

# MARRAKESH

## CAMELS & NOMADS

This expansion contains 6 modules, which can be played in any combination. Depending on the combination, you have to sort out tiles that are only usable with specific modules. To start we recommend to either play with the **NOMADS** or the **CAMELS**. You can add the **SPECIAL BUILDINGS** or the new **PROVISION TILES**. The **NEW LUXURY GOODS** and **NEW OASIS TILES** can always be added.

### INDEX

Nomads	1
Camels	2
Special Buildings	5
New Provision tiles	7
New Luxury goods	8
New Oasis tiles	8
Pashabot – Solo rules for Marrakesh	9

#### Essential Edition:

To use this expansion with the **Essential Edition** apply the changes to the rules presented in green text boxes like this one.

### NOMADS

#### Components

- 20 Wooden nomad keshis
- 20 Cardboard nomad keshis (to use with the **Essential Edition** of Marrakesh)
- 1 Nomad board

#### Changes in Setup

Place the **nomad board** next to the cube tower and store all **wooden nomad keshis** there, as a common supply.

#### Changes to game play

**Once per round**, before players start claiming keshis, place **1 wooden nomad keshi** from the supply next to the sorted keshis in the tower base.

When **claiming keshis**, you can now choose to take the nomad keshi instead of any other keshi. In order to **claim the nomad keshi**, you must **pay 1 date and 1 water**.

The nomad keshi can be **deployed to any of the sectors** (water vendor spaces included), **except the Souk**. The nomad keshi counts as a keshi of that sector. If the nomad keshi is placed in the date orchard (green), the Sahara (brown), or the main square (pink), you also gain the **deployment bonus**.

There is always just 1 nomad keshi available per round. If no player is able to or wants to take the nomad keshi, return the nomad keshi to the nomad board after all other keshis have been claimed.

Once per round and before using any of your assistant actions, you can **pay 1 dinar** in order to **move a nomad keshi** to any other sector on your player board (except the Souk). Gain any applicable deployment bonus.

**!!! Important:** You may NOT move a nomad keshi standing next to a discovered or claimed oasis. You may NOT move a nomad keshi committed to a city gate.

If you have multiple nomad keshis, you can move any number of them, at the cost of 1 dinar each.

#### Changes in final scoring

Each nomad keshi counts towards the 10 points bonus for **completely filling a sector**. However, they do not count toward points awarded by any oasis tile specifying a keshi color, even if that nomad keshi is placed in the color corresponding sector.



#### Essential Edition:

Place the **cardboard nomad keshis** on the nomad board as well.

#### Essential Edition:

When deploying the wooden nomad keshi to the **green, gray, white, black, and turquoise** sector, place it 1 step ahead of your keshi marker on the track. Move it along when advancing the keshi marker.

When deploying a nomad keshi to the **pink, beige, or brown** sector, exchange the wooden nomad keshi for a cardboard nomad keshi and place this one on the next empty space in the sector of your player board.

**deployment bonus = placement bonus**

#### Essential Edition:

Exchange the wooden nomad keshi for a cardboard nomad keshi (or vice versa), when moving it from a sector with a track and a keshi marker to a sector with spaces for cardboard keshis (or vice versa).

#### Example:

This tile grants 1 point for each white keshi, but no points for any nomad keshi placed in the palace (white) sector.

#### Essential Edition:

For green, gray, white, black, and turquoise: Score points equal to the current value of the keshi marker.





# CAMELS

## Components

- 4 Camels (1 in each player color)
- 22 Camel dung tiles (17× value 1, 5× value 3)
- 1 Racecourse (consisting of 3 parts)
- 6 Award tiles (double sided)
- 50 Cardboard keshis, 10 each in green, gray, white, black, and turquoise (to use with the **Essential Edition**)

## Changes in setup

Assemble the **racecourse** and place it next to the game board.

Each player takes the **camel** in their color, placing it on the **starting space** of the racecourse above the column of the spectator sector in their color.

Shuffle the **award tiles** and draw 3 at random, with a random side up. Stack the tiles in the designated space of the racecourse. The topmost award tile is active for the first season. Players may look at all award tiles at any time, but they cannot flip them or change their order. Return the remaining award tiles to the box.

The **camel dung tiles** are placed on the designated space on the racecourse.



### Essential Edition - Changes to the set-up of scrolls and luxury tiles (necessary for some of the award tile bonuses):

Place all scroll types in 3 stacks of the same height, with each top tile revealed. Place the luxury tiles in 5 stacks of the same height, with each top tile revealed.

## Concept and Object of the Module

Players advance their camel on the racecourse by placing keshis on the spectator sector. The goal is to win the race at the end of the game. However, keshis in the spectator sector not only help you advancing your camel: They can also be traded for the benefits depicted on the award tiles, at the end of each season. But beware, do not let your camel fall back too far, otherwise you get camel dung, which detracts points during the final scoring.

## Changes to game play

Each time you claim keshis from the cube tower or gain a keshi otherwise, choose, for each keshi, between deploying it as usual or placing it in your spectator sector on the racecourse.

**Essential Edition:** Instead of placing wooden keshis, exchange them for cardboard keshis and cover the hole in your spectator sector with it.

**Exception:** Goods keshis (purple, orange, and yellow) can **never** be placed in the spectator sector!

Whenever you choose the spectator sector, place the keshi on a **free space** in the column of the spectator sector matching your player color.

**Note:** In the **CAMELS EXPANSION** you are allowed to claim keshis in the color of a completely filled sector on your player board. In this case, you must place that keshi in your spectator sector. In case this sector is also full, you cannot claim a keshi in that color anymore.

**Note:** Nomad keshis can also be placed in the spectator sector and count as their own color. They can be discarded for awards or relocated to another sector by paying 1 dinar as usual.

After placing a keshi in the spectator sector, advance your camel in the racecourse immediately. The number of steps is determined by the number of different colored keshis in the column of your player color in the spectator sector:

Number of different colors	1	2	3	4	5	6	7	8
Camel steps	1	2	2	2	3	3	4	4

Placing a keshi of an already present color also advances your camel according to the chart, even though it does not increase the number of different colors.



**Example:** Sarah (green) places a second white keshi in her spectator sector. Her camel advances 2 steps, as she still has 4 different colors in her spectator sector.



Whenever your camel crosses one of the **intermediate goal lines**, you gain **1 goods keshi** (yellow, purple, or orange) of your choice from the supply, and you can **discard 1 dung tile**.

If you are the **first** to cross that line, you also gain **1 dinar**.

