MARRAKESH

WALLS & GUARDS

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Note: Some game components or effects can only be used in combination with the matching expansion modules. These are marked as follows: **Module name !**

Essential Edition:
To use this expansion with the **Essential Edition** in green text boxes like this one you need the base game.

Walls & Guards

Components

The city must be protected from brigands attacks, so the players build a sturdy city wall. Oases leave the game and are replaced by brick tiles. The green sector (date orchard) and the brown sector (Sahara) merge thematically: green and brown keshis can now be deployed mixed across both sectors. New resources (wood and bricks) are needed to repair the city wall, and watchmen can be hired to fight the brigands in the Keshi-tower.

- **4 Wall boards,**
  *one version for Deluxe/Classic**





**Must be assembled prior to the first game!*

one version for the **Essential Edition**



- **12 Watchmen,**
  3 each in red, yellow, green and blue



- **3 Brigands**



- **30 additional Keshis,**
  15x brown, 15x green



- *Kickstarter-Special:*
  30 resources "wood"



- **30 resource tiles "wood"**



- **4 Main city gate tiles,**
  1 each in red, yellow, green and blue



- *Kickstarter-Special:*
  4 wooden Main city gates, *1 each in red, yellow, green and blue*



- **48 Brick tiles,**
  12 each per player (marked with a color icon in the top right corner)



- **4 Brickworks**

Deluxe: *Wood*



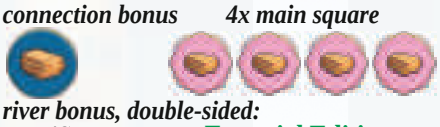
Classic:
Cardboard



Essential Edition:
Cardboard



- **6 Overlay tiles** *for the game board & player boards:*
  1x connection bonus *4x main square*



1x river bonus, double-sided:
Deluxe/Classic **Essential Edition**



- **6 new Provision tiles**



- **6 new Scrolls**
  in 2 sizes for Deluxe/Classic and **Essential Edition**



+ 2 Watchman tiles

- **2 new Exchange offices**



- **2 new Alms tiles**



- **3 new River tiles**



Changes in setup

Set the game up as usual, with the following adjustments for playing with this module:

General components

1) ***Game board – river***
The **cover tile** with the river bonus "1 resource of your choice or 1 wood from the supply" covers the previous river bonus "1 resource of your choice from the supply."

2) ***Game board – between the staircases***
The **cover tile** with the connection bonus "1 wood from the supply" covers the previous connection bonus "1 step on the river."



3) The new **scrolls**, **river tiles** and **exchange offices or alms tiles** are shuffled into their corresponding stacks.

4) The **wood resources** re placed in the general supply.

Player components



5) ***Player board – Main Square (Jemaa el-Fnaa)***
Each player covers the cover tile with the new spectator bonus "1 wood from the supply" over the spectator bonus "2 points."

6) The **wall board** replaces the **supply board** put the supply board back in the box); from now on, players must place their resources next to their player board on the table instead. Each player attaches the new wall board to the top of their player board.

7) Each player places their **3 watchmen** between the storage spaces for the oasis/brick tiles in the Sahara sector on their own player board.

8) The 3 **brigands** are placed next to the Keshi-tower.

9) The **brick tiles** replace the **oases** (put the oases back in the box): Each player takes their 12 brick tiles. They choose 6 of them and place them brick-side up on the 6 storage spaces of their Sahara sector: two tiles with a cost of "3 wood" on the bottom two spaces, 2 with a cost of "4 wood" on the middle spaces, and 2 with a cost of "5 wood" on the top two spaces. The remaining tiles go back in the box.

10) Each player covers the double-oasis space at the bottom left of the Sahara sector with their **brickwork**.

11) Each player places the **main city gate tile** of their color, cost side up, on the corresponding space of their city wall board. The **wooden main city gates**, if used, are first placed in the general supply.



12) From the **desert towns** in the base game, sort out all tiles with an instant effect (No. 10, 11, 12). Each player is randomly assigned one of the remaining tiles. This is placed night-side up on the corresponding space of the city wall board (far right).

13) Each player receives **1 wood** as starting capital.



