

Five Tribes

Introduction: The old Sultan has died, and control of Naqala is up for grabs! Players take the role of foreign strangers manoeuvring the Five Tribes of Naqala to take control of the Sultanate.

Game End and Goal: The game ends when either:

- A player **places his last Camel**, or
- **No more Meeple Moves** are possible.

Final scoring occurs, and the player with the most victory points is the winner.

Setup:

1. Players receive **Camels** and **Turn Order Markers** as follows:
 - a. **2P Game:** One player takes **11 Blue Camels** and **2 Blue Turn Markers**, and the other player takes **11 Pink Camels** and **2 Pink Turn Markers**.
 - b. **3P and 4P Game:** Each player receives **8 Camels** and **1 Turn Marker** in their chosen colour. Spare blue or pink camels and markers are returned to the box.
2. Each player receives **50 Gold Coins**, which they should place face down. *Money is kept secret for the whole game.*
3. Shuffle all **30 Tiles** and place them in a 6 x 5 grid to form the **Sultanate**. All tiles must be orientated the same way.
4. Put all **90 Wooden Meeples** into the **Meeple Bag**, and randomly draw 3 meeples per tile, placing them on the tiles as you proceed. The bag will be empty after this is complete.
5. Put the **Bid Order** and **Turn Order Tracks** next to the Sultanate.
6. Take all player's **Turn Order Markers**, shuffle them, draw randomly, placing them on the Bid Order Track.
7. Shuffle all **54 Resource Cards**, and place in a face down deck. **Draw 9 Cards**, and form a face-up display.
8. Shuffle all **22 Djinn Cards**, place them in a face-down deck. **Draw 3 Djinn Cards**, and form a face-up display.
9. Place the **12 Palm Trees**, and **10 Palaces** and remaining Gold Coins **in supply** next to the Sultanate.

Game Overview: The game occurs in the following three phases until the end conditions are met:

1. **Bid for Turn Order**
2. **Actions**
3. **Clean-Up**

Phase 1: Bid for Turn Order - The player who is first on the Bid Order Track announces which space on the Turn Order Track they wish to place their Turn Marker on, pays to the bank the amount of gold shown on the space, and moves their marker there. The next player on the Bid Order Track repeats this process, and play continues until all players have paid and moved to the Turn Order Track. Note the following placement rules:

- Players **cannot share** Turn Order Track spaces (except the 0 space).
- If a player chooses to **bid 0**, no money is paid to the bank, and their **marker moves to the front "0" space**. Any players already in the 0 area are **pushed backwards** one spot in Turn Order.
- In a 4P game, if all three "0" spaces on the Turn Order track are full, the 4th player must bid for another space.



Players will now **take their turn** in Turn Order Track **order**, beginning with the player on the **highest valued space**.

Phase 2: Action Phase - On a player's turn, they perform the following **six actions in order**. Once a player's actions are complete the next player takes their turn, and so forth until all players have completed their actions.




1. **Move Turn Marker:** Pick up your Turn Marker from the Turn Order Track and place it on the first empty spot on the Bid Order Track (ready for the next Round).
2. **Move Meeples:** Select a tile that contains **at least 1 Meeple**, and pick up all Meeples on that tile. Choose an orthogonal path away from the selected tile of the **same length as the number of Meeples picked up**, and drop 1 Meeple in each space in the path (not on the starting tile). Follow these placement rules:
 - a. **Last Meeple, Same Colour** - When a player lays their path, they lay the Meeples in their preferred order, **except for the last Meeple**, which must land on a tile that **contains a Meeple of the same colour**.
 - b. **No diagonal moves** - The trail of meeples may only be laid in an orthogonal path, never diagonal.
 - c. **No immediate back-tracking** - You may never immediately backtrack onto a tile you have just passed through. However, if you have at least 5 Meeples, you may complete an overlapped loop over 4 tiles.
3. **Check Tile Control:** The active player **picks up all Meeples of the colour of the final Meeple they placed, from the last tile in the path**. The player will now have **at least 2 Meeples** all of one colour in their hand.
 - a. **Control:** If this action **empties the final tile of meeples**, the active player **takes control of the tile by placing a Camel of their colour on the tile** (they will receive VPs for the tiles they control at the end of the game).
 - i. A player cannot lose control of a tile once they have placed your Camel on it.
4. **Tribe Actions:** The player **performs the action** corresponding to the **colour of Meeples they hold in their hand**. The **strength of the action** is the **number of Meeples** held in their hand.
 - a. **Yellow Viziers** - Place all Yellow Viziers collected in front of you. They will score points at game end.
 - b. **White Elders** - Place all White Elders collected in front of you. You may spend White Elders to purchase Djinn (using the Sacred Place Tile Action), or to activate some Djinn powers during the game. If they remain in front of you at the end of the game, they will score VPs.
 - c. **Green Merchants** - Place all Green Merchants collected back in the Meeple Bag. **Take one Resource card from the market for each Merchant collected**, starting at the beginning of the line (and taking a series of adjacent cards). Do not replace the resource cards in the market until Clean-Up phase. *Resources in hand are secret information.*
 - d. **Blue Builders** - Count the number of Blue Builder meeples collected, and place them in the Meeple Bag. Take Gold from the bank by following these steps:
 - i. Examine the tile that your final Meeple landed on, and all immediately orthogonally and diagonally adjacent tiles. **Count the number of blue-valued tiles amongst them.**
 - ii. **Multiply the number of blue-valued tiles by the number of Blue Builder meeples returned to the bag.**