For a camel to advance onto a **supply bridge space**, you must pay the denoted combination of dates and water:

- If you **can pay**, advance your camel the remaining steps.
- If you **cannot pay**, your camel must stop on the space immediately before the supply bridge, forfeiting any remaining steps.

If your camel reaches the **final space** of the racecourse, gain **5 points immediately**. Then, place your camel on the highest free points space on the **podium**. The podium points are awarded only during final scoring. Your camel cannot move any further.

## Changes to Season Scoring and Preparation for the Next Season

At the end of a season there is a **season payout**. This takes place **after the river evaluation** and **before** players must pay for their provision tiles:

### 1. Camel dung tiles

All the players, except for the one(s) leading the race, must collect dung tiles. The racecourse has **5 lines** that can be crossed by a camel: Start line, first, second, and third intermediate goal lines, and the finish line. Each player, except the one(s) in first place, count **the number of lines** between their camel and the camel(s) in first place. Then, they **take that number of dung tiles**.

### 2. Award tiles

The active **award tile** shows specific keshis and/or combinations of keshis that each player can discard from their column of the spectator sector in order to immediately gain benefits (these are listed on the next page). The discarded keshis are returned to the supply. A player can gain multiple benefits (including the same benefit multiple times), provided they can discard the required keshis each time.

After the season payout, discard the topmost award tile. The next tile becomes the active tile.

## Changes in final scoring

### Dung tiles

You detract points from your score according to the number of dung tiles you have by the end of the game:

Number of dung tiles	1	2	3	4	5	6	7
Loss of points	2	4	7	10	13	16	20

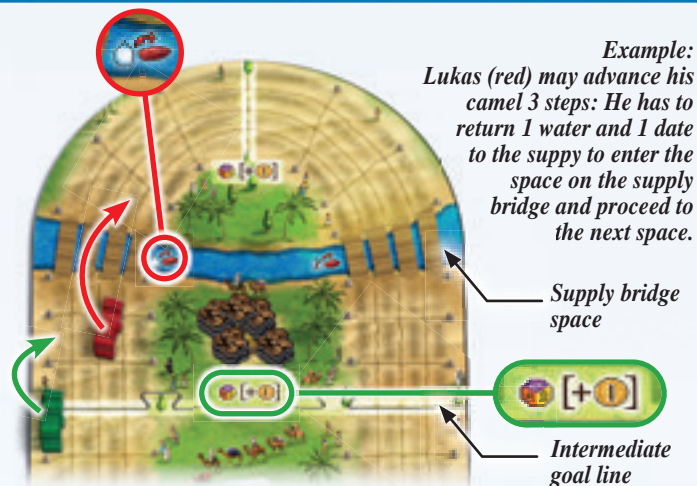
For each dung tile in excess of 7, detract an additional 5 points.

### Race position

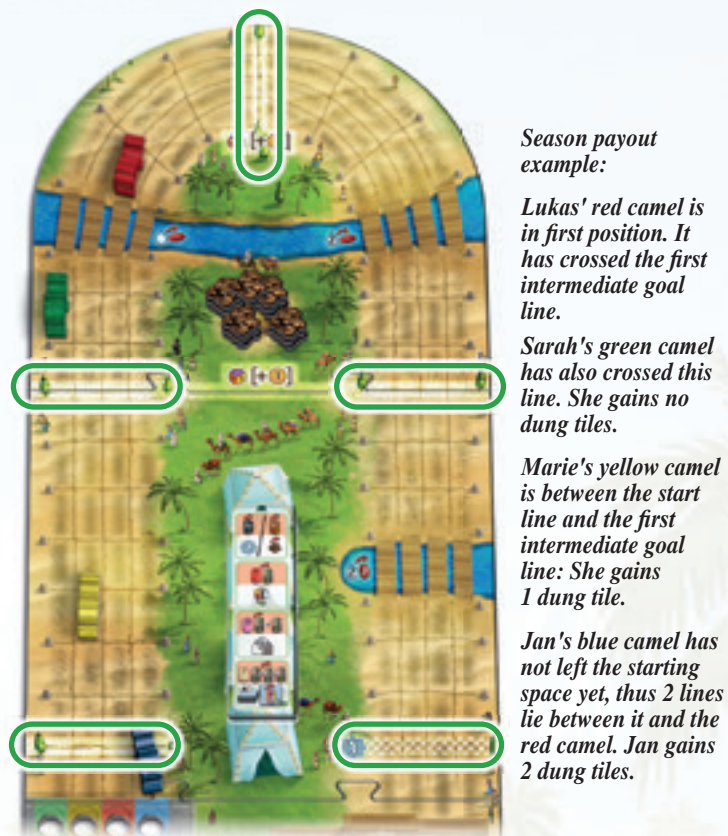
All the camels that are on the podium or have at least crossed the first intermediate goal line, score points, according to the following chart (also depicted on the podium).

If two or more camels share the same position, the corresponding scores are added up and divided by the number of camels.

Place in the race	1st	2nd	3rd	4th
Points	16	8	4	2



**Example:**  
Sarah (green) advances her camel 2 steps. She crosses the first intermediate goal line, gaining 1 goods keshi of her choice. Since she is not the first to cross this intermediate goal line, she does not gain 1 dinar. She may however discard 1 dung tile, in case she has one.



**Example:**  
Jan's blue camel has not left the starting space at all. He has a total of 9 dung tiles by the end of the game. He loses 20 points for 7 of the dung tiles. He loses 5 additional points for each of the two tiles in excess of 7, that is 10 more points, for a total of 30 points lost.

**Example:**  
Lucas' camel has crossed the finish line and has won the race - he gains 16 points for the first place. Sarah's and Mary's camels end up in the same position. Thus the points for the second and third place are added up (8+4) and divided by 2 - they gain 6 points each. Jan's camel has not crossed the first interim goal line, so he does not gain the 2 points for the fourth place.