Changes to game play

If a player chooses a l**ight green or brown keshi**, they may deploy it either in the date orchard (green sector) or in the Sahara (brown sector).

Essential Edition:
From now on, do not advance the **keshi tracker** in the **date orchard** — instead, deploy the light green/ brown wood keshis directly there!

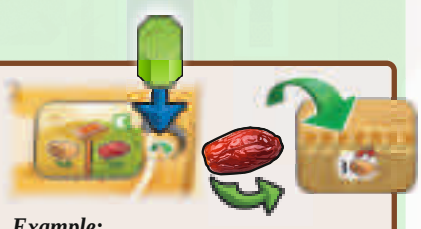
Sector actions



Sahara



Deployment bonus = discover a brick tile
As soon as a player deploys a keshi in the Sahara, they receive a bonus depending on the adjacent brick tile. The brick tiles show a bonus split in two; the player only receives the part of the bonus matching the color of the deployed keshi: green keshi = green bonus (right), brown keshi = brown bonus (left). They then flip the brick tile to its wall side: it is now explored.



Example:
Sarah places a green keshi. She takes 1 date from the supply and flips the brick tile over.

Activation of the brickworks
Deploying keshis (whether green or brown) grants the player no deployment bonus; instead, it grants a permanent effect: a cost reduction when burning bricks (see below).



The same rules as before apply when deploying keshis: starting from the assistant space, keshis may be deployed along the two longer paths at the top and the short path at the bottom left. No space on a path may be skipped. However, all paths may be explored at the same time.

New sector action: burn bricks & recruit watchmen

Burn bricks:
The player chooses an already explored (flipped to its back side) brick tile from their Sahara. They pay the wood cost printed on it (3–5 wood) to "fire the bricks" and build the tile into their city wall.



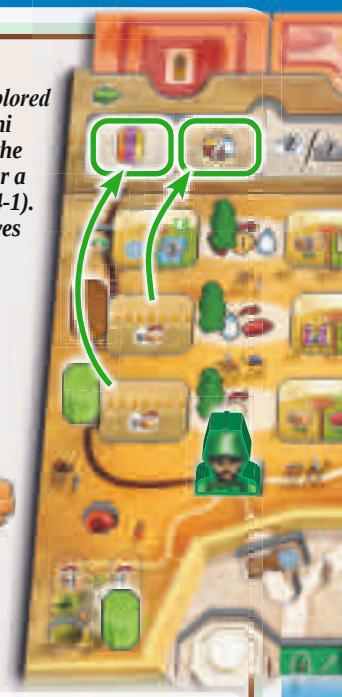
Cost reduction from the brickwork:
The brickwork permanently reduces the cost of burning bricks: for every keshi (whether green or brown) placed there, **the cost decreases by 1 wood**.

The player now places the brick tile on their wall board: the first tile goes on the left-most space (marked with a green arrow above it). Spaces are then filled from left to right. The player immediately receives the wall bonus that they cover with the tile.

In one Sahara sector action, a player may fire as many brick tiles in a row as they want and can pay for.

Example:
Sarah fires her two explored brick tiles. Since 1 keshi is already deployed in the brick kiln, this costs her a total of 5 wood (3-1 + 4-1). As a reward, she receives 1 goods keshi and 2 resources.

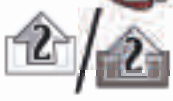




Summary of the bonuses on the city wall:


1 orange, purple or yellow goods keshi from the common supply


Any 2 resources from the common supply


2 steps forward on the black mosque staircase
OR
2 steps forward on the white palace staircase


Any 1 keshi from the common supply
(to be deployed immediately,
gaining deployment bonus if applicable)


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


1 gate from the leftmost or second-from-left workshop space. The player does not need to pay a dinar for the city gate, but does gain or lose points as usual, receives a keshi of the matching color, and gains 2 extra points if the city gate is built on the matching space.

Note: *To do this, the player needs 1 free watchman keshi on their watchtower, which is moved in front of the gate after it is placed!*

Recruit watchmen:
Additionally, the player may hire 1 to 3 of their watchmen.
This costs the resources shown on the space where the watchman stands.
The watchmen are placed next to the brigands, **beside the Keshi-tower** (they are now "ready for battle").





