Game Turn

1. Bid for Turn Order

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

2. Player's Actions

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

2.1 Move your Turn marker

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

2.2 Move Meeples

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

2.3 Check for Tile Control

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

2.4 Do the Tribe's Actions

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

ELDERS - White Meeples
Place your Elders in front of you, to gain/use Djinns or score 2 VPs / Elder at game end.

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

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

+ x?

ASSASSINS - Red Meeples
Put your Assassins in the bag and Kill **1 Meeple** (number of Assassins + Slave cards, if any) Tiles away (if this empties the Tile, place one of your Camels on it) **OR** Kill 1 Yellow Vizier or White Elder in front of one of your opponents.

+ x?

2.5 Do the Tile's Actions

If the Tile you finished your Move on has a symbol marked with a RED arrow, you MUST do this Action:

OASIS
Place 1 Palm Tree on this Tile.

VILLAGE
Place 1 Palace on this Tile.

On all other Tiles, you only do the Tile's Action if you want to (and can):

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

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

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

2.6 Merchandise Sale (Optional)

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

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

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

3. Clean-Up

Replenish the visible Resources and Djinns, if need be.

End Game

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

The Djinns of Naqala

AL-AMIN
At game end, each pair of Slaves you hold acts as 1 Wild Merchandise of your choice.

ANUN-NAK
Cost: 1 Elder or 1 Slave
Choose an empty Tile (with no Camel, Meeple, Palm Tree or Palace). Place 3 Meeples on that tile (drawn at random from the bag).

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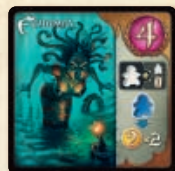Each time someone gets a Djinn, collect 1 GC if it's you, 2 GCs if it's an opponent.

BOAZ
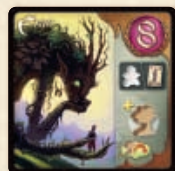Your Elders and Viziers are protected from Assassins.

BOURAQ
Cost: 1 Elder or 1 Slave
Place 1 Palace on any Village.

ECHIDNA
Cost: 1 Elder + (1 Elder or 1 Slave)
Double the amount of GCs your Builders get this turn.

ENKI
Cost: 1 Elder or 1 Slave
Place 1 Palm Tree on any Oasis.

HAGIS
Cost: 1 Elder or 1 Slave
When placing a Palace, you may drop it on any neighboring Tile instead.

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

IBUS
Cost: 1 Elder or 1 Slave
Your Assassins kill 2 Meeples of any color on the same Tile or kill 2 Elders and/or Viziers from the same opponent.
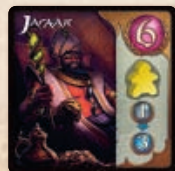
JAFAAR
At game end, each Vizier you hold is worth 3 VPs instead of 1.

KANDICHA
Each time your Assassins kill: a **Merchant**, draw 1 Resource card from the top of the Resource pile; a **Builder**, take the GCs that Builder would have taken; a **Vizier** or **Elder**, place it in front of you instead of killing it.
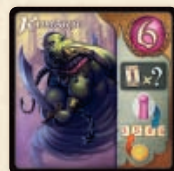
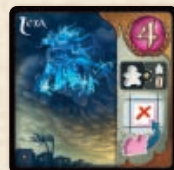## KUMARBI
Cost: 1 or more Slave(s)
When bidding for Turn Order, for each Slave you discard your bidding cost is reduced by 1 spot.
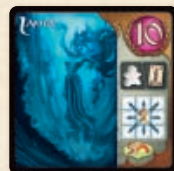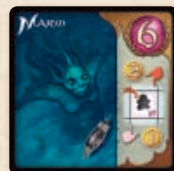
LAMIA
Cost: 1 Elder or 1 Slave
When building a Palm Tree, you may place it on a neighboring Tile instead.
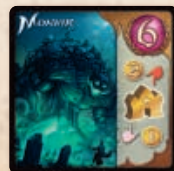
LETA
Cost: 1 Elder + (1 Elder or 1 Slave)
Take control of 1 empty Tile (no Camel, Meeple, Palm Tree or Palace); place 1 of your Camels on it.
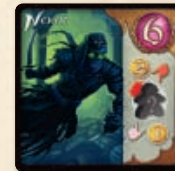
MARID
Each time a Meeple is dropped on one of your Tiles during a Move, collect 1 GC if you did the Move; 2 GCs if one of your opponents did.
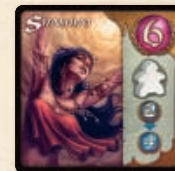
MONKIR
Each time a Palace is placed, collect 1 GC if you did it; 2 GCs if your opponents did.
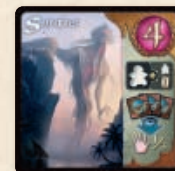
NEKIR
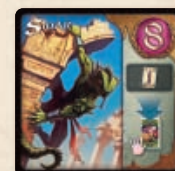Each time Assassins kill Meeple(s), collect 1 GC if you did the Killing; 2 GCs if an opponent did.

SHAMHAT
At game end, each of your Elders is worth 4 VPs instead of 2.
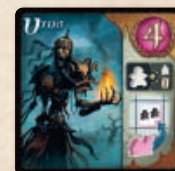
SIBITTIS
Cost: 1 Elder + (1 Elder or 1 Slave)
Draw the top 3 Djinns from the top of the Djinns pile; keep 1, discard the 2 others.

SLOAR
Cost: 1 Slave
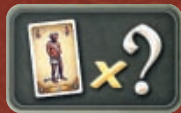Take the top card from the Resource pile.

UTUG
Cost: 1 Elder + (1 Elder or 1 Slave)
Take control of 1 Tile with only Meeples on it (no Camel, Palm Tree or Palace); place 1 of your Camels on it.

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1 Slave | **1 or more Slave(s)**

Viziers | **Elders** | **Builders** | **Merchants** | **Assassins**

1 Elder or 1 Slave | **1 Elder + (1 Elder or 1 Slave)**