**Award tile benefits for discarding 1 keshi of the color depicted on the top left:**



Gain 2 points



Gain 2 dinar



Gain 2 water



Gain 2 dates



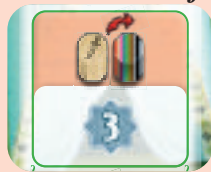
Gain any 1 resource



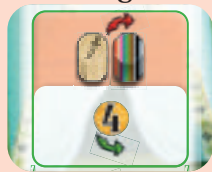
Gain 2 goods keshis in any one color

**OR: for discarding 1 keshi of the color depicted on the top right:** Discard 1 camel dung tile

**Award tile benefits for discarding 2 keshis, 1 of the depicted color and 1 of any color:**



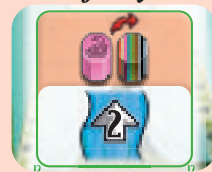
Gain 3 points



Gain 4 dinar



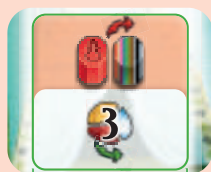
Advance 2 steps on the palace staircase



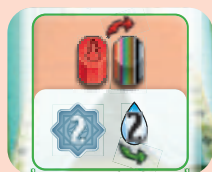
Advance 2 steps on the river track



Select a gray scroll from 1 of the stacks, ignoring the required gray keshis and without paying 1 date. Shuffle the stack and reveal the top tile\*\*



Gain any 3 resources



Gain 2 points + 2 water



Advance 2 steps on the mosque staircase



Gain the reward of any 2-spectator bonus on the main square (no pink keshi required)

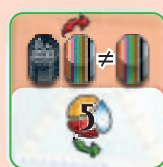
**Award tile benefits for discarding 3 keshis, 1 of the depicted color and 2 of 2 different colors of your choice:**



Gain 5 points



Gain 3 dates + 3 water



Gain any 5 resources



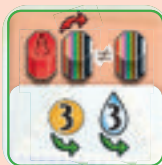
Advance 4 steps on the river track or on the mosque staircase\*



Claim 1 oasis tile without paying any resources



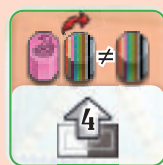
Gain the reward of a 3-spectator bonus on the main square (no pink keshi required)



Gain 3 dinar + 3 water.



Gain 3 dinar + 3 dates



Advance 4 steps on the palace or on the mosque staircases\*



Advance 4 steps on the river track or on the palace staircase\*



Gain 3 goods keshis in any color.



Select a yellow scroll from 1 of the stacks, ignoring the required gray keshis and without paying 1 date. Shuffle the stack and reveal the top tile\*\*

**Award tile benefits for discarding 4 keshis, 1 of the depicted color and 3 of 3 different colors of your choice:**



Gain 8 points



Gain the river season bonus (Free choice in the 3rd season)



Claim 2 oasis tiles without paying any resources



Advance 6 steps on the palace or mosque staircases or on the river track\*



Select a luxury good from 1 of the stacks, and buy it with a discount of 3 goods keshis. Shuffle the stack and reveal the top tile\*\*



Select a pink scroll from 1 of the stacks, ignoring the required gray keshis and without paying 2 dates. Shuffle the stack and reveal the top tile\*\*

\* The number shown is the total number of steps: You may split them among your pawns on the depicted staircases and/or river track.



\*\* If multiple players want to gain this benefit, start with the player whose camel is farther ahead. In case of tie, proceed in turn order.



# SPECIAL BUILDINGS

## Components

- 8 Special buildings
- 1 New audience disc

## Changes in setup and game play

The special buildings have a **front** and a **reverse** side:

The **front side** grants **special abilities** and **different starting resources** and **keshis**, for an asymmetric setup.

The **reverse side** grants only the **different starting resources** and **keshis**.



Front side

Reverse side

Before the start of the game, players agree on which side of the special buildings they want to use. All players must use the same side.

Put the special buildings into the cloth bag and shuffle them. Each player draws two buildings, choosing one and placing it next to their player board. The remaining buildings are returned to the box.

The players do not start the game with the usual resources. Instead, the buildings dictate the starting resources for each player (shown in the front side top right, and at the bottom of the reverse side):

- First, take the corresponding **keshi** from the supply and place it on the corresponding sector of your player board, gaining any deployment bonus if applicable.

### Essential Edition:

Either gain a corresponding cardboard keshi or advance the corresponding keshi marker.

- Then, take the denoted combination of **resources** and place them on your player board.
- Last, gain a **scroll**. In order to do that, put all the yellow scrolls into the cloth bag; each player draws 3 scrolls and chooses one to keep, placing it next to their player board. If the chosen scroll is an instant action the player performs the action immediately.

When all players have chosen a scroll, all remaining yellow scrolls are set-up as usual.

### Essential Edition - Changes to the set-up of scrolls:

Place all scroll types in 3 stacks of the same height, with each top tile revealed.

All buildings have special abilities that provide benefits to the player at different times throughout the game.

## The special abilities (front side):



### The date warehouse

**At the beginning of the game:** Put 9 keshis in all colors but the goods keshis into the cloth bag, draw 1 keshi from the bag and place it on the oasis bonus track, on the space marked with . In a 2-player game, place the keshi on the space to the right of the marked space instead.

**During the game:** Each time you buy a luxury good of a type that you do not already own, pay 1 goods keshi (purple, yellow, or orange) less than required.

#### Example:

*If you already own a dagger luxury tile and attempt to buy a second dagger tile, you gain no discount. If you would purchase a shoe luxury tile instead (and do not own any shoe tiles yet) the price would be discounted by 1 goods keshi.*



### The library

**Start of season 1:** Select a yellow scroll from 1 of the stacks. You need to have the required gray keshi and must pay 1 date. Shuffle the stack and reveal the top tile.

**Start of season 2:** Select a pink scroll from 1 of the stacks. You need to have the required gray keshis and must pay 2 dates. Shuffle the stack and reveal the top tile.

**Start of season 3:** Select an orange scroll from 1 of the stacks. You need to have the required gray keshis and must pay 3 dates. Shuffle the stack and reveal the top tile.





### The training room

**At the beginning of the game:** Replace the regular audience disc with the new audience disc. The new disc has 3 more spectators, making it more efficient to use the main square sector action.



### The prayer house

**During the game:** Gain 1 point each time you cross a threshold to a new segment on the mosque staircase.



### The boat house

**At the start of every season:** Start the season by placing your fisherman on the river track space with the crocodile.



### The camel stable

**During the game:** Pay 1 less resource each time you claim an oasis tile.



### The barracks

**At the beginning of the game:** Choose 1 gate from the 0-cost workshop space, losing the 3 points but gaining the corresponding keshi and points if the gate is placed on a matching space. Place the guard keshi previously gained next to the gate.

**During the game:** Gain 1 extra point each time you purchase a gate.



### The gazebo

**At the beginning of game:** Select 1 luxury good tile "Tajine" (4 points) free of charge. Gain the 4 points and the resource bonus. Then, the luxury tiles are set-up as usual.

**During the game:** Gain 1 resource of your choice each time you cross a threshold to a new segment on the palace staircase.