Example:
Sarah hires 2 watchmen; this costs her 1 dinar (bottom) or 1 water and 1 date (middle). She places the watchmen next to the Keshi-tower.

Date orchard



Deployment bonus:
When deploying a green date picker or brown caravan keshi, the player gains **1 point** immediately.

Extended sector action:
They player gains benefits from the keshis in their date orchard:

- For each green date picker keshi: **1 date**.
- For each brown caravan keshi: **1 wood**.



Example:
Jan receives 2 dates and 3 wood from the supply.



Changes in season scoring

The new scoring order at the end of a season is:

1) **River evaluation**
2) **Battle at the wall**
3) **Providing for Citizens**

Battle at the wall

Each player fights their own battle, starting with the player who is currently holding the round tracker (camel).

The first player's battle

The active player takes **all their recruited watchmen** (next to the tower) and the **following number of brigands**:

1st season: 1 brigand **2nd season:** 2 brigands **3rd season:** 3 brigands

They throw these pawns into the Keshi-tower.

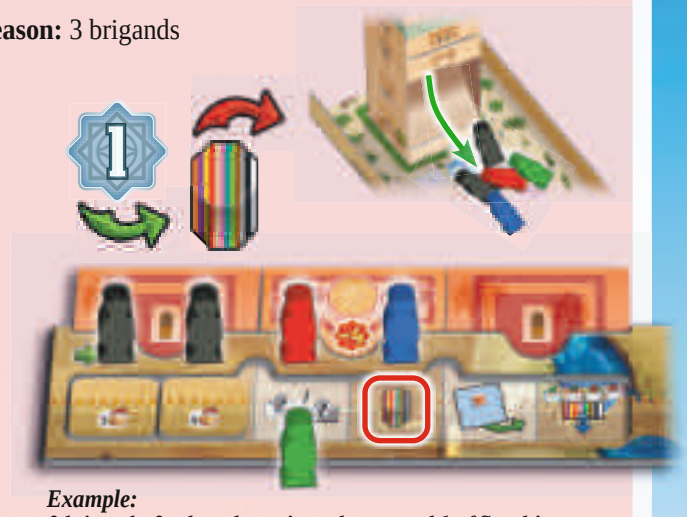
Evaluation

All figures that fall out at the bottom are resolved:

Your own watchmen:
Each of your own watchmen that falls out protects a not-yet-repaired wall section: place them on it, starting with the first section from the left without a brick tile. **All wall sections** that already have a **brick tile** on them **are safe** and do not need to be protected.

Other watchmen and brigands:
These attack! They are placed against the wall from left to right.

- If an attacker meets a repaired wall or one of your own watchmen: **Successfully repelled!** The player receives **1 point**.
- If an attacker meets a gap (neither wall nor watchmen): **Damage!** The player **must pay** what is printed on that wall section:



Example:
2 brigands, 2 other players' watchmen, and 1 of Sarah's own watchmen fell out of the tower: Sarah places the attackers against her wall from left to right, and her own watchman on the first not-yet-repaired wall section. For successfully repelling 3 attackers, she receives 3 points as a reward. She cannot repel the fourth attacker! She loses 1 keshi of her choice.

Summary of mali on the city wall:



Return 1 orange, purple or yellow goods keshi to the common supply.



Return any 2 resources to the common supply.



2 steps backwards on the black mosque staircase
OR 2 steps backwards on the white palace staircase

Attention: If a player's pawn crosses a white or black threshold during such a movement, they receive neither 1 dinar nor the connection bonus for it!



Return any 1 keshi to the common supply.

Attention: Giving up a keshi that is already standing next to an explored or activated brick tile, or a beige guard keshi that is already guarding a city gate, is NOT allowed.



Return 1 of your luxury goods to the game box. Lose the according points and bonuses.



Place 1 city gate of your choice back on the leftmost or second-from-left workshop space on the game board.

Attention: The player receives no dinars for this, and neither gains nor loses points. They do not lose a keshi of the matching color. The watchmen keshi that was previously guarding the gate is moved back onto the watchtower.

Note: If a player can only partially pay a penalty, they lose everything they can pay. If a player cannot pay the penalty at all, it is forfeited (since brigands can't take what isn't there).

