


57 M
You place a cardboard keshi water vendor from the common supply on the left side of the assistant space in the "souk", and gain 3 water from the common supply immediately.

From your next turn on, you get 1 water for this cardboard keshi water vendor (according to the rules for red keshis in other sectors) for each assistant placed in the "souk" when you perform the "souk" sector action (using the exchange office or acquiring 1 luxury good) or take 1 new cardboard keshi good.


## 58 K

You pay 1 date and take 1 orange scroll from the display that would require the gray keshi marker to be on space "7", ignoring this requirement.


## 59 M

You gain all bonuses from the connecting line between your two pawns on the palace and mosque staircases immediately.

## Example:

Lucas gets 1 dinar, 3 points, 1 red cardboard keshi from the common supply, and 1 step of the green keshi marker on his player board.


## $60 \infty$

Each time you get a bonus from rapids on the river track, you get it twice instead of once only.

## 61-72: You need to have 7 scholars \& you must pay 3 dates



## $61 \infty$

You may always claim 2 keshis of your choice from the tower's base during the "Claim \& exchange wooden keshis" phase. They can be of the same color or of different colors.

Exception: If only 1 keshi is left or you may not claim 2 because all your matching sectors are filled completely, you can and may claim 1 keshi only.


Example: Jan decides to claim 1 green and 1 pink keshi. Instead he could have claimed both green keshis or any other combination.


62 M
You claim 3 of your discovered (revealed) oases immediately without paying any costs.

Note: You CANNOT claim a desert town with this tile!


## $63 \infty$

Each time you get a get a connection bonus after crossing a threshold on the palace or mosque staircase you receive 2 different bonuses instead of 1 only.

## 64 W

You take 1 cardboard keshi of your choice from the common supply and place it according to the rules immediately or advance 1 keshi marker of your choice 1 step. Then, perform the sector action of that sector where you have placed/ advanced that keshi.

$65 \infty$
As of now, you perform the "main square" sector action always twice in a row: Rotate the audience disc and chose a bonus; rotate it a second time and chose a bonus again.

## Example:

1) Marie rotates the audience disc and decides for 2 points three times.
2) She rotates the audience disc a second time and takes 3 water from the common supply.


## $66 \infty$

Each time you buy a city gate you gain 2 keshis of the matching color instead of 1 only or advance the keshi marker 2 steps instead of 1.

Note: If the player is also in possession of scroll no. 36 , they may choose to gain or advance keshis of different colors.


## 67 W <br> 3 times:

You take 1 cardboard keshi of your choice from the common supply and immediately place it according to the rules or advance 1 keshi marker of your choice 1 step.

$68 \infty$
Each time you discover an oasis (flip it to its front side), you score that oasis once immediately and in addition to final scoring.

Leave that oasis on its place in the Sahara face up ("discovered"), you may claim it later.


69
At the end of the round you get all bonuses from the rapids you have crossed instead of 1 only.


70 K
You gain all bonuses of your cardboard keshis placed to the "main square" immediately. Multiply each bonus by the number of spectators facing that space.
Example:
Jan gets the following bonuses for his $\mathbf{4}$ keshis at the main square:
1 step on the palace staircase with his sultan's courtier, 3 steps on the river track, 3 dinars from the common supply, and 2 points.


## 71 K

You score one of your claimed oases immediately. That oasis remains claimed and can be scored again at the end of the game.


72 h
You may return any number of resources (dates, water, dinars) to the common supply and gain 2 points for eaxch returned resource.

## OAses \& Desert Towns (Expansion 5)

Claimed oases (max. 3) and desert towns are scored at the end of the game and yield points. A player gains more points the more often they have met the requirements of each tile. To meet the requirements a player may ONLY use their own resources/components from their player board or personal supply.

For quick reference look for the number of the tile in the upper left corner.
Any effects that are basically identical and differ only in minor details are merged in this summary.

## Oases



## Example:

Sarah has 4 red keshi water vendors on her board and gains 7 points $(3+4)$.

## 01-04

You gain the indicated number of points for each of your built city gates of the matching colors.

Example: Jan gains a total of 12 points for his 1 black city gate, 3 turquoise city gates, and 2 green city gates on his board.
05-13
You gain 3 points plus 1 point for each keshi of the shown color on your board or a number of points equal to the current value of the keshi marker of the shown color. If you have no keshis of that color or a keshi marker value of 0 , you gain 3 points only $(3+0)$.


## 14-18

You gain the indicated number of points for each of your tiles with the depicted luxury good.
Example: Lucas has acquired 3 slippers during the game and gains 6 points.


## 19-21

You gain 3 points plus 1 point for each of the shown resource you return to the common supply when scoring these tiles. You may return a maximum of 12 resources of the shown type. If you have no resources of that type, you gain 3 points only $(3+0)$.

Example: Marie has 5 dates at the end of the game, and she returns them during final scoring. She gains 8 points $(3+5)$.


## 22-23

You gain 3 points plus 1 point for each of your luxury goods (22)
of your scrolls (23)
If you have no luxury goods or no scrolls
(respectively), you gain 3 points only $(3+0)$.


## 24

You gain 4 points for each of your sectors with no more than 3 keshis or a maximum current keshi marker value of 3. In either case, do not count the red keshi water vendor.
Exception: Do not score the "souk."
Example: Jan has 4 sectors with no more than 3 keshis of that sector's color placed there, so he gains 16 points.