# NEW PROVISION TILES

## Components

### • 6 Moderate provision tiles (-6 points)




### • 6 Hard provision tiles (-8 points)



## Changes in setup

Shuffle the base game, moderate, and hard provision tiles separately. Each player takes 3 base game, 1 moderate, and 1 hard provision tiles. The players choose which combination of tiles they want to keep, placing them face down on top of the player board. The remaining tiles are returned to the box.

Then each player looks at their tiles and chooses 1 to be revealed as usual.

 **Note:** Players can choose to play with any combination of provision tiles.

## Changes in game play

The new provision tiles must be paid with more resources at the end of a season, and detract more points if they cannot be paid for. But they also come with a benefit!

The moderate provision tiles grant you a benefit at the start of each season, in effect as soon as they are revealed.

The hard provision tiles grant you an ongoing benefit, in effect as soon as they are revealed.

## Moderate provision tiles - granting a bonus at the start of each season since activation



Advance 1 step on the river track

Advance 1 step on the palace staircase

Advance 1 step on the mosque staircase

Gain any 1 goods keshi

Gain any 1-visitor bonus (no pink keshi required)

1 Keshi exchange, following the rules of the base game (see: "Claim oases")\*

## Hard provision tiles - granting a bonus since activation



**Permanent:**  
Advance 1 extra step on the river track, every time your fisherman moves.

**Permanent:**  
Advance 1 extra step on the palace staircase, every time your Sultan's courtier moves.

**Permanent:**  
Advance 1 extra step on the mosque staircase, every time your Imam's student moves.

**Immediately:**  
Gain 1 nomad keshi, without the initial costs (1 date + 1 water).  
**At the beginning of each season:**  
You can move any 1 nomad keshi without paying 1 dinar.  
Only playable with the **NOMADS-EXPANSION!**

**Permanent:**  
Gain a discount of 1 goods keshi on all luxury goods that you buy.

**At the start of each round:**  
1 Keshi exchange, following the rules of the base game (see: "Claim oases")\*

\*

**Season 1:** You can exchange 1 keshi from your bonus track for claimed oases with the general supply, except yellow, purple, orange, and brown. The exchanged keshi is placed on the same spot of the bonus track.

**CAMELS EXPANSION:** You can also exchange the keshi with keshis in your spectator column of the racecourse. Since this is not a new additional keshi, do not advance your camel in this case.



# New LUXURY GOODS

## Components

- 5 Falcon luxury goods (in 2 sizes for Deluxe/Classic, and Essential Edition)
- 5 Race saddle luxury good (in 2 sizes for Deluxe/Classic, and Essential Edition)



## Changes in setup

Add the new luxury good tiles to the base game tiles and shuffle them together. Then form 5 stacks of the same height, revealing the top tile of each stack.

## Changes in game play

### Race saddles:

You gain **16 points** and your **camel** can **advance 2 steps**. The rules of the racecourse must still be followed.

### Falcons:

When acquiring a **falcon**, you must pay the keshis depicted at the top of the falcon tile. The rightmost (non-goods) keshi must also be taken from your player board (and not from behind your screen!). Once acquired, gain **20 points** plus an **immediate bonus**.



!!! **Only when playing without the CAMELS EXPANSION:** Instead of advancing the camel, **claim 1 oasis**, paying up to

**2 resources less** (it may be for free, but you cannot gain any resources this way).



Gain 1 nomad keshi without paying the initial cost (1 date + 1 water).

!!! **Note:** This tile can only be played with the **NOMADS EXPANSION**.



1 Keshi exchange, following the rules of the base game (see: "Claim oases").



Exchange any of your resources for the same amount of any other resources from the supply.



Gain the reward of a 3-spectator bonus on the main square (no pink keshi required).



Depending on the non-goods-keshi you paid, advance 3 steps on the palace or mosque staircases or on the river track.

# New OASIS TILES

## Components

- 6 Oasis tiles

## Changes in setup

Shuffle the new oasis tiles and the base game tiles together.

**31-34:** Use when playing with the **NEW LUXURY TILES EXPANSION**.

**35:** Use when playing with the **CAMELS EXPANSION**.

**36:** Use when playing with the **NOMADS EXPANSION**.



**31**  
Gain points for the number of different types of luxury goods.

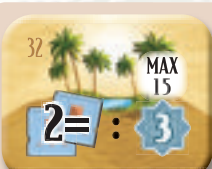
Number of types	1	2	3	4	5
Points	1	3	6	10	15



**33**  
Gain 7 points per **RACE SADDLE** (max. 14 points).



**35**  
Gain 1 point for every 2 steps your camel has advanced on the race course (max. 15 points).



**32**  
Gain 3 points for each different pair of luxury goods (max. 15 points). *Example: For 2 daggers, 4 shoes, and 2 race saddles you would gain 9 points.*



**34**  
Gain 8 points per **FALCON** (max. 16 points).



**36**  
Gain 4 points per nomad keshi on your player board (max. 16 points).



# PASHABOT – SOLO RULES FOR MARRAKESH

## Components

- 1 Pashabot Board
- 15 Strategy tiles
- 1 Player aid

In these rules “you” will refer to the human player, while “Pashabot” or “it” will refer to the automated opponent.

## Assembly of the Pashabot Board

Before your first game, prepare the Pashabot board as follows:


- 1) Place the double sided stickers on the spots marked in red in the picture.
- 2) Then, fold up both halves and press them against each other to glue them together.

## Changes in setup



- 1) Set up the game and your own player area as if playing a 2-player game. Instead of a second player board, place the **Pashabot board** within reach. You draw 3 starting keshis from the cloth bag as described in the core rules, the Pashabot does not.

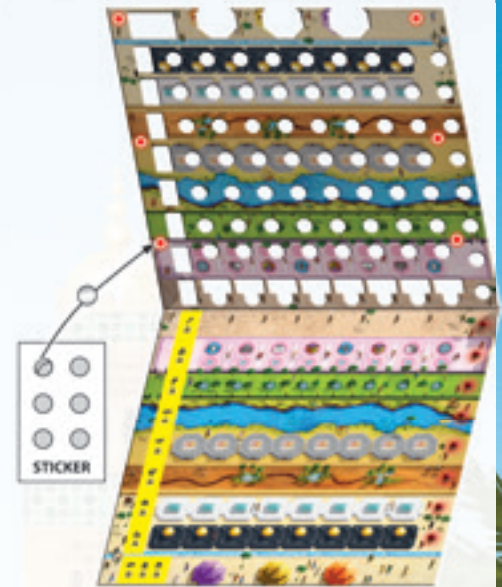
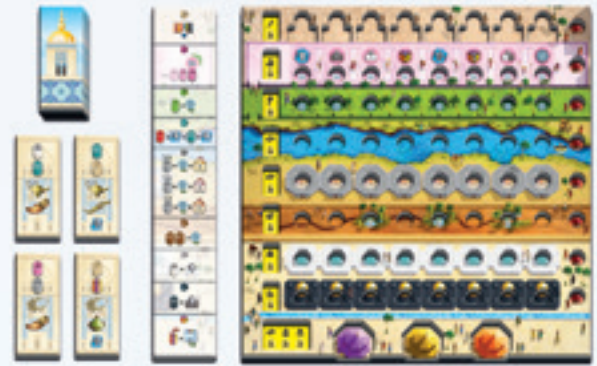
### Essential Edition:

Use the reverse side of the Pashabot board.