The next player's battle

The next player now takes **ALL the watchmen that have fallen out so far (their own and others'), as well as the brigands** and any keshis that fell out, and tosses them into the tower again together with their own hired watchmen for their battle. Resolution follows the rules described above.

After all battles

Keshis: All keshis that remain in the Keshi-tower's base after the last battle are tossed back into the tower with the first toss of the next season.

Watchmen in the tower: Watchmen that got stuck in the tower stay there. If they fall out during a later season, they automatically join the brigands next to the tower (they do not need to be paid for again).

The players' watchmen: All watchmen that took part in the battles and fell out during the last battle return to their owners' player boards. They are placed back in the areas between the oasis/brick tile storage spaces, starting from the bottom one (if watchmen got stuck in the tower), and must be hired again next season.

Changes in final scoring

Completely filled sectors:
The Sahara and date orchard count as filled (10 points) when there are 8 keshis in any combination of brown and green, plus 1 red keshi.

Brick tiles



01 (3 wood)
BROWN: 1 step forward on the black mosque staircase

GREEN: 1 step forward on the white palace staircase



02 (3 wood)
BROWN: 1 wood

GREEN: 1 date



03 (4 wood)
BROWN: any 2 different goods keshis

GREEN: any 2 resources (water, date, or dinar - **not** wood)



04 (4 wood)
BROWN: 2 dinars

GREEN: 2 water



05 (5 wood)
BROWN: 3 wood

GREEN: 1 yellow scroll (no date cost; no 3 scholar keshis required). With the **Closed Madrasa** !! module , the player chooses 1 of the 2 possible scrolls and then places the Madrasa marker on the chosen scroll.



06 (5 wood)
BROWN: 3 points

GREEN: 3 steps to the river
(+ additional steps if desired by spending water)

Alternatives to choose from:



07 (3 wood)
BROWN: 1 wood

GREEN: 1 step forward on the white palace staircase



08 (3 wood)
BROWN: 1 step forward on the black mosque staircase

GREEN: 1 date



09 (4 wood)
BROWN: 1 keshi exchange (You may NOT return a brown caravan keshi standing next to a discovered or claimed oasis, nor a beige guard keshi committed to a city gate. Also, you may NOT return any goods keshis (orange, purple or yellow), but you may take one of these in exchange.)

GREEN: 1 step forward on the black mosque staircase AND white palace staircase



10 (4 wood)
BROWN: **2 steps for your Camel** !! **or** 2 wood

GREEN: Move **2 Nomads** !! **or** 2 dinars



11 (5 wood)
BROWN: Take 1 w keshi + 1 city gate from the leftmost or second-from-left workshop space for **free**. The player receives the points and the matching-colored keshi (deploy immediately, with deployment bonus if applicable).

GREEN: Deploy 1 pink keshi + 1 gray keshi



12 (5 wood)
BROWN: Choose **1 Gem** !! from the gem dealer **OR** receive 3 dates.

GREEN: Take 1 scroll (gray/yellow/pink) from the **2nd Hand Shop** !! **OR** receive 3 water. The offering player receives the payment for their scroll from the general supply.

New Scrolls



79
The player immediately receives 2 wood from the supply.



80
Whenever the player crosses a threshold to a new segment on the mosque or palace staircase, they receive 1 wood in addition to the dinar printed on the threshold.



81
When the player advances on the palace or mosque staircase, they may buy further steps by giving up wood:
1 wood = 1 step



82
Whenever the player hires one or more watchmen, they must give up 1 fewer resource of their choice per watchman.



83
The player receives 2 watchmen tiles: With these, they can protect 2 wall sections before the season scoring. For each wall section successfully defended this way, they receive 2 extra points. They also receive 2 points at the end of the game for each of their own watchmen on their player board.





84
The player immediately fires 2 of their explored (brick-side up) brick tiles for free and receives the corresponding city wall bonus.

New River Tiles

Front:



19
The player may deploy 1 brown or 1 green keshi.



21
The player may take two keshis of their choice from the supply and deploy them immediately according to the rules. They also receive the deployment bonus for this if applicable.



23
The player furthest ahead receives 2 points for each repaired wall section; the player in second place receives 1 point.