## 25

You gain 4 points for each of your completely filled sectors ( 8 keshis of that sector's color in it or a marker kehi value of 8 , plus 1 red keshi water vendor)
Exception: Do not score the "souk."


## 26

You gain 3 points for each of your claimed oases. All your claimed oases count, not only the 3 ones you selected for scoring.


## 27, 28

You gain 7 points if you have reached the final space of the mosque staircase (27) or the palace staircase (28).

## 29

You gain 7 points if you have crossed at least 5 thresholds on the mosque staircase and the palace staircase (combined).

Example: Sarah has reached the palace with her sultan's courtier (thus having crossed 4 thresholds) and her imam's student is in the second segment (thus having crossed 1 thershold). She has crossed 5 thresholds in total and gains 7 points.

## 30

You gain 7 points if your fisherman has reached a spot at the jetty (final space of the river track) at the end of the game.



## 01

You gain 2 points for each of your built city gates.

## 02

You gain 2 points for each of your acquired luxury goods.

## 03

You gain 2 points for each of your acquired scrolls.


## 04

You gain 1 point for each step you have made on the palace staircase (max. 16). Steps taken after you have reached the final space of a staircase do not count for this.


## 05

You gain 1 point for each step you have made on the mosque staircase (max. 16). Steps taken after you have reached the final space of that staircase do not count for this.

## Example:

Lucas' imam's student is on the first step of the 4th segment, meaning he has made 11 steps he gains 11 points.



06
Add the number of all cardboard keshis (except the keshi goods [yellow, orange, purple]) on your player board, plus the current values of all keshi markers. Divide the total by 3 (rounded down) and gain that number of points (rounded down).
Example: The number of cardboard keshis plus the keshi marker values on Sarah's board is 41 (see left [oases 05-13] or page 18 of the rulebook).
She gains 1 point for every 3, a total of 13 points.


## 07

You gain 1 point for each step you have made on the river track in season 3. Steps taken after you have reached the final space (the jetty) of the river do not count for this.

## 08

You gain 2 points for each sector containing at least 4 cardboad keshis or with a minimum keshi marker value of 4 . A red keshi water vendor counts as well (and will reduce the required keshi marker value to 3 ). Exception: Do not score the "souk."


## 09

You gain points for each of your cardboard keshi entertainers on the "main square." Each entertainer is worth as many points as the number of spectators facing that entertainer.


The desert towns numbered 10-12 are not scored at the end of the game. When claiming these, you perform a bonus action immediately.


## 10

You may take 1 scroll of your choice from the display. You do not have to meet the requirement nor do you have to pay any dates.

## Example:

Lucas takes the left tile from the second row and immediately places/advances any 3 keshis. His gray keshi marker does not have to be on space '7" of its track, nor does he have to pay 3 dates.



## 11

You may take 1 luxury good of your choice from the display. You do not have to pay any keshi goods.

Example:
Sarah takes the necklace and gains 13 points. She does not have to pay the 3 purple



## 12

You may take 1 city gate of your choice and build it on your board. You do not pay dinars for this, but you gain or lose points as usual and receive a cardboard keshi of the matching color or advance the keshi marker of the matching color. As usual, you gain 2 additional points if you build the city gate on the space of the matching color.
!! ! Note: You must have at least 1 uncommitted cardboard keshi guard on your watchtower that you can commit to the new city gate.
Example: Jan takes a white city gate from the right workshop. He gains 7 points and can build it on a matching space, gaining 2 more points. Then, he places 1 beige keshi guard to the gate.

||II|||||| ||II||||||

## River Tiles

At the end of each season the player in first position on the river track gains the bonus of that season's river tile. In the last season, two players gain a bonus (not in a game with 2 players). For quick reference look for the number of the tile in the bottom left corner.

Front side:


01
You may perform one sector action of your choice.


## 03

2 times: You take 1 cardboard keshi of your choice from the common supply and immediately place it according to the rules or advance 1 keshi marker of your choice 1 step, gaining the placement bonus if applicable.

## Reverse side:



02
Place 3 of the leftover oasis tiles face up next to the game board at the start of the game. At the end of the first season, you may take any 1 of these oases and claim it immediately, without paying any costs.
You may thus end up with a total of 7 claimed oases by the end of the game, which is allowed: Place the 7th claimed oasis next to your supply board.


## 08

You gain 3 points.


## 10

You take 3 cardboard keshi goods (1 of each color) from the common supply and immediately place them according to the rules.


12
The player in first position selects one of these bonuses, the player in second position gains the other bonus.
Bonus: Gain 1 point for each built city gate on your board.
Bonus: Gain a number of points equal to the current value of your green keshi marker.

## 14

You gain 1 water, 1 dinar, and 1 date from the common supply.


16
You perform the sector action "main square" twice in a row. At the start of each of these actions you rotate the audience disc by 1 section as usual.


## 18

The player in first position selects one of these bonuses, the player in second position gains the other bonus.
Bonus: Add the number of all cardboard keshis on your player board and the current values of all keshi markers. Divide the total by 4 and gain as many points (rounded down).
Bonus: 2 points for each of your acquired luxury goods.


[^0]:    *If the number of spectators allows to take more than one keshi good they must all be of the same color.