- 2) Use **yellow** as the Pashabot's player color. Place its pawns on the scoring track, mosque and palace staircases, and the river track as usual. Place the three assistants next to its board.
- 3) Prepare the **Strategy tiles**. Always use tiles **1-10**. Use tiles **11-15** only when playing with the **CAMELS, NOMADS AND NEW LUXURY GOODS EXPANSIONS**. Shuffle all eligible **Strategy tiles** to form a face down draw deck, and place it next to the pashabot board board. Reveal 1 tile face up, leaving room for a column of tiles below it.
  - ➔ If the bottom of the revealed tile shows , advance the Pashabot's fisherman 3 steps on the River track.
- 4) The Pashabot does not need a screen. Instead put 12 keshis, 1 of each color, into the cloth bag and place it next to the Pashabot's board.
- 5) The Pashabot begins as the first player, so place the **season tracker** and the **round tracker** near its board.

## General Notes

- The Pashabot does not collect resources (water, dates, dinars).  
Whenever it would receive such a resource, it gains  instead.
- Goods keshis  are wild for the Pashabot:  
Carpet (purple), Lamp (yellow), Spices (orange) keshi are used interchangeably by it.



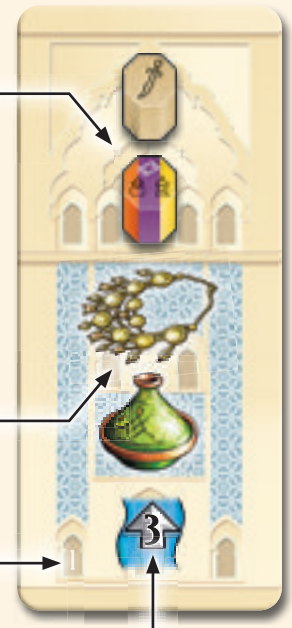
### Strategy tile anatomy

**Keshi priority:**  
The number of times a color is visible across all face up Strategy Tiles determines priority.

**Luxury Goods preference:**  
The top item has the higher priority.

**Strategy tile number**

Advance the Pashabot's fisherman by 3 spaces on the river if this icon is depicted on a revealed strategy tile.



# Round Sequence

## Select Keshis and Deploy Assistants

- 1) Each round, you pick your 3 keshis and deploy your assistants as usual.
- 2) Then, draw 3 keshis from the Pashabot's bag, placing the assistants in the sectors of matching colors on the Pashabot board.



### Water Vendor Keshis

When it draws a **red keshi**, first place the other two assistants. Then, place its third assistant in a sector with no assistants, following this priority list:

- i) Place the assistant on the sector that matches the **keshi priority** (the keshi visible the most number of times across all face up strategy tiles).
- ii) In case of a tie for i), place the assistant on the sector of the Pashabot board with more keshis.
- iii) If still tied, place the assistant on the tied sector that is farthest to the top of the Pashabot board.

- 3) Drop the 6 keshis into the tower and then sort any keshis in the tower base as per the base game rules.

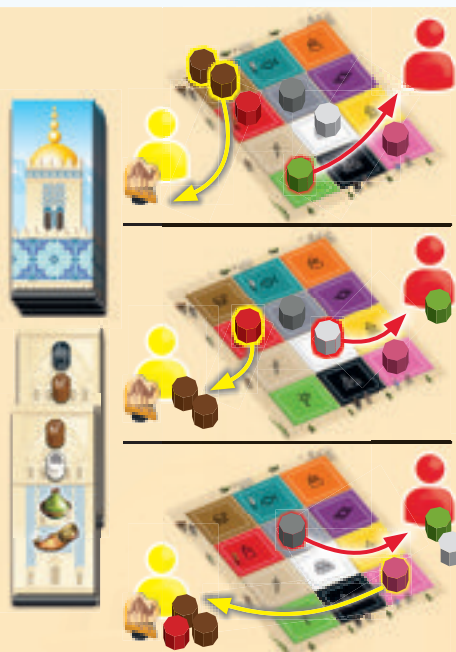
## Claim Keshis and Deploy Them

Play proceeds in turn order (starting with the current holder of the round tracker). When it is your turn to claim and deploy a keshi, do it as instructed by the base game rules.

### Pashabot Claiming Keshis

When it is the Pashabot's turn to claim keshis, use the following priorities sequentially and select the first option available:

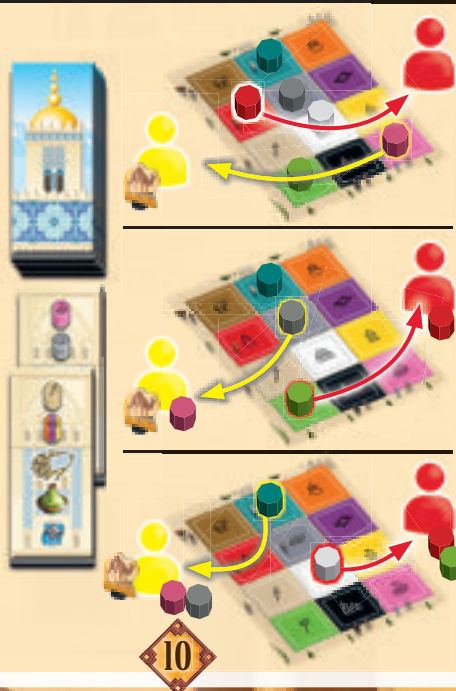
- 1) It claims a keshi that would **"complete"** a **sector** (8 same-colored keshis + 1 red keshi) on its board (except the souk).
- 2) It claims keshis of which there are **2 or more available** (thus it can claim 2).
- 3) It claims a keshi in a color with higher **keshi priority** (the keshi visible the most number of times across all face up strategy tiles).
- 4) It claims a keshi in a color corresponding to a sector where one of **its assistants** is.
- 5) It claims a keshi in a color corresponding to a sector where one of **your assistants** is.
- 6) It claims a keshi in a color that features **higher on the column of strategy tiles**.
- 7) It claims a keshi in a color corresponding to a **sector** that is **further to the top** of the Pashabot board.