Reverse side:



20
The player may carry out 1 harvest GREEN/BROWN (in the GREEN section).



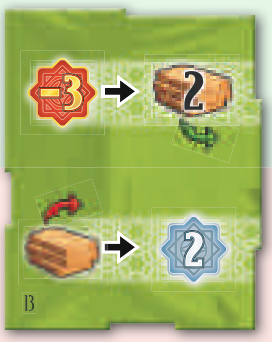
22
The entire wall is automatically protected, or take 3 wood.



24
The player furthest ahead receives 3 points for each pair of one green and one brown keshi in the Sahara OR the date orchard; the player in second place receives resources of their choice.

New Alms Tiles

- 3 points → + 2 wood



- 1 wood → + 2 points

*- 6 points → + 2 wood + 1 date + 1 keshi exchange**



- 3 wood → 3 points + 2 goods keshis of your choice

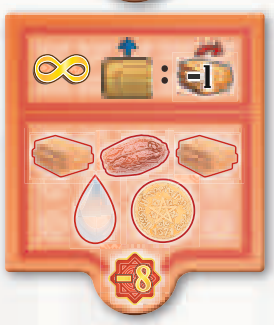
***Hinweis:** Giving up a brown caravan keshi that is already next to an explored or activated oasis, or a beige guard keshi that is already guarding a city gate, is NOT allowed. Goods keshis (yellow, purple, or orange) may also NOT be given up. However, the player may choose to take one of these keshi colors in exchange.*

New Provision Tiles



Bonus at the start of each season from activation:

Whenever the player hires one or more watchmen, they must give up 1 fewer resource of their choice per watchman.



Bonus from activation onward:

Whenever the player fires one or more brick tiles, they must give up 1 fewer wood per tile.

Personal Tasks

The Sultan sends secret dispatches to the players. The more sub-goals of an order are fulfilled, the higher the reward at the end.

Note: This module can also be used without the city wall (i.e., with just the base game and the regular Sahara tiles). In that case, it results in noticeably higher total scores (high-score variant).

Components

- **16 order cards**



- **4 color markers**
  (1 per player color)



Changes in setup

1) The **16 order cards** are shuffled face down. Each player receives 2 cards into their hand. These must be kept secret from the other players.

Attention: Each player checks whether all the conditions on their order cards can be fulfilled! If not (e.g., because the **Camels** module is not being played), they discard the relevant card and draw a new one as a replacement.

2) Each player takes **1 color marker** in their player color (this is not needed until after the end of the second season).

Changes to game play

During the game, players try to keep the conditions of both their order cards in mind and work toward them strategically. Each order consists of 6 sub-goals.

Decision after season 2:

At the end of season 2 (after the round scoring), each player must make a decision:

They choose 1 of their two order cards that they want to fulfill for good.

The player places the second card face up next to the game board and places their marker on top of it. This card gives the other players (**not themselves!**) the opportunity to fulfill between 1 and a maximum of 3 conditions of this order by the end of the game. This grants the other players 1–7 extra points accordingly.

From this point on, the player focuses mainly on fulfilling the conditions of their own remaining card (and on fulfilling up to 3 conditions on the other players' order cards displayed openly next to the game board).

Changes to end of the game

Order cards are scored at the end of the game BEFORE all other steps of the final scoring (but possibly after the **Edicts** scoring):

Each player reveals their remaining order card. It is checked how many of the 6 shown conditions were fulfilled, and points are awarded accordingly:

Conditions fulfilled	*1*	*2*	*3*	*4*	*5*	*6*
Points	*1*	*3*	*7*	*13*	*21*	*32*

Every order displayed openly next to the game board grants each player **except the one who discarded it (identifiable by the color marker):**
1 point (1 condition fulfilled),
3 points (2 conditions) or
7 points (3 or more conditions).

All order cards follow this structure:



1) The sector of the shown color must be completely filled (8 keshis + 1 water vendor keshi).**

2) The sector of the shown color must contain at least 6 keshis (incl. the water vendor keshi).**

3) The sector of the shown color may contain at most 3 keshis (incl. the water vendor keshi).**

4) See next page.

5) See next page.

