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 Meeples of same color.

2.3 Check for Tile Control
Remove all Meeples 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.

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:

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

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.

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

Cost: 1 Elder or 1 Slave

Place 1 Palm Tree on any Oasis.

Cost: 1 Elder or 1 Slave

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

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.

Cost: 1 Elder or 1 Slave

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.

Cost: 1 Elder or (1 Elder or 1 Slave)

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.

Cost: 1 Elder or 1 Slave

Place 1 Palace on any Village.

Cost: 1 Elder or 1 Slave

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

Cost: 1 Elder or (1 Elder or 1 Slave)

Double the amount of GC your Builders get this turn.

Cost: 1 Elder + (1 Elder or 1 Slave)

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

Cost: 1 Elder or 1 Slave

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

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.

Cost: 1 Elder or 1 Slave

Each time Slaves are dropped on an empty Tile (with no Camel, Meeple, Palm Tree or Palace), Place 3 Meeples on that tile (drawn at random from the bag).

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).

Cost: 1 Elder or 1 Slave

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

Cost: 1 Elder or 1 Slave

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.