- iii. If you wish/if able, you may **discard Slave Cards** from your hand to **increase the Blue Meeple multiplier** (by 1 for each Slave discarded).
- iv. **Take the total you calculated in Gold** from supply, and add it to your personal supply (face down).
- e. **Red Assassins** – Put all the Red Assassin meeples collected into the meeple bag. You may **assassinate one Meeple in the Sultanate** (returning it to the bag) according to the following rules:
 - i. The Meeple assassinated can be of **any colour**.
 - ii. The Meeple assassinated must either be in the Sultanate, or in front of an opponent:
 - 1. **In the Sultanate:** It must be located no further away from your **finishing tile** than **1 tile orthogonal tile's distance per Red Assassin put into the bag**. Distance counting is orthogonal and not diagonal.
 - 2. **In front of an Opponent:** Alternatively, the active player may assassinate one white, or one yellow meeple in front of another player.
 - iii. **Slave Cards** may be discarded to **increase the range** of the assassin by **one space** per slave discarded.
 - iv. **Control:** If, as a result making an Assassination, a tile is completely cleared of Meeples, the **active player immediately takes control** of that tile and places a Camel from their supply on it.
 - v. It is possible to clear two tiles during the Red Assassin action if picking up the assassins in the first place also clears a tile. In this case, provided the active player has enough Camels available, they take control of both tiles. The player only has **one Camel available**, they may only take control of their **finishing tile**, and not the tile emptied by the assassination.
- 5. **Tile Actions:** When a player's Tribe Action is complete, they resolve the action of the tile they took the meeples from. If they took control of a second tile through the use of assassins, they do not receive the action of this tile as well.

- a. Tiles which have **red arrow have compulsory** actions, i.e.:

Icon	Effect
	Oasis - Place one Palm Tree from supply on this tile. There is no limit to the number of Palm Trees that can be on a tile. If there are no Palm Trees left in supply, this action is ignored.
	Village - Place 1 Palace from supply on this tile. There is no limit to the number of Palaces that can be on a tile. If there are no Palaces left in supply, this action is ignored.

- b. Tiles **without red arrows**, have **optional** actions. i.e.:

Icon	Effect
	Small Market: Pay 3 Gold to supply and pick one Resource Card from the first three on the resource window. Do not refill window until clean up phase.
	Large Market: Pay 6 Gold to supply and pick two resource cards from the first six on the resource window. If there is only one resource card in the window, you must still pay 6 gold if you want to take it.
	Sacred Place: Pay two Elders, or, one Elder and one Slave Card to buy a Djinn of your choice from those available in the Djinn window. <i>Put the Elder in the Meeple Bag and the Slave Card into the Resource Card discard. Do not refill the Djinn window until Clean Up phase.</i> Djinn powers come in several types: <ul style="list-style-type: none"> • Permanent – Always active. • Pay to Use (once per turn). May be activated on your turn (including immediately after buying the Djinn), by paying the entry cost.

- 6. **Merchandise Sale (Optional):** Once Tile Actions are complete, a player **may** sell some of their Resource Cards (**not slaves**), to convert them back into Gold Coins to spend on a future turn. The set of Resource Cards must all be different from each other. A set of 1,2,3,4,5,6,7,8,9 different cards is worth 1,3,7,13,21,30,40,50,60 Gold Coins respectively.

Step 3: Clean Up Once all players have performed all 5 (or 6) of their action steps, Clean Up is conducted.

- a. **Resource Cards:** Slide any remaining Resource Cards along the resource row so they are side by side and replenish the space(s) left nearest the draw pile to create a display of 9 Resource Cards. If there are no Resource Cards to draw, reshuffle the discards to form a new Resource Card deck. If there are still not enough, no more can be drawn.
- b. **Djinn:** Slide any remaining Djinn along the Djinn row so they are side by side and replenish the space(s) left near the draw pile to create a window of 3 face up Djinn cards.

Game End: The game ends when one of two events occurs:

- 1. **A player places their last Camel on a tile.** The active player finishes their action phase as normal. **The game ends once all players have taken their actions for this turn.** Final scoring then occurs.
- 2. **There are no more legal Meeple moves.** If a player can make no legal meeple move, he has the opportunity to invoke any Djinn powers he chooses, and then he passes and play moves to the next player. All following players have the same opportunity to use Djinn powers. The turn then finishes and final scoring takes place.

Final Scoring: Final scoring is conducted using the **Scoring Sheet** in the following way:

- **1 VP for each Vizier** in front of you, plus 10 VPs for each opponent who has strictly fewer Viziers than you do.
- **2 VPs per Elder** in front of you.
- **Sum of the face VPs each Djinn** in your possession.
- **Sum of face VPs of each Tile in the Sultanate that you control** (with your Camels on it)
- **3 VPs for each Palm Tree** on each tile you Control
- **5 VPs for each Palace** on each tile you Control
- Convert your **Resource Cards** (not slaves) to Gold, forming sets (1,2,3,4,5,6,7,8,9 Diff. Cards => 1,3,7,13,21,30,40,50,60 Gold).
- Sum the remaining Gold in your personal supply. **Each Gold is worth 1 VP.**

Players total their VP. The player with the most VPs is the winner! In the case of a tie, play again to break the tie.