6) The player must have the shown resources and/or wood in their supply. They do not need to give them up at this point, so they remain available for oasis tiles or step 3 of "Remaining resources" in the final scoring.

***Note:** If played with the "wall & guards" module, all green and brown keshis in the respective sectors are counted for the "Sahara" and "date orchard" sectors.*



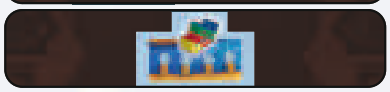
The player must have at least 1 gate of each shown color on their player board.



The player must have at least 4 **Brick tiles** on their wall board.



The player must have at least 3 **Nomad keshis** on their player board.



The player must have reached the landing space on the game board with their boat during season 3.



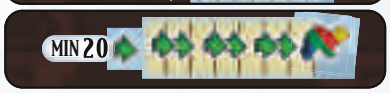
The player must have made at least 15 steps on the black mosque staircase with their imam's student.



The player must have made at least 15 steps on the white palace staircase with their sultan's courtier.



The player must have made at least 25 steps in total on the white palace staircase and black mosque staircase combined, with their sultan's courtier and imam's student.



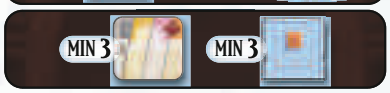
The player must have made at least 20 steps on the race track with their **Camel**.



The player must have at least 5 scrolls in total;
these 5 must be of at least 3 different types (colors).



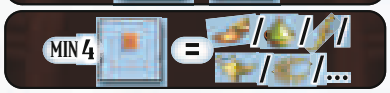
The player must have at least 5 luxury goods in total;
these 5 must be of at least 3 different types.



The player must have at least 3 scrolls and at least 3 luxury goods in total.



The player must have at least 1 orange scroll and 1 "necklace" luxury good.



The player must have at least 4 luxury goods of the same type in total.



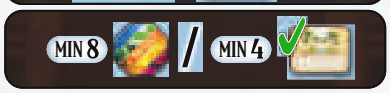
The player must have luxury goods of at least 5 different types.



The player must have at least 8 **Gems** on their necklace board.
OR: The player must have at least 5 scrolls of the same type (color) in total.



The player must have at least 3 **Expert tiles** (whether used or unused).
OR: The player must have at least 4 scrolls of the same type (color) in total.



The player must have at least 8 **Gems** on their necklace board.
OR: The player must have at least 4 activated oases in total.



The player must have at least 3 **Expert tiles** (whether used or unused).
OR: The player must have at least 4 activated oases in total.

Chess

Components

- **5× chess set luxury good,** *in 2 sizes for Deluxe/ Classic and the* **Essential Edition**



Changes in setup

After dividing the **25 luxury goods from the base game** into 5 stacks, 1 random chess set luxury good is shuffled into each of these stacks.

Changes to game play

If a player buys one of the chess set luxury goods, they must pay **4 points in addition** to the shown goods keshis.

As a one-time instant bonus, they immediately deploy both keshis shown below from the supply onto their player board (with deployment bonus if applicable) — for one tile (red keshi) there is no choice. The player also receives 2 dinars from the supply.

Note: Owners of "Queenie 2" replace their previous chess sets with the new tiles from this expansion.

Edicts

Both the Sultan (white) and the Imam (black) influence the fate of the city through powerful edicts. They reward either religious zeal (progress on the staircases) or support those who are lagging behind in prestige (victory points).

When receiving an edict, players must decide: do they want instant resources, or a lucrative bonus at the end of the game?

Components

- **6 Sultan's edicts**



- **6 Imam's edicts**



- **1 threshold tile "Sultan" for the scoring track**



- **1 threshold tile "Imam" for the black mosque staircase**



Changes in setup

1) The **6 Sultan edicts** and the **6 Imam edicts** are shuffled and set out face down as separate stacks.
2) Take the following number of cards from each stack: 3 for 2 players, 4 for 3 players, 5 for 4 players.
3) Place the stack of Imam edicts face down next to the game board.
   Place the **"Imam" threshold tile** on the **12th step** of the black mosque staircase.
4) Place the stack of Sultan edicts face down next to the game board.
   Place the **"Sultan" threshold tile** on **space "50"** of the scoring track.
5) The remaining edicts go back in the box unseen.