#### Example A:

Pashabot's currently revealed strategy tiles show 1 black, 2 brown, and 1 white keshi. Its assistants are on the brown, white, and pink sectors.

- It takes both browns:  
2) Two or more available.
- You take green.
- It takes red:  
3) Higher keshi priority, as red counts as brown, because Pashabot has no red keshi in its brown sector yet (red is considered a wild, see Water Vendor Keshi on the next page).
- You take white.
- It takes pink:  
4) Its own assistant.
- You take gray.



#### Example B:

Pashabot's currently revealed strategy tiles show 1 pink, 1 gray, 1 tan, and 1 goods keshi. Its assistants are on the goods, pink, and gray sectors. Your assistants are on the white, green, and turquoise sectors.

- Pashabot takes pink:  
3) Keshi priority, then  
4) Its own assistants, then 6) Higher on Strategy cards, used to break tie with gray. Not red, as the actual color comes first.
- You take red.
- It takes gray:  
3) Keshi priority.
- You take green.
- It takes turquoise:  
5) Your assistant, then  
7) further to the top on the Pashabot board, tie-breaking with white.
- You take white.





Once a single option is chosen, take the keshi(s) from the tower base and deploy it/ them to the left-most empty space(s) of the corresponding sector on the Pashabot board. This may trigger some bonuses (see below). If selecting a red keshi (see below for clarification), place it in the “9th column” of the selected color’s sector.

#### Essential Edition:

Exchange the wooden keshis for cardboard ones, before placing them on the Pashabot board.

**Deployment bonus = Placement bonus**



### Water Vendor Keshis

Red is considered a **wild**. If a certain color is demanded by **3) keshi priority** (or any of the ensuing options 4)-7) when breaking a tie), and that color is **not** present in the tower base, but red is, Pashabot claims the red one. If red **and** the actual color are both present, Pashabot claims the actual color.

As soon as there is a red keshi in a certain sector on the pashabot board, red is no longer considered a wild concerning the corresponding color. It is never considered a wild concerning the goods keshis, as no red keshi can be placed in the souk.

If two red keshis are gained at the same time, resolve each one separately.



### Goods Keshis

The bot treats goods keshi as wild when purchasing luxury goods. When choosing which goods keshi to gain (purple, orange, yellow), it picks the one it has fewest of. If tied, he prefers yellow, then orange, before purple.

## Deployment bonuses for Pashabot


When the Pashabot deploys the gained keshi, some placements result in a deployment bonus. These are shown on its board, and are triggered when they are covered by a keshi.

#### Essential Edition:

**Deployment bonus = Placement bonus**




### Caravan Keshis

For the 3rd, 5th, and 7th brown keshi deployed, **reveal a new strategy tile** and place it over the bottom of the previous strategy tile, covering the luxury goods shown. If the revealed tile shows , advance the Pashabot’s fisherman by three steps on the river track.



### Date Picker Keshis

Whenever it deploys a green keshi, it gains .



### Entertainer Keshis


Whenever it deploys a pink keshi, it gains once the bonus depicted above the space the keshi was deployed to. On the mixed advance icon (second to last space, see image to the right) it advances **either** on the mosque **or** the palace staircase, whichever it is lower on.



## ■ Using Assistants

When it is your turn to resolve your assistants, perform all actions as described in the base game rules.

When it is the Pashabot's turn to resolve its assistant actions, resolve them in top-to-bottom order (except black/white, see below).

- For all sectors with assistants, except for the madrasa (gray) or the souk (bottom sector):
  - If the sector with the assistant has a **red water vendor keshi** in it, the bot gains  instead of 1 water.
  - If the **number of keshis** (excluding red) is **at least 2**, it performs the **sector action** (see below).
  - If the **number of keshis** (excluding red) is **less than 2**, it **gains and deploys 1 keshi** of that color (also gaining the deployment bonus, if applicable).
- For assistants in the madrasa (gray) or souk (bottom sector), see the Madrasa / Souk section below.

## Sector actions

Shown in top to bottom order as found on the Pashabot board.

### Medina:



For each guard keshi (beige) the Pashabot has without a gate, it gains a gate, without paying the dinar costs. Use the priorities below sequentially, and select the first option available:

- 1) It **ignores** any gates corresponding to a **sector** already **completely filled with 8 keshis** in the same color.
- 2) It chooses a gate in a color of a **sector** on its board that **could be "completed"** by 1 keshi of that color (8 of the same + red) (not the souk!)
- 3) It chooses a gate in the color of a keshi with the highest **keshi priority** on its strategy tiles (red is a wild, see top of page 11).
- 4) It chooses a gate in a color it **doesn't have a gate of yet**.
- 5) It chooses a gate in a color that has **fewer gates remaining in the gate workshops**.
- 6) It chooses a gate in a color of a keshi that features **higher on its column of strategy tiles**.
- 7) It chooses a gate in a color corresponding to a **sector further to the top on the Pashabot board**.
- 8) Amongst gates of the **same color**, it chooses the **cheapest** one.



It gains 0 (not -3)/1/3/7 points, depending on which workshop the gate was taken from. The gate is placed below the guard keshi used to acquire it. Then, the Pashabot gains and deploys a keshi corresponding to the color of the gate (and gains a deployment bonus, if applicable).

### Main Square:



It gains **three times** the reward corresponding to the right-most (most recently placed) pink entertainer keshi. ...



### Date Orchard:



For each **green keshi**, it gains .



### River:



For each **turquoise and red keshis** on the Pashabot board (in all the sectors!), **advance the fisherman 1 step**. It scores points for reaching or exceeding a jetty as usual.






### Madrasa:

Do the first option possible from the list below:

- 1) If the Pashabot has **at least 7 gray keshis**:  
Remove all 3 face-up scrolls that require 7 scholars from the game, and it scores **14 points**.
- 2) If the Pashabot has **at least 5 gray keshis**:  
Remove all 3 face-up scrolls that require 5 scholars from the game, and it scores **10 points**.
- 3) If the Pashabot has **at least 3 gray keshis**:  
Remove all 3 face-up scrolls that require 3 scholars from the game, and it scores **6 points**.
- 4) If the Pashabot has **0–2 gray keshis**, remove all 3 face-up scrolls that require 1 scholar from the game, and it gains and deploys **1 keshi of the highest keshi priority** on its strategy tiles (in case of a tie, the one that features higher).