Changes to game play

Edicts are handed out during the game as soon as certain thresholds are reached.

A) The thresholds

The **Imam edicts** are handed out immediately once the first player reaches the **12th step** (oder higher) **of the black mosque staircase** (remove the threshold tile from the game).

The **Sultan edicts** are handed out immediately once the first player reaches **50 points** (or more) **on the scoring track** (remove the threshold tile from the game).

If one or both triggers are not reached during seasons 1 and 2, the not-yet-distributed edicts are handed out after the season scoring **at the end of season 2**.

B) The selection order

Players take turns choosing 1 card each from the openly displayed edicts.
The order differs depending on the edict type:

1. For Imam edicts (black):

The player whose imam's student is **furthest ahead on the black mosque staircase** begins, followed by descending order. Place the remaining edict back in the box.

If several pawns are on the same step, the higher position of the sultan's courtiers on the white palace staircase is decisive. If that is also tied, the player who is further ahead in the current turn order begins.

2. For Sultan edicts (white):

The player whose score marker is **furthest back on the scoring track** (i.e., who has the fewest points) begins, followed by ascending order. Place the remaining edict back in the box.

In case of a tie, the player who is further back in the current turn order begins.



Example:
Jan (red) has made 2 steps on the black mosque staircase during his turn and reached step 13 with his pawn. Now the Imam edicts are revealed. Jan may choose an edict first, followed by Sarah (green).

Using edicts: Now or later

At the moment of selection, the player must decide how they want to use the edict. A later change is not possible.

Option A (top): instant bonus

The player immediately receives the goods, steps, or resources shown at the top of the card. They then place the edict face down in front of them (it counts as used).

Option B (bottom): end-of-game bonus

The player is betting on a higher score at the end of the game. They place the edict face up in front of them. The lower condition on the card is only checked during the final scoring.

Note: Edicts do not count toward the number of scrolls collected (important for majorities or other scorings), unless an edict explicitly refers to this (see edicts 02 and 09).

Changes to end of the game:

The openly displayed edicts are scored at the end of the game BEFORE all other final scoring steps (possibly even before the **Personal Taks !**). Non-whole point values are always rounded down.



5 steps on the white palace staircase.

1 point for every 2 steps of your own sultan's courtier on the white palace staircase.



1 pink scroll (no date cost; no 5 scholar keshis required).

1 point for each of your own scrolls (including edicts).



5 dinars.

1 point for every 5 points the player trails behind the leader on the scoring track.



5 water.

1 point for every 3/4/5 steps with 2/3/4 players, counting the combined total all players have made with their boats on the river.



1 keshi of your choice (except orange/yellow/purple); with deployment bonus if applicable.

1 point for every 2 steps of your own imam's student on the black mosque staircase.



2 goods keshis of your choice.

1 point for each of your own luxury goods. Maximum 8 points.



5 dates.

1 point for every 3/4/5 scrolls (including edicts) with 2/3/4 players, counting the combined total owned by all players.



2 dates, 2 water, 1 dinar.

1 point for every 3/4/5 steps with 2/3/4 players, counting the combined total all players have made with their sultan's courtiers on the white palace staircase.



4 resources of your choice.

1 point for every 3 resources of your choice in your own supply (do not need to be given up). Maximum 8 points.



5 steps on the river (+ additional steps if you spend water).

1 point for every 2 steps of your own boat on the river during season 3.



1 date, 2 water, 2 dinars.

1 point for every 3/4/5 steps with 2/3/4 players, counting the combined total all players have made with their imam's students on the black mosque staircase.



2 dates, 1 water, 2 dinars.

1 point for every 6/8/10 steps with 2/3/4 players, counting the combined total all players have made with their pawns on both staircases.

New Special Buildings

Components

- 8 special buildings



- 1 special necklace board
- 1 watchman tile



- 4 activation marker



Note: *Some special buildings grant the player an ability they may use once, or once per round. At the start of the game, they receive a matching activation marker, which they place active-side up (gold symbol) in front of them. After using the ability, they flip the marker to its inactive side (gray symbol). "Once per round" activation markers are flipped back to their active side at the start of the next round.*

Changes in setup and to game play

The new special buildings can be mixed with the old ones from Expansion 1, or used exclusively. For the new special buildings, only the front sides can be used. Each player receives 2 random buildings, chooses 1 of them, and places it next to their player board. The remaining buildings go back in the box.

Instead of the usual starting resources, each player now receives their own combination of resources, 1 keshi, and 1 yellow scroll at the start of the game:

- First, players take the **keshi** shown, place it in the corresponding sector, and may receive a deployment bonus.
- Then, players take the shown combination of **resources**.
- Finally, all yellow scrolls are placed in the bag and shuffled. Each player then **draws 3 scrolls** and must decide on **1 of them**. They place it next to their player board. If the scroll shows an instant action, they carry it out now.

Essential Edition:
Move the corresponding keshi marker upward instead, or take a cardboard keshi.

Essential Edition — changes to game setup:
All scrolls are sorted and shuffled by color and divided into 3 stacks of as equal a size as possible. The topmost tile of each stack is revealed.

Once all players have chosen a scroll, all remaining yellow scrolls are shuffled, laid out as usual across 3 stacks of as equal a size as possible, and the topmost tile of each stack is revealed.

Each building has a special ability.

The special abilities:



The Jeweler

Only usable with the Gems !/ module!

Before the game starts: The player receives the special necklace board (in place of one of the regular necklace boards).

During the game: On the upper 10 spaces of the special necklace board, 2 possible gem colors can be deployed each. Only the bottom space (orange) offers no choice. Completing the rows earns more points during the final scoring.



The Great Well

Before the game starts: The player fills the **supply space** at the bottom left with 1 water, 1 date, 1 dinar, and 1 wood from the supply.

Note: *If played without the Walls & Guards !/ module, the wood space always stays empty.*

During the game: If the player receives 1 water while using a district action (for 1 water vendor keshi in the district), they additionally receive 1 resource of their choice from the supply space.

!/ Attention: The player does not receive a resource from the supply space if they receive water for other reasons.

If the supply space is empty at the end of their turn, the player refills it with 1 water, 1 date, 1 dinar, and 1 wood from the supply.



The Nomad Tent

Only usable with the Nomads !/ module!

Before the game starts: The player receives 1 “once per round” activation marker and 1 Nomad keshi. They may deploy this keshi for free during their first turn, before using their first assistant.

During the game: The player may move 1 Nomad keshi for free ***once per round***, according to the usual rules.

At the end of the game: The player receives 1 point for each Nomad keshi on their player board.



The Watchtower

Only usable with the Walls & Guards !/ module!

Before the game starts: The player receives 1 watchmen tile.

During the game: Committing your own watchmen always costs the player exactly 1 resource of their choice (instead of the printed cost).

At the end of a season: The player places their watchman tile on the first not-yet-repaired wall section before the city wall scoring: it counts as protected. For repelling a brigand at this wall section, the player receives 2 extra points.



The Woodcutter

Only usable with the Walls & Guards !/ module!

Before the game starts: The player receives 1 “once per round” activation marker.

During the game: Whenever the player receives 1 or 2 wood, they receive 1 additional wood. Whenever the player receives 3 or more wood, they receive 2 additional wood.

Once per round, the player may give up 1 wood instead of giving up 1 resource of their choice.



The Betting Booth

Only usable with the Camels !/ module!

Before the game starts: The player receives 5 camel dung and 1 keshi of their choice (except orange/yellow/purple), which they place on a free space in their own spectator area of the race track.

During the game: Whenever the player has moved their camel 1 or more steps, they may spend exactly 1 camel dung to advance their camel 1 further step. The player does not need to pay any resources to cross bridges with their camel.



The Flying Merchant

Before the game starts: The player receives 1 “once per round” activation marker.

During the game: ***Once per round***, when buying a luxury good, the player may pay with goods keshis of any type instead of the shown goods keshis, AND pays 1 keshi fewer in total.

Every luxury good always earns the player 1 additional point.



The University

Only usable with the Experts !/ module!

Before the game starts: The player receives 1 “once” activation marker.

During the game: ***Once per game***, the player may flip 1 already-used Expert back to its front side.

At the end of the game: The player receives 2 points for each Expert tile (whether used or unused).

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