### Sahara:

For **every 2 brown caravan keshis**, it gains . Then, it gains and deploys **1 keshi of the highest keshi priority** on its strategy tiles (in case of a tie, the one that features higher).



### Mosque/Palace:


For **each black/white keshi**, advance the Pashabot's pawn on the corresponding **palace/mosque staircase** by 1. For each threshold crossed, it gains  (instead of 1 dinar). When crossing into a new segment, the Pashabot receives the point reward from each **connection bonus**, if applicable.

**!!! Important:** If the Pashabot has an assistant on both the Mosque and the Palace sectors, it first performs the sector action corresponding to the staircase its pawn is lower on. In case of a tie, start with the palace sector action.



### Souk:

For each assistant in the souk, resolve the first option possible from the list below:

- 1) Check the **luxury goods** shown on the **bottom-most strategy tile**. Pashabot will attempt to purchase the **higher one**.
- 2) If the higher luxury good is not present in the display, or if the Pashabot has fewer goods keshis than keshis shown on the luxury good in question, he attempts to purchase the **lower one**.
  - ➔ If it can purchase a luxury good, it **spends goods keshis** equal to the cost of the luxury good.
- !!! Reminder:** The Pashabot's **goods keshis** are **wild**, and therefore only their number must be matched (color does not matter).
  - ➔ If there are multiple available luxury goods of the same type, it takes the **left-most** revealed tile.
  - ➔ The Pashabot gains the points shown on the gained luxury goods, including  per resource, if any, and keeps the tiles.
- 3) If no luxury goods on the strategy card are present in the display, or if it cannot pay for either one shown, it **gains 1 goods keshi**. It gains the one it has fewest of. If tied, he prefers yellow, then orange, before purple.



## End of the round

### River bonus

Pashabot always chooses the **bonus on the river track** it has **passed most recently** (remember, it gains  instead of a resource).

Pass the **round tracker** (camel) to the other player, who becomes the start player for the next round. Do **not** pass the season tracker (Stefan Feld figure) at this point.



## End of Season

### River evaluation

Evaluate the river as usual. The Pashabot resolves the river tiles' effect as a human player would.

The Pashabot resolves the following tiles as indicated:


- **Tile 01:** It resolves the action of whichever sector it has the most keshis in (including red), selecting the higher sector if tied.
- **Tile 02:** Draw and reveal a new strategy tile and place it over the bottom of the previous strategy tile, covering the luxury goods shown. Ignore the icons shown (since it will be reset soon).
- **Tile 05, 06, 11:** If given a choice, it always chooses the first (better) option.
- **Tile 11:** The Pashabot always chooses to climb on whichever staircase it is lower on.
- **Tile 12, 17, 18:** If given a choice, it always chooses whichever option scores more (on tile 17, it scores 2 points per pink/red keshi).
- **Tile 13:** It chooses the keshi according to the priority list for claiming keshis.
- **Tile 15:** The Pashabot gains 2 brown keshi instead.

### Providing for citizens

You have to provide for them as usual. Pashabot does not need to provide for citizens.

### Preparation for the next Season

Perform the steps described in the base game rules. Then:

- **Refill the Pashabot's bag** so that it contains one keshi of each color again.
- **Reveal a new strategy tile** and place it at the bottom of the column of strategy tiles, covering the luxury goods shown on the previous tile (see image to the right). If the revealed tile shows , advance the Pashabot's fisherman by three steps on the river track.



## End of Game and final scoring

You gain additional points, as described in the base game rules.

The Pashabot scores for the following:

- **10 points** for each **complete sector** (except the souk) where it has 8 keshi and 1 red keshi.
- For each sector, the number of points is equal to the **number of keshis of the corresponding color** multiplied by **half the number of times** (rounded up) that keshi features on the revealed strategy tiles.

If you have more points than the Pashabot, you win. Otherwise, you lose (no tie-breakers).

*Example:*

*There are 3 brown keshis on the strategy tiles. Divided by 2, then rounded up this grants 2 points for each brown keshi to the Pashabot. It has 7 brown keshis, thus scores 14 points.*

## Modules

### Expansion 1: Staircase tiles

No change in the Pashabot's rules.

### Expansion 2: Sultan & Imam

If the Pashabot's pawn is in the company of the Imam while the Pashabot resolves a Madrasa (gray) action, the Pashabot gains 3 extra points (1 point for each tile it discards).

If the Pashabot's pawn is in the company of the Sultan while the Pashabot resolves a Souk (goods) action, Pashabot has a 1 keshi discount on all luxury goods (same as you).

### Expansion 3/4: Exchange offers / Spectators

No change in the Pashabot's rules.

### Expansion 5: Desert Town

**Set-up:** Place 3 desert town tiles next to the game board (as in a 2-player game).

**Gameplay:** When the Pashabot deploys the 4th and the 8th brown keshis, it takes a random desert town from offer (if still available), and scores 4 points. Desert towns are placed with the day side up, next to the Pashabot's board.

**Final scoring:** Evaluate the Desert Towns collected by you or the Pashabot, as usual. The Pashabot resolves the tiles' effects as a human player would. The Pashabot resolves the following tiles as indicated:

**Tile 09** - Pashabot scores 2 points per pink keshi.

**Tile 10** - Remove all 3 face-up scrolls that require 7 scholars from the game, and the Pashabot scores 14 points.

**Tile 12** - Pashabot gains a city gate from the right-most workshop (using the usual priorities to choose a color from the ones available there), and gains the corresponding keshi and 7 points. If the Pashabot has no beige guard keshi without a gate (to put the new gate next to), it also gains a beige keshi.

### Expansion: Nomads

Pashabot claims nomads according to the priority list for claiming keshis. It does not have to pay any costs. It deploys the nomad keshi to the sector farthest to the top that is not completely filled yet. Pashabot never moves its nomads during the game.

### Expansion: Camels

Pashabot does **not** participate in the race. If it would gain steps for its camel, it gains 4 points instead per step.

### Expansion: Special Buildings

Use only the reverse side of the buildings for you and the Pashabot, to generate asymmetrical starting conditions. Instead of a yellow scroll, he takes 1 keshi of the color that is depicted at the top of the strategy tile.

### Expansion: New Provision tiles

No change in the Pashabot's rules - it still does not have to provide for citizens.

### Expansion: New Luxury tiles

No change in the Pashabot's rules.

### Expansion: New Oasis tiles

No change in the Pashabot's rules.



## Adjusting Difficulty

You may use any number of these variants to make beating the Pashabot easier or harder.

### *For an easier opponent:*

- Ignore revealing strategy tiles when the Pashabot is deploying brown keshis - therefore it will have exactly three strategy tiles at the end of the game.
- The Pashabot does not score for its keshis at the end of the game. (It still scores for completed sectors.)
- When resolving a market square assistant, it performs the action only once, instead of three times.
- The Pashabot does not resolve advancing 3 steps on the river track on revealed strategy tiles.

### *For a more challenging opponent:*

- When resolving Medina's action, the Pashabot gains the most expensive gate of the selected color (instead of the cheapest), scoring 0/1/3/7 points as usual.
- When resolving the Main Square's action, Pashabot receives four times the rightmost unlocked bonus (instead of three times). This variant is especially appropriate when using the **EXPANSION 4: SPECTATORS** module.
- After drawing 3 random keshis from the cloth bag for yourself during setup, Pashabot deploys the remaining 5 keshis.

## Simplified Pashabot

If you prefer to play solo while doing minimal maintenance for the solo opponent, then do the following:

- **Set-up:**
    - ➔ The Pashabot does not need pawns, the Pashabot board, nor strategy tiles. It will only use the cloth bag with keshis: Put one keshi of each color into the bag. Draw the keshis one at a time, placing them from left to right in a line, forming the **keshi priority line**. This will determine its keshi drafting priority during the game.
    - ➔ Again, put one of each color keshi into the cloth bag.
    - ➔ You start as the first player, gaining the round tracker. It then alternates between you and the Pashabot as usual.
  - **Select Keshi & Deploy Assistants:** Draw 3 random keshi from the Pashabot's bag and throw them into the tower together with the keshis chosen by you. Do not place assistants for the Pashabot.
  - **Claim Keshis and Deploy Them:** Starting with the first player, draft keshis from the tower base. When it is the Pashabots turn to claim keshis, use the following priority list:
    - i) A keshi that has **two or more available** (thus it can claim two).
    - ii) A keshi that appears leftmost in the **keshi priority line**.
- !!! **Note:** Keshis claimed by the Pashabot are discarded.
- **Using Assistants and River bonus & end of the round:** Play your turns only (skip the Pashabot's turns).
  - **Season scoring and preparation of the next season:**
    - ➔ Refill the Pashabot's bag to one keshi of each color.
    - ➔ You can claim the river bonus tile if you have passed the 1st/2nd/3rd rapid in the 1st/2nd/3rd season.
  - **End of the game and final scoring:** Compare your score with the table below to determine your level.

• 135 points	Proud Citizen
• 160 points	Famously Rich Merchant
• 185 points	Right hand of the Grand Vizier
• 201 points	Heir Apparent to the Pasha

!!! **Note:** If using the **EXPANSION 5: DESERT TOWN** module, add 25 to each tier.

### **Credits:**

*Solo Opponent designed by David Turczi*



*Additional solo testing and development:  
John Albertson, Chuck Case, Gary Perrin*

## Overview: Camels

### Deploying keshis to the spectator sector

**!!! Important:** No goods keshis! But you can place a color already present.

After placing a keshi in the spectator sector, advance your camel:

Number of different colors	1	2	3	4	5	6	7	8
Camel steps	1	2	2	2	3	3	4	4

### Camel crosses an intermediate goal line:

Gain **1 goods keshi** (yellow, purple, or orange) of your choice and **discard 1 dung tile**.

If you are the **first** to cross the line, gain **1 dinar** also.

### Camel advances onto a supply bridge:

Pay the depicted dates and water:

- If you **can pay**: Advance your camel the remaining steps.
- If you **cannot pay**: Camel stays on the first space before the bridge.

### Camel reaches final space:

Gains **5 points**. Place your camel on the **podium**.

### Final scoring

#### Dung tiles

Loose points according to the number of your dung tiles:

Number of dung tiles	1	2	3	4	5	6	7
Loss of points	2	4	7	10	13	16	20

For each dung tile in excess of 7: **loose 5 points**.

#### Race position

Your camel must stand on the podium or must at least have crossed the first intermediate goal line to score:

Place in the race	1	2	3	4
points	16	8	4	2

#### In case of a tie:

Scores are added up and divided by the number of tied players (rounded down).



## Solo mode: Priority lists

### Deploy Assistants

#### Water Vendor Keshi

- Sector matching the **keshi priority**
- Sector with more keshis.
- Sector further to the top


### Claim Keshis

#### Pashabot Claiming Keshis

- A keshi to "complete" a sector
- Keshis with **2 or more available**
- Higher **keshi priority**
- A keshi in a color corresponding to a sector where one of **its assistants** is
- A keshi in a color corresponding to a sector where one of **your assistants** is
- A keshi in a color **higher on the column of strategy tiles**
- A keshi in a color corresponding to a **sector farther to the top**

### Using Assistants

#### Sector Action or new Keshi?

- ➔ If the sector with the assistant has a **red water vendor keshi**, it gains , instead of 1 water.
- ➔ If the **number of keshis** (excluding red) is **at least 2**: **Sector action**
- ➔ If the **number of keshis** (excluding red) is **less than 2**: **1 new keshi**

#### Souk:

For each assistant in the souk:

- Higher luxury good on bottom-most strategy tile**
- Lower luxury good on bottom-most strategy tile**

**!!! Note:** The Pashabot must pay the correct number of goods keshis, but their color doesn't matter.

- ➔ If multiple available, **left-most tile**.

- If none of the luxury goods from the bottom-most strategy card is present or it cannot pay: It **gains 1 goods keshi** (the one it has fewest of; if tied, yellow, then orange before purple).

#### Medina:

1 gate for each guard keshi (beige):

- Ignore** gates corresponding to **completely filled sectors**.
- A gate in a color of a **sector** that **could be "completed"** by 1 keshi
- A gate in the color of a keshi with highest **keshi priority**
- A gate in "new" color
- A gate in a color with **fewer gates remaining in the gate workshops**
- A gate in a color of a keshi **higher on the column of strategy tiles**
- A gate in a color corresponding to a **sector farther to the top**
- Cheapest** of all gates of the same color

#### Final scoring:

- **10 points** for each **completely filled sector**
- Per sector: **number of keshis** in the sector color **multiplied by half the number of times** (rounded up) that keshi is on **the strategy tiles**.

If you have more points than the Pashabot, you win. Otherwise, you lose (no tie-